Mixxx User Manual

Version 2.3.0

The Mixxx Development Team

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Contents

Introduction à Mixxx

Mixxx vous permet d'effectuer des mixages DJ en direct avec votre collection de musique numérique. Il vous aide à faire vibrer la fête avec des contrôleurs DJ, des platines vinyles ou même simplement votre clavier. Il est développé par une équipe internationale de bénévoles qui veulent apporter la joie du DJ à tout le monde. Le projet est à but non lucratif, open source et axé sur la communauté. Ensemble, nous visons à créer le meilleur logiciel DJ jamais créé. Nous espérons que vous *join us*!

1.1 Comment Mixxx fonctionne

Mixxx est différent des applications de lecteur de musique classiques car il lit plusieurs fichiers audio en même temps et possède de nombreuses fonctionnalités pour manipuler la lecture des fichiers audio. Cela vous permet de mixer de manière créative différentes pistes à la volée.

You can use Mixxx to preview the next track in headphones before the audience hears it, also known as headphone cueing. This helps you choose a track that is appropriate for the present moment and that will mix well into the currently playing track(s). To use headphone cueing, you need at least 2 separate audio outputs, typically provided by a USB audio interface (also known as a "sound card", although most of them are not shaped like cards anymore).

The *shortcut* for headphone cueing in Deck1 is T while for Deck 2 the shortcut is Y.

Mixxx can be used in two different ways for headphone cueing:

Mixage interne

Mixxx lit plusieurs fichiers audio sur l'ordinateur en même temps, les mélange et envoie le signal mixé à une sortie d'interface audio. Un signal séparé est envoyé à une autre sortie d'interface audio pour la pré-écoute au casque. Souvent, un contrôleur DJ est utilisé avec un mixage interne pour fournir un contrôle plus facile de Mixxx qu'une souris et un clavier.

Mixage externe

Dans ce type de configuration, Mixxx lit plusieurs fichiers audio sur l'ordinateur en même temps et envoie chaque piste sur une sortie d'interface audio distincte. Les sorties de l'interface audio sont connectées à une table de mixage matérielle externe. La table de mixage matérielle effectue le mixage réel des signaux audio. Sur la table de mixage matérielle, il existe des sorties distinctes pour le signal mixé à jouer pour le public et
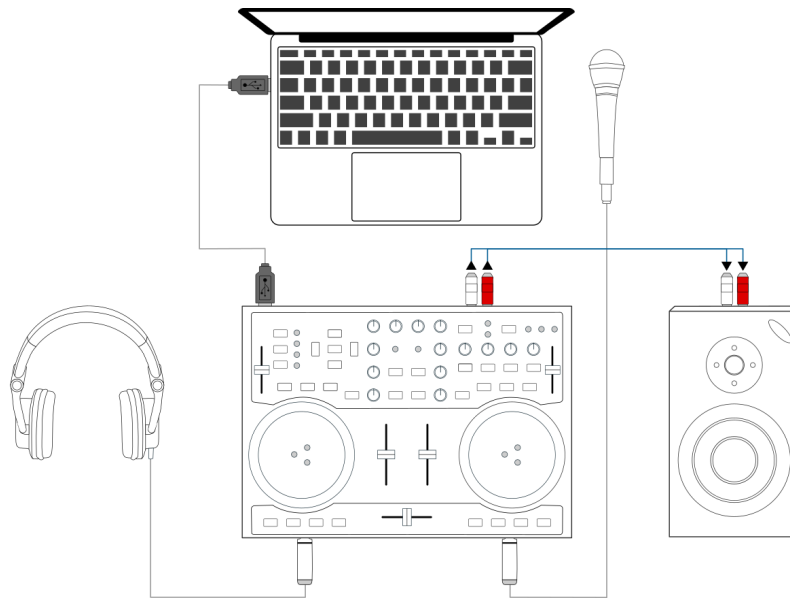
Figure1: Utilisation de Mixxx avec un contrôleur DJ pour le mixage interne. Le contrôleur DJ possède une interface audio intégrée qui fournit deux sorties stéréo séparées.

pour le DJ pour utiliser la pré-écoute au casque. Le mixage externe est généralement utilisé avec les platines et *special vinyl records* pour manipuler des fichiers de musique numérique comme si la musique était sur les disques vinyle.
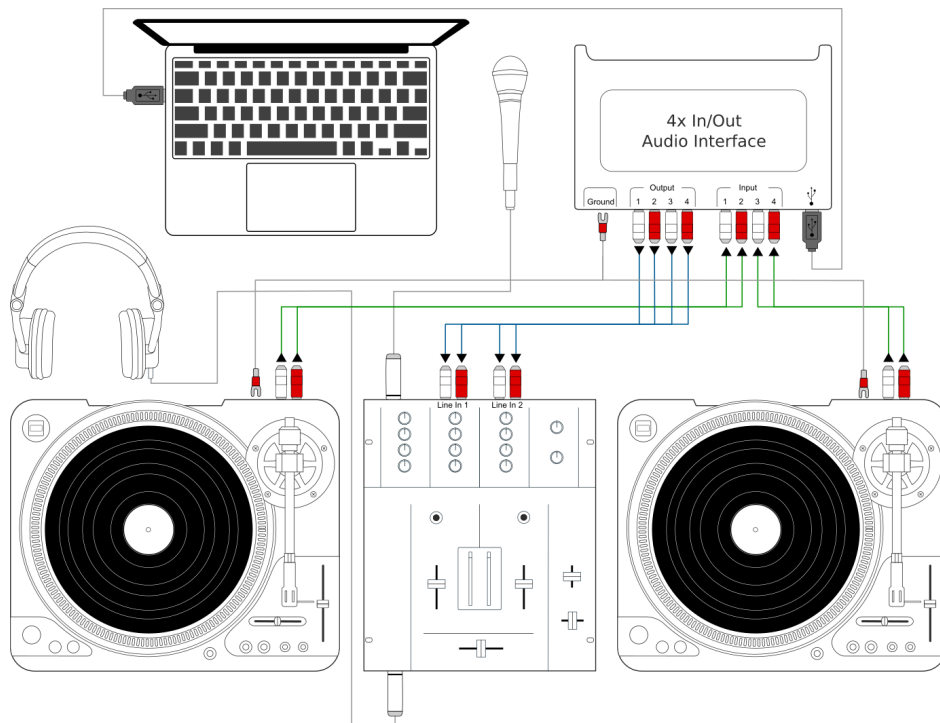
Figure2: Utilisation de Mixxx avec une interface audio USB, une table de mixage externe et un vinyle avec timecode pour le mixage externe

Commencer

2.1 Installing Mixxx

After downloading Mixxx from our Website, you need to install it on your computer.

Windows Double-click the Mixxx installation file and go through the installation wizard.

macOS Double-click the Mixxx .dmg file and drag the Mixxx icon to your Applications folder.

GNU/Linux No steps are necessary after you follow the instructions on the download page.

2.2 Upgrading Mixxx

You may safely install Mixxx on top of any previous version. You don't need to uninstall the old version.

Your settings and library will not be removed or reset, but they may be upgraded when you launch the new version of Mixxx. Note that we do not guarantee that new configurations will work on older versions of Mixxx, therefore you may want to make a backup of your existing settings just in case.

Windows

Mixxx settings are in `%LOCALAPPDATA%\Mixxx`, which is usually something like `c:\ Users\<username>\AppData\Local\Mixxx`. If you have trouble finding this folder, see these instructions.

macOS Mixxx settings are in `/Users/<username>/Library/Containers/org. mixxx.mixxx/Data/Library/Application Support/Mixxx`

GNU/Linux Mixxx settings are in `/home/<username>/.mixxx`

Copy this directory to a backup drive or somewhere else on your system to make a backup of your settings.

Voir aussi:

For detailed descriptions of the settings files, go to *The Mixxx Settings Directory*.

2.3 Lancer Mixxx

Once you've installed Mixxx, start by opening Mixxx and importing your music to the Mixxx library.

Windows Double-cliquez sur l'icône Mixxx sur votre bureau. Vous pouvez aussi naviguer dans le menu démarrer de Windows et cliquer sur l'icône Mixxx, ou faire une recherche du fichier `Mixxx.exe`.

macOS Double-cliquer sur l'icône Mixxx dans le dossier `Applications`. Sinon, faites glisser l'icône Mixxx dans le dock et double-cliquer dessus ou chercher **mixxx** dans Spotlight.

GNU/Linux Cliquer sur l'icône Mixxx dans le menu des applications ou le lanceur de votre environnement de bureau ou effectuer une recherche sur `mixxx`. Sinon, taper **mixxx** dans le terminal, puis appuyer sur `Entrée`. Si votre *interface audio* n'est pas accessible depuis Mixxx car elle est utilisée par d'autres applications via PulseAudio, vous pouvez fermer et redémarrer Mixxx à l'aide de la **pasuspender mixxx**. Voir *Launching Mixxx from the Command Line* pour un aperçu des options de ligne de commande de Mixxx.

2.4 Importer vos fichiers audio
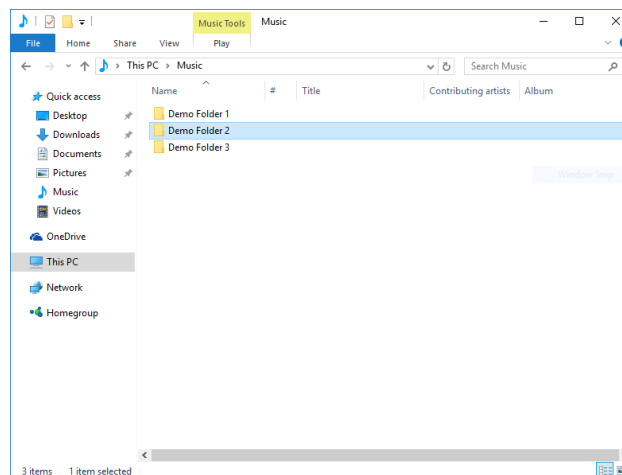
Figure1: Mixxx fonctionnant sous Windows 10 - Choix du répertoire de la bibliothèque

La première fois que vous exécutez Mixxx, on vous demande de sélectionner un répertoire dans lequel votre musique est rangée. Par défaut, la boîte de dialogue pointe vers un emplacement dans lequel les fichiers musicaux sont typiquement rangés, mais vous pouvez choisir n'importe quel emplacement sur votre ordinateur.

Cliquer sur *Sélectionner le dossier* et Mixxx va examiner votre bibliothèque musicale. Ceci peut prendre du temps en fonction de la taille de votre bibliothèque. Tous les fichiers musicaux pris en charge que Mixxx détecte seront listés dans *Pistes - Voir et éditer toute votre collection.*.

SI vous voulez rafraîchir votre bibliothèque (par exemple parce que vous avez ajouté ou déplacé des fichiers), vous pouvez le faire avec *Bibliothèque ‣ Réanalyser la bibliothèque* dans le menu. SI vous souhaitez réanalyser la bibliothèque à chaque démarrage, sélectionnez *Préférences ‣ Bibliothèque ‣ Réanalyser la bibliothèque au démarrage*.

> **Avertissement:**   Sur Windows 7 et 8, la boîte de dialogue d'import pointe vers votre bibliothèque Windows "Musique", un dossier virtuel dédié. Vous ne pouvez **pas** utiliser ces dossiers virtuels. Utilisez plutôt un dossier classique, habituellement "Ma Musique", comme vu ci-dessus.

2.5 Analyser votre librairie

Mixxx automatically analyzes tracks the first time you load them in a deck. This allows you to run *beatgrid*, *key*, and *ReplayGain* detection on tracks in advance. It also prepares the waveform overviews, detects file corruption, and calculates the *BPM* values.

Voir aussi:

Pour plus d'information, voir *Détection de battement*.

2.5.1 Why you should analyze your audio files

If the tracks have never been played with Mixxx before, the library columns *BPM*, *Duration* and *Key* will be empty or unreliable (because the values are just read from the file's tags if present and might be wrong). Pre-generating beatgrids gives you the chance to double-check the beat markers to make sure they are correct. Errors in beatgrids can cause difficulty when syncing tracks. Furthermore, track analysis takes considerable CPU power and might cause skips in the audio — things you surely don't need while performing.

2.5.2 How to analyze your audio files

Once you have *imported your music library*, press *OK* on the Preferences window.

- Go to the *Analyze* view on the left side panel of the library.
- To analyze a few specific tracks, hold down the `Ctrl` button, and select the tracks that you want to analyze or you can `shift`-select a range of tracks. Once they've been highlighted, click the *Analyze* button on the top right of the library section.
- To analyze the newly added tracks, toggle the *New* label and then click *Analyze*.
- To analyze the entire library, toggle the *All* label and then click *Analyze*.
- The *New* and *All* toggle buttons are located at the top left of the analysis pane - just above the *Preview* and *Cover Art* column titles of the library.

While analyzing, the progress in percentage and total queue length are shown.

2.6 Configuration de l'entrée et de la sortie audio

Avant de pouvoir utiliser Mixxx, vous devez configurer Mixxx pour utiliser votre matériel audio dans *Préférences -> Matériel sonore*. Vous n'avez pas besoin de configurer toutes les entrées et sorties.

Le chapitre *Matériel DJ* explique les différents types de matériel DJ et comment les configurer avec les options d'entrée et de sortie. Pour que Mixxx fonctionne le mieux possible sur votre système, configurez les autre préférences *Matériel sonore* en plus des entrées et sorties.
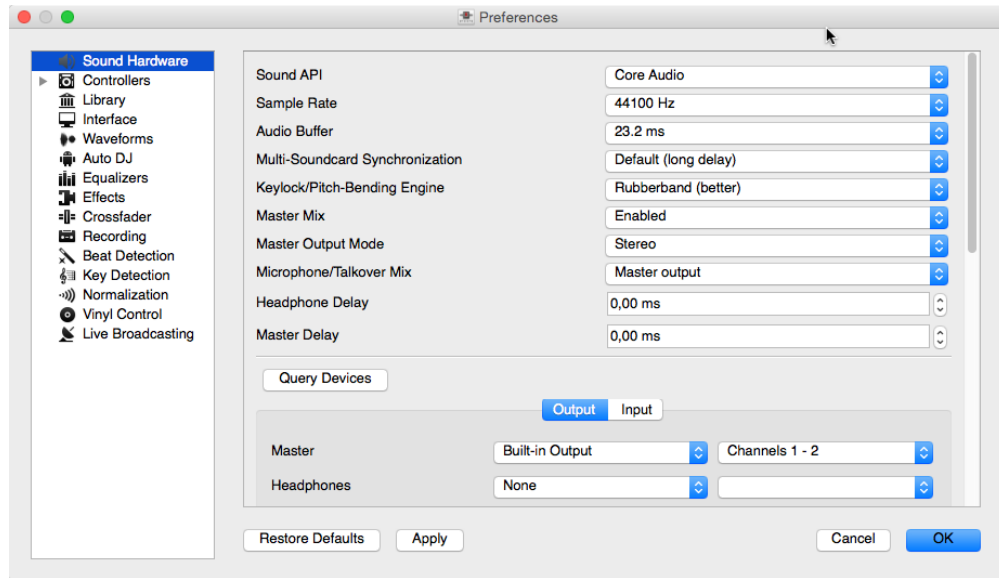
Figure2: Préférences du matériel sonore de Mixxx

2.6.1 Options de sortie

Mixage interne:

Utiliser ces sorties si vous n'utilisez pas de *external hardware mixer*. Si vous utilisez un contrôleur avec une interface audio intégrée, utiliser ces sorties.

- *Master*: toutes les platines, échantillonneurs, microphones et entrées auxiliaires mélangés ensemble. Cette sortie est envoyée aux haut-parleurs pour le public.

- *Casque*: toutes les platines, échantillonneurs, microphones et entrées auxiliaires affectés à *pre-fader listening*

- *Cabine*: identique à la sortie principale, mais avec un contrôle de gain séparé

Mixage externe:

- *Platines 1-4*: les platines non mixées individuels à envoyer à une table de mixage externe

- *Bus Left/Center/Right*: all decks, samplers, and auxiliary inputs assigned to each side of Mixxx's *crossfader*

2.6.2 Options d'entrée

Mixage interne:

Utiliser ces entrées si vous n'utilisez pas de table de mixage matériel externe. Si vous utilisez un contrôleur avec une interface audio intégrée, utilisez ces entrées.

- *Microphone 1-4*: entrées micro de direct ou instrument de musique

- *Auxiliaire 1-4*: autres sources sonores

Mixage externe:

- *Enregistrer/Diffuser*: Lorsque ceci est configuré, Mixxx enregistrera et diffusera à partir de cette entrée d'interface audio au lieu du mixage interne principal. Si un microphone est branché sur la console de mixage, ne configurer pas les entrées Microphone 1-4.

Mixage interne ou externe:

- *Contrôle Vinyle 1-4*: entrée de timecode à partir de platines vinyles ou CDJ pour manipuler les platines 1-4

Voir aussi:

Utilisation de microphones

The Mixxx User Interface

Bienvenue dans l'interface de Mixxx. C'est ici que toute la magie opère. Vous allez devenir très familier de cette interface parce que c'est la façon principale d'utiliser Mixxx. Dans ce chapitre, nous présentons l'interface par défaut de Mixxx et décrivons ses éléments, potentiomètres et curseurs.

Figure1: L'interface de Mixxx - Thème Latenight

This is the LateNight skin, PaleMoon color theme. It is the default skin supplied with Mixxx 2.3. There are a variety of

other skins included with Mixxx. You should explore them all to figure out which one you prefer. This section will focus on LateNight only, though all Mixxx skins provide most of the controls described here.

3.1 Skin Settings

On top, and on the right side of the user interface are the section expansion buttons and options.

Figure2: The GUI section quick toggles buttons in the top tool bar

If you click on either *WAVEFORMS*, *4 DECKS*, *MIXER*, *EFFECTS*, *SAMPLERS* or *MICS & AUX* then you will enable control sections for interacting with:

- *Affichage de la forme d'onde*
- *Decks*
- *Mixer*
- *Effects*
- *Samplers*
- *Microphones & Auxiliary Inputs*

Vous pouvez aussi utiliser l'*Application shortcuts* spécifique.

Click the *SETTINGS* button or gear icon (depending on the skin) to open the skin settings menu. This provides common basic controls as well as some skin-specific options.

3.2 Decks

The deck section comes in three sizes: Full, Compact and Mini. You can switch between any of the three sizes by clicking on the *Settings* button or the gear icon. Under the *Decks* section, click on « hide mixer to select ». This will automatically select the Compact deck (underlined and bolded). If you wish to change to a different deck size, you can choose FULL or Mini.

The FULL deck (which is similar in all skins) will show the *Mode de contrôle vinyl et contrôles de repérage* and Key controls at the top of the deck section and then the *Contrôles de Repère rapide*, *Intro/Outro Markers*, *Contrôles de boucle* at the bottom.

The Compact deck has a reduced set of controls for when you don't need all of them on screen, for example when they're also accessible from your controller. Reverse is removed from the *Commandes Lecture/Repère*, and the *Contrôles de Repère rapide*, *Intro/Outro Markers*, *Contrôles de boucle* and rate adjust buttons are not shown.

The mini deck is of a much smaller size and shows only the waveform and the *Affichage d'Information sur la Piste*. You can also use minimal decks with the maximized library.

Indication: Hiding the mixer will by default switch to the compact decks.
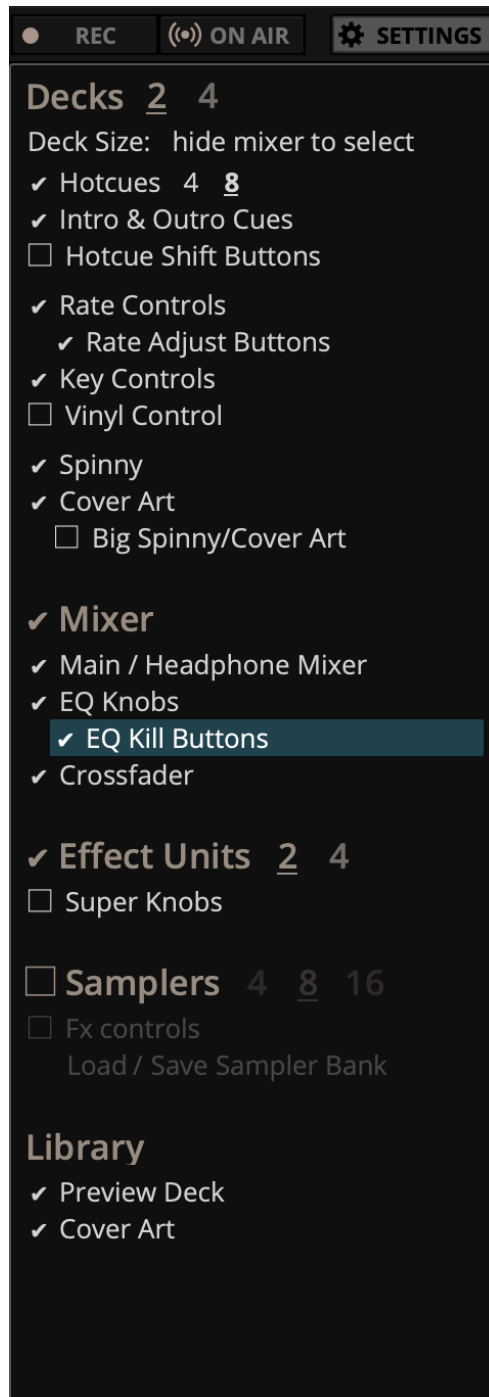
Figure3: The Skin Settings menu on the right
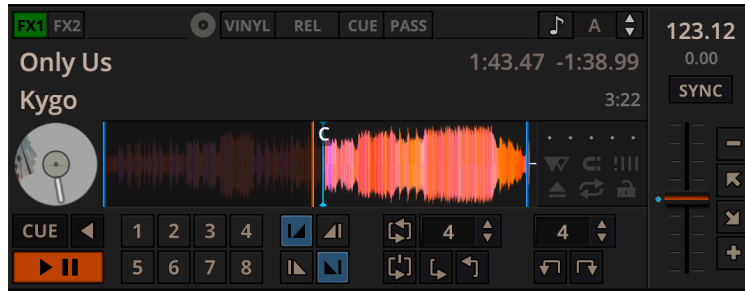
Figure4: Une platine avec une chanson chargée

La section platine vous permet de contrôler tout ce qui se rapporte à une *platine* virtuelle. Découpons là en plusieurs sections.

3.2.1 Affichage d'Information sur la Piste

Figure5: La section d'information sur la piste de la platine

Titre de la Piste The title of the track that was loaded into a deck is displayed on top. This is the same as the title listed under the *Title* column heading in the *Mixxx library*. This information is initially loaded from the track's *metadata*. If the metadata is missing, the title and artist are guessed from the filename.

Artiste de la Piste The artist of the track is listed below. It is the same as listed under the *Artist* column heading in the *Mixxx library*.

Temps écoulé/Restant/Les deux By default it displays the total elapsed time in the track up to the millisecond. Clicking on the display switches to the *Time Remaining* view, which indicates how much time is left before the track reaches the end. Clicking the display again, both the elapsed and remaining time are shown simultaneously in the format *elapsed time / remaining time*. You can change the default in *Preferences ▸ Decks ▸ Deck options*.

BPM (Tempo) Le nombre en haut à droite est le *BPM* effectif de la piste. C'est le *BPM* détecté, ajusté de la vitesse de lecture appliquée à la piste. Par exemple, si la piste est normalement à 100 BPM et qu'elle est jouée à +5%, alors le BPM effectif affiché sera de 105 BPM.

Indication: Vous pouvez utiliser un raccourci clavier et tapoter sur le rythme, pour régler le BPM à la vitesse à laquelle vous tapoter, aller à *Utiliser un clavier* pour plus d'informations.

Key
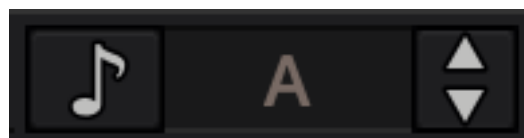
Figure6: The Key options.

The key displays the current musical key of the loaded track after pitch shifting. The key is displayed below the BPM (Tempo). This is the same as the key that is shown under the *Key* column heading in the *Mixxx library*. Clicking the key will expand it to reveal more options:

- **Pitch Control**: This changes the track pitch independent of the tempo. Left-clicking the - button decreases the pitch by one semitone. Right-clicking it decreases the pitch by 10 cents. Left-clicking the + button increases the pitch by one semitone. Right-clicking it increases the pitch by 10 cents.

- **Sync and Reset Key**: Left-clicking the *MATCH* button sets the key to a pitch that allows harmonic transition from the other track. It requires a detected key on both involved decks. Right-clicking it resets the key to the original track key.

Cover Art The cover art of the track loaded into the deck is displayed on the left side of the track. This is the same as the cover art that is shown under the *Cover Art* column heading in the *Mixxx library*. In Deere skin you can choose to enable or disable the cover art by clicking the gear icon in the upper right corner, then toggling the *Decks ▸ Cover Art* option. Clicking on the cover art will expand it into a full blown image. The cover art is also shown in the Vinyl Widget next to the *parallel waveforms*.

3.2.2 Affichage de la forme d'onde

La section forme d'onde d'une platine vous permet de visualiser les changements audio intervenant au fil de la piste, vous pouvez en quelque sorte "voir" votre musique.

Par défaut les affichages de formes d'onde sont alignés parallèlement l'un à l'autre afin de faciliter le *beatmatching*, puisqu'il est possible d'effectuer le beatmatch visuellement en alignant les battements qui apparaissent sur chaque forme d'onde.

Figure7: Parallel waveforms in the default Mixxx skin (LateNight, PaleMoon theme)

Depending on the skin, Mixxx displays either parallel waveforms (default) or separate waveforms. LateNight and Tango skins only have resizable parallel waveforms while Shade skin provides only separate waveforms. In Deere skin you can select your preferred appearance by clicking the gear icon in the upper right corner, then toggling the *Skin Settings ▸ Parallel Waveforms* option.

> **Avertissement:** If you have a slower computer and notice performance issues with Mixxx, try lowering the frame rate or changing the waveform type in *Preferences ▸ Waveforms*.

Forme d'onde principale La grande forme d'onde principale montre l'enveloppe de la forme d'onde de la piste près de la position actuelle de lecture. Elle est actualisée en temps réel. La souris peut être utilisée sur la forme d'onde pour mettre en pause, scratcher, faire tourner en arrière ou lancer les pistes. Un clic droit sur les formes d'onde vous permet de glisser avec la souris pour faire des ajustements temporaires de hauteur.

Indication: You can select from different types of displays for the waveform, which differ primarily in the level of detail shown in the waveform, in *Preferences ‣ Waveforms ‣ Waveform type*.

Vue d'ensemble de la forme d'onde La version dézoomée et plus petite de la forme d'onde montre les différents marqueurs au sein de la piste ainsi que la forme d'onde de la piste entière. Ceci est utile puisque cela permet aux DJs de voir la structure de la piste par avance. Comme aide visuelle, la partie de la piste qui a déjà été jouée est assombrie..

Clicking somewhere on the waveform allows you to jump to an arbitrary position in the track. Like with the Waveform summary, you can select from different types of displays for the overview in *Preferences ‣ Waveforms ‣ Overview type*.

Vinyle en rotation La ligne sur le vinyle en rotation tourne si la piste bouge. C'est similaire aux marqueurs de position qu'on peut trouver sur les disques de scratch. Utilisez la souris sur le vinyle en rotation pour mettre en pause, scratcher, faire tourner en arrière ou lancer les pistes - comme avec un vrai disque. En effectuant un *Loop roll* ou en faisant un clic-droit sur le vinyle pendant la lecture, un marqueur "fantôme" donne une idée de l'endroit d'où la lecture continuera. Le vinyle en rotation est caché par défaut et peut être activé dans le *Boîte de boutons d'options de platine*.

If *vinyl control* is enabled, it can optionally display the time-coded vinyl signal quality. Activate the option in *Preferences ‣ Vinyl Control ‣ Show Signal Quality in Skin*.

Zoom de la forme d'onde Using the mouse-wheel everywhere in the waveform summary will zoom the waveform in or out. You can choose whether to synchronize the zoom level between the decks in *Preferences ‣ Waveforms*.

Marqueur de forme d'onde Pendant le mix, de nombreux marqueurs peuvent apparaître sur les formes d'onde :

- **Marqueur de position** : La ligne verticale fixe au centre de l'affichage de la forme d'onde indique le point de lecture de la platine. La vue d'ensemble de la forme d'onde comprend une ligne verticale pour montrer la position actuelle dans la piste.

- **Marqueur de battements** : Les lignes blanches régulières sur l'affichage de forme d'onde indiquent les emplacements des battements dans la piste, ce qu'on appelle aussi *grille rythmique*.

- **Marqueur de point de repère** : Indique la position du *point de repère*.

- **Marqueur de hotcue** : Indique la position et le numéro d'une *hotcue* s'il y en a.

- **Marqueur d'entrée/sortie de boucle** : Indique le début et la fin d'une boucle.

- **Couche superposée de boucle** : Est représentée entre les marqueurs d'entrée et de sortie de boucle et change de couleur suivant qu'une boucle est activée ou non.

- **Notification de piste se terminant** : Si la vue d'ensemble de forme d'onde clignote en rouge, il reste seulement 30 secondes avant que la piste n'atteigne la fin.

3.2.3 Boîte de boutons d'options de platine

Figure8: La boîte de boutons d'options de la platine

The six buttons at the bottom right below the waveform allow you to configure the deck. Starting from the top row (left to right) and the bottom row (left to right), the buttons are as follows:

Slip Mode Toggle When active, the playback continues muted in the background during a loop, reverse, scratch, etc. Once disabled, the audible playback will resume where the track would have been.

Bouton Quantification Si activé, tous les points de repères, hotcues, boucles vont automatiquement être *quantifiés* pour qu'ils commencent sur un battement.

Bouton Ajuster la grille rythmique Cliquer sur ce bouton ajuste la grille rythmique de la piste afin que la position actuelle soit marquée comme battement. Ceci est utile si Mixxx a pu détecter précisément le *BPM* de la piste mais n'a pas réussi à aligner les marqueurs de battements sur les battements. Pour plus d'informations, voir le chapitre *Détection de battement*.

Bouton Éjecter Cliquer sur ce bouton éjecte la piste de la platine. Alternativement, vous pouvez utiliser un raccourci clavier, voir le chapitre *Utiliser un clavier* pour plus d'informations.

Bouton Répéter S'il est activé, le mode Répéter fait retourner une piste au début et continuer la lecture lorsqu'elle se termine.

Bouton Verrouillage de tonalité *Key lock* locks the track's pitch so that adjustments to its tempo via the rate slider do not affect its pitch. This is useful if you would like to speed up or slow down a track and avoid the "chipmunk" effect that speeding up vocals has.

3.2.4 Commandes Lecture/Repère
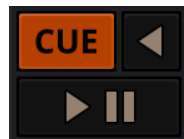
Figure9: Le contrôle de lecture et de pré-écoute de la platine

Bouton de Lecture/Pause Cliquer sur le bouton Lecture/Pause démarre et interrompt la lecture.

> **Voir aussi:**
>
> Le comportement réel du bouton Lecture/Pause dépend de la sélection *Cue mode*.

Bouton de repère Si le bouton est enfoncé pendant la lecture de la piste, la position de lecture saute au *point de repère* de la piste et la piste s'interrompt. Une fois la piste interrompue au point de repère, vous pouvez la prévisualiser en maintenant le bouton de repère. Si vous n'avez pas encore déplacé le point de repère, le point par défaut est au début de la piste.

> **Voir aussi:**
>
> Le comportement actuel du bouton Repère dépend de la sélection *Cue mode*.

Bouton Inversion Press and hold this button to temporarily play the track backwards during regular playback. Right-click and hold for "Censor" mode. This reverses the track while the playback continues muted in the background. On release playback is resumed where the track would have been if it had not been reversed.

Définir les points de repère

Chaque piste a un Point de repère, par défaut à son début. Contrairement aux Repères rapides, vous ne pouvez pas effacer, mais seulement déplacer les Points de repère.

Le point de repère est déplacé en fonction du mode Repère sélectionné, comme expliqué ci-dessous.

Point de repère automatique

Mixxx se positionne automatiquement au point de repère sauvegardé. S'il n'y en a pas, il se positionne au début de la piste.

Décocher *Préférences -> Platines -> Options de platine-> Sauter au point de repère principale lors du chargement de la piste* pour toujours rechercher le début de la piste.

Utilisation des modes Repère

Mixxx supports various Cue modes that adapt to fit other devices in your setup or your personal preferences. The actual behavior of the Play, Pause, and Cue buttons depends on the selected Cue mode. To change the Cue mode, go to *Preferences ‣ Decks ‣ Cue mode.*

Mode Mixxx (défault)

- **En pause au point de repère (bouton Repère allumé):**

  - Hold down the Cue button to play the track from the *Cue point*, as long as the button is pressed. After releasing the Cue button, the track jumps back to the Cue point and pauses again.

  - Press Play/Pause before releasing the Cue button to continue playback normally.

- **En pause, pas au point de repère (clignotement bouton Repère)**:

  - Tap the Cue button to store the current position as new *Cue point*.

- **Pendant la lecture:**

  - Tap the Cue button to jump to the *Cue point* and pause playback.

Mode Mixxx (sans clignotement)

- Same as the default Mixxx mode, but without blinking indicators.

Mode Pioneer

- Same as Mixxx mode, but the buttons are more flashy matching a Pioneer CDJ player.

  - Le bouton Lecture/Pause clignote une fois par seconde lorsqu'une piste est en pause.

  - The Cue button flashes twice a second when the next push will move the *Cue point*.

Mode Denon

- **While paused at Cue point (Cue button lit) - same as Mixxx mode**:

  - Hold down the Cue button to play the track from the *Cue point*, as long as the button is pressed. After releasing the Cue button, the track jumps back to the *Cue point* and pauses again.

  - Press Play/Pause before releasing the Cue button to continue playback normally.

- **En pause, pas au point de repère (clignotement bouton Lecture)**:

  - Tap the Cue button to move the track back to *Cue point*.

  - Tap the Play/Pause button to move the *Cue point* to the current position and start playback.

- **While playing - same as Mixxx mode**:
    - Tap the Cue button to jump to the *Cue point* and pause playback.

Mode Numark

- Same as Denon mode, but without a flashing Play/Pause button.

- Ce mode est utile si vous souhaitez implémenter un thème personnalisé avec des platines à 3 boutons, comprenant un bouton Repère, un bouton Pause dédié et un bouton Lecture /Saccade .

Mode CUP (Point de repère et lecture)

- Press the Cue button to jump to the *Cue point* and pause, continuing playback only when either the Cue button is released or Play/Pause is pressed.

- If the Cue button is pressed while paused, the *Cue point* is first moved to the current position.

Indication: Utilisez l'*Contrôles de Repère rapide* pour placer plus de points de référence sur une piste.

Voir aussi:

Vous pouvez également utiliser des raccourcis clavier pour la pré-écoute. Allez sur *Utiliser un clavier* pour plus d'informations.

3.2.5 Intro/Outro Markers

Figure10: The Intro/Outro End and Start Markers

You can use the Intro/Outro Markers with Auto DJ to mix in and out of points but unlike hotcues, they do not mark only one point. The intro and outro are sections and each section is defined by two points. See *Auto DJ - Automatiser votre mix*.

Intro Start/End Markers The analyzer places the intro start point at the first sound of a track and you can decide where to place the intro end point. Left-clicking on the marker when it is set jumps to the marker. When it is not set, clicking sets the marker to the current play position. Right-clicking on the marker when it is set clears the marker.

Outro Start/End Markers The analyzer places the outro end point at the last sound of a track and you can decide where to place the outro start point. Left-clicking on the marker when it is set jumps to the marker. When it is not set, clicking sets the marker to the current play position. Right-clicking on the marker when it is set clears the marker.

Note: If *quantization* is enabled, left-clicking on any of the markers snaps to the nearest beat.

3.2.6 Contrôles du déplacement

Figure11: Les contrôles du déplacement de la platine

Beatjump/ Loop Move Size   You can type, use the arrow keys or scroll vertically in the input box to select the number of beats to jump or move, with the Beatjump Forward/ Backward buttons.

Beatjump Backward button   Clicking this while the loop is inactive will make the track jump backward by the set number of beats (left click) or by one beat (right click). Clicking this while the loop is active will move the loop backward by the set number of beats (left click) or by one beat (right click).

Beatjump Forward button   Clicking this while the loop is inactive will make the track jump forward by the set number of beats (left click) or by one beat (right click). Clicking this while the loop is active will move the loop forward by the set number of beats (left click) or by one beat (right click).

3.2.7 Mode de contrôle vinyl et contrôles de repérage

Figure12: Le mode de contrôle vinyl et les contrôles de repérage d'une platine

The control above the waveforms relate to the *vinyl control* feature in Mixxx and is **hidden** in the default *Mixxx user interface*. Click the gear icon in the upper right corner, then toggle *Skin Settings ▸ Vinyl Control Options*, or use the specific *Application shortcuts* to show or hide the section.

Voir aussi:

Pour plus d'informations sur l'utilisation du Contrôle Vinyle de votre installation, se référer au chapitre *Contrôle Vinyle*.

Vinyl button

This button enables *vinyl control*. When enabled in Mixxx, the track on the Mixxx deck is controlled by the external vinyl control.

Pass button

This button enables passthrough. When enabled, audio from an external vinyl can be played on the Mixxx deck.

Bouton Abs./Rel./Const.

- **Mode absolu**: La position de la piste est égale à la position et à la vitesse de l'aiguille.
- **Mode relatif**: La vitesse de la piste est égale à la vitesse de l'aiguille sans prendre en compte la position de l'aiguille.
- **Mode constant**: La vitesse de la piste est égale à la dernière vitesse stable connue sans prendre en compte l'état de l'aiguille.

Cue/Hot button

Ce bouton détermine comment les *point de repère* sont traités en mode contrôle vinyl:

- **Éteint**: Les points de repère sont ignorés.
- **Cue**: If the needle is dropped after the cue point, the track will seek to that cue point.

- **Hot**: The track will seek to the nearest previous *hotcue* point.

3.2.8 Contrôles de vitesse et de synchronisation

Le contrôle de vitesse vous permet de modifier la vitesse à laquelle les pistes sont jouées. C'est très utile pour *beatmatching* deux pistes ensembles dans un mix. Vous pouvez aussi contrôler la modification de vitesse depuis le clavier de votre ordinateur, se référer au chapitre *Utiliser un clavier* pour plus d'informations.

Bouton SYNC

- **Clic Gauche**: Change la vitesse de la piste pour que le *BPM* et la *phase* de la piste correspondent à celles de l'autre platine.

- **Clic Droit**: Change seulement la vitesse de la piste pour correspondre à l'autre platine mais n'ajuste pas la *phase*.

Les platines et les échantillonneurs choisissent maintenant leur cible de synchronisation à la volée. Les platines ne peuvent pas se synchroniser aux échantillonneurs et les échantillonneurs peuvent seulement se synchroniser aux platines. La cible de synchronisation pour l'échantillonneur est:

Figure13: Contrôles de vitesse

- La première platine (dans l'ordre alphabétique) en train de jouer une piste avec une grille rythmique détectée et une vitesse non nulle.

- La première platine (dans l'ordre alphabétique) avec une piste chargée et avec une grille rythmique détectée, qu'elle soit en train de jouer ou arrêtée.

Donc plus simplement, si vous synchronisez un échantillonneur et que la platine 1 et la platine 2 sont en train de jouer une piste avec une grille rythmique alors la platine 1 l'emportera car elle est numériquement la première. Les cibles de synchronisation pour les platines sont choisies avec la nouvelle fonction de synchronisation maître, se référer à *Synchronisation principale* pour plus d'informations.

Curseur Hauteur/Vitesse Le curseur permet de changer la vitesse de la musique, par défaut jusqu'à 10% du tempo original. La vitesse augmente quand le curseur glisse vers le haut, à l'inverse du comportement rencontré sur les tourne disque et les *CDJ*. Une clic droit sur ce curseur remet à zéro le tempo à sa valeur originale.

Affichage Hauteur Vitesse Le pourcentage de vitesse de la piste qui est accéléré ou ralenti est indiqué ici. Si le curseur de Hauteur/Vitesse est centré, l'affichage de Hauteur/Vitesse est à +0.0%, ce qui indique aucune modification.

Boutons Hauteur/Vitesse temporaire (Coup de pouce) Pushing the diagonal arrow buttons is like nudging the metal edge of a turntable, or the outer edge of a CD player. It will give the track a push or pull forwards or backwards. If the buttons are released the previous tempo is restored. The buttons can act as either a fixed *pitch bend* or a *ramping pitch bend*.

Boutons Hauteur/Vitesse Clicking the - button will set the pitch/rate lower while the + button will set the pitch/rate higher. This is like moving the pitch slider up or down by a fixed amount. Unlike using the temporary pitch/rate buttons, the change is permanent so these button s don't need to be held down.

Voir aussi:

Pour paramétrer la proportion pour laquelle les boutons modifient l'intensité de la piste, ainsi que l'amplitude et la direction du curseur, aller dans *Préférences*▸*Platines* ▸ *Options de vitesse (Tempo) et tonalité (Hauteur)*.
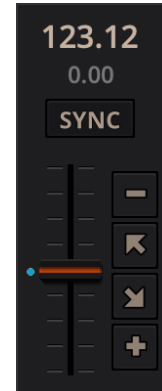

Indication: Si le tempo de la piste change, vous remarquerez que le ton change selon la hauteur utilisée (ex: jouer plus vite donne une voix de canard). Vous pouvez activer la *Keylock* fonction de maintien de tonalité constante.

3.2.9 Contrôles de boucle

Figure14: Le contrôle de boucle de battement et de bouclage de la platine

In this section of the Mixxx interface you can control (beat-)loops and set the loop points of a track. You can also shift loops using the *beatjump / loop move controls* shown at the right side of the looping controls.

Beatloop size The input box allows you to set the size of the loop in beats to set with the Beatloop button. Changing this resizes the loop if the loop already matches the size. If a loop is set, a loop overlay will be drawn on the *waveforms*.

Beatloop Left-clicking the Beatloop button starts a loop over the set number of beats. If quantize is enabled, it snaps to the nearest beat. This works for manually placed loops as well as automatic loops set by the beatlooping buttons. Depending on the current status of the loop, the loop overlay on the waveforms changes color. Right-clicking the Beatloop button temporarily enables a rolling loop over the set number of beats. Playback will resume where the track would have been if it had not entered the loop.

Double loop Clicking on the arrow pointing up will double the current loop's length up to 64 bars. The length of the loop overlay in the waveform will increase accordingly.

Halve loop Clicking on the arrow pointing down will halve the current loop's length down to 1/32 bars. The length of the loop overlay in the waveform will decrease accordingly.

Loop-In This button allows you to manually set the start point of a loop. A loop-in marker is placed on the waveform indicating the position. If clicked when a loop was already set, it moves the start point of a loop to a new position.

Loop-Out This button allows you to manually set the end point of a loop. A loop-out marker is placed on the waveform indicating the position. If clicked when a loop was already set, it moves the end point of a loop to a new position.

Reloop Left-clicking this button toggles the current loop on or off. If the loop is ahead of the current position, looping will start when the loop is reached. This works only if the Loop-in and Loop-Out marker are set. Right-clicking this button enables the loop, jumps to Loop-in marker and stops playback.

Indication: If you are playing inside a loop and want to move the end point beyond its current position in the track, click on the *Beatloop* button first and when the play position reaches the desired position, click on the Loop-Out button.

Voir aussi:

Si la *Quantification* est activée, les boucles s'aligneront automatiquement sur le battement le plus proche. Il est désactivé par défaut, cliquez sur le *Quantize Mode Toggle* pour l'activer.

3.2.10 Contrôles de Repère rapide

Figure15: Les contrôles de repère rapide de la platine

Pour sauter à différents endroits de la piste, vous pouvez utiliser ces boutons numérotés. Vous pouvez aussi utiliser les raccourcis du clavier, se référer à *Utiliser un clavier* pour plus d'informations.

Configuration des Repères rapides

Cliquer sur un bouton numéroté positionnera un repère rapide à la position actuelle qui est jouée de la piste. Un marqueur avec le numéro correspondant apparaîtra dans la forme d'onde et le bouton s'allumera pour indiquer que le repère rapide est positionné.

Prise en compte des Repères rapides

- **Pendant la lecture**: Tapez sur un bouton de repère rapide pour provoquer instantanément le saut de la piste à la position du repère rapide tout en continuant la lecture. Si la lecture est à l'intérieur d'une boucle et que vous tapez sur un repère rapide qui est à l'extérieur de la boucle, alors la piste saute aussi instantanément au repère rapide et la boucle sera donc désactivée.
- **A l'arrêt**: Tapez sur un bouton de repère rapide pour provoquer instantanément le saut de la piste à la position du repère rapide et le démarrage de la lecture à la position du repère rapide. Appuyez le raccourci clavier *Play* pendant que le bouton du repère rapide est appuyé pour continuer la lecture, puis relâchez de bouton du repère rapide.

Highlighting Hotcues

It's possible to add labels or colors to your hotcues to make them easier to distinguish and make it possible to get their « meaning » at first glance.

Labels and colors can be assigned from the Hotcue context menu, which can be opened by right-clicking either the hotcue button or the hotcue marker in the waveform overview.

Indication: Mixxx allows *customizing the color palette* and *bulk replacing hotcue colors*.

Suppression des Repères rapides

To delete a hotcue, right-click on the hotcue button or the waveform marker in the overview waveform to open the context menu, then click the trash icon.

Note: Mixxx supporte jusqu'à 36 repères rapides par platine. Par défaut, seulement certains d'entre eux sont visibles sur l'interface utilisateur. Vous pouvez paramétrer vos dispositions de *keyboard* ou de *controller* pour les utiliser tous.

Voir aussi:

Tout comme avec les boucles (voir ci-dessus), si le mode *quantification* est activé, les repères rapides s'enclencheront automatiquement pour le battement le plus proche. Ceci est désactivé par défaut, cliquez sur le commutateur de *Mode Quantification* pour l'activer.

3.3 Mixer

Figure16: La section table de mixage

La section table de mixage de *Mixxx user interface* vous permet de contrôler la façon dont les différents platines et échantillonneurs sont mélangés ensemble.

3.3.1 Curseurs de canal et vue-mètres

vue-mètres The left meter shows the volume level for the left deck, while the right meter shows the volume level for the right deck. The double meter at the center shows the current volume of the main output's left and right channel separately. These should stay at the top of the green region, with the loudest parts of the music (transients) briefly going into the yellow region. They should never be in the red region. Refer to *Setting your levels properly (gain staging)* for more details.

Curseurs de ligne Les deux grands curseurs de chaque côté des vue-mètres sont les curseur de volume de platine, également appelés curseurs de canal ou de ligne. Le réglage de ces commandes contrôle le volume de chaque platine.

Indication: Certains DJ préfèrent utiliser les curseurs de ligne plutôt que le curseur de mixage pour un fondu entre les pistes. Essayez, vous pouvez aimer cela.

3.3.2 Potentiomètres de gain et égaliseurs

Figure17: Contrôle égaliseur

Potentiomètre de gain The gain knob (orange) above the volume fader allows you to adjust the gain applied to the deck. Use this to compensate for the differences in recording levels between tracks. In general, you should adjust this knob so that the track's *level meter* stays around the top of the green region with the loudest parts of the track (the transients) briefly going into the yellow region. **Do NOT turn the Gain Knob up so much that the level meter is in the red region. At this point the track is clipping, which sounds bad and could damage equipment.**

Note: Par défaut, Mixxx applique automatiquement un ReplayGain supplémentaire afin que les pistes aient à peu près la même intensité sonore à gain unitaire. Vos pistes doivent être *analyzed* pour profiter de cette fonctionnalité. Lorsqu'une piste non analysée est chargée, Mixxx calcule sa valeur ReplayGain, mais n'applique cette nouvelle valeur à une piste en cours de lecture (pour éviter un changement soudain du gain d'une piste en cours de lecture).

Voir aussi:

Pour une explication sur les raisons pour lesquelles vous devez définir vos gains de cette façon, consultez *Setting your levels properly (gain staging)*.

Potentiomètres égaliseur

Les potentiomètres EQ bas, moyen et haut vous permettent de changer les filtres de l'audio. Cela vous permet de réduire ou d'augmenter sélectivement certaines gammes de fréquences de l'audio.

> **Avertissement:** Veillez à ne pas augmenter les égaliseurs au point que le signal soit écrêté, indiqués par un *vue-mètre* dans la zone rouge. Voir *Setting your levels properly (gain staging)* pour une explication plus détaillée.

Commutateurs Tuer Les petites cases à côté de chaque potentiomètre EQ sont appelées *Tueurs*. Maintenir ces boutons pour supprimer complètement cette plage de fréquences. Cliquer brièvement sur les boutons pour verrouiller. En mode Verrouiller, cliquer à nouveau pour restaurer la plage de fréquences. Si les commutateurs Tueurs ne fonctionnent pas comme prévu, vérifiez les paramètres d'égalisation des niveaux hauts/bas dans les préférences.

Quick Effect Super knob This knob lets you control the Meta knob of the deck's Quick Effect. "Filter" is the default. Right-click this knob to center it. This is equivalent to "no audible effect" for the built-in filter effects only (Filter, Moog Ladder 4 Filter). The button next to the knob toggles the effect. It provides the same latching capabilities like the EQ Kill switches.

Voir aussi:

Vous pouvez personnaliser les paramètres d'égalisation dans *Préférences -> Égaliseur*.

3.3.3 Bouton PFL/Casque

Figure18: Les boutons du casque des deux platines de la table de mixage

Le bouton casque est également appelé *écoute pré-fader ou PFL* et vous permet d'utiliser la pré-écoute au casque. Autrement dit, il vous permet d'entendre la piste que vous jouerez ensuite dans vos écouteurs avant que votre public ne l'entende. Cela vous aide à planifier le début de la piste suivante et à la manipuler pour la rendre plus fluide avec la piste en cours de lecture (par exemple, en synchronisant les tempo, en définissant une boucle ou en utilisant des égaliseurs). Appuyez sur le bouton PFL pour lire la piste sur la sortie casque à plein volume, quelle que soit la position du curseur de mixage ou du curseur de ligne de la platine. Pour lire une piste dans votre casque sans que le public l'entende, appuyez sur le bouton PFL et déplacez le curseur de mixage à fond sur le côté opposé de la platine ou baissez complètement le curseur de volume de la platine.

Note: La pré-écoute au casque n'est disponible que si vous avez configuré une sortie casque dans **:menuelection:`Préférences -> Matériel sonore`**.

Note: Si vous utilisez une table de mixage matérielle externe, branchez votre casque dessus plutôt que votre carte son. Utilisez les boutons du casque sur la table de mixage plutôt que les boutons de Mixxx.

3.3.4 Curseur de mixage

Figure19: La section curseur de mixage de la table de mixage

Le curseur de mixage détermine le volume réel de chaque platine lorsque vous déplacez le curseur de gauche à droite. Si les deux platines sont en cours de lecture et que le curseur de mixage est dans sa position centrale par défaut, vous entendrez les deux platines. Un clic droit sur le curseur de mixage réinitialisera le curseur à sa position par défaut.

To move the crossfader left or right, you can use the *keyboard shortcut* G and H. To apply small crossfade left and small crossfade right, the *shortcuts* are Shift + G and Shift + H respectively.

Vous pouvez inverser la configuration du curseur de mixage, de sorte que la platine droite se trouve à l'extrémité gauche du curseur de mixage et inversement. Ceci est également connu comme *Hamster Style*. Pour ajuster le curseur de mixage à votre style de mixage, allez dans *Préférences -> curseur de mixage*.

The *crossfader* orientation determines to which side of the crossfader the deck is assigned. It can be set to the left or right side, or to the center where it is unaffected by the crossfader knob.

Indication: En utilisant l'*AutoDJ* dans Mixxx, vous pouvez automatiser le fondu enchaîné entre les platines.

3.3.5 Headphone and Main Mix Controls

Figure20: The headphone and main mix knobs

Headphone Mix knob Allows you to control how much of the Main output you hear in the *Headphones* output. It works like a crossfader between the stereo Main and stereo *PFL* signal. If the knob is set to the left, you only hear the PFL signal, which is the usual position for prelistening tracks.

Cela peut être utilisé pour pratiquer le DJing avec une seule sortie stéréo et un ensemble de haut-parleurs ou de casques.

Additionally, this can be used to mix in headphones when you cannot hear the speakers connected to the *main* output and there are no booth monitor speakers. Some DJs prefer to use this knob to mix in headphones all the time, but many find it to be a difficult way to play. If there is only one set of speakers and no booth monitors, you can avoid the need to mix in headphones by setting up the speakers behind you so both you and your audience can hear them.

Note: N'oubliez pas d'activer le bouton *PFL* sur la platine que vous souhaitez écouter dans votre casque.

Head knob (Headphone gain)

> This knob controls the gain applied to the headphone output signal that Mixxx sends to your sound card. Generally, this knob should not be adjusted. To adjust the volume in your headphones, adjust your sound card's gain on the headphone output. Most external sound cards have a gain knob specifically for the headphone jack. If you use an onboard sound card for your headphones, adjust the gain control in your *OS* mixer program. If your sound card only has one gain knob that controls both the Main output and the headphone output, then adjust the *Head* knob in Mixxx to control the volume of your headphones without affecting your Main output.

Note: Not all controls may be present in all skins anymore. However, these controls can be mapped to keyboards and MIDI controllers. See *Mixxx Controls* for detailed information.

Headphone Split Cue button If activated, two mono signals are sent to the headphone output instead of one stereo signal. The main signal plays in the right channel, while the cueing signal plays in the left channel. You can still adjust the *Head Mix* knob to control the mix of the Main and cue signals in the left channel.

Potentiomètre Balance This knob allows you to adjust the *balance* (left/right orientation) of the Main output.

Main Knob The Main Gain Knob controls the gain applied to the Main output signal that Mixxx sends to your sound card, Internet broadcasting servers, and recorded mixes. Generally, this knob should not be adjusted. To change the output volume, a gain control should be adjusted as close to the speakers as possible for the best signal-to-noise ratio throughout your signal chain. Ideally, the volume would only be adjusted by adjusting the gain on the power amplifier. On active speakers, including computer speakers, studio monitors, and PA systems that do not require a separate amplifier, this means adjusting the gain on the speakers (which may be labeled « Volume »).

As a DJ, you may not have access to the power amplifier. In that case, adjust the volume by adjusting the gain on the equipment closest to the power amplifier that you have access to. Typically, this is a DJ mixer. If you are not going through a mixer, adjust the gain of your sound card. If your sound card does not have any controls on it (for example, for sound cards built into computers), adjust the sound card settings with your *OS* mixer program. The Main Gain Knob in Mixxx should be a last resort for adjusting volume.

Avertissement: En aucun cas, aucune partie de la chaîne du signal ne doit être écrêtée, indiquée par un vue-mètre allant dans sa région rouge ou une LED étiquetée «écrêtage» allumée.

Voir aussi:

Pour une explication sur les raisons pour lesquelles vous devez définir vos gains de cette façon, consultez *Setting your levels properly (gain staging)*.
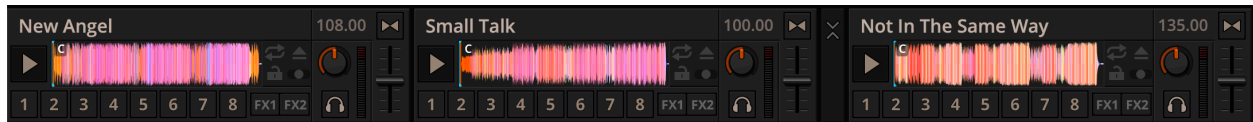
3.4 Samplers

Figure21: Sample decks

Figure22: Sample decks expanded

Les échantillonneurs sont des platines miniatures. Ils vous permettent de jouer de courts échantillons et jingles mais également des pistes supplémentaires dans votre mix. Ils sont livrés avec une petite forme d'onde d'ensemble et un nombre limité de commandes. Toutes les commandes fonctionnent comme sur les platines ordinaires, voir: ref: *interface-decks*.

The Sampler section can be **hidden** in the *Mixxx user interface*. Click the *SAMPLERS* button at the top of the user interface, or use the specific *Application shortcuts* to show or hide the section.

3.4.1 Affichage de la forme d'onde

Vue d'ensemble de la forme d'onde La forme d'onde montre les différents marqueurs dans la piste ainsi que l'enveloppe de forme d'onde de la piste entière. Cliquer quelque part sur la forme d'onde vous permet de sauter à une position arbitraire dans la piste.

Marqueur de forme d'onde Pendant le mix, quelques marqueurs additionnelle peuvent apparaître sur les formes d'onde:

- **Marqueur de position**: une ligne verticale indique le point de lecture de la platine d'échantillonnage.

- **Marqueur de hotcue**: Indique la position et le numéro d'une *hotcue* s'il y en a.

3.4.2 Affichage d'Information sur la Piste

Artiste/titre de la piste L'artiste et le titre de la piste chargée dans un échantillonneur sont affichés ici.

BPM (Tempo) Le nombre en haut à droite est le véritable *BPM* de la piste. Taper le tempo pour régler le BPM à la vitesse à laquelle vous tapoter.

3.4.3 Sample Deck Options Button Grid

The buttons grid next to the waveform overview allow you to configure the sampler deck. Starting from the top row (left to right) and the bottom row (left to right), the buttons are as follows:

Bouton Répéter S'il est activé, le mode Répéter fait retourner une piste au début et continuer la lecture lorsqu'elle se termine.

Bouton Éjecter Cliquez sur ce bouton pour éjecter la piste de la platine.

Bouton Verrouillage de tonalité *Verrouillage* verrouille la hauteur de la piste afin que les ajustements de son tempo via le curseur de taux n'affectent pas sa hauteur.

Crossfader Orientation Toggle The *crossfader* orientation determines to which side of the crossfader the sampler is assigned. It can be set to the left or right side, or to the center where it is unaffected by the crossfader knob.

3.4.4 Commandes platine de l'échantillonneur

Bouton de Lecture/Pause En cliquant sur le bouton, la lecture démarre toujours au *point de repère*. Si la lecture est déjà activée, la position de lecture reviendra en arrière au *point de repère*. Un clic droit sur le bouton arrêtera la lecture et recherchera la position de lecture au début de l'échantillon.

Bouton SYNC Synchronise la platine échantillonneur sur une platine normale, comme décrit dans *Contrôles de vitesse et de synchronisation*.

- **Clic Gauche**: Change la vitesse de la piste pour que le *BPM* et la *phase* corresponde à la cible à synchroniser.

- **Clic Droit**: Change seulement la vitesse de la piste pour correspondre à la cible à synchroniser mais n'ajuste pas la *phase*.

Contrôles de Repère rapide Pour sauter entre les différentes parties d'un échantillon, vous pouvez utiliser les boutons numérotés de repère rapide.

Bouton PFL/Casque S'il est actif, le bouton *écoute pré-fader ou PFL* vous permet d'écouter la piste dans votre casque.

Potentiomètre de gain Vous permet d'ajuster le gain appliqué à la piste.

vue-mètre Affiche le niveau du signal et peut être ajusté avec le potentiomètre de Gain.

Curseur Hauteur/Vitesse Le curseur vous permet de modifier la vitesse de l'échantillon. Un clic droit sur le curseur réinitialisera le tempo à sa valeur d'origine.

3.5 Effects

Figure23: Collapsed effect unit

Figure24: Expanded effect unit
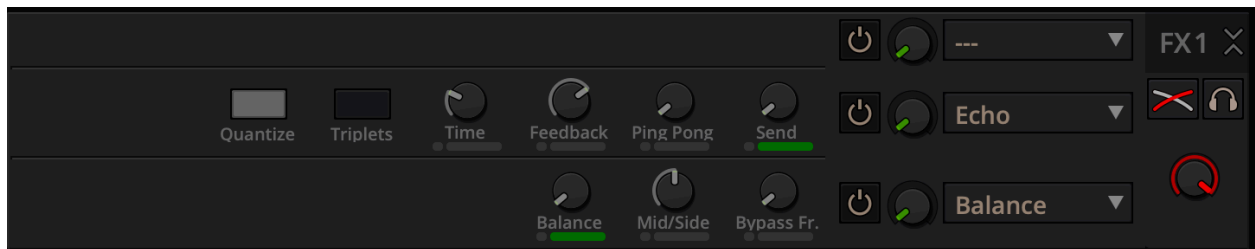
Mixxx est livré avec des effets sonores intégrés qui peuvent être enchaînés dans des unités d'effets. Les unités d'effets peuvent être librement attribuées à différentes platines ainsi qu'à d'autres entrées. Les boutons de routage des platines vers les unités d'effet se trouvent dans *Decks*.

Voir aussi:

Le chapitre *Effets* contient une explication plus détaillée du système d'effets.

3.6 Microphones & Auxiliary Inputs

Figure25: La section Microphone

The microphone section is **hidden** in the default *Mixxx user interface*. Click the *MICS & AUX* button at the top of your user interface, or use the specific *Application shortcuts* to show or hide the section.

Voir aussi:

Le chapitre *Utilisation de microphones* contient des instructions détaillées sur la configuration des microphones avec divers matériels.

3.6.1 Commandes du microphone

Bouton conversation Hold this button and talk to mix the microphone input into the Mixxx Main output. Short click on the button for latching. This is handy for talking for an extended period, for example when *streaming* a radio show. When in Latch mode, click again to mute the microphone input.

Basculer l'orientation du Mix Cette commande détermine l'orientation du mixage de l'entrée microphone. Soit à gauche du curseur de mixage, soit à droite ou au centre (par défaut). Cliquer dessus fait défiler toutes les options.

Vu-mètre du Microphone Ceci affiche la force du signal d'entrée du volume du microphone.

Potentiomètre de gain du microphone Utiliser ce potentiomètre pour régler le gain de la sortie microphone. Essayer de maintenir le volume à un niveau raisonnable pour éviter l'écrêtage du signal.

3.7 Preview Deck

Figure26: Une platine d'aperçu avec une chanson chargée

The Preview Deck is a special deck that allows you to pre-listen to tracks in the headphones before using them in your mix. Pre-listening to a track does not change its *Played* state as well as the play counter and is not logged in the *History*. Press CTRL + 4 (Windows/Linux) or CMD + 4 (Mac) to display the Preview Deck.

Les fonctionnalités en détail:

- **Track Artist/Title**: The artist and title of the track is displayed here. This is the same as that listed under the *Track* and *Title* column heading in the *Mixxx library*. This information is initially loaded from the track's *metadata*.

- **Bouton Éjecter piste**: Cliquer sur ce bouton pour éjecter la piste de la platine.

- **Bouton Lecture/Pause**: Cliquer sur le bouton démarre et interrompt la lecture. Un Clic-Droit sur le bouton arrêtera la lecture et cherchera la position de lecture au début des pistes.

- **Vue d'ensemble de la forme d'onde**: Montre les divers marqueurs (repères, repères rapides) de la piste ainsi que l'enveloppe de la forme d'onde de la piste toute entière. Cliquer quelque part sur la forme d'onde vous permet de sauter à une position arbitraire dans la piste.

- **Curseur de gain**: déplacer le curseur pour régler le gain de la piste.

- **Vu-mètre**: Affiche le volume actuel de la piste. S'il est trop fort et déformé, un indicateur de crête clignote en rouge.

Voir aussi:

Pour plus d'informations, reportez-vous au chapitre *Pré-écouter les pistes*.

La Bibliothèque de Mixxx

4.1 Vue d'ensemble des fonctionnalités de la Bibliothèque

Figure1: La Bibliothèque de Mixxx

La bibliothèque gère tous vos fichiers de musique. C'est là que vous pouvez trouver les pistes que vous voulez lire et les charger sur une *deck* ou un *sampler*; voir *Charger des pistes*. Mixxx importe votre bibliothèque de musique automatiquement quand il est lancé pour la première fois, voir *Changer de répertoires de musique* pour plus d'informations.

La barre latérale sur la gauche contient différentes collections de musique. La vue de liste de pistes sur la droite affiche les pistes dans ces collections.

Barre latérale:

- **Rechercher**: Trouver une piste dans votre bibliothèque Mixxx.

- **Pistes**: Voir et éditer toute votre collection.

- **Auto DJ**: Jouer et mixer les pistes automatiquement

- **Listes de lecture**: Organiser les pistes dans un ordre défini.

- **Bacs**: Organiser vos pistes en collections (non ordonnées).

- **Ordinateur**: Vous permet de naviguer, voir et charger les pistes à partir des répertoires de votre disque dur et périphériques externes.

- **Enregistrements**: Enregistrer votre mix et parcourir les précédents enregistrements.

- **Historique**: Parcourir la liste des titres joués lors des précédentes sessions.

- **Analyser**: Générer des données spécifiques à Mixxx pour les pistes avant un concert.

- **Bibliothèques externes**: Accéder à vos bibliothèques iTunes, Traktor, Rhythmbox et Banshee.

Liste des pistes:

- **Trier**: Afficher et trier les pistes selon des critères choisis.

- **Charger**: Faites glisser les pistes que vous souhaitez lire sur l'affichage de la forme d'onde.

- **Editer**: Noter les pistes et éditer leurs métadonnées.

4.2 Pistes - Voir et éditer toute votre collection.

lic_lib_library| Une liste ordonnable de toutes les pistes de votre bibliothèque musicale.

Personnaliser la vue Déplacer les colonnes en cliquant sur l'intitulé d'une colonne et en le déplaçant à un autre endroit. Faites un clic droit sur l'intitulé d'une colonne pour afficher ou masquer certaines colonnes. Pour ajuster la largeur de la colonne à son contenu, double cliquer sur un séparateur entre deux intitulés de colonne.

Trier les pistes Les pistes sont automatiquement triées en fonction de la colonne sélectionnée. Cliquer sur l'en-tête de la colonne active pour inverser l'ordre de tri. Cliquez sur l'intitulé d'une autre colonne pour la définir en tant que colonne active.

- **Tri multi-colonnes**

  Vous pouvez trier plusieurs colonnes en cliquant *jusqu'à trois* en-têtes de colonne selon lesquels vous souhaitez trier vos pistes. Cela rend la recherche de pistes dans une grande liste plus efficace. Cliquez deux fois sur un en-tête de colonne pour inverser l'ordre de tri.

  Exemple:

  1. Clique sur l'en-tête de colonne *BPM* -> la liste est triée par BPM

  2. Clique sur l'en-tête de colonne *Year* -> la liste est triée par année. Si l'année est égale, elle est toujours triée selon les derniers critères, par ex. BPM.

  3. Clique sur l'en-tête de colonne *Genre* -> la liste est triée par genre. Si le genre est égal, il est toujours trié par année. Si le genre et l'année sont égaux, ils sont triés par BPM.

- **Tri aléatoire**

  Cliquer sur l'en-tête de colonne *Aperçu* pour trier les pistes de manière aléatoire.

- **Trier les tonalités par cercle de quintes**

  Cliquer sur l'en-tête de colonne *Tonalité*. Le trie commence par *C* en haut, puis son mineur relatif (*a*), puis ajoute 1 aigu (*G*), puis le mineur relatif de *G* (*e*), et donc l'ajout de d'aigus / enlèvement de bémols autour du cercle des quintes. Pour la notation *Lancelot*, il commence par *G#m* en haut, qui est *1A* dans cette notation, et continue de manière alphanumérique (les clés mineures apparaissent avant leurs clés majeures relatives dans ce cas).

Noter les pistes Assurez-vous que la colonne *Notation* n'est pas masquée. Notez les pistes en survolant le champ de notation d'une piste et en cliquant sur le nombre d'étoiles désiré.

Éditer les métadonnées des pistes Mixxx lit les *metadata* des pistes pour remplir les colonnes de la bibliothèque. Double-cliquer sur un champ, modifier les données et appuyez sur Entrée lorsque vous avez terminé. Allez au chapitre *edit metadata* pour des informations détaillées.

Charger des pistes To load a track into a *deck*, you can either drag it to the waveform display, use the context menu or use *keyboard shortcuts*. Go to the chapter *Charger des pistes* for detailed information.

Importer des pistes Mixxx importe automatiquement les pistes de votre bibliothèque quand il est lancé pour la première fois. Rendez-vous au chapitre *Changer de répertoires de musique* pour plus d'informations.

Pré-écouter les pistes Pour pré-écouter les pistes dans votre casque sans les charger sur une platine ordinaire, cliquer sur l'icone 🎧 ▸ dans la colonne *Aperçu*. Rendez-vous au chapitre *Pré-écouter les pistes* pour plus d'informations.

Pochette de Couverture/Album Mixxx peut afficher la pochette d'album qu'il trouve pour une piste dans la bibliothèque. Il recherchera les pochette d'album disponibles dans les endroits suivants dans l'ordre et utilisera le premier qu'il trouve:

1. La première image enregistrée dans les *tags* ID3v2/Vorbis de la piste

2. Un fichier image dans le répertoire des pistes (s'il n'y a qu'un seul fichier image.)

3. `%track-file-base%.jpg` dans le répertoire des pistes pour `%track-file-base%.mp3`

4. `%album%.jpg`

5. `cover.jpg`

6. `front.jpg`

7. `album.jpg`

8. `folder.jpg`

Mixxx prend en charge les types d'images suivants: jpg, jpeg, png, gif, bmp

Réanalyser la bibliothèque SI vous voulez actualiser manuellement votre bibliothèque (par exemple parce que vous avez ajouté ou déplacé des fichiers), vous pouvez le faire avec :menuselection:` Bibliothèque –> Réanalyser la bibliothèque` dans le menu en haut de la fenêtre de l'application. Vous pouvez demander une nouvelle analyse automatique au démarrage de Mixxx dans *Préférences ▸ Bibliothèque ▸ Réanalyser la bibliothèque au démarrage*.

Une nouvelle analyse de la bibliothèque ajoutera de nouveaux fichiers à la bibliothèque et marquera les pistes comme manquantes si le fichier correspondant a été supprimé. Il sera tenté de détecter et de déplacer les pistes manquantes si les fichiers ont été renommés ou déplacés dans un autre répertoire.

L'actualisation automatique des métadonnées des pistes lorsque les fichiers ont été modifiés par une application externe n'est pas encore prise en charge. Dans ce cas, vous devez sélectionner les pistes concernées et (ré)importer leurs métadonnées à partir des balises de fichier.

4.2.1 Menu contextuel de la liste des pistes

Un clic droit sur les pistes sélectionnées dans la liste des pistes fait apparaître le menu contextuel:

- **Add to Auto DJ**

  Adds the content of the selection to either the *bottom* or *top* of the *Auto DJ* playlist for automatic mixing. The *replace* option deletes the Auto DJ queue first, and then fills it with the selected tracks.

- **Load to**

  Loads a selected file to one of the available *Decks*, *Samplers* or to the *Preview Deck*. Alternatively simply drag it to the *Affichage de la forme d'onde*. The number of available decks and samplers might differ, depending on the selected skin. Note that you can't load multiple files at once.

- **Add to Playlist**

  Add selected tracks to an existing playlist, or drag the selection to a playlist crate in the sidebar. Choose *Create new playlist* to put them into a new playlist.

- **Crates**

  The checkbox shows in which existing crates the selection is in. Changing the crates selection does not collapse the menu, which allows much easier categorization of tracks without going through the menu from scratch. Choose *Create new Crate* to put them into a new crate.

- **Select Color**

  Assign a color to all selected tracks to indicate mood, energy etc. Select the black button at the top left to remove the color.

- **Metadata**

  - **Importer à partir des tags du fichier**: Si les métadonnées de la piste changent (par exemple si vous avez utilisé iTunes pour les modifier), cette option vous permet d'enregistrer les nouvelles valeurs des pistes sélectionnées dans la bibliothèque Mixxx. Voir *edit metadata*.

  - **Importer à partir de MusicBrainz**: Cherche les métadonnées en ligne en recherchant dans la base de données :term:` MusicBrainz` et applique les résultats de la recherche à vos pistes. Voir *edit metadata*.

  - **Exporter vers les tags du fichier**: Enregistre les **:terme:`métadonnées`** dans les fichiers. Mixxx attend pour modifier les fichiers, jusqu'à ce qu'ils ne soient plus chargés sur aucune platines ou échantillonneurs. Si vous ne voyez pas immédiatement les changement des métadonnées dans d'autres programmes, éjecter la piste de tous les platines et échantillonneurs ou fermer Mixxx.

  - **Cover Art**

    * **Choisir une nouvelle pochette d'album**: Sélectionner une image dans le navigateur de fichiers comme étant la pochette.

    * **Effacer la pochette d'album**: Supprime toutes les informations de pochette enregistrées pour cette piste.

    * **Recharger depuis le fichier/le répertoire**: Recharge la pochette à partir des *tags* ID3v2 des pistes ou une image dans le répertoire des pistes, si les tags n'en fournissent aucune.

- **Clear**

  - **BPM et grille rythmique**: Supprime des données *BPM* et *grille rythmique* provenant des pistes sélectionnées de la bibliothèque Mixxx. Après cela, nous vous recommandons de *analyze* à nouveau` les pistes.

  - **Compteur de lecture**: Marque les pistes sélectionnées comme non lues dans la session en cours et remet leur compteur de lecture à zéro. L'icône dans la colonne *Joué* change.

  - **Repères rapides**: Efface tout les *repères rapides* enregistrés et les *hotcue labels*.

  - **ReplayGain**: Efface tous les éléments sauvegardés *ReplayGain*.

  - **Forme d'onde**: Efface les données enregistrées de forme d'onde des pistes sélectionnées. Ceci est utile si un fichier est écrasé par un autre fichier du même nom, ou a été modifié en externe (par exemple dans un éditeur de forme d'onde). Pour vider le cache de forme d'onde de toutes les pistes de la bibliothèque, sélectionner **:menuelection:`Préférences -> Formes d'onde -> Supprimer les formes d'onde en cache`**.

  - **Tous**: Efface toutes les données ci-dessus de la base de données de la bibliothèque Mixxx en une fois.

- **Change BPM**

  - Allows to change the *BPM* to 50%, 66%, 75%, 133,33%, 150%, or 200% of the BPM set by Mixxx when *analyzing* the tracks. If many of the detected BPM values are incorrect, you may try other settings in the *Analyzer Settings* and re-run the analysis.

  - **Verrouiller/Déverrouiller le tempo**: Verrouille/Deverrouille le *BPM* des pistes sélectionnées afin que vous ne puissiez pas les modifier dans les propriétés de la piste. L'icône à côté du BPM de la piste dans la ligne de la bibliothèque est une bascule. En cliquant dessus, le statut sera « verrouillé » et l'icône deviendra 🔒.

- **Hide from Library**

  Temporarily hides selected tracks from the track list. Hidden tracks are listed in the *Hidden Tracks* menu item which is explained below.

- **Open in File Browser**

  Brings up the selected files in your file manager.

- **Properties**

  Similar to inline editing explained above, the properties dialog allows you to view and edit metadata such as title, artist, album, and view the full file name and path. Note that you can not edit multiple files at once.

Note: La plupart des éléments du menu contextuel sont également disponibles dans des listes de fichiers d'autres vues comme Auto DJ, Listes de lecture et Bacs.

4.2.2 Pistes manquantes

La vue Pistes manquantes est accessible en développant l'élément d'arborescence Bibliothèque dans la barre latérale. Toutes les pistes qui ont été précédemment chargées dans votre bibliothèque mais qui n'ont pas été trouvées par la suite sur votre lecteur apparaîtront ici. Mixxx ne supprime pas automatiquement les enregistrements des pistes manquantes afin que les métadonnées supplémentaires que Mixxx pourrait contenir (telles que les repères rapides et les grilles rythmiques) ne soient pas perdues en cas de remplacement du fichier.

Les fonctionnalités en détail:

- **Bouton Tout Sélectionner**: Sélectionne toutes les pistes dans la vue actuelle.

- **Bouton Purger**: purge les pistes sélectionnées de la bibliothèque Mixxx, mais ne les supprime pas de votre ordinateur. Cela supprimera toutes les métadonnées de Mixxx a pour une piste.

4.2.3 Pistes masquées

La vue Pistes cachées est accessible en développant l'élément d'arborescence Bibliothèque dans la barre latérale. Toutes les pistes qui ont été précédemment chargées dans votre bibliothèque mais qui ont ensuite été définies pour être masquées dans la bibliothèque apparaîtront ici. Utiliser l'élément de menu contextuel :guilabel: *Masquer dans la bibliothèque* dans *tracks* pour masquer temporairement les pistes sélectionnées.

Les fonctionnalités en détail:

- **Bouton Tout Sélectionner**: Sélectionne toutes les pistes dans la vue actuelle.

- **Bouton Purger**: purge les pistes sélectionnées de la bibliothèque Mixxx, mais ne les supprime pas de votre ordinateur. Cela supprimera toutes les métadonnées de Mixxx a pour une piste.

- **Bouton Démasquer**: Supprime les pistes sélectionnées de la vue *Pistes masquées* et les rend à nouveau disponibles dans la liste des pistes. Les pistes réapparaîtrons à nouveau dans chaque liste de lecture ou bac dans laquelle elles étaient avant d'être masquées.

Voir aussi:

Pour savoir comment supprimer définitivement des pistes de la bibliothèque Mixxx à l'aide de la vue *Pistes masquées*, voir *permanently remove tracks*.

4.3 Charger des pistes

Les pistes peuvent être chargées dans une platine de plusieurs manières :

- Clic-droit sur *library track table*: Cliquer droit sur une piste dans le tableau vous proposera 2 possibilités *Charger vers platine 1* et *Charger vers platine 2*, entre autres. Choisir l'une ou l'autre option chargera la piste sur la platine choisie.

- By *Utiliser un clavier* to load the selected track in the library track table. Use keyboard ↑ and ↓ arrow button to select a track, `Shift` + ← to load into Deck 1 and `Shift` + → to load into Deck 2.

- Glisser-déposer depuis le tableau des pistes de la bibliothèque: Glisser-déposer une piste depuis le tableau des pistes dans un affichage de forme d'onde va charger la piste dans une platine.

- Drag-and-drop from deck to deck: Once you've loaded a track to deck, sampler, or preview deck, click on the *track title*, *track artist* or cover art and drag it to another deck or sampler. Note that you can also drop tracks onto Playlists and Crates in the sidebar, as well as into track tables of active Playlists or Crates.

- Glisser-déposer depuis un navigateur de fichiers externe: Glisser-déposer depuis un navigateur de fichiers externe directement sur une forme d'onde dans Mixxx permet de charger cette piste. Cette possibilité fonctionne également avec certaines autres applications. Par exemple, sous MacOS, glisser-déposer une piste depuis iTunes sur une des formes d'onde de Mixxx la chargera sur cette platine.

4.4 Trouver des pistes (Rechercher)

La fonction de recherche filtre la liste actuellement affichée (par exemple, une liste de lecture, une bac ou même la bibliothèque entière) pour les pistes qui correspondent à votre requête de recherche.

- Activer le champ de saisie de recherche en appuyant sur `CTRL` + :kbd:` F` (Windows/Linux) ou `CMD` + :kbd:` F` (Mac).

- Saisir votre ou vos termes de recherche. Mixxx filtre les pistes au fur et à mesure de la frappe et n'affiche que celles correspondant aux termes de la recherche. Les termes de recherche peuvent inclure le nom d'un artiste, un titre de chanson, un BPM, etc.

- Pour effacer la recherche, presser la touche `ECHAP` ou cliquer sur le bouton effacer sur la droite du champ de recherche.

- Hit `TAB` to cycle between the search and the list of results in the library. Use the ↑ and ↓ keys to scroll in the list of results.

Note: Si le champ de recherche est ciblé, les raccourcis claviers de Mixxx sont désactivés, voir *Utiliser un clavier*.

4.4.1 Utiliser des opérateurs de recherche

Les opérateurs de recherche vous permettent de formuler des recherches plus précises. Ils vous permettent de limiter certains termes de recherche à des propriétés particulières de vos pistes.

Mixxx prend en charge les filtres suivants:

- **Filtrage de texte**: album_artist, album, artist, comment, composer, crate, genre, grouping, location, title

  Examples

```
artist: "com truise"
album:Danger
genre: Trance
title: foo
composer: foo
comment: foo
genre:hip-hop -genre:gangsta
```

Note: It doesn't matter if you have space between the colon and the argument or not. Quotes must be used for multi-word text arguments.

- **Filtrage numérique**: bitrate, bpm, played, rating, track, year

    Examples

    ```
    bpm:140
    bpm: >140
    year: <2010
    bpm: >=140
    rating: <=4
    bpm: 140-150
    played: >10
    ```

Note: You can put a space after the colon but currently there must be no space between the operator and the number.

- **Filtrage spécial**: key, duration, added, dateadded, datetime_added, date_added

    – Prend en charge la correspondance floue des recherches de tonalité. L'exemple suivant répertorie les pistes avec des tonalité compatibles harmoniquement en C# mineur.

    ```
    ~key:c#m
    ```

    Vous pouvez combiner des opérateurs mais il n'y a aucun moyen de faire une recherche «OU» pour le moment. L'exemple suivant répertorie toutes les pistes avec «Danger» de plus de 3 minutes notées 4 ou 5.

    ```
    artist:Danger duration:>3m rating:>=4
    ```

    – Filtres de recherche négatifs. Utiliser le préfixe – comme opérateur de négation. L'exemple suivant trouverait «hip-hop» de n'importe quelle année sauf 1990.

    ```
    genre:hip-hop -year:1990
    ```

    – Search for empty fields. The following example lists all tracks without a genre. It works for all text fields, including crates.

    ```
    genre:""
    ```

    Examples

    ```
    duration:2m10
    duration:<2:10
    duration:>1m35s
    duration:>62
    ```

Note: You can put a space after the colon but currently there must be no space between the operator and the number.

4.5 Pré-écouter les pistes

Pour pré-écouter une piste, activer la colonne *Aperçu* dans la vue bibliothèque. Cliquer sur **|'icône ic_lib_preview_play|** dans la colonne *Aperçu* de la bibliothèque charge la piste sélectionnée sur une :ref:` Preview Deck <interface-preview-deck>` spéciale qui produira du son uniquement sur le canal *headphones*. Cliquer sur "icone 🎧 ▯▯ pour arrêter la lecture.

Alternativement, sélectionner une piste dans la liste des pistes de la bibliothèque de Mixxx, faites glisser la piste vers la vue de la forme d'onde *Preview Deck* et cliquez sur le bouton *Lecture/Pause* à côté de la forme d'onde.

Pour afficher la *Preview Deck*, appuyer sur CTRL + 4 (Windows/Linux) ou CMD + 4 (Mac).

Indication: Cliquer sur l'en-tête de colonne *Aperçu* pour trier les pistes de manière aléatoire.

4.6 Modifier les métadonnées des fichiers audio

Mixxx lit les termes pertinents des métadonnées des pistes et les affichent dans les colonnes de la bibliothèque. Vous êtes libre de modifier la plupart des métadonnées, et Mixxx propose un certain nombre de façons différentes de le faire. Notez que certaines informations ne peuvent pas être modifiées, telles que le débit, la taille, la longueur, le type, le nom de fichier et l'emplacement.

Note: Mixxx ne prend pas en charge l'édition des métadonnées de plusieurs pistes à la fois (édition en batch).

Avertissement: Par défaut Mixxx ne touchera pas vos fichiers audio. Les modifications apportées aux métadonnées d'une piste seront enregistrées dans la bibliothèque Mixxx, mais **pas** dans la piste elle-même.

Si vous souhaitez écrire des métadonnées modifiées de piste depuis la bibliothèque vers des tags de fichier, cochez la case dans *Préférences -> Bibliothèque -> Synchronisation des métadonnées de la piste*.

4.6.1 Édition manuelle

Édition en ligne de piste: To enable inline editing in the *library* go to *Preferences ‣ Library ‣ Miscellaneous* and check the box « Edit metadata after clicking selected track ».

Select any track in the *library* and click on the field you want to edit. If the field is editable, it will become an editable text box. Enter a value and hit Enter when you are done.
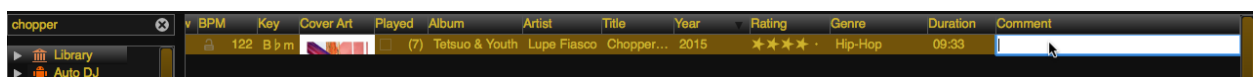

Figure2: Bibliothèque Mixxx - Édition en ligne

Éditeur de propriétés: To open the editor right-click on a **single track** in the library or any track label in decks or samplers, then select *Properties* in the track menu. You can also double-click any track label in the decks or samplers to open the editor directly.

Add or change values in the editable fields, and save your changes as explained below.
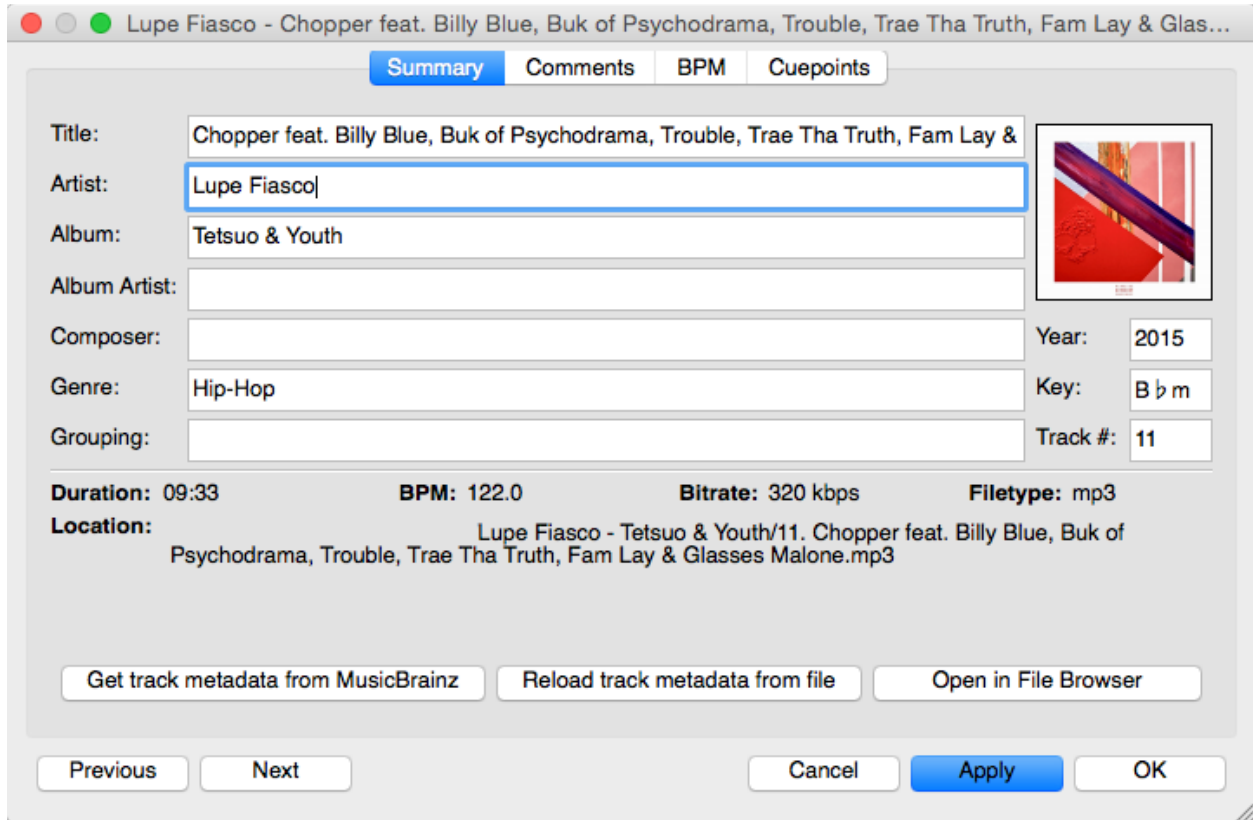

Figure3: Bibliothèque Mixxx - Éditeur de propriétés

- **OK**: Accepte les modifications et ferme l'éditeur.

- **Appliquer**: Accepte les modifications et quitte l'éditeur en le laissant ouvert.

- **Annuler**: Ignore les modifications et ferme l'éditeur.

- **Précédent / Suivante**: charge la piste précédente ou suivante dans la vue de bibliothèque actuelle.

- **Importer les métadonnées à partir du fichier**: Demande à Mixxx de relire les métadonnées de la piste sélectionnée (comme lorsque vous l'avez modifiée en externe avec une autre application.)

- **Importer les métadonnées à partir de MusicBrainz**: Vérifie les métadonnées en ligne en recherchant dans la base de données *MusicBrainz*. Voir ci-dessous.

4.6.2 Utilisation de la base de données en ligne MusicBrainz

MusicBrainz est une encyclopédie musicale *open-source* qui collecte les métadonnées de musiques et les mets à la disposition du public.
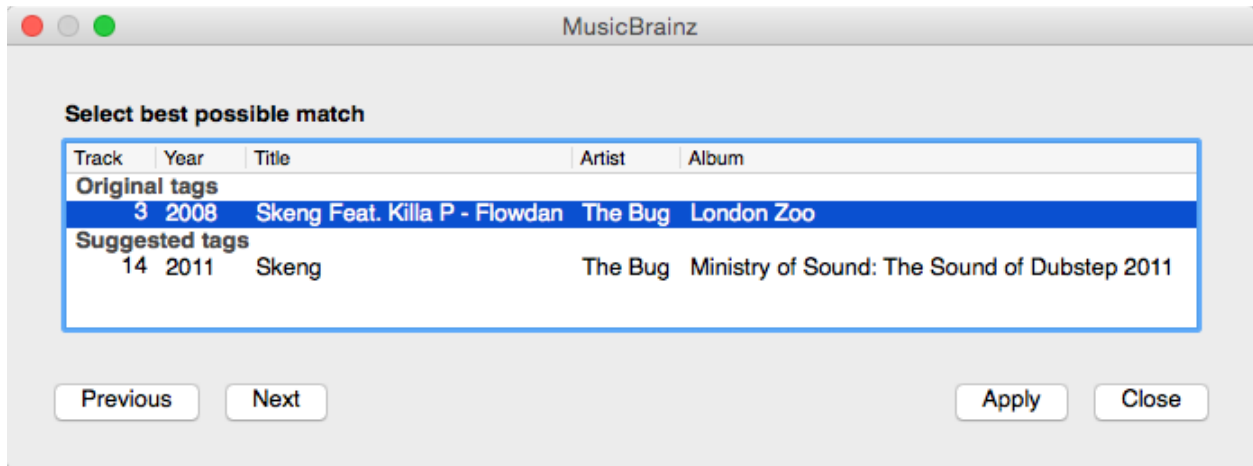

Figure4: Bibliothèque Mixxx - Assistant MusicBrainz

L'assistant MusicBrainz de Mixxx permet de rechercher dans la base de données MusicBrainz et d'appliquer les résultats à vos pistes.

Cliquer sur une **piste unique** dans la bibliothèque et sélectionner *Importer à partir de MusicBrainz*. Mixxx récupère les données de piste de la base de données de MusicBrainz et affiche les résultats de la recherche.

Sélectionner la meilleure correspondance dans les résultats de recherche en cliquant dessus dans la liste.

- **Appliquer** : Applique les métadonnées MusicBrainz sélectionnées à la piste.

- **Fermer** : ferme l'assistant.

- **Précédent/Suivante** : charge la piste précédente ou suivante dans la vue de bibliothèque actuelle et effectue également une recherche MusicBrainz sur celle-ci.

La récupération des métadonnées de piste à partir de MusicBrainz peut échouer:

- si Mixxx ne parvient pas à trouver la piste spécifiée dans la base de données MusicBrainz,

- si Mixxx ne peut pas atteindre les serveurs MusicBrainz (s'ils sont en panne),

- ou si vous n'êtes pas connecté à Internet.

Indication: Le service MusicBrainz a été conçu pour identifier les fichiers audio complets. Si une piste dure moins de 2 minutes, l'identification du fichier échouera probablement. L'identification d'une piste de mixage ou d'un mash-up en couches peut produire des faux positifs dans la liste des résultats.

4.6.3 Utiliser un logiciel tiers

If you have edited file metadata in third-party software you need to re-import the modified metadata into Mixxx manually by selecting the affected tracks, open the context menu, and then choose *Metadata ‣ Import From File Tags*.

Indication: Rescanning the library with *Library ‣ Rescan Library* in the menu on top of the application window will only detect newly added or removed tracks but no modifications of existing tracks. This is a known limitation.

Les logiciels populaires pour éditer les métadonnées des fichiers audio incluent:

- Mp3tag (Windows)
- Kid3 (Mac, Windows, Linux)
- Picard (Mac, Windows, Linux)

4.7 Auto DJ - Automatiser votre mix

La file d'attente Auto DJ est une liste de lecture spéciale qui contient des commandes supplémentaires pour le mixage automatique. Ceci est utile pour faire une pause dans le mixage en direct ou pour utiliser Mixxx comme lecteur multimédia.

Les fonctionnalités Auto DJ en détail:

- **Bouton Mélanger**: Mélange de façon aléatoire l'ordre de la liste de lecture Auto DJ.
- **Ajouter aléatoirement**: Ajoute une piste aléatoirement depuis les sources de piste (bacs) dans la file Auto DJ. Si aucune sources de piste n'est configurée, la piste est ajoutée à partir de la bibliothèque.
- **Bouton Sauter la piste**: Saute la piste suivante dans la liste de lecture Auto DJ.
- **Bouton Baisser maintenant**: Lance la transition avec la prochaine piste
- **Boîte de dialogue durée de transition**: Détermine la durée de la transition. Une valeur négative ajoutera une pause entre les pistes.
- **Selection Info label**: Displays the duration and number of selected tracks. Press Ctrl + A to get the total duration of the AutoDJ queue.
- **Bouton Activer Auto DJ**: Active ou désactive le mode Auto DJ.

Les boutons *Sauter la piste*, *Ajouter aléatoirement* et *Baisser maintenant* ne sont accessibles que si le mode Auto DJ est activé. Le champ Rechercher dans le coin supérieur gauche est désactivé dans Auto DJ. Par défaut, Auto DJ supprime les pistes après les avoir lues, mais si vous voulez qu'il joue à nouveau les mêmes pistes encore et encore, vous pouvez activer l'option *Auto DJ remise dans la file* dans *Préférences ‣ Auto DJ ‣ Remettre les pistes dans la files après lecture*.

Bacs Auto DJ

Il est possible d'ajouter des pistes aléatoirement au à la fin de la liste de lecture Auto DJ. Les pistes sont choisies parmi un ensemble de bacs que vous avez définies comme source pour Auto DJ ou dans la bibliothèque standard. Mixxx essaie normalement de sélectionner des pistes qui n'ont pas encore été lues. Vous pouvez définir un nombre minimum de pistes qui sont toujours disponibles pour la sélection, peu importe quand elles ont été lues pour la dernière fois, dans **:menuelection:`Préférences -> Auto DJ -> Nombre minimum de pistes disponibles dans la Source de piste`**.

Voir aussi:

Pour plus d'informations, consulter le chapitre *Auto DJ*.

4.8 Listes de lecture - Organiser des pistes dans un ordre défini.

Les listes de lecture sont des listes ordonnées de pistes qui vous permettent de planifier vos sets DJ. Certains DJ créent des listes de lecture avant de se produire en direct, d'autres préfèrent les créer à la volée.

Les listes de lecture ne sont pas directement chargeables sur les platines car Mixxx est principalement destiné à une utilisation de performance en direct. Cependant, vous pouvez cliquer-droit sur une liste de lecture pour la mettre dans la file d'attente *Auto DJ*, donc dans un sens, vous pouvez la « jouer ».

- **Créer une nouvelle liste de lecture**: Faire un Clic-Droit sur la barre latérale *Liste de lecture* et sélectionner *Nouvelle liste de lecture* . Nommer la liste de lecture et cliquer sur *OK*. Le nombre total de pistes et la durée totale sont affichés à côté du nom.

- **Importer une liste de lecture**: Faire un Clic-Droit sur l'élément *Listes de lecture* dans la barre latérale et sélectionner :guilabel:` Importer une liste de lecture`. Sélectionner une ou plusieurs listes de lecture et cliquer sur *OK*. Mixxx crée une importation de ces listes de lecture externes existantes en tant que nouvelles listes de lecture Mixxx.

- **Ajouter des pistes**: Ajoute des pistes à une liste de lecture créée précédemment en glissant-déposant une sélection de pistes de la bibliothèque ou des listes de lecture sur le nom d'une liste de lecture dans la barre latérale. Vous pouvez également utiliser le menu contextuel du Clic-Droit dans la bibliothèque de *track list*.

Indication: Si vous avez sélectionné une piste dans la bibliothèque, toutes les listes de lecture et bacs visibles dans lesquelles elle se trouve sont affichées en gras.

Faire un Clic-Droit sur le nom d'une liste de lecture existante pour accéder aux différentes fonctionnalités du menu contextuel:

- **Ajouter à Auto DJ**: Ajoute le contenu de la liste de lecture à la file d'attente *Auto DJ* pour le mixage automatique.

- **Renommer**: Pour renommer une liste de lecture, entrer simplement un nouveau nom de liste de lecture et cliquer sur *OK*.

- **Dupliquer**: Parfois, vous souhaitez créer une liste de lecture basée sur une liste existante. Sélectionner la liste de lecture que vous souhaitez dupliquer, choisisser *Dupliquer liste de lecture*, nommer la nouvelle liste de lecture et cliquer sur *OK*.

- **Supprimer**: Supprime une liste de lecture déverrouillée. Les pistes qui étaient dans la liste de lecture restent disponibles dans la bibliothèque pour une utilisation ultérieure.

- **Verrouiller**: Cet icône indique une liste de lecture verrouillée. Si une liste de lecture est verrouillée, vous ne pouvez pas ajouter de pistes, renommer ou supprimer la liste de lecture. Choisir *Déverrouiller* dans le menu contextuel pour déverrouiller la liste de lecture.

- **Analyser la liste de lecture entière**: Force l'analyse des pistes de la liste de lecture dans la vue *Analyze*.

- **Importer une liste de lecture**: Importe des pistes à partir de listes de lecture externes, dans différents formats de fichier, vers la liste de lecture sélectionnée. Pour plus d'informations, rendez-vous sur library-3rd-party.

- **Exporter la liste de lecture**: Exporte une liste de lecture dans différents formats de fichier, tels que m3u, pls, ou csv. Cela vous permet d'utiliser les données dans d'autres applications.

- **Exporter les fichiers des pistes**: Ceci copie toutes les pistes d'une liste de lecture dans un dossier tel qu'une clé USB externe. Seuls les fichiers sont copiés, pas les métadonnées spécifiques à Mixxx comme les formes d'onde ou les pochettes d'album qui ne sont pas incorporées dans le fichier.

4.9 Bacs - Organiser les pistes en collections

Les bacs sont des collections de pistes non ordonnées, tout comme les bacs DJ contenant vos disques préférés.

- **Créer un nouveau bac**: Faire un Clic-Droit sur la barre latérale *Bacs* et sélectionner *Créer un nouveau bac*. Nommer le bac et cliquer sur *OK*. Le nombre total de pistes et la durée totale sont affichés à côté du nom.

- **Importer des bacs**: Faire un Clic-Droit sur l'élément *Bacs* dans la barre latérale et sélectionner :guilabel:`Importer un bac`. Sélectionner une ou plusieurs listes de lecture et cliquer sur *OK*. Mixxx crée une importation de ces listes de lecture externes existantes en tant que nouveau bac de Mixxx.

- **Ajouter des pistes**: Ajoute des pistes dans un bac créé au préalable en glissant-déposant une sélection de pistes de la bibliothèque ou des listes de lecture sur le nom du bac dans la barre latérale. Vous pouvez également utiliser le menu contextuel *track list* de la bibliothèque.

Clic droit sur le nom d'un bac existant pour accéder aux différentes fonctionnalités du menu contextuel:

- **Renommer**. Pour renommer un bac, entrer simplement un nouveau nom de bac et cliquez sur *OK*.

- **Dupliquer**: Tout comme les listes de lecture, vous pouvez dupliquer un bac existant. Sélectionner le bac que vous souhaitez dupliquer, choisissez *Dupliquer bac*, nommez le nouveau bac et cliquez sur *OK*.

- **Supprimer**: supprime un bac déverrouillée. Les pistes du bac sont toujours disponibles dans la bibliothèque pour une utilisation ultérieure.

- **Verrouiller**: Cet icône indique un bac verrouillé. Si un bac est verrouillé, vous ne pouvez pas ajouter de pistes, renommer ou supprimer le bac. Choisir *Déverrouiller* dans le menu contextuel pour déverrouiller le bac.

- **Source de piste Auto DJ**: Utiliser ce bac comme source pour les pistes aléatoires dans Auto DJ, voir *Auto DJ crates* .

- **Analyser le bac entier**: Force l'analyse du bac dans la vue *Analyze*.

- **Importer un bac**: Importe des pistes de listes de lecture externes dans différents formats de fichier vers le bac sélectionnée.

- **Exporter un bac**: Exporte un bac dans différents formats de fichier, tels que m3u, pls, ou csv. Cela vous permet d'utiliser les données dans d'autres applications.

- **Exporter les fichiers des pistes**: Ceci copie toutes les pistes d'un bac dans un dossier tel qu'une clé USB externe. Seuls les fichiers sont copiés, pas les métadonnées spécifiques à Mixxx comme les formes d'onde ou les pochettes d'album qui ne sont pas incorporées dans le fichier.

4.9.1 Bacs vs. listes de lectures

Les bacs sont des collections de pistes non ordonnées. Contrairement aux listes de lecture, ils ne peuvent pas contenir d'entrées en double et ne prennent pas en charge l'organisation des pistes en leur sein.

Souvent, les DJ regroupent les pistes par genre, conservent des listes de pistes préférées et/ou préparent les listes de pistes qu'ils souhaitent jouer lors d'une fête particulière. Dans ces cas, ils se soucient rarement de l'ordre, car ils le choisiront lors de la fête en fonction de la piste de danse et de l'humeur. Ils ne veulent certainement pas de doublons dans ces listes. Les bacs sont utiles dans ces cas. Vous pouvez les considérer comme des étiquettes dans les tags GMail ou Web 2.0 pour votre musique.

Si toutefois vous voulez planifier un ensemble spécifique et pratiquer les transitions, vous voudrez une liste ordonnée de pistes. Les listes de lecture servent à cet effet.

4.10 Ordinateur - Charger des pistes de n'importe où sur votre ordinateur

Ce mode fonctionne comme un gestionnaire de fichiers et vous permet de charger des pistes, qui ne sont pas nécessairement déjà dans votre bibliothèque Mixxx, de n'importe où sur votre ordinateur et d'appareils connectés.

Cliquez sur l'élément *Ordinateur* de la barre latérale pour naviguer sur l'ordinateur et trouver votre musique. En fonction de votre *système d'exploitation*, la musique se trouve généralement dans le répertoire « Ma musique » ou « Musique ». Faites glisser les fichiers que vous souhaitez importer sur l'icône *Tracks* ou directement sur *Affichage de la forme d'onde*.

Note: Actuellement, vous pouvez uniquement faire glisser des fichiers (pas des dossiers) vers la bibliothèque Mixxx.

Faire un Clic-Droit sur un dossier et choisir *Ajouter à la Bibliothèque* pour ajouter le dossier en tant que répertoire musical additionnel. Mixxx surveillera ce répertoire et ses sous-répertoires pour de nouvelles pistes.

Voir aussi:

For more information, go to *Changer de répertoires de musique*.

4.10.1 Liens rapides - Marquer vos répertoires favoris

En utilisant le sous-menu *Accès Rapides* vous pouvez mettre en signet des répertoires pour un accès direct. Cliquer sur l'élément *Ordinateur* et accéder au répertoire que vous souhaitez mettre en signet. Faire un clic droit et choisir *Ajouter aux Raccourcis Rapides*. Le dossier est maintenant épinglé sous *Accès rapides*. Pour dés-épingler ce dossier, cliquez avec le bouton droit et choisissez *Retirer des Raccourcis Rapides*.

4.11 Enregistrements

Dans cette section de la bibliothèque, vous pouvez démarrer et arrêter l'enregistrements ainsi que voir les enregistrements précédents et les dates auxquelles ils ont été réalisés.

Voir aussi:

Pour plus d'information, voir *Enregistrer votre mix*.

4.12 Historique - Garder une trace de vos sessions

La section historique conserve automatiquement une liste des pistes que vous jouez dans vos sets DJ. C'est pratique pour se souvenir de ce qui a fonctionné dans vos sets de DJ, publier des listes de sets ou signaler vos pièces aux organismes de licence. Chaque fois que vous démarrez Mixxx, une nouvelle section historique est créée. Si vous ne lisez aucune piste pendant la session en cours, elle sera supprimée.

Cet icône indique la session en cours.

Cliquer sur l'icône *Historique* dans la barre latérale pour passer à la vue *Historique*, puis faire un Clic-Droit sur le nom/date d'une session pour accéder aux différentes fonctionnalités:

- **Ajouter à Auto DJ**: Ajoute le contenu de la session à la file d'attente *Auto DJ* pour le mixage automatique

- **Renommer**: Renomme une session. La valeur par défaut est la date du calendrier (AAAA-MM-JJ).

- **Supprimer**: supprime une session précédente (déverrouillée). (Vous ne pouvez pas supprimer la session en cours).

- **Verrouiller**: Protège une session précédente contre les fusions et suppressions accidentelles. Un icône indique une session verrouillée.

- **Créer une nouvelle liste de lecture d'historique**: Sépare la session d'historique actuelle et ajouter une nouvelle session sans avoir à redémarrer Mixxx. L'historique actuel doit contenir au moins une piste pour que cette option soit disponible.

- ******Joindre avec les précédents ******: Ajoute la session d'historique sélectionnée à la fin de la précédente.

- **Exporter la liste de lecture**: Exporte une session dans différents formats de fichier. Cela vous permet d'utiliser les données dans d'autres applications.

4.13 Analyser - Préparer vos pistes

Cette section vous permet d'analyser vos pistes avant de les charger sur une platine. L'analyse des pistes nécessite une puissance CPU considérable et peut entraîner des sauts dans l'audio lors de l'exécution, il est donc utile d'analyser vos pistes avant de jouer. Voir *Analyser - Préparer vos pistes* pour plus de détails.

4.14 Using libraries from other software

Bibliothèques prises en charge:

- iTunes (Windows, macOS)

- Traktor (Windows, macOS)

- Rhythmbox (GNU/Linux)

- Banshee (Windows, macOS, GNU/Linux)

- Serato (Windows, macOS)

- Rekordbox (Windows, macOS)

Les vues de bibliothèques externes vous permettent d'utiliser les bibliothèques musicales que vous avez créées dans ces applications tierces. Vous pouvez accéder à la musique aussi bien qu'aux listes de lecture. Si disponible, Mixxx charge automatiquement les bibliothèques externes à partir de leurs emplacements par défaut sur votre disque dur.

Note: La lecture d'une piste à partir d'une bibliothèque externe l'ajoutera à votre bibliothèque Mixxx.

Voir aussi:

Les bibliothèques externes peuvent être désactivées dans *Préférences -> Bibliothèque*.

4.14.1 Using the iTunes/Traktor/Rhythmbox/Bashee/Rekordbox library

Clic droit sur l'icône iTunes dans l'arborescence de la bibliothèque et sélectionner guilabel:*Choisissez la bibliothèque* pour charger :file:` iTunes Music Library.xml` à partir d'un emplacement différent. Sélectionner *Utiliser la bibliothèque par défaut* pour réinitialiser.

- Faire un Clic-Droit sur une liste de lecture iTunes/Traktor/Rhythmbox/Banshee et choisir *Importer liste de lecture* pour l'importer dans une nouvelle liste de lecture Mixxx.

- Si vous avez un fichier de configuration iTunes (`*. Xml`) à partir d'une partition Windows ou Mac montée sous Linux, vous pouvez le charger et utiliser aussi bien vos pistes que listes de lecture iTunes.

4.14.2 Using the Rekordbox library

To read Rekordbox databases for CDJ/XDJ players on USB or SD devices, the database has to be exported to a USB or SD device with a FAT or HFS file system using the Rekordbox Export mode. Databases that have been moved to an external device via *Preferences > Advanced > Database management* in Rekordbox are not supported.

1. Plug your USB or SD drive in while Mixxx is running.

2. Click on the *Rekordbox* item in the library sidebar to scan for Rekordbox prepared USB drives. If no Rekordbox devices show up, you can click on *Check for attached Rekordbox devices (refresh)*.

3. Click on the desired removable device. All your folders and playlists will be revealed for you to play from.

How Rekordbox hotcues, memory cues, and loops are imported

The following data is read:

- Folders
- Playlists
- Beatgrids
- Hot cues
- Memory cues
- Loops

Mixxx currently has one main cue point, one loop, and thirty eight hotcues. As such:

- All Rekordbox hotcues are mapped to Mixxx hotcues as expected, the first chronological Rekordbox memory cue is mapped to the Mixxx main cue.

- The first chronological Rekordbox loop is also mapped to the Mixxx loop.

- All loops (including the first loop), and all subsequent Rekordbox memory cues are appended as Mixxx hotcues following the previously imported Rekordbox hotcues.

- The hotcue and memory cue colors you assigned in Rekordbox are also imported, assisting in distinguishing between them.

Although additional imported Rekordbox loops only appear in Mixxx 2.3 as hotcues, their loop information is stored in the Mixxx library and will become usable in Mixxx 2.4.

4.14.3 Using the Serato library

Mixxx supports reading your Serato library and crates both from your local hard drive as well as portable USB drives. Smart crates are currently not supported.

Serato stores information such as hot cues, track color and beatgrid in the file tags. Regardless of whether a track is loaded into deck from the library or directly from the file browser, Mixxx will import that information automatically if present.

Saved loops are imported as well, but since Mixxx is lacking support for multiple saved loops, only the first loop is usable in Mixxx. All other saved loops can be used like regular hotcues for now.

Waveforms, Gain values and « Flips » are not imported from Serato.

Note: Due to differences in the metadata format, importing Serato information from Ogg Vorbis files is currently not supported.

To import Serato libraries from external USB drives:

1. Copy music library from Serato into external USB drive

2. Plug in USB drive while Mixxx is running

3. Click on *Serato* in the library. All USB drives containing a Serato library will be detected automatically.

4. For each removable device, the library and all crates from Serato will accessible.

If you have already added a track containing Serato Metadata to your Mixxx library in a Mixxx version that didn't support reading that data, you can reimport it from the file's tags via the track context menu.

Avertissement: This action will clear your existing cuepoints in Mixxx if the file contains Serato Metadata

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To reimport metadata from files:

- Right click on the track to show the context menu

- Select *Metadata ‣ Import From File Tags*.

Indication: Decoders may slightly detect different track start and end times for files from different sources, this could possibly be because of the presence of countless encoders and decoders for MP3 and M4A/AAC. This problem may cause your cues to be shifted up by a few milliseconds. Mixxx might not always be able to mitigate this problem, but it's possible to shift all cues for a track at once as a workaround.

4.15 Supprimer des pistes de la bibliothèque

La suppression de pistes de la bibliothèque Mixxx **ne les supprime pas** physiquement de votre disque. Cependant, il supprime les métadonnées complémentaires que Mixxx pourrait avoir (telles que les repères rapides et les grilles rythmiques) et supprime les liens vers les listes de lecture ou les bacs.

1. Cliquer sur l'élément :guilabel:` Bibliothèque` dans la barre latérale.

2. Rechercher et sélectionner les pistes que vous souhaitez supprimer, effectuer un Clic-Droit dessus et sélectionner *Masquer dans la bibliothèque* dans le menu contextuel.

3. Développer l'élément *Bibliothèque* dans la barre latérale et cliquer sur le sous-élément :guilabel:` Pistes masquées`. Toutes les pistes qui ont été définies pour être cachées de la bibliothèque apparaîtront ici.

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4. Sélectionner les pistes que vous souhaitez supprimer ou utiliser le bouton *Tout sélectionner*.

5. Pour confirmer que vous souhaitez supprimer définitivement ces pistes de la bibliothèque, cliquer sur *Purger*.

Indication: If you want to hide or purge only tracks from a specific folder you may use the `location:` *search operator*, or *sort the table* by « Location ».

Indication: Si vous décidez par la suite d'ajouter à nouveau certaines des pistes supprimées, importez-les à nouveau dans la bibliothèque Mixxx, voir *Changer de répertoires de musique*.

4.16 Formats de fichiers compatibles

Mixxx prend en charge une variété de formats de fichiers audio:

Sans perte	Avec perte
FLAC (flac)	*MP3* (mp3)
Wave (wav)	*Ogg Vorbis* (ogg)
Aiff (aiff, aif)	*AAC* (aac, m4a, mp4)
	Opus (opus)

Les formats sans perte préservent tous les détails de l'enregistrement d'origine et sont recommandés pour la meilleure qualité sonore. Le format `FLAC` compresse les fichiers pour occuper moins d'espace sur votre ordinateur sans sacrifier la qualité audio. Les fichiers `WAV` et `AIFF` ne sont pas compressés et prennent beaucoup plus de place.

Les formats avec perte prennent moins d'espace de stockage sur votre ordinateur que les formats sans perte au détriment de la réduction de la qualité sonore. En supposant une longueur de piste moyenne d'environ 4 minutes, un disque dur de 1 To ou un disque SSD peut stocker environ 42000 fichier `FLAC` ou environ 115000 fichier :file:` MP3` à 320 kbps.

Il n'y a aucun avantage à convertir un fichier avec perte en formats sans perte. Les détails perdus lors de la création du fichier avec perte ne peuvent pas être récupérés.

`AAC (M4A)` est pris en charge sur Windows Vista et macOS 10.8. Le Supplément de mise à jour de plate-forme est requis pour Windows Vista.

On Linux, `AAC` playback is disabled by default due to licensing restrictions. To enable the playback of `AAC` files, build Mixxx from source with m4a/AAC files support.

Avertissement: Les fichiers protégés par *DRM*, tels que les fichiers m4p achetés dans l'iTunes Store en 2009 ou avant, ne sont pas pris en charge.

Avertissement: Les fichiers *ALAC* utilisent le même format de conteneur MP4 et extensions de fichier (m4a, mp4) que les fichiers AAC, mais Mixxx ne peut pas lire les fichiers ALAC. Il est recommandé de convertir les fichiers ALAC en FLAC pour les utiliser dans Mixxx. Cela ne réduira pas la qualité sonore des fichiers.

4.17 Musique à partir de CD audio

Mixxx ne peut pas lire de musique directement à partir de CD audio. Utiliser un programme d'extraction de CD pour copier l'audio du CD vers des fichiers sur votre ordinateur. Il est recommandé d'enregistrer les fichiers extraits au format *FLAC*. De nombreux programmes différents sont disponibles pour extraire les CD, mais tous les programmes ne sont pas capables de les enregistrer en `FLAC`.

Matériel DJ

Bien que Mixxx puisse être utilisé avec seulement un ordinateur portable ou de bureau, tirer pleinement parti des fonction-nalités de Mixxx nécessite un matériel DJ spécialisé. Selon votre budget et votre domaine d'application, votre configuration et vos exigences peuvent varier. Ce chapitre fournit des informations générales sur divers types de matériel DJ.

To make DJing with Mixxx a fun experience, at least the following pieces are needed:

- speakers to play the music to the audience,
- an *audio interface* with 4 mono/2 stereo output channels (or 2 mono output channels + a *DJ splitter cable*),
- *headphones* for prelistening tracks while another track is playing on the speakers, and
- audio cables and adapters to connect the equipment to your computer.

Additionally, you might consider getting the following equiment:

- a *controller*,
- *turntables*, an audio interface with phono inputs and *timecode vinyl*,
- a laptop/controller stand,
- a surge protector to protect the equipment from voltage spikes,
- cases for laptop, controller and headphones, and
- custom fader and knob caps to customize your gear.

Voir aussi:

Instructions how to use DJ Controllers that work out-of-the-box with Mixxx can be found in the *Hardware Manuals* section of this manual. The Mixxx DJ Hardware Guide on the Mixxx Wiki also lists additional devices, including information about their prices, features, and compatibility with Mixxx.

5.1 Contrôleurs

Les contrôleurs DJ sont des appareils dotés de potentiomètres, de curseurs, de boutons et de molettes pour contrôler les logiciels DJ tels que Mixxx. Les contrôleurs permettent un accès rapide aux différentes commandes tout en fournissant un retour tactile et visuel indiquant l'état de chaque commande, comme la position d'un potentiomètre ou si un interrupteur est activé ou désactivé. Cela vous permet de vous concentrer sur la manipulation de la musique sans avoir à regarder tout le temps l'écran de votre ordinateur. Les contrôleurs permettent également d'utiliser deux mains pour manipuler deux contrôles différents en même temps, ce qui est nécessaire pour de nombreuses techniques de mixage.

Les contrôleurs DJ ne font généralement aucun traitement audio réel. Au lieu de cela, ils envoient des signaux (généralement **:terme:`MIDI`** ou **:terme:`HID`** via un câble USB) à l'ordinateur pour indiquer au logiciel DJ comment manipuler l'audio. De nombreux contrôleurs DJ incluent une *audio interface* avec 2 sorties stéréo séparées intégrées à l'appareil. Cela permet au DJ de transporter et de configurer un seul matériel en plus d'un ordinateur portable. Certains appareils peuvent être utilisés à la fois comme contrôleur et *hardware mixer*.

Mixxx can work with any *MIDI* or *HID controller* as long as there is a mapping file to tell Mixxx how to understand the controller's signals. Mixxx comes bundled with a number of MIDI and HID mappings, which are listed in the *Hardware Manuals* section. For controllers that Mixxx does not yet support, you can search the forum to see if anyone has started a mapping. You can also start one yourself using the information in the Controller Mapping Documentation on the wiki.

Voir aussi:

Utiliser des contrôleurs MIDI/HID décrit comment configurer Mixxx pour utiliser des contrôleurs.

5.2 Interfaces audio

Une interface audio (également connue sous le nom de « carte son », bien que peu d'entre elles aient la forme de cartes) est un appareil qui permet à un ordinateur d'envoyer et de recevoir des données provenant d'équipements audio. Que ce soit pour un *internal or external mixing*, il est recommandé d'utiliser une seule interface audio avec au moins 4 canaux de sortie indépendants (2 paires stéréo séparées).

The headphone jack on most laptops is not a second audio output. Rather, plugging headphones into the jack simply redirects the laptop's single stereo output from its speakers to your headphones. A *splitter cable* can be used to separate the stereo output of a headphone jack into two separate mono outputs for headphone cueing, but it is recommended to use a sound card with at least four mono outputs (for two stereo pairs). Such sound cards tend to be higher quality than those built into laptops and allow your mix to be enjoyed in stereo by your audience.

Contrairement à certains systèmes DJ propriétaires, Mixxx peut utiliser n'importe quelle interface audio et n'importe quel contrôleur *MIDI* ou *HID* dont votre *OS* dispose des pilotes. Si votre contrôleur possède une interface audio intégrée, vous pouvez choisir d'utiliser une interface audio différente pour un son de meilleure qualité. Mixxx peut également utiliser plusieurs interfaces audio simultanément.

5.2.1 Considérations relatives à l'interface audio

Cette section fournit des informations générales pour vous aider à choisir une interface audio à utiliser avec Mixxx.

Résolution et taux d'échantillonnage

La plupart des musiques sont publiées avec une résolution de 16 bits à une fréquence d'échantillonnage de 44,1 kHz car c'est tout ce qui est nécessaire pour stocker tous les détails de la musique sous forme numérique.

La résolution détermine la plage dynamique possible du signal. 16 bits est plus que suffisant pour lire de la musique. Bien que 24 bits soit utile pour l'enregistrement, c'est inutile pour la lecture.

La moitié de la fréquence d'échantillonnage détermine la fréquence maximale qui peut être représentée par le signal. Les humains ne peuvent généralement pas entendre les fréquences supérieures à 20 kHz, donc une fréquence d'échantillonnage de 44,1 kHz, représentant une fréquence maximale de 22,05 kHz, convient parfaitement à la lecture. Des taux d'échantillonnage plus élevés tels que 88,2 kHz et 96 kHz peuvent être utiles pour réduire la distorsion d'alias lors de l'enregistrement, mais n'ont aucun avantage pour la lecture et font travailler votre ordinateur plus durement.

For a more thorough and technical explanation of why 16 bits at 44.1 kHz is all that is needed for playback, read 24/192 Music Downloads Are Very Silly Indeed.

Spécifications

Lorsque l'on considère les spécifications, une plage dynamique plus élevée, un rapport signal/bruit (SNR) plus élevé, un niveau de sortie maximal plus élevé, un THD+N (distorsion harmonique totale + bruit; rechercher une valeur dB plus négatif ou un pourcentage plus petit) plus faible, et une diaphonie inférieure (valeur dB plus négative) sont meilleures. Les interfaces audio bon marché ont tendance à ne pas publier ces spécifications.

Types de connecteurs et de câbles

Si vous n'êtes pas familier avec les équipements audio professionnels, liser les conseils Digital DJ Essential Guide to Audio Cables for DJs pour comprendre les différents types de connecteurs sur les interfaces audio. Il est préférable d'utiliser une interface audio avec des sorties symétriques, surtout si vous acheminez de longs câbles directement dans un amplificateur ou des haut-parleurs actifs sans passer par un *hardware mixer*. Les signaux équilibrés rejettent les interférences et sont moins sensibles aux problèmes de ronflement de la boucle de masse (ce qui peut être un problème lors du branchement d'un équipement asymétrique à des sources d'alimentation distinctes).

Cependant, la plupart des lieux ont des DJ branchés sur *hardware DJ mixers*, qui n'ont généralement que des entrées RCA (les câbles RCA ne peuvent pas être équilibrés). La plupart des haut-parleurs et amplificateurs pour la maison/l'ordinateur ont des entrées stéréo RCA et/ou TRS 1/8 ». La plupart des mixeurs de son live ont des entrées mono TRS 1/4 » symétriques. Si vous devez interconnecter un équipement équilibré et non équilibré, reportez-vous à guide from Presonus (deleted, via archive.org) et à guide from Rane (effacé, via archive.org).

Nombre de canaux

Les interfaces audio ont parfois plusieurs connecteurs pour un seul canal, ce qui entraîne plus de connecteurs que de canaux. Ainsi, tous les connecteurs ne peuvent pas envoyer ou recevoir de signal indépendant. Par exemple, certaines interfaces audio conçues pour le DJing ont 4 canaux de sortie avec 4 connecteurs de sortie mono et 1 connecteur de casque stéréo. Cela ne signifie pas que l'interface audio peut envoyer 6 signaux différents en même temps; au contraire, le signal sur 2 des sorties mono et la sortie casque stéréo seraient les mêmes. En outre, de nombreux contrôleurs ont des sorties principale et cabine séparées avec des contrôles de volume indépendants, mais ils jouent tous les deux le même signal.

Préamplificateurs de contrôle vinyle et phono

Les tourne-disques émettent des signaux basse tension (niveau phono) qui doivent être amplifiés au niveau ligne avant que la plupart des équipements audio puissent fonctionner avec eux. Donc, si vous souhaitez utiliser *Contrôle Vinyle*, parfois appelé Digital Vinyl System (DVS), il est préférable d'avoir des préamplificateurs phono (un pour chaque platine) quelque part entre votre tourne-disque et votre carte son pour booster le signal de niveau phono du tourne-disque au niveau ligne. Mixxx peut amplifier les signaux de niveau phono dans le logiciel, mais il vaut mieux le faire dans le matériel. Le préampli phono peut être dans le tourne-disque, dans l'interface audio ou dans un appareil autonome. La plupart des interfaces audio n'ont pas de préamplis phono; ceux-ci se trouvent généralement sur des interfaces audio spécialement conçues pour contrôler les logiciels DJ avec du timecode de vinyle. *Tables de mixage* avec interfaces audio ont des préamplis phono sur leurs entrées de platine, mais pas nécessairement sur chaque entrée de platine. De nombreux contrôleurs tout-en-un haut de gamme incluent également des interfaces audio avec des préamplis phono.

Driver Support

Unlike some proprietary DJ programs, Mixxx works with any audio interface that is compatible with your operating system — including for timecode vinyl (DVS) use.

USB Audio Class compliant audio interfaces should work out of the box on all operating systems supported by Mixxx. This is the case for the integrated audio interfaces in most DJ controllers. Sound cards that aren't USB Audio Class compliant need a driver for each OS.

Note: On Windows, you should install the manufacturer's drivers even for USB class compliant audio interfaces to be able to use the recommended ASIO sound API.

Indication: If you are considering buying a controller or audio interface, the easiest way to tell if it is USB class compliant before you buy it is to search for macOS drivers for the device on the manufacturer's website. If it is advertised as compatible with macOS or iOS but there are no drivers to download for macOS, the device is USB class compliant.

5.3 Tables de mixage

Les tables de mixage sont des appareils qui combinent des signaux audio. Les mélangeurs DJ sont différents des tables de mixage de live et de studio car ils ont plusieurs canaux stéréo avec des préamplificateurs phono pour la connexion *Tourne-disques*. Il est classique d'utiliser une table de mixage DJ avec *Contrôle Vinyle*, mais le contrôle vinyle peut être utilisée sans table de mixage matérielle.

L'utilisation de Mixxx avec une table de mixage DJ nécessite une interface audio avec au moins 4 sorties mono (2 paires stéréo) pour envoyer les platines de Mixxx aux canaux stéréo de la table de mixage. Certaines tables de mixage DJ ont une *audio interface* USB intégrées. Cela permet à Mixxx d'envoyer des fichiers audio non mélangés directement à table de mixage sans avoir besoin d'une interface audio autonome distincte.

Souvent, les DJ qui utilisent un logiciel DJ avec mixage interne envoient leur sortie principale à une table de mixage matériel. Cela peut être utile pour envoyer le signal mélangé à la fois à une sortie d'enceinte principale pour le public et à des enceintes de cabine pour le DJ avec des commandes de gain distinctes pour chaque sortie. Il facilite également les transitions en douceur entre les DJ.

Cependant, l'utilisation d'une table de mixage externe avec mixage interne n'est pas nécessaire et réduit la qualité sonore. Chaque équipement traversé par un signal audio réduit la qualité du son, donc éviter les équipements inutiles sur le chemin du signal peut fournir une meilleure qualité sonore. De nombreux contrôleurs DJ fournissent des sorties principale et

cabine séparées avec des commandes de volume indépendantes. Alternativement, une carte son avec au moins 6 canaux de sortie peut être utilisée avec la sortie Mixxx *Cabine*.

Beaucoup de gens confondent « table de mixage analogiques » et « table de mixage matériels », mais ce ne sont pas les mêmes. De nombreuses table de mixage matériels traitent l'audio numériquement avec des processeurs de signaux spécialisés par opposition à un processeur général comme ceux des ordinateurs portables et de bureau.

Voir aussi:

Enregistrement et diffusion avec une table de mixage matériel externe

5.4 Tourne-disques

Les tourne-disques sont des appareils mécaniques qui diffusent des enregistrements musicaux découpés dans des disques phonographiques en vinyle. Avant que des logiciels comme Mixxx ne soient disponibles, l'art du DJ est né avec les tourne-disques et *DJ mixers*. Des disques vinyle spéciaux peuvent être utilisés avec des tourne-disques pour contrôler la lecture des fichiers numériques dans Mixxx comme si le fichier numérique était pressé sur le disque vinyle.

Voir aussi:

Contrôle Vinyle

5.5 CDJs

Les CDJ sont des appareils qui lisent des fichiers audio numériques et ont des commandes pour manipuler la lecture de l'audio. À l'origine, les CDJ lisaient des CD audio, mais les nouveaux appareils utilisent généralement des clefs de stockage USB ou des cartes SD. Certains CDJ peuvent être branchés sur un ordinateur avec un câble USB pour fonctionner comme un *controller* pour Mixxx.

5.6 Microphones

Les microphones convertissent les changements de pression acoustique dans l'air en changements de tension (un signal audio analogique). Mixxx peut fonctionner avec n'importe quel microphone qui peut être branché sur votre *audio interface*.

Voir aussi:

Utilisation de microphones

5.7 Headphones

Being able to listen to what you will play next in headphones before your audience hears on the main speakers or your broadcast stream is an essential part of DJing. DJ headphones are generally better quality than typical consumer headphones. Importantly, they are designed to have good isolation, meaning they block outside sound. This allows the DJ to focus on the sound in the headphones better without having to turn up the volume to drown out sound from the monitors, PA system, and chatter. Also, DJ headphones have hinges or flexible headbands that allow the DJ to take off one headphone cup to hear the monitor or PA output better in one ear and compare it to the headphone output in the other ear.

When shopping for headphones, consider how well they isolate sound and their durability. The most frequent places that headphones break are the cable attachment point and the headband. Look for headphones with detachable cables, metal headbands, and other individually replaceable parts. Avoid Bluetooth headphones because these may be unreliable and

will always reduce sound quality. Active noise canceling headphones also tend to have worse sound quality than other headphones of a comparable price. DJ headphones with a closed design block out a lot of sound simply by being closed.

Whether to get on-ear or over-ear headphones is a matter of personal preference. Everyone's head is different, so headphones that are comfortable for a friend or a reviewer may not be comfortable for you.

In-ear monitors (IEMs) isolate sound better than headphones but are more expensive. They usually cost more than double the price of good DJ headphones with comparable quality. They may be a sound investment for musicians who play often in very loud environments to preserve their hearing.

5.8 Splitter Cables

DJ splitter cables are the cheapest way to get two separate sound outputs from your computer. These plug into the onboard audio interface built into computer motherboards and split the stereo signal into two separate mono signals. However, onboard audio interfaces are not good quality, and you lose the stereo effect of hearing different sounds arranged in space.

Devices marketed as « headphone splitter » instead of DJ splitters duplicate one stereo signal in two jacks. These cannot be used for headphone cueing. Also, generic stereo-to-mono splitter cables or adapters typically have two mono jack outputs. Plugging headphones or stereo speakers into a generic stereo-to-mono splitter will only play sound on one side of the headphones or speakers.

Exemples de configurations

Ce chapitre présente quelques exemples de configurations matérielles avec des instructions sur la façon de configurer Mixxx pour fonctionner avec elles.

Voir aussi:

- *Matériel DJ*: informations générales sur les différents types d'équipements.

- *Configuration de l'entrée et de la sortie audio*: des détails sur chaque option d'entrée et de sortie disponible.

- *Utilisation de microphones*: détails pour configurer Mixxx pour fonctionner avec des microphones.

- DJ Hardware Guide lists specific devices with information about their prices, features, and compatibility with Mixxx.

6.1 Ordinateur uniquement

L'interface audio intégrée sur la plupart des ordinateurs est livrée avec une seule sortie stéréo et une entrée microphone. Cela peut être configuré avec Mixxx de deux manières:

6.1.1 Pratiquer le Mixage/Diffusion

Cette configuration peut être utilisée avec une seule sortie audio pour les haut-parleurs ou le casque pour pratiquer le DJ sans investir dans un équipement autre qu'un ordinateur et un ensemble de haut-parleurs ou un casque. Avec cette configuration, utilisez le *Pre/Main Knob* pour basculer entre le mix principal et le signal *PFL*. Cette configuration ne peut pas être utilisée pour jouer pour un public en direct car le mix principal n'est pas envoyé à une sortie d'interface audio. Cependant, il peut être utilisé par des DJ radio qui n'ont besoin d'envoyer le mixage principal qu'à un public de diffusion.

1. Ouvrez *Préférences ‣ Matériel Sonore*

2. Sélectionnez l'onglet *Sortie*

3. Dans le menu déroulant *casque*, sélectionner votre interface audio intégrée, puis *Canaux 1 - 2*. Bien que cela soit étiqueté *casque*, vous pouvez également brancher des haut-parleurs dans la prise de sortie de votre ordinateur.

4. Selon votre interface audio, vous pouvez spécifier un *microphone*

   a. Utilisez le microphone intégré ou connectez un microphone à votre ordinateur

   b. Vérifiez que le microphone est détecté par votre *OS*

   c. Ouvrez l'onglet *Entrée*

   d. Dans le menu déroulant *Microphone* , sélectionnez l'entrée à laquelle votre micro est connecté

5. Cliquez sur *Appliquer* pour enregistrer les modifications.

6.1.2 Jouer pour un public

Cette configuration permet de jouer pour un public sans *cueing* au casque.
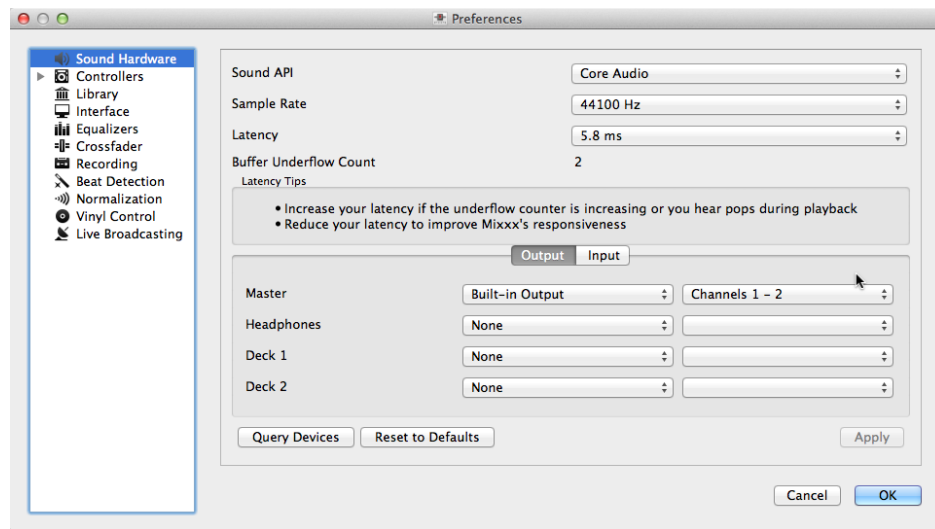
Figure1: Utilisation de Mixxx avec votre carte son intégrée

1. Ouvrez *Préférences* ‣ *Matériel Sonore*

2. Sélectionnez l'onglet *Sortie*

3. Depuis le menu déroulant *Principal*, sélectionnez votre interface audio interne puis *Canaux 1-2*

4. Selon votre interface audio, vous pouvez spécifier un *microphone*

   a. Utilisez le microphone intégré ou connectez un microphone à votre ordinateur

   b. Vérifiez que le microphone est détecté par votre *OS*

   c. Ouvrez l'onglet *Entrée*

   d. Dans le menu déroulant *Microphone* , sélectionnez l'entrée à laquelle votre micro est connecté

5. Cliquez sur *Appliquer* pour enregistrer les modifications.

6.2 Ordinateur portable et câble séparateur

La manière la moins coûteuse de mixer en utilisant la pré-écoute au casque emploie un câble séparateur DJ stéréo vers mono (aussi connu sous le nom "câble en Y") branché dans la prise casque d'un ordinateur portable ou d'un autre ordinateur. Ce câble divise la sortie stéréo d'une seule prise vers deux signaux mono séparés.

Cette configuration vous permet de démarrer le DJ sans avoir à investir dans un équipement coûteux. Cependant, comme les signaux sont en mono, vous et votre public ne pourrez pas apprécier le positionnement du son par les producteurs de musique dans l'espace (bien que de nombreux systèmes de sonorisation de club soient câblés en mono de toute façon). De plus, les interfaces audio intégrées aux ordinateurs sont généralement de faible qualité et captent souvent les interférences d'autres composants de l'ordinateur.

Utiliser une interface audio intégrée et un séparateur stéréo vers mono

1. Ouvrez *Préférences* ‣ *Matériel Sonore*

2. Sélectionnez l'onglet *Sortie*

3. Vérifiez que votre casque est branché dans le côté du câble avec un symbole de casque et que les enceintes sont branchées dans le côté du câble avec un symbole d'enceintes.

4. Depuis le menu déroulant *Principal*, sélectionner votre interface audio interne puis *Canaux 1-2*

5. Depuis le menu déroulant *Casque*, sélectionner votre interface audio interne puis *Canaux 1-2*

6. Cliquez sur *Appliquer* pour enregistrer les modifications.

Avertissement: La plupart des câbles séparateurs, particulièrement ceux vendus comme séparateurs pour casques, retranscrivent le même signal stéréo aux deux prises casque et ne fonctionneront pas pour cette configuration DJ. De même, si vous utilisez un câble séparateur stéréo vers mono générique, vous pourriez n'entendre que d'un côté dans vos enceintes ou votre casque. Les câbles séparateurs pour DJs vous permettent d'entendre le même signal mono dans les deux côtés de votre casque et de vos enceintes.

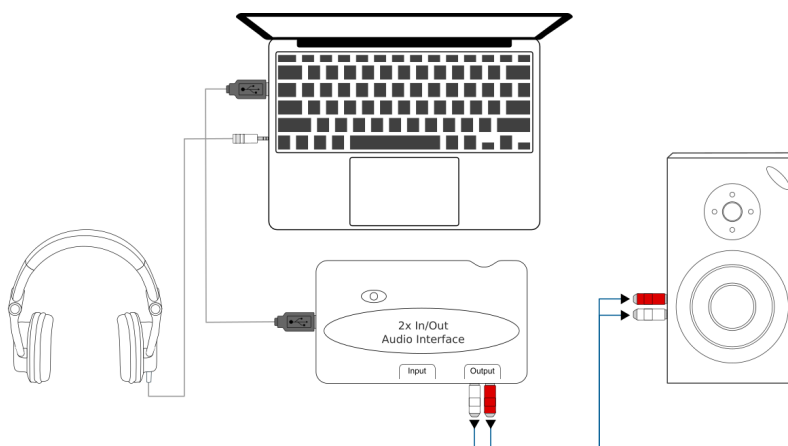## 6.3 Ordinateur portable et interface audio externe USB

Figure2: Utilisation de Mixxx avec une interface audio externe

Utiliser deux interfaces audio (intégrée + externe)

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1. Ouvrez *Préférences ‣ Matériel Sonore*

2. Sélectionnez l'onglet *Sortie*

3. Dans le menu déroulant *Principal*, sélectionnez l'interface audio externe, puis *Canaux 1-2*

4. Depuis le menu déroulant *Casque*, sélectionner votre interface audio interne puis *Canaux 1-2*

Utilisation d'une interface audio externe multi-canaux

1. Ouvrez *Préférences ‣ Matériel Sonore*

2. Sélectionnez l'onglet *Sortie*

3. Dans le menu déroulant *Principal*, sélectionnez l'interface audio externe, puis *Canaux 1-2*

4. Depuis le menu déroulant *Casque*, sélectionner votre interface audio externe puis *Canaux 1-2*

5. Cliquez sur *Appliquer* pour enregistrer les modifications.

6.4 Ordinateur et Contrôleur MIDI ou HID

Voir aussi:

La section *Contrôleurs* du chapitre *Matériel DJ* contient des informations générales sur les contrôleurs.

6.4.1 Contrôleurs avec une interface audio intégrée

Beaucoup de contrôleurs DJ incluent une interface audio intégrée *multi-canaux*. Une configuration avec ce type de contrôleur peut ressembler au schéma ci-dessous:
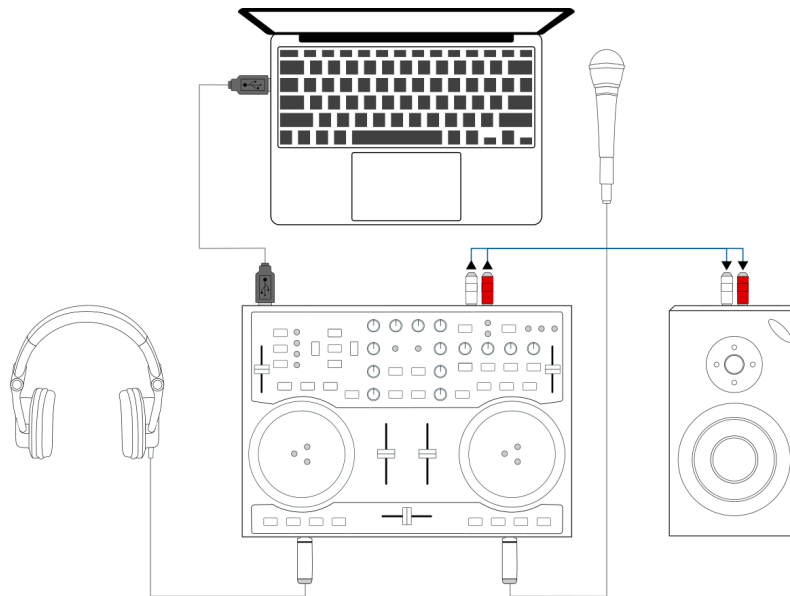

Figure3: Utiliser Mixxx avec un contrôleur DJ et une interface audio intégrée

Utilisation d'un contrôleur avec une interface audio multicanaux intégrée

1. Ouvrez *Préférences ‣ Matériel Sonore*

2. Sélectionnez l'onglet *Sortie*

3. Depuis le menu déroulant *Principal*, sélectionner l'interface audio du contrôleur puis *Canaux 1-2*

4. Depuis le menu déroulant *Casque*, sélectionner l'interface audio du contrôleur puis *Canaux 3-4*

5. Cliquez sur *Appliquer* pour enregistrer les modifications.

6.4.2 Contrôleurs sans interface audio intégrée

Les contrôleurs sans interface audio intégrée peuvent être utilisés avec une interface audio USB comme le montre le schéma ci-dessous :
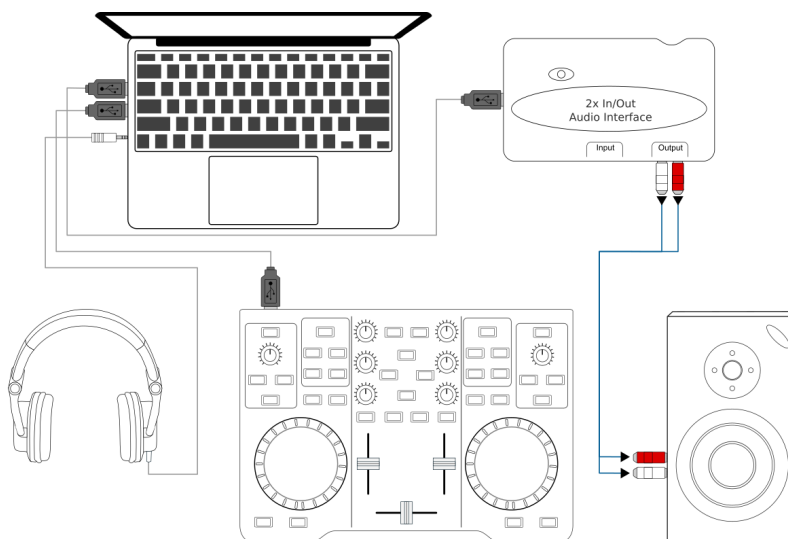

Figure4: Utiliser Mixxx avec un contrôleur DJ et une interface audio externe

Utilisation d'un contrôleur sans interface audio intégrée

1. Ouvrez *Préférences ‣ Matériel Sonore*

2. Sélectionnez l'onglet *Sortie*

3. Dans le menu déroulant *Principal*, sélectionnez l'interface audio externe, puis *Canaux 1-2*

4. Depuis le menu déroulant *Casque*, sélectionner votre interface audio interne puis *Canaux 1-2*

5. Cliquez sur *Appliquer* pour enregistrer les modifications.

6.5 Ordinateur Portable, Table de Mixage Matérielle Externe et Contrôleur Vinyl

Cette configuration permet aux DJs d'utiliser les techniques du DJing avec des platines vinyles combinées avec la portabilité et la flexibilité d'un ordinateur portable. Au lieu de transporter des caisses de disques ou de CDs, les DJs peuvent transporter leur collection entière de musique sur leur ordinateur portable. En plus d'un ordinateur portable et d'un casque, cette configuration requiert une interface audio avec au moins deux paires d'entrées et sorties stéréo ainsi qu'une paire de disques *timecode*.

Voir aussi :

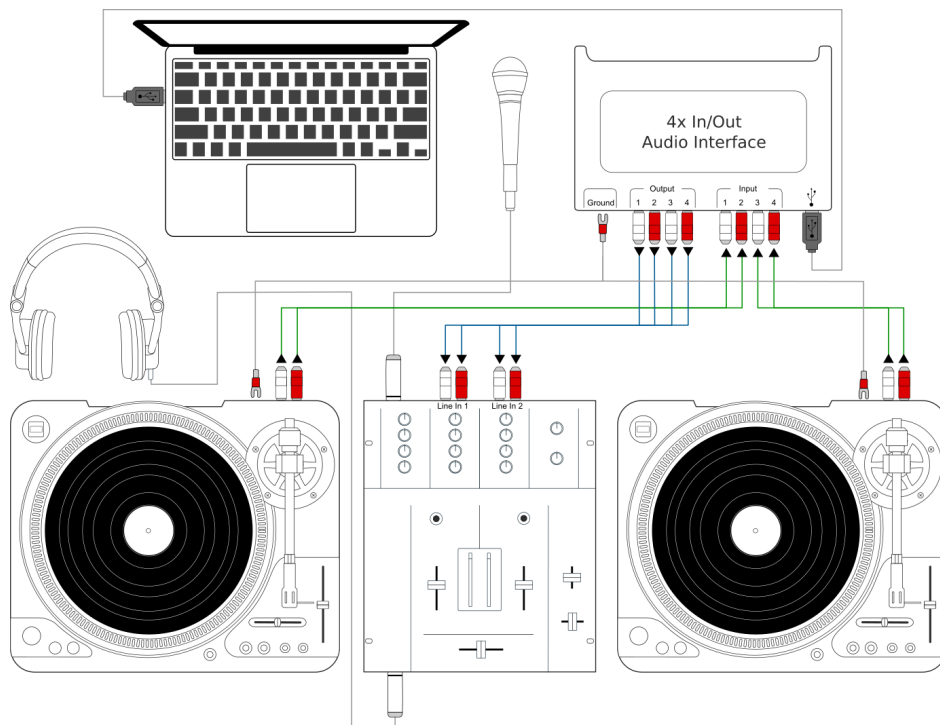Allez au chapitre *Contrôle Vinyle* pour des informations détaillées.

Figure5: Utiliser Mixxx avec des platines et une table de mixage externe

Contrôler Mixxx

Mixxx peut être contrôlé au clavier, à la souris, avec un contrôleur *MIDI*/*HID*, des disques/CD timecodés, ou une combinaison de ces méthodes. Le choix dépend souvent de votre budget et du style de mixage.

7.1 Utiliser une souris ou un pavé tactile

Utilisez votre souris pour interagir avec les contrôles de l''*Interface Utilisateur Mixxx* à l'écran. Vous pouvez réaliser des actions en pointant et cliquant avec votre souris.

- **Clic gauche simple** : Réaliser un simple glic gauche sur des boutons active l'action par défaut de ce contrôle. Si vous cliquez sur une valeur dans la *bibliothèque*, de Mixxx, vous pouvez changer cette valeur. Par exemple, l'année d'une piste.

- **Clic droit simple** : Sur la plupart des boutons, réaliser un clic droit simple déclenche une action différente d'un clic gauche. Vous pouvez ainsi réinitialiser n'importe quel bouton ou potentiomètre à sa valeur par défaut en effectuant un clic droit.

- **Clic-déplacement de souris** Cliquez sur un bouton ou curseur, maintenez le bouton gauche de la souris enfoncé et déplacez le curseur pour changer la valeur du contrôle. Vous pouvez aussi glisser-déposer des pistes de l'explorateur vers les platines, bacs, listes de lectures, etc…

- **Molette de la souris** : comme le clic-déplacement, vous pouvez changer les valeurs des boutons et curseurs en plaçant le curseur de la souris au dessus du contrôle et en actionnant la molette.

Indication: Si vous passez la souris sur un contrôle (par exemple le curseur de mixage) dans l'interface utilisateur de Mixxx, l'info-bulle répertorie respectivement l'action du Clic-Gauche et du Clic-Droit.

Indication: Sur un Macbook ou un ordinateur dont le pavé numérique ne possède pas de boutons, un clic droit est souvent réalisé en tapant brièvement avec 2 doigts.

Voir aussi:

Vous pouvez ajuster le zoom et la vitesse de lecture en utilisant le clic-déplacement ou la molette sur les formes d'ondes. Plus d'informations à *Affichage de la forme d'onde*.
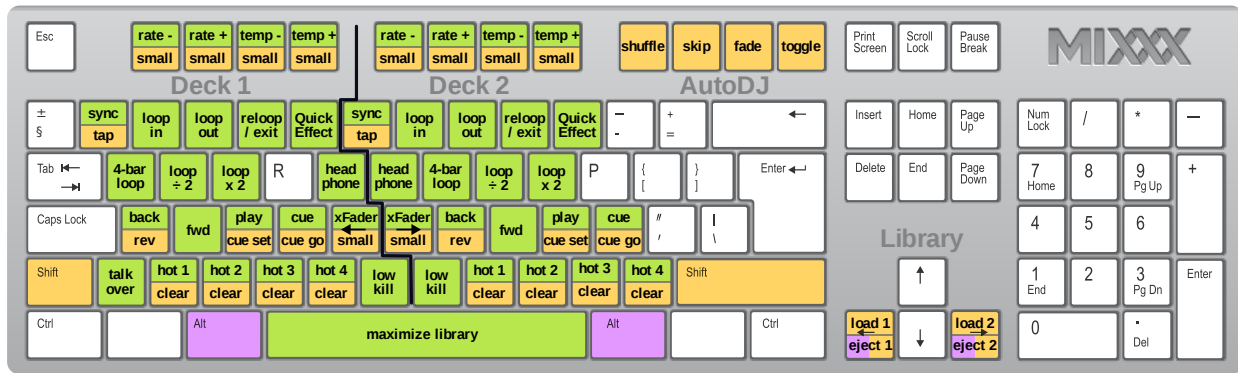
7.2 Utiliser un clavier

Figure1: Raccourcis claviers de Mixxx (pour des claviers QWERTY)
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Download the image
```

Contrôler Mixxx au clavier est pratique. Contrairement à la souris, le clavier vous permet de gérer plusieurs choses simultanément. Par exemple, vous pouvez démarrer la lecture de la platine 1 en même temps que vous interrompez celle de la platine 2.

La disposition de clavier pour les claviers QWERTY est décrite dans l'image ci-dessus. Le clavier est scindé en 2, la partie gauche contrôlant la platine 1 et la partie droite pour la platine 2. Notez que ces fonctions sont également accessibles via l'interface de Mixxx.

Pour certains groupes d'utilisateurs, comme ceux qui utilisent *controllers* ou *contrôle vinyle*, il peut être utile d'activer / désactiver les mappages de clavier lors de l'exécution. Vous pouvez le faire en cliquant sur :menuselection: *Options -> Activer les Raccourcis Clavier*.

Indication: Si vous déplacez la souris au dessus d'un contrôle (par exemple le curseur de mixage) dans l'interface de Mixxx, une infobulle indique les raccourcis claviers en plus de la description du contrôle.

Voir aussi:

Pour avoir la liste des raccourcis claviers par défaut, allez à *Keyboard mapping table*.

7.2.1 Personnaliser la disposition du clavier

Mixxx vous permet de personnaliser le contrôle au clavier. Pour plus d'informations, allez à :

- *Créer une configuration clavier personnalisée*

7.3 Utiliser des contrôleurs MIDI/HID

Mixxx prend en charge les *contrôleurs* MIDI et HID qui sont des dispositifs matériels externes utilisés pour contrôler les applications audio. De nombreux DJ préfèrent la sensation pratique d'un contrôleur avec Mixxx, car cela peut ressembler à l'utilisation d'une vraie table de mixage et de tourne-disque ou *CDJ*.
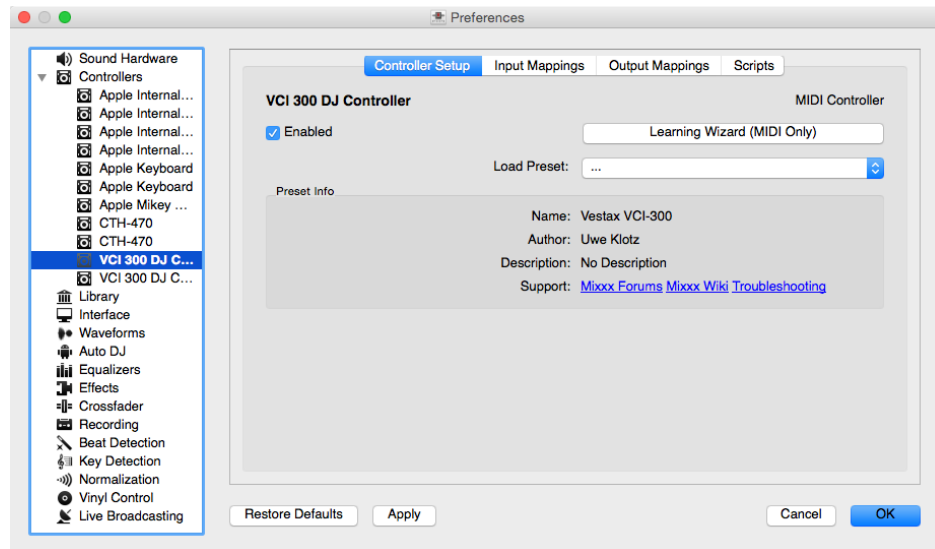
7.3.1 Loading a controller mapping

Figure2: Mixxx Preferences - Loading a controller mapping

Without loading the correct mapping, your controller does not work with Mixxx.

1. Branchez votre ou vos contrôleurs à votre ordinateur

2. Lancer Mixxx

3. Allez à :menuselection: "Préférences > Contrôleurs"

4. Choisissez votre appareil dans la liste des appareils disponibles sur la gauche, et le panneau de droite se met à jour

5. Select the mapping for your controller from the *Load Mapping* drop-down menu

6. Make sure that the *Enabled* checkbox is ticked

7. Cliquez sur *Appliquer* et Mixxx peut désormais être contrôlé par votre (vos) contrôleur(s).

8. Répéter les étapes 4 & 7 pour chaque contrôleur que vous utilisez

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Indication: Si vous ne trouvez pas un périphérique connecté dans la liste, assurez vous d'avoir installé tous les drivers nécessaires pour ce périphérique.

7.3.2 Contrôleurs pris en charge

Mixxx peut utiliser n'importe quel contrôleur *MIDI*/*HID* reconnu par votre *OS* (certains pouvant nécessiter l'installation de drivers), à condition qu'il existe un fichier de préréglage MIDI/HID afin que Mixxx le reconnaise. Des fichiers de péréglages variés sont fournis avec Mixxx. Il existe 2 niveaux de préréglages de contrôleurs:

- **Mixxx Certified Mappings**: Ces préréglages sont vérifiés par l'équipe de développement de Mixxx.

- **Community Supported Mappings**: Ces préréglages sont fournis et ont été validés comme fonctionnels par la communauté Mixxx, mais l'équipe de développement de Mixxx ne peut pas vérifier leur qualité, car nous ne possédons pas ces périphériques. Ils peuvent donc avoir des bugs ou des petits problèmes.

Si vous rencontrez un problème lors de l'utilisation de ces préréglages, nous vous remercions de remplir un *rapport de bug* dans notre Bug Tracker ou de nous le signaler via la mailing list, les forums ou le canal *IRC*. La prise en charge des périphériques varie en fonction de votre *OS*, donc consultez la documentation du périphérique.

Indication: Additional mappings are available in the Controller mapping forum.

Voir aussi:

Avant d'acquérir un contrôleur pour Mixxx, consultez notre page Hardware Compatibility wiki page. Elle contient les informations détailées et à jour au sujet des contrôleurs fonctionnant avec Mixxx.

7.3.3 Installing a mapping from the forum

To use a controller mapping that did not come bundled with Mixxx, place the controller mapping in your User Mappings folder. This is the folder called « controllers » inside your User Preferences folder. To open your User Mappings folder, go to *Preferences ▸ Controllers* and click the *Open User Mapping Folder* button. Alternatively, navigate to the folder in your *OS* file browser:

- GNU/Linux: `/home/<username>/.mixxx/controllers`

- macOS: `/Users/<username>/Library/Containers/org.mixxx.mixxx/Data/Library/Application Support/Mixxx/controllers`

- Windows Vista et plus récent: `C:\Users\<username>\AppData\Mixxx\controllers`

- Windows XP: `C:\Documents and Settings\<username>\AppData\controllers`

Sous Windows, le rrépertoire `AppData` est caché, donc si vous ne l'avez pas déjà fait, vous devrez configurer l'Explorateur Windows pour qu'il affiche les fichiers et dossiers cachés (la façon de procéder varie selon chaque version de Windows).

If the mapping was posted as a `.zip` file, first extract the `.zip` file by right clicking on it in your file browser and selecting the option for extracting an archive or compressed folder. Copy the `.xml` file into your User Mapping folder. If there is a `.js` file, also copy that to your User Mapping folder. Restart Mixxx and *load the mapping*.

7.3.4 Map your own controller

Il n'existe pas de préréglage pour votre contrôleur ou vous souhaitez modifier un préréglage existant ? Vous pouvez créer votre propre préréglage en utilisant l'Assistant Contrôleur ou utiliser le scriptage MIDI de Mixxx.

Voir aussi:

Rendez vous à *Ajout du support pour votre contrôleur MIDI/HID* pour des informations détaillées.

7.4 Utiliser des vinyles ou CDs timecodés

Vinyl control allows a user to manipulate the playback of a track in Mixxx using a turntable or *CDJ* as an interface. In effect, it simulates the sound and feel of having your digital music collection on vinyl. Many DJs prefer the tactile feel of vinyl, and vinyl control allows that feel to be preserved while retaining the benefits of using digital audio.

Voir aussi:

Rendez vous à *Contrôle Vinyle* pour plus d'informations.

Contrôle Vinyle

Le contrôle vinyle permet à un utilisateur de manipuler la lecture d'une piste dans Mixxx en utilisant un véritable tourne-disque comme contrôleur. En effet, il simule le son et la sensation d'avoir votre collection de musique numérique sur vinyle. De nombreux DJ préfèrent la sensation tactile du vinyle, et le contrôle du vinyle permet de conserver cette sensation tout en conservant les avantages de l'utilisation de l'audio numérique.

8.1 Comment ça marche ?

Le contrôle vinyle utilise des enregistrements *timecode* spéciaux ou des CD, placés sur de véritables tourne-disque ou :term:` CDJ`. La sortie audio des tourne-disque est branchée sur une interface audio connectée à un ordinateur sur lequel Mixxx fonctionne. Lorsqu'un enregistrement est lu sur l'une des tourne-disque vinyles attachées, Mixxx lit le timecode de l'enregistrement et utilise les informations pour à volonté la piste chargée.

8.2 De quoi ai-je besoin pour l'utiliser ?

Il est possible d'utiliser le contrôle vinyle de Mixxx avec une variété de configurations. Contrairement à certains logiciels DJ propriétaires, Mixxx peut utiliser plusieurs types de supports de timecode et n'importe quelle interface audio dont les pilotes sont disponible sur votre *système d'exploitation*. En option, tout *MIDI/HID controller* peut être utilisé avec le contrôle du timecode. Les configurations de base pour le contrôle du timecode sont les suivantes:

Configuration 1 : Vinyle DJ

2-4 vinyles de timecode, 2-4 tourne-disques avec préamplificateurs phono (ou sortie de niveau ligne) et 2-4 entrées audio stéréo.

Les entrées de votre interface audio doivent correspondre aux sorties du tourne-disque. Les tourne-disques produisent des sorties de niveau phono très silencieuses qui doivent être amplifiées pour que Mixxx puisse les utiliser. Vous devrez soit trouver une interface audio avec des préamplificateurs phono intégrés (un pour chaque platine), utiliser des préamplificateurs phono autonomes, soit utiliser des tourne-disques avec préamplificateurs phono intégrés.

Vous pouvez essayer de sauter les préamplis phono si vous utilisez le préampli logiciel de Mixxx dans le panneau des préférences du contrôle vinyle. Cela peut ne pas fonctionner pour tout le monde. Les signaux de niveau ligne sont à préférer et recommandés.

Pour les tourne-disques vinyles, une configuration typique est illustrée dans la figure ci-dessous. Tout d'abord, connectez les câbles RCA des tourne-disques aux entrées de votre interface audio. Ensuite, connecter les sorties de votre interface audio aux entrées de votre table de mixage.
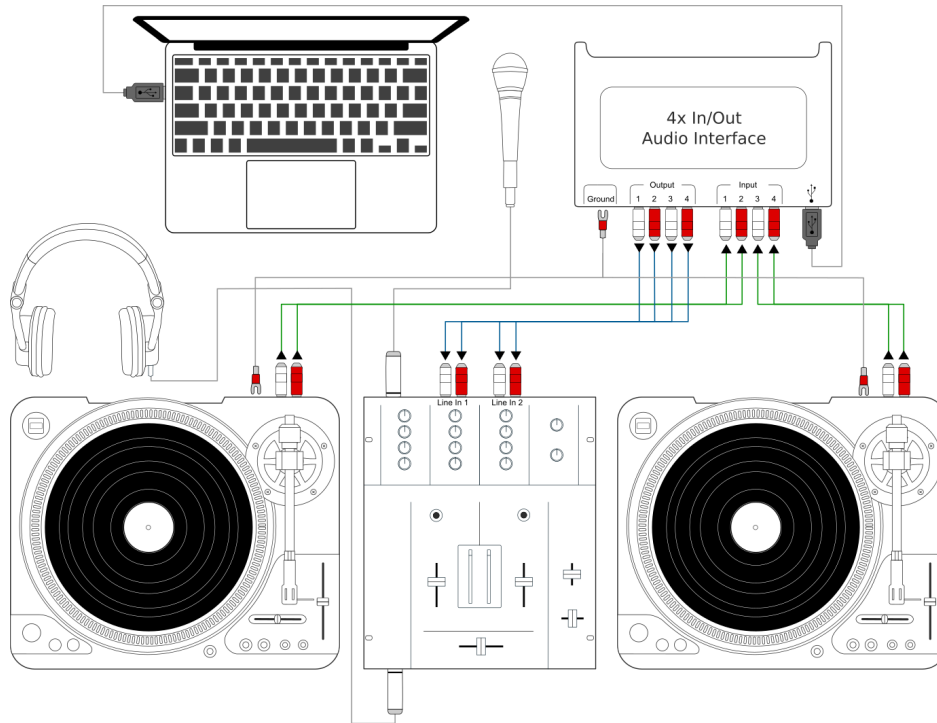
Figure1: Utiliser Mixxx avec des platines et une table de mixage externe

Note: Beaucoup de tourne-disque vinyles modernes ont un sélecteur *Line/Phono*. Si c'est le cas, assurez-vous qu'il correspond au paramètre d'entrée ou changer les réglages de votre carte son.

Configuration 2 : CDJ

2 à 4 CD de timecode, 2 à 4 platines CD et 2 à 4 entrées audio stéréo.

La configuration des CDJ pour utiliser des CD avec timecode est similaire à la configuration des tourne-disques. La figure ci-dessous présente une configuration typique. Tout d'abord, connecter les câbles RCA des CDJ aux entrées de votre interface audio. Ensuite, connectez les entrées de votre table de mixage aux sorties de votre interface audio. Assurez-vous que le mode d'entrée de votre interface audio est réglé sur *Ligne*.

Entrées son

- Il est recommandé d'utiliser une interface audio DJ dotée de **plusieurs** entrées ligne stéréo.

- Vous pouvez également utiliser plusieurs interface audio, chacune avec une seule ligne stéréo, mais cela est fortement déconseillé.

Mixxx prend en charge l'entrée contrôle vinyle via une seule interface audio avec au moins 4 canaux d'entrée (deux prises d'entrée ligne stéréo), ou via plusieurs interface audio séparées qui ont chacune 2 canaux d'entrée (une seule prise d'entrée
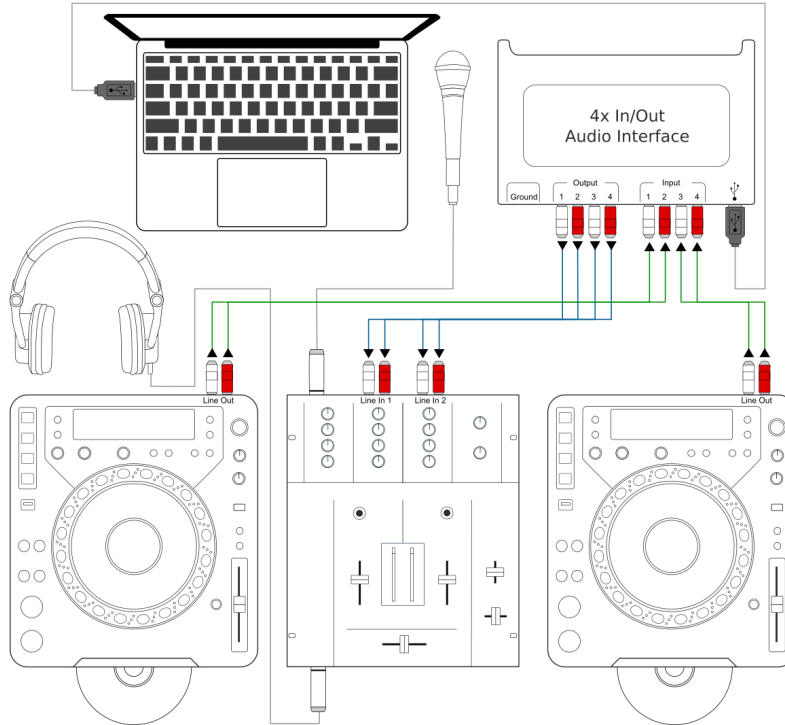
Figure2: Utilisation de Mixxx avec des CDJ et une table de mixage externe

ligne stéréo). Le contrôle vinyle nécessite l'utilisation de prises d'entrée de ligne stéréo - Les entrées mono ou microphone ne fonctionneront pas.

Il est fortement recommandé d'utiliser une interface audio fournie avec des pilotes natifs à faible latence tels que ASIO (Windows) ou CoreAudio (Mac). Les utilisateurs de Linux dépendent de la qualité du pilote open source correspondant.

Note: Pour de meilleures performances de scratch avec contrôle vinyle, nous vous recommandons d'utiliser un système capable de:term:*latencies <latency>* de 10 ms. Avec des latences plus élevées, le son du scratch commencera à être déformé.

Note: Une table de mixage matériel externe n'est pas requise pour utiliser le contrôle du code temporel. Vous pouvez utiliser un *MIDI or HID controller* pour mixer dans le logiciel à la place.

8.2.1 Médias avec Timecode pris en charge

Vous pouvez utiliser n'importe quel media de timecode pris en charge par Mixxx:

Type	Réactivité
Serato CV02/2.5 Vinyle	Très haut
Serato Control CD 1.0	Très haut
Traktor Scratch MK1 Vinyle	Très haut
Traktor Scratch MK2 Vinyle	Non supporté
MixVibes DVS V2 Vinyle	Très haut

À l'heure actuelle, les disques Serato sont recommandés si vous cherchez à acheter du vinyle. Si vous souhaitez utiliser des CD, vous pouvez télécharger une copie gratuite pour un usage personnel à partir de Serato.

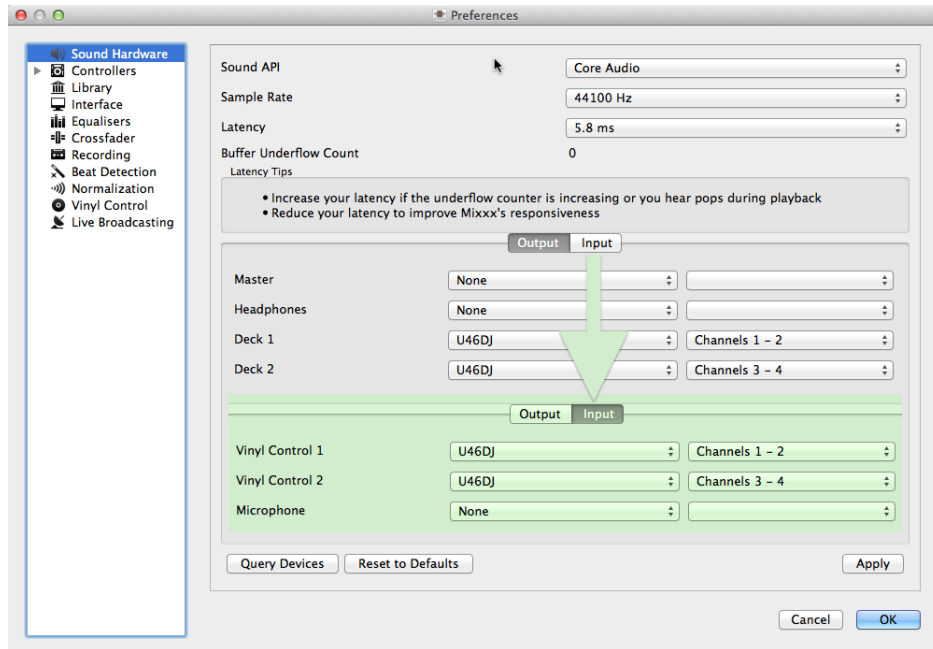## 8.3 Configuration des périphériques d'entrée et de sortie

Figure3: Préférences Mixxx - Configuration des périphériques d'entrée et de sortie pour le contrôle du vinyle

Mixxx peut être contrôlé par jusqu'à 4 platines avec du vinyle timecodé ou des CD timecodés.

1. Ouvrez *Préférences ▸ Matériel Sonore*

2. Sélectionner l'onglet: guilabel: *Entrée*

3. Dans les menus déroulants *contrôle vinyle 1 -* :guilabel:` contrôle vinyle 4`, sélectionner la ou les interface audio sur lesquelles vos platines sont branchées

4. Dans le menu déroulant de sélection des canaux, sélectionner les paires de canaux correspondant à la fiche de votre interface audio sur laquelle vos platines sont branchées, généralement *Canaux 1-2* et :guilabel:` Canaux 3-4` etc.

5. Cliquer sur *Appliquer* pour enregistrer les modifications.

6. Sélectionner l'onglet *Sortie*

7. Spécifier *Platine 1 -* :guilabel:` Platine 4` pour router la sortie de Mixxx directement vers la table de mixage externe

8. Cliquer sur *Appliquer* pour enregistrer les modifications.
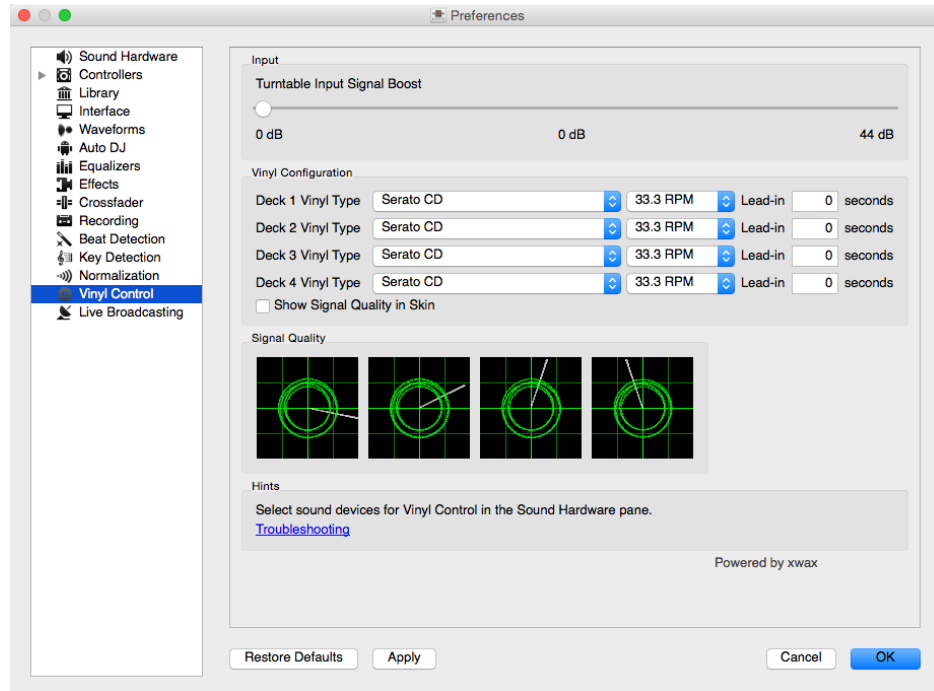
8.4 Configuration contrôle vinyle

Figure4: Préférences Mixxx - Configuration du contrôle vinyle

Vous pouvez configurer le contrôle vinyle dans: la sélection des menus: *Préférences -> Contrôle vinyle*.

8.4.1 Pré-ampli d'entrée du tourne-disque

De nombreuses tourne-disques fournissent une sortie « niveau phono » non amplifiée qui doit être boosté en un signal « niveau ligne ». Normalement, une table de mixage ou une interface audio fournit cette amplification, mais si vous branchez la sortie phono d'un tourne-disque directement sur une interface audio qui ne prend pas en charge l'entrée phono, Mixxx peut faire l'amplification. Le curseur *Pré-ampli d'entrée tourne-disque* vous permet de régler le niveau de préamplification appliqué au signal de vos platines. Cependant, il est toujours préférable d'utiliser un préamplificateur phono approprié si vous en avez un.

8.4.2 Configuration Vinyle

- **Type de vinyle** : Plusieurs types de supports timecodés peuvent être utilisés pour contrôler Mixxx. Configurer les menus déroulants pour correspondre au type de média timecodé que vous utilisez sur vos platines.

- **Tempo platine vinyle**: Modifier cela si vous préférez scratcher avec votre platine vinyle ou CDJ réglée à 45 tr/min, la valeur par défaut est 33 tr/min.

- **Délai d'introduction** : Vous permet de définir une zone morte au début de votre vinyle ou CD, où le code temporel sera ignoré. Ceci est utile dans les situations où le code temporel commence très près du bord d'un vinyle, ce qui peut rendre difficile le repérage sur le premier temps d'une piste sans que l'aiguille de votre platine ne tombe du vinyle. La définition d'un délai d'entrée de 20 secondes ou plus aide à atténuer ce problème en vous donnant plus d'espace sur le vinyle pour les repérer. C'est également utile lorsque vous avez porté les grooves au bord d'un enregistrement de contrôle au point que cela ne fonctionne plus de manière fiable: il vous suffit de régler le début

pour que le début des pistes commence dans une bonne zone de groove. Vous pouvez continuer à le faire jusqu'à ce que vous n'ayez plus de zone de rainure, diminuant ainsi votre fréquence de remplacement d'enregistrement.

- **Afficher la qualité du signal dans les thèmes** : si cette option est activée, une représentation circulaire du signal de code temporel entrant s'affiche en temps réel sur le *Vinyl Widget* dans l'interface Mixxx.

Indication: Bien que cela ne soit pas recommandé, vous pouvez utiliser différents types de média de timecode par platine.

8.4.3 Mode de Contrôle

Mixxx dispose de trois modes de contrôle, quels que soient les enregistrements de contrôle que vous utilisez.

- **Mode absolu** : Fournit à Mixxx les informations de hauteur et de position du timecode, et vous permet de rechercher par pose d'aiguille sur votre vinyl ou en recherchant sur votre CDJ.

- **Mode relatif** : Prend la position par rapport au point de départ de votre platine et ne contrôle que la hauteur dans Mixxx. Il n'est pas possible de rechercher en utiliser votre platine en mode relatif, à une exception près. Si vous déposez l'aiguille dans la zone :guilabel:`Délai d'introduction' (voir`Configuration Vinyle`_), Mixxx cherchera à revenir au début de la piste. Une fois qu'une piste est lue en mode relatif, Mixxx ne vous permettra plus de sélectionner le mode absolu. Sinon, la piste sauterait soudainement vers une nouvelle position. Assurez-vous que l'enregistrement est arrêté, puis vous êtes libre de sélectionner le mode absolu.

- **Mode constant**: Ce mode spécial n'est généralement activé que lorsque Mixxx doit continuer à lire une piste même si le signal de contrôle vinyle n'est pas présent. Le mode constant est automatiquement activé lorsque l'aiguille atteint la fin d'un enregistrement contrôle vinyle.

8.4.4 Modes de pré-écoute

Mixxx dispose de deux modes de repère en option pour le contrôle vinyle qui **uniquement** s'appliquent au **Mode relatif**. Ces modes sont utiles pour rechercher rapidement des positions spécifiques dans une piste sans toucher l'ordinateur portable. Les platines ont souvent besoin de trouver une pause ou un échantillon vocal, et les modes de repère les rendent faciles à trouver.

- **Repère**: Dans ce mode, lorsque vous déposez l'aiguille sur l'enregistrement *après* le point de repère, Mixxx cherchera ce point de repère.

- **Repère rapide** : Lorsque l'aiguille est lâchée, Mixxx cherchera le point de secours le plus proche, en reculant. Donc, si vous avez un repère rapide à la marque une-minute et un autre à la marque deux-minutes, vous pouvez laisser tomber l'aiguille n'importe où entre une et deux minutes et Mixxx cherchera le repère rapide à une-minute.

Indication: Vous pouvez changer les modes de contrôle et de repère directement dans l'interface utilisateur Mixxx pendant le mixage, allez sur *Mode de contrôle vinyl et contrôles de repérage*. Vous pouvez également utiliser *Application shortcuts*.

8.4.5 Qualité du signal

Une configuration de contrôle de vinyle réussie dépend de la bonne qualité du signal. De nombreux facteurs peuvent affecter la qualité du signal, mais le plus important est de s'assurer que le niveau de volume de votre signal de timecode est modéré. Un signal trop fort ou trop faible entraînera des performances défavorables, souvent caractérisées par une perte de données de position entraînant le mode absolu à se comporter comme le mode relatif.

Mixxx représente la qualité du signal de timecode sous forme de graphique circulaire provenant de l'audio de contrôle du vinyle lui-même. Les graphiques correspondent à vos périphériques d'entrée actifs *Platine 1 - Platine 4*.

Si votre signal vinyle fonctionne, vous devriez voir un cercle rond et vert dessiné avec deux lignes. Ce «beignet» en vinyle doit être aussi circulaire que possible et les lignes doivent être claires avec un minimum de frisottage.

Indication : Vous pouvez afficher la qualité du signal dans l'interface utilisateur Mixxx pendant le mixage, voir :ref: *vinyl-control-config*.

8.5 Activer le contrôle vinyle

Pour chaque platine, sélectionner :menuelection:`Options -> Contrôle vinyle -> Activer le contrôle vinyle`, ou utiliser :ref:` appendix-shortcuts`.

8.5.1 Affichage de l'état du contrôle vinyle

Figure5: L'état du contrôle vinyle et l'affichage de la qualité du signal de la platine

Un rectangle fournit un retour visuelle en ce qui concerne l'état de contrôle vinyle d'une platine.

- **Off** : Contrôle vinyle désactivé sur la platine.
- **Vert** : le contrôle vinyle est activé sur la platine.
- **Jaune** : l'aiguille a atteint la fin de l'enregistrement.

8.6 Contrôle à une seule platine

Si vous n'avez qu'un seul tourne-disque, vous pouvez toujours utiliser Mixxx pour jouer vos sets. Dans l'onglet *Préférences -> Matériel audio -> Entrée*, utilisez la même entrée audio pour les chaque platine *contrôle vinyle* .

Lors du mixage, une piste est lue automatiquement tandis que l'autre est contrôlée par le tourne-disque. Commencez par activer le contrôle vinyle sur la première platine et commencez à mixer. Lorsque vous êtes prêt à accéder au prochain enregistrement, désactivez simplement le contrôle vinyle sur la première platine et activez-le sur la deuxième platine. La lecture se poursuivra sur la première platine sans interruption. Accéder à la deuxième piste et mixez-la. Lorsque vous êtes prêt à nouveau à repérer la première platine, il vous suffit de désactiver la deuxième platine et de la réactiver la première.

Utiliser les *Application shortcuts* pour permuter le focus d'une platine à l'autre. Alternativement, sélectionner *Vinyle-> Mode platine unique* dans *Assistant contrôleur*, pour assigner la commande à une touche de votre contrôleur.

8.7 Mode fin d'enregistrement

Parfois, la piste que vous jouez est plus longue que la zone de timecode de votre enregistrement. Si l'aiguille atteint la fin du timecode vinyle, Mixxx entrera dans un *mode fin d'enregistrement* spécial. Lorsque cela se produit, l'indicateur de vinyle (généralement un rectangle vert) clignotera en jaune comme avertissement. Dans le même temps, Mixxx activera automatiquement le *Mode constant* et ignorera la hauteur du tourne-disque. À ce stade, la piste continuera simplement à jouer jusqu'à la fin. Lorsque vous chargez une nouvelle piste, le *mode fin d'enregistrement* sera automatiquement désactivé et le *mode constant* désactivé.

Lorsque vous êtes en *mode fin d'enregistrement* et que vous souhaitez toujours utiliser le tourne-disque pour le contrôle de la hauteur, il vous suffit de lever l'aiguille et de la placer n'importe où dans la zone de timecode principale. C'est bon, la piste n'arrêtera pas de jouer. Dès que Mixxx détecte que l'aiguille s'est stabilisée, elle passe automatiquement en *Mode relatif* .

8.8 Piste de contrôle

Certains enregistrements contrôle vinyle ont une portion spéciale de rainures près du centre du disque pour sélectionner et charger des pistes dans l'interface utilisateur. Vous pouvez voir ces rainures car il y a un écart entre la zone de timecode principale et le cercle intérieur. Certains enregistrements de contrôle n'ont pas été testés avec Mixxx et leurs zones de contrôle ne sont pas prises en charge. Serato CV02 Vinyle et Traktor Vinyle MK1 sont connus pour fonctionner. Les CD Serato CV02 ne fonctionnent pas.

Déposez simplement l'aiguille dans la zone de contrôle et laissez le disque jouer en avant ou en arrière. La ligne en surbrillance dans la bibliothèque doit se déplacer vers le haut ou vers le bas. Soulevez simplement l'aiguille et déposez-la n'importe où dans la zone de timecode principale pour charger la piste.

8.9 Dépannage

Configuration

Pour terminer votre réglage, vous devez configurer correctement Mixxx. Assurez-vous que vous avez:

- spécifier *Platine 1 - :guilabel:` Platine 4`* dans *Préférences -> Matériel sonore* pour router la sortie de Mixxx directement vers la table de mixage externe
- spécifier *Contrôle vinyle 1 - :guilabel:` Contrôle vinyle 4`* sous *Préférences -> Matériel sonore -> Entrée*

- sélectionner le type de contrôle correct sous *Préférences -> Contrôle vinyle -> Type de vinyle* dans les préférences. Voir la liste des *Médias de timecode pris en charge*

- activer le contrôle du vinyle via le menu sous *Options -> Contrôle Vinyle -> Activer le Contrôle Vinyle*.

Qualité du signal

Le graphique est affiché dans **:menuelection:`Préférences -> Contrôle vinyle`**, voir *Qualité du signal*.

Sig-nale	Signification	Dépannage
	Les canaux d'entrée de contrôle vinyle ne sont pas correctement configurés. Le contrôle vinyle ne fonctionnera pas.	Ouvrir Préférences / Matériel sonore et configurer les périphériques que vous souhaitez utiliser, voir *Configuration des périphériques d'entrée et de sortie*
	Les canaux d'entrée de contrôle vinyle sont correctement configurés. En attente du signal d'entrée timecode.	Démarrer votre tourne-disque ou CDJ avec le vinyle ou CD timecodé sélectionné.
	Beignet vert presque parfait d'environ la moitié de la largeur du graphique. Le radar rotatif balaie dans la direction de rotation de votre enregistrement sur la platine.	Tout va bien, rien à faire. Allez tourner quelques battements.
	Choix incorrect de la source de contrôle vinyle. Le beignet a l'air bien mais a une couleur rouge unie.	Sélectionner le type de vinyle correct dans les préférences. Par exemple. vous avez peut-être sélectionné la face B du vinyle Serato mais votre disque est sur la face A.
	Le signal d'entrée est mauvais. À mesure que le signal vinyle s'aggrave, vous verrez la couleur du beignet passer du vert à l'orange puis au rouge.	Vérifier le câblage/la mise à la terre de votre tourne-disque/CDJ. Votre disque/CD timecodé est peut-être usé ou l'aiguille de votre tourne-disque est sale.
	Mauvaise direction. Le beignet vert a l'air bien, mais le radar balaie dans la direction opposée du disque sur votre tourne-disque/CDJ.	Vous avez probablement un problème de câblage. Essayez d'inverser les entrées gauche et droite de votre tourne-disque. Vous devrez peut-être également recâbler le porte-cellule.
	Le signal d'entrée n'est pas un signal timecode. Mixxx reçoit un signal audio normal alors qu'il attend un signal timecode.	Démarrer votre tourne-disque vinyle ou CDJ avec le vinyle ou CD timecodé sélectionné. Vous voudrez peut-être vérifier si les périphériques d'entrée sont correctement configurés dans les préférences.
	Le canal gauche ou droit est manquant. Mixxx ne reçoit qu'un signal mono mais a besoin d'un signal timecode stéréo pour fonctionner.	Vérifiez le câblage de votre tourne-disque/CDJ ainsi que le porte-cellule et l'aiguille de votre tourne-disque.
	Signal timecode trop fort. Mixxx reçoit un signal qui a trop d'amplification.	Baisser l'amplification, soit sur votre table de mixage externe, votre interface audio, ou avec le *Pré-ampli d'entrée tourne-disque*
	Signal timecode trop faible. Mixxx reçoit un signal qui n'a pas assez d'amplification.	Accentuer l'amplification, soit sur votre table de mixage externe, votre interface audio, ou avec le *Pré-ampli d'entrée tourne-disque*

Utilisation de microphones

Mixxx peut fonctionner avec n'importe quel microphone qui peut être branché sur votre *audio interface*. Il existe trois façons d'utiliser les microphones avec Mixxx, chacune avec ses avantages et ses inconvénients:

- *Monitoring logiciel*: Le moins cher et le plus simple à installer, mais vous ne pouvez pas vous entendre sans un retard désorientant, appelé « latence ».

- *Monitoring direct*: Recommandé pour la plupart des utilisateurs. C'est le moins cher à installer avec une bonne qualité sonore et sans la latence du monitoring logiciel.

- *Table de mixage matériels*: Option la plus chère à installer avec une qualité sonore élevée. Cela n'a pas la latence du monitoring logiciel.

> **Avertissement:** Les microphones USB ne sont pas recommandés. Ces appareils ont leur propre interface audio intégrée et ne peuvent être utilisés qu'avec le monitoring logiciel. Certains microphones USB ont des prises casque pour un monitoring directe mais la musique de Mixxx ne peut pas être entendue dans cette prise casque. De plus, ils peuvent être difficiles à configurer en même temps qu'une interface audio différente pour la sortie musicale.

Voir aussi:

The Mixxx DJ Hardware Guide lists specific audio interfaces with information about their prices, features, and suitability for use with microphones.

9.1 Monitoring logiciel

Le monitoring logiciel peut être utilisée avec le microphone intégré sur un ordinateur portable ou avec un casque branché sur l'interface audio intégrée sur un ordinateur. Cependant, il y a un délai entre le moment où vous émettez le son dans le microphone et l'entendez dans la sortie principale. En raison de la nature de l'audio numérique, il faut du temps pour que l'entrée de l'interface audio soit disponible pour Mixxx, pour que Mixxx traite l'audio, et plus de temps pour renvoyer l'audio via l'interface audio. Cette durée est appelée « latence ».

Mixxx peut être configuré pour fonctionner à des latences faibles en choisissant une plus petit *Tampon audio*, mais il n'y a aucun moyen d'éliminer complètement la latence. Bien que la latence soit mesurée en millisecondes, même quelques

millisecondes de latence peuvent être désorientantes et distrayantes à entendre, que vous utilisiez le microphone pour des annonces vocales, des voix ou pour jouer d'un instrument de musique.

Pour utiliser un monitoring logiciel:

1. Ouvrer *Préférences ‣ Matériel Sonore*.

2. Sélectionner l'onglet *Entrée*.

3. Pour *Microphone 1*, sélectionner l'entrée à laquelle votre micro est connecté.

4. Cliquer sur le bouton *Appliquer*.

5. Cliquer sur le bouton *OK*.

6. Cliquez sur le bouton *Microphone* dans la fenêtre principale de Mixxx pour afficher les commandes du microphone.

7. Cliquez sur le bouton *Parler* lorsque vous utilisez le microphone.

Indication: Si vous préférez ne pas entendre l'entrée du microphone, vous pouvez régler l'option *Mode moniteur microphone* sur *Moniteur direct (seulement enregistrement et diffusion)*. Cela mélangera toujours l'entrée microphone avec vos mixages enregistrés et diffusés, mais ne mélangera pas le microphone avec la sortie principale. N'oubliez pas d'appuyer sur le bouton *Parler* lorsque vous utilisez le microphone si vous utilisez cette option.

9.2 Monitoring direct

Une interface audio avec monitoring direct et une *Entrée de bouclage (loopback)* est la manière recommandée d'utiliser des microphones avec Mixxx pour la plupart des utilisateurs. À l'exception des interfaces audio intégrées aux ordinateurs, la plupart des interfaces audio avec entrées microphone prennent en charge le monitoring directe. Cependant, toutes les interfaces audio qui prennent en charge le monitoring directe n'ont pas non plus d'entrée de bouclage (loopback).

Le monitoring directe achemine l'audio des entrées de l'interface audio directement vers ses sorties. Cela évite la latence résultante de l'envoi dans l'ordinateur et le retour en arrière avec *Monitoring logiciel*. Dans le même temps, l'interface audio envoie l'entrée dans l'ordinateur afin que Mixxx puisse l'enregistrer et la diffuser.

9.2.1 Entrée de bouclage (loopback)

Certaines interfaces audio qui prennent en charge *Monitoring direct* ont une fonction d'entrée de bouclage. Ils ajoutent la sortie de Mixxx au signal du microphone avant de l'envoyer à l'ordinateur. Cela facilite la configuration de Mixxx avec un monitoring directe plutôt que la configuration de *Compensation de latence*.

Pour configurer Mixxx avec une entrée de bouclage (loopback):

1. Ouvrer *Préférences ‣ Matériel Sonore*.

2. Cliquer sur le bouton *Entrée*.

3. Sélectionner l'interface audio pour l'entrée *Enregistrer/Diffuser*. Ne configurer rien pour les entrées *Microphone 1-4*.

4. Cliquer sur le bouton *Appliquer*.

5. Cliquer sur le bouton *OK*.

6. *Activate direct monitoring and loopback on your audio interface.*

7. Réglez le volume du microphone avec le potentiomètre de gain d'entrée de votre interface audio.

Les commandes de microphone dans Mixxx n'affecteront pas vos microphones car ils sont mélangés par l'interface audio et ne sont pas envoyés directement à Mixxx.

9.2.2 Compensation de latence

When using *Monitoring direct*, you will hear the microphone mixed with the music from Mixxx without any noticeable latency. However, it still takes time for Mixxx to receive the microphone signal and process it. Without compensating for this latency or using a *Entrée de bouclage (loopback)*, the microphone inputs will be out of time relative to the music in your recorded and broadcasted mixes.

Mixxx peut compenser ce désalignement temporel, mais c'est compliqué à configurer. Si vous ne souhaitez pas enregistrer votre microphone dans votre mix ou diffusion, vous pouvez *activate direct monitoring on your audio interface* sans configurer la compensation de latence.

Mesure de la latence aller-retour

Pour configurer Mixxx afin de compenser la latence d'entrée lors de l'utilisation du monitoring directe, vous devez d'abord mesurer la latence aller-retour de votre configuration. La latence aller-retour est différente de la taille du *Tampon audio* configuré dans Mixxx. Il s'agit du temps nécessaire à l'audio pour effectuer un trajet complet à partir de l'entrée de votre interface audio, à travers votre ordinateur, et revenir à l'interface audio.

Mixxx ne peut pas calculer la latence aller-retour car elle dépend des détails du matériel de votre interface audio, de votre système d'exploitation, du pilote de votre interface audio et d'autres facteurs du matériel de votre ordinateur. La latence aller-retour ne peut être trouvée qu'en la mesurant. Pour ce faire, utilisez un câble physique pour connecter la sortie de l'interface audio à son entrée. Ensuite, utilisez un programme tiers pour mesurer la latence aller-retour. Ces programmes sont recommandés sur chaque *OS*:

- **GNU/Linux**: jack_iodelay
- **Windows**: RTL Utility
- **macOS**: Audacity

Vous devez utiliser la même fréquence d'échantillonnage et la même taille de tampon audio dans le programme de mesure que dans Mixxx pour que la mesure soit précise. Si vous décidez de modifier la fréquence d'échantillonnage ou la taille de la mémoire tampon que vous utilisez avec Mixxx, vous devrez réévaluer votre latence aller-retour pour aligner vos entrées microphone dans vos mixages enregistrés et diffusés.

> **Avertissement:** Assurez-vous que la surveillance directe *n'est pas activated on your audio interface* pendant que vous mesurez la latence aller-retour ou bien vous n'obtiendrez pas une mesure précise.

Configuration de la compensation de latence

1. Avant ouverture de Mixxx, *measure the round trip latency*.
2. Ouvrer Mixxx.
3. Ouvrer *Préférences ‣ Matériel Sonore*.
4. Cliquer sur le bouton *Entrée*.
5. Sélectionner la ou les entrées d'interface audio pour les entrées *Microphone 1-4*. Sélectionner un seul canal mono pour chaque entrée microphone, sauf si vous utilisez des microphones stéréo.
6. Pour l'option *Microphone Monitor Mode*, sélectionner *Moniteur direct (seulement enregistrement et diffusion)*.

7. Entrer la latence aller-retour mesurée en millisecondes pour l'option *Compensation latence du microphone*.

8. Cliquer sur le bouton *Appliquer*.

9. Cliquer sur le bouton *OK*.

10. *Activate direct monitoring on your audio interface.*

11. Cliquez sur le bouton *Microphone* dans la fenêtre principale de Mixxx pour afficher les commandes du microphone.

12. Cliquez sur le bouton *Parler* lorsque vous utilisez le microphone.

13. Régler le volume du microphone avec le potentiomètre de gain d'entrée de votre interface audio. Ne réglez pas le gain du microphone dans Mixxx. Si vous le faites, le volume relatif des micros et de la musique sera différent dans vos mixages enregistrés et diffusés par rapport à ce que vous entendrez depuis votre interface audio.

Mixxx n'enregistrera ni ne diffusera votre microphone si le bouton *Parler* n'est pas actif. Cependant, vous entendrez toujours le microphone dans votre sortie principale car le microphone est mélangé par votre interface audio, pas Mixxx. Vous pouvez laisser le bouton *Parler* activé pour vous assurer de ne pas l'oublier, mais cela enregistrera et diffusera le bruit de fond lorsque vous n'utilisez pas activement le microphone. Si votre microphone est doté d'un interrupteur marche/arrêt, vous pouvez laisser le bouton *Parler* activé dans Mixxx et utiliser l'interrupteur du microphone pour éviter d'ajouter du bruit de fond à votre mixage. Alternativement, vous pouvez régler le gain d'entrée sur votre interface audio tout au long de votre mixage.

9.2.3 Activation du monitoring directe et du bouclage (loopback) sur l'interface audio

Des conseils généraux pour activer la surveillance directe et le bouclage (loopback) sont décrits ci-dessous. Cependant, chaque interface audio est différente, reportez-vous donc au manuel de l'interface audio du fabricant pour plus de détails.

Sur les interfaces audio autonomes, il y a souvent un potentiomètre sur l'appareil qui contrôle le monitoring directe. Ce potentiomètre transforme la sortie de l'interface audio entre le signal de l'ordinateur et les entrées directement monitorées. Si votre interface audio possède un potentiomètre comme celui-ci, placez-le au centre. Alternativement, certaines interfaces audio ont un interrupteur pour activer le monitoring directe au lieu d'un potentiomètre.

Pour entendre les entrées microphone mono des deux côtés de la sortie stéréo avec un monitoring directe, vous devez généralement basculer un interrupteur sur l'appareil.

Si l'interface audio prend en charge le *Entrée de bouclage (loopback)*, cela peut être activé par un interrupteur sur l'appareil.

Les interfaces audio avec de nombreuses entrées et sorties ont souvent un programme de panneau de contrôle, fourni par le fabricant, qui est installé automatiquement avec le pilote. Cela peut être utilisé à la place des potentiomètres et des commutateurs du matériel pour contrôler le monitoring directe, le bouclage (loopback), les commutateurs stéréo/mono et d'autres fonctionnalités d'interface audio. Sur GNU / Linux, vous pourriez être en mesure d'accéder à ces contrôles avec la **:commande:`alsamixer`**.

Reporter-vous à la section ci-dessous pour plus de détails sur *Contrôleurs DJ avec entrées microphone*.

9.3 Table de mixage matériels

Mixxx peut être utilisé avec un microphone branché sur une table de mixage matériel externe. Cela n'a pas le problème de latence qui se produit avec *Monitoring logiciel*. Cependant, il est généralement recommandé d'utiliser une interface audio qui prend en charge le *Monitoring direct* et une *Entrée de bouclage (loopback)* au lieu d'une table de mixage externe. Si vous utilisez *Contrôle Vinyle* et un microphone, vous aurez peut-être besoin d'une table de mixage externe.

Mixxx peut envoyer chaque platine vers des canaux stéréo séparés sur une table de mixage externe en utilisant les sorties *Platine 1-4*. Cela nécessite une interface audio avec au moins 4 canaux de sortie (2 paires stéréo). Les interfaces audio intégrées aux ordinateurs n'ont qu'une seule sortie stéréo et elles n'ont pas une qualité sonore élevée. Ainsi, une autre

interface audio est recommandée. Les interfaces audio avec au moins 4 canaux de sortie ont généralement des entrées microphone et prennent en charge le *Monitoring direct*, il n'y a donc pas besoin de table de mixage externe.

Cependant, les interfaces audio avec préamplificateurs phono pour *Contrôle Vinyle* n'ont pas d'entrées microphone. Si vous souhaitez utiliser le contrôle de vinyle avec un microphone, il est recommandé de brancher le microphone sur une table de mixage DJ.

> **Avertissement:** Certaines tables de mixage qui ne sont pas conçus pour le DJ ont une interface audio USB intégrée. Cependant, les interfaces audio de ces tables de mixage n'envoient généralement que 2 canaux (une paire stéréo) à la table de mixage, ils ne sont donc pas recommandés.

9.3.1 Enregistrement et diffusion avec une table de mixage matériel externe

Pour enregistrer ou diffuser avec une table de mixage matériel externe, la sortie de la table de mixage doit être connectée à l'entrée d'une interface audio. La plupart des tables de mixage DJ ont une sortie supplémentaire pour cela qui peut être étiquetée « record », « session », « auxiliaire » ou « cabine ». Certaines interfaces audio pour le contrôle du vinyle ont suffisamment de canaux d'entrée pour recevoir la sortie de la table de mixage et le timecode de deux tournes disque. Si ce n'est pas le cas, vous pouvez utiliser l'entrée de l'interface audio intégrée à votre ordinateur, mais celles-ci n'ont pas une qualité sonore élevée.

Alternativement, certaines tables de mixage DJ ont une interface audio USB intégrée. Ceux-ci ont des entrées avec préamplificateurs phono pour le contrôle du vinyle et peuvent généralement renvoyer la sortie d'enregistrement à l'ordinateur sans interface audio séparée. Beaucoup (mais pas tous) de ces tables de mixage sont des tables de mixage numériques, de sorte qu'elles peuvent envoyer des signaux dans les deux sens à Mixxx sans les convertir en analogique. Il en résulte une qualité sonore supérieure pour vos mixages enregistrés et diffusés par rapport à l'utilisation d'une interface audio séparée avec une table de mixage externe.

Pour configurer Mixxx à utiliser une table de mixage matériel pour l'enregistrement et/ou la diffusion:

1. Ouvrer *Préférences ‣ Matériel Sonore*.

2. Dans l'onglet *Sortie*, sélectionner l'interface audio pour les sorties *Platine 1-2* (et sorties *Platine 3-4* si votre interface audio et votre console de mixage prennent en charge 4 platines).

3. Cliquer sur le bouton *Entrée*.

4. Pour l'entrée *Enregistrer/Diffuser*, sélectionner l'interface audio connectée à la sortie de la table de mixage. Pour les tables de mixage avec une interface audio USB intégrée, reportez-vous au manuel du fabricant de la table de mixage pour trouver les canaux de l'interface audio de la table de mixage qui envoient la sortie d'enregistrement.

5. Si vous utilisez le contrôle vinyle, sélectionner l'interface audio connectée aux tournes disque pour les entrées *Contrôle vinyle 1-4*.

6. Cliquer sur le bouton *Appliquer*.

7. Cliquer sur le bouton *OK*.

Ne configurer rien pour les entrées *Microphone 1-4* lorsque vous utilisez une table de mixage externe. Les commandes de microphone dans Mixxx n'affecteront pas vos microphones car le microphone est mixé par le table de mixage externe.

Les tables de mixage DJ ne fournissent généralement pas d'alimentation fantôme requise pour les microphones à condensateur. Les interfaces audio autonomes fournissent généralement une alimentation fantôme.

9.4 Contrôleurs DJ avec entrées microphone

DJ controllers with microphone inputs typically mix the microphone input with the master output without sending it to the computer. This does not have the problem with latency that happens with *Monitoring logiciel*. However, many cheap DJ controllers do not digitize the signal to make it available to the computer. Refer to the controller's page on the Mixxx wiki or the manual from the controller manufacturer for details about your particular controller.

Si le contrôleur ne numérise pas l'entrée microphone, vous ne pouvez pas utiliser l'entrée microphone de Mixxx pour enregistrer ou diffuser avec le microphone à l'aide des entrées Mixxx *Microphone 1-4*. Il est toujours possible d'enregistrer et de diffuser le microphone en connectant la sortie cabine du contrôleur à une entrée d'interface audio et en la configurant pour l'entrée Mixxx *Enregistrer/Diffuser*. Si le contrôleur n'a pas de sortie cabine, un câble séparateur en Y peut être utilisé de chaque côté de la sortie principale stéréo pour connecter la sortie principale aux deux haut-parleurs et à l'entrée d'une autre interface audio.

Les contrôleurs DJ ne fournissent généralement pas d'alimentation fantôme requise pour les microphones à condensateur. Les interfaces audio autonomes fournissent généralement une alimentation fantôme.

9.5 Microphone Ducking

Microphone ducking is a technique to improve the audibility of speech by reducing the volume of background music while a voice signal is recorded by the microphone and allows listeners to hear the voice more clearly and consistently. While using Mixxx with a microphone, you might want the music to automatically fade into the background each time you speak, or you might prefer lowering the volume of the music to a specific level. Microphone ducking helps you achieve this. The music will "duck" out of the way of the microphone audio.

Figure1: The microphone ducking controls

The *Strength* knob adjusts the microphone talkover ducking strength and its behaviour depends on any of the Microphone talkover modes described below. Clicking on the *Auto* button will switch it to any of three modes:

- *Off*: When you speak through the microphone, the music volume does not reduce.
- *Auto*: When you speak through the microphone, the music volume will be reduced when Mixxx detects your voice. You can adjust the amount by which the volume is automatically reduced with the Strength knob.
- *Manual*:In this mode, the music will play at the volume set by the Strength knob whenever the microphone Talk button is active, regardless of the volume coming through the microphone input. When you speak through your microphone, set the volume to which the music should reduce by turning the Strength knob to a level that suits you. When you disable Talk mode, the music will return to the regular volume

Indication: To set the Ducking volume correctly, you can use manual mode to adjust the knob to your taste and then set to auto when happy.

Diffusion en direct - Démarrer votre propre radio Internet

La diffusion en direct dans Mixxx vous permet de diffuser votre mix sur Internet à des auditeurs du monde entier.

Voir aussi:

Le chapitre *Utilisation de microphones* contient des instructions détaillées pour inclure l'entrée des microphones dans vos mixes diffusés.

10.1 Serveurs de diffusion du flux

Serveur distant de diffusion du flux Mixxx vous permet d'alimenter votre flux audio directement vers les serveurs de streaming *Shoutcast* et *Icecast*. Selon le nombre d'auditeurs, le streaming audio nécessite une quantité importante de bande passante. Les serveurs de streaming fournissent la bande passante requise et diffusent le flux à vos auditeurs. Un service de streaming gratuit populaire est *Caster.fm <http://www.caster.fm>* _. Une revue de plusieurs hébergeurs de flux gratuits et payants est disponible sur *broadcastworld.net <http://www.broadcastingworld.com/reviews/category-stream-hosting>* _.

Serveur local de diffusion du flux Pour les utilisateurs expérimentés, il peut être intéressant de configurer votre propre serveur de diffusion local. Cela transforme votre ordinateur personnel en une station de radio et les auditeurs se connectent directement à votre serveur. Mixxx en tant que source de diffusion n'a pas besoin de s'exécuter sur le même ordinateur que votre serveur de diffusion. Cependant, les stations professionnelles exécutent souvent la source de diffusion sur le même ordinateur que le serveur de diffusion pour des raisons de stabilité et de fiabilité. Gardez à l'esprit que si vous souhaitez diffuser de l'audio vers un nombre important d'auditeurs, vous aurez besoin d'une bande passante suffisante. Lisez la *documentation Shoutcast <http://wiki.winamp.com/wiki/SHOUTcast_Getting_Started_Guide>* _ ou la documentation Icecast pour les instructions de configuration du serveur.
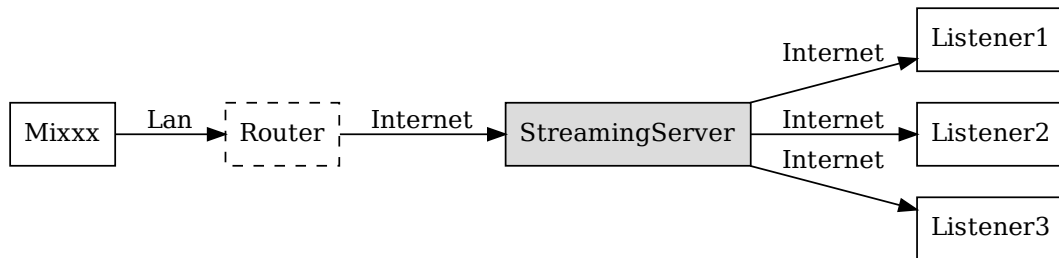
Figure1: Mixxx comme source de diffusion côté client diffusant sur un serveur de diffusion distant
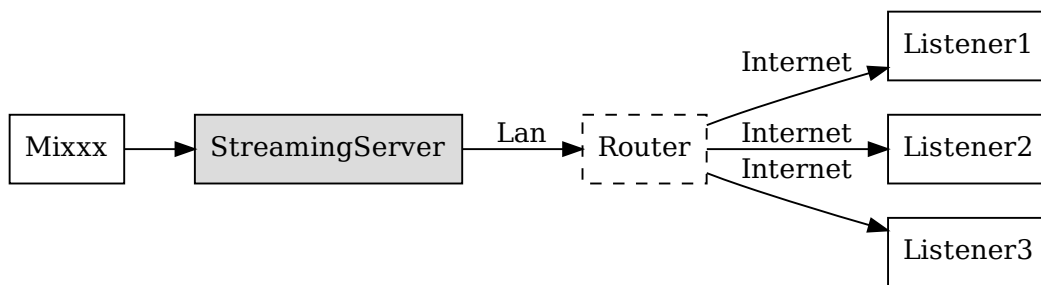
Figure2: Mixxx comme source de diffusion côté client diffusant sur un serveur de diffusion local

10.2 Configurer Mixxx

Commencez par fournir à Mixxx toutes les informations nécessaires pour établir une connexion avec le serveur de diffusion:

- Ouvrir *Préférences -> Diffusion en direct*.

- Insérez les paramètres en suivant les descriptions dans live-broadcast-preferences

- Cliquer *OK*

- Allez dans *Options -> Activer la Diffusion en Direct (Broadcast)* ou utilisez : ref:*appendix-shortcuts* pour démarrer la diffusion.
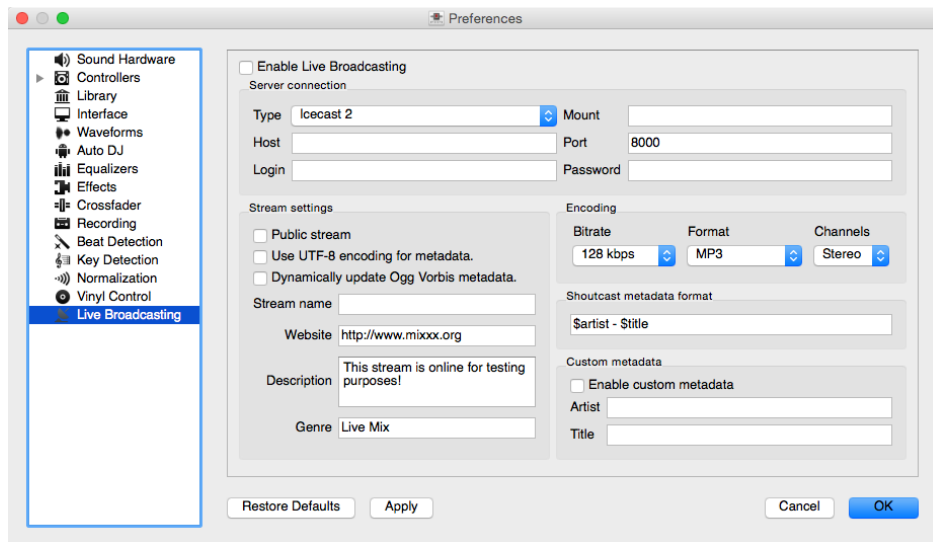
Figure3: Préférences Mixxx - Configurer la diffusion en direct

10.2.1 Server Connection

- **Type**: sélectionner le type de serveur de diffusion auquel vous souhaitez vous connecter. Serveurs pris en charge: *Shoutcast 1*, *Icecast 1*, et *Icecast 2*.

  Mixxx fonctionne avec Shoutcast 2 en utilisant le protocole Shoutcast 1 si vous fournissez un nom de flux dans *Préférences -> Diffusion en direct -> Paramètre du flux*. Si vous ne fournissez pas de nom de flux, Shoutcast 2 rejette la connexion (alors que Shoutcast 1 accepterait ce cas).

- **Hôte** : Vous pouvez entrer l'hôte comme nom d'hôte ou adresse IP.

- **Identifiant**: tel que fourni par votre fournisseur de serveur de diffusion. Sans cela, vous ne pourrez pas vous connecter correctement au serveur. La connexion par défaut pour *Icecast* est `source` tandis que la connexion par défaut pour Shoutcast est `admin`.

- **Montage**: Un point de montage est un nom unique identifiant un flux particulier. Pour *Shoutcast*, il n'est pas nécessaire de spécifier un point de montage. Le paramètre ne doit pas être vide si vous utilisez *Icecast*. Essayez la valeur par défaut `/mount` ou `/live`. Si vous n'avez pas reçu de point de montage spécifique, vous pouvez généralement en créer un. Il commence toujours par un `/` (barre oblique) suivi d'un texte sans aucun caractère spécial.

- **Port**: tel que fourni par votre fournisseur de serveur de diffusion. La plupart des serveurs utilisent le port par défaut 8000.

- **Mot de passe** : tel que fourni par votre fournisseur de serveur de diffusion, sauf si vous exécutez votre propre serveur radio. Il est nécessaire d'établir la connexion au serveur et de démarrer la diffusion.

Avertissement: N'entrez pas un *URL* comme hôte ! `` http: //example.com: 8000 "" ne fonctionne pas. Utiliser `` example.com`` dans le champ *Host* et `8000` dans le champ *Port* à la place.

10.2.2 Stream Settings

- **Flux public**: si elle est activée, cette option ajoute votre station de radio au répertoire Shoutcast/Icecast.

- **Utiliser l'encodage UTF-8 pour les métadonnées**: si elle est activée, cette option corrige les symboles de langue accentuée et étrangère rompus dans *métadonnée*, en supposant que le fournisseur de diffusion a configuré le serveur pour prendre en charge les métadonnées UTF-8.

- **Mettre à jour dynamiquement les métadonnées Ogg Vorbis**: En raison de failles dans certains clients de streaming, la mise à jour dynamique des métadonnées Ogg Vorbis peut provoquer des problèmes d'écoute et des déconnexions. Cocher cette case pour mettre à jour les métadonnées malgrés tout. Certains lecteurs utilisés par les auditeurs ont des bogues qui peuvent provoquer des problèmes ou des déconnexions audio lorsque les métadonnées Ogg Vorbis sont mises à jour dynamiquement. Si ce n'est pas un problème, vous pouvez activer cette case à cocher.

- **Nom du flux** : Alors, quel est le nom de votre émission?

- **Site Internet**: Le site Web que vous souhaitez que vos auditeurs visitent.

- **Description** : Entrez votre nom de DJ et un court slogan.

- **Genre** : Répertorier les principaux genres que vous jouez. Cela attire les résultats de recherche sur les répertoires de flux. Le genre ne doit pas être vierge.

10.2.3 Encoding

- **Débit** : La sélection d'un *débit* de 128 ou 160 *kbps* est courante et offre une qualité suffisante à vos auditeurs. Des débits plus élevés utiliseront une plus grande partie de la bande passante de votre connexion Internet pour diffuser et pour que vos auditeurs reçoivent le flux.

- **Format** : Mixxx prend en charge la diffusion vers les serveurs Icecast soit en format **:terme:`MP3`** ou **:terme:`Ogg Vorbis`**, la diffusion vers les serveurs Shoutcast prend en charge le format **:terme:`MP3`**.

10.2.4 Metadata

Shoutcast metadata format

This allows to set custom metadata formats for the Shoutcast title field. Previously only `artist - title` was allowed. For example if you were broadcasting as part of a station, you could add the station's name or the presenter's name in the title: `MyStation | $artist - $title`. Or if you were doing a live mix with several artists, you could have: `Live mix by MyName - currently playing: $artist`. Or even if you wanted a very unusual format: `Hey, I like $artist, here is $title by $artist`.

Les modifications **n'affectent pas** le cas de la combinaison OGG/Icecast2.

Custom metadata

Par défaut, Mixxx diffuse des informations sur l'artiste et le titre des fichiers que vous jouez pour vos auditeurs. Vous pouvez désactiver cette fonctionnalité et utiliser vos propres métadonnées personnalisées.

- **Activer les métadonnées personnalisées**: active ou désactive les métadonnées personnalisées.

- **Artiste** : Insérez ici vos métadonnées personnalisées d'artiste, votre nom de DJ par exemple.

- **Titre** : insérez ici vos métadonnées de titre personnalisées.

10.2.5 Icecast vs. Shoutcast

Les deux servent essentiellement le même objectif. Un serveur Icecast peut diffuser *MP3* ou *Ogg Vorbis*. Cependant, bien que Ogg soit plus efficace et plus efficient (vous obtenez un son plus fidèle que le MP3 à des débits de données inférieurs), tous les lecteurs ne peuvent pas lire les flux Ogg. Par conséquent, le MP3 est probablement un choix sûr, sauf si vous savez que vos auditeurs peuvent entendre un flux Ogg avec succès.

10.2.6 Répertoires de diffusion

Généralement, votre hôte de serveur de diffusion en direct ajoute votre station de radio au répertoire Shoutcast/Icecast, si vous activez l'option *Flux public* dans *Préférences -> Diffusion en direct -> Info stream*.

- **Annuaire radio Shoutcast**: www.shoutcast.com

- **Annuaire radio Icecast** : dir.xiph.org

Les hôtes de diffusion exécutent souvent leurs propres répertoires. Consultez la FAQ de votre hôte pour le savoir. Si vous souhaitez promouvoir davantage votre station de radio en diffusion, inscrivez-vous sur des services comme streamfinder.com. Un aperçu des différents répertoires de radio Internet est disponible sur shoutcheap.com

10.3 Dépannage

- Si vous ne parvenez pas à vous connecter à votre serveur de diffusion, vérifiez la configuration dans live-broadcast-preferences.

- Vous avez peut-être sélectionné le format *Ogg Vorbis* qui n'est pas pris en charge par les serveurs Shoutcast.

- Vous devrez peut-être vérifier les paramètres de votre pare-feu. Icecast et Shoutcast utilisent deux ports. Si vous diffusez en continu sur un port (par exemple, le port 8000), vous devez également ouvrir le port suivant (port 8001).

- Vous devrez peut-être configurer la redirection de port si vous êtes derrière un routeur ou votre routeur bloquera les demandes à votre port de diffusion (par exemple, le port 8000)

Effets

Mixxx dispose d'un puissant système d'effets sonores. Comprendre comment cela fonctionne peut vous ouvrir à une grande variété de techniques de mixage.

11.1 Unité d'effets

Mixxx a 4 unités d'effets. Par défaut, seuls 2 d'entre elles sont affichées. Les 2 autres unités d'effets peuvent être affichées en basculant le paramètre dans le menu des paramètres du thème.
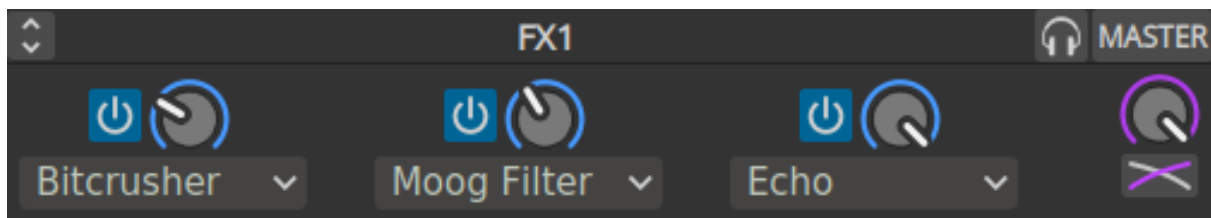

Figure1: Une unité d'effet

Chaque unité d'effet peut charger jusqu'à 3 effets dans une chaîne. Ces effets sont traités les uns après les autres en série. Vous entendrez des sons différents selon l'ordre des effets dans la chaîne. Chaque effet de la chaîne possède son propre bouton pour l'activer et le désactiver.

Les unités d'effets peuvent traiter le son à partir de:

- platines
- microphones
- entrées auxiliaires
- le mix principal
- le mix *PFL* (casque)

- bus curseur de mixage gauche/milieu/droite

Les boutons permettant d'acheminer les unités d'effets vers les platines, les microphones et les entrées auxiliaires sont situés dans la platine, le microphone et les sections auxiliaires du thème. Les boutons de routage d'autres entrées vers les unités d'effet se trouvent à différents emplacements en fonction du thème.
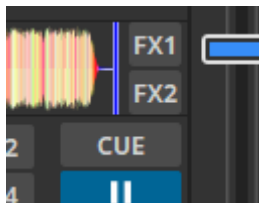
Figure2: The effect unit buttons located in the deck.

Si un canal est affecté à plusieurs unités d'effets, ces unités d'effets sont chaînées ensemble. Cela vous permet de chaîner plus de 3 effets à la fois.

To route deck 1 to effect unit 1, click the *FX1* button on deck 1 to turn it on. To route deck 2 to effect unit 2, click the *FX2* button on deck 2, and so on. It's also possible to route a single deck to multiple effect units, or multiple decks to a single effect unit.

Le potentiomètre de mixage ajuste le mixage entre le signal original (entrée de l'unité) et le signal traité (sortie du dernier effet de l'unité). Il change le niveau des 3 effets de l'unité ensemble. Reportez-vous à la section *Modes de mixage des unité d'effets* ci-dessous pour plus de détails.

Les effets sont traités après les curseurs de platine et le curseur de mixage. Cela permet à des effets comme Echo et Reverb de continuer à émettre du son après que leur entrée a été coupée en baissant le curseur. Contrairement aux autres logiciels et matériels DJ, les effets peuvent également être entendus dans le casque même s'ils sont traités après les curseurs pour la sortie principale. Reportez-vous à la section *Effets dans le casque* ci-dessous pour plus de détails.

Noter que les effets d'égaliseur et de filtre créent un décalage de phase. Si le potentiomètre de mixage est n'importe où au milieu entre original et traité et que l'un de ces effets est activé dans l'unité, il y aura un filtrage en peigne qui n'est probablement pas souhaité. Pour plus d'informations, liser Equalizers and Phase Shift.

11.2 Paramètre d'effet et super potentiomètres

Chaque effet dans une *Effect Unit* a son propre ensemble de paramètres. Par défaut, ceux-ci sont masqués. Au lieu de cela, il y a un seul bouton appelé « super potentiomètre » pour chaque effet qui est lié aux différents paramètres. Le super potentiomètres vous permet de contrôler facilement les effets dans une unité sans avoir à manipuler chaque paramètre individuellement.

Si vous souhaitez un contrôle plus détaillé des effets, appuyez sur le bouton d'extension de l'unité d'effet pour afficher les paramètres d'effet:

Vous pouvez personnaliser la façon dont le super potentiomètre est lié aux paramètres en cliquant sur les boutons situés sous les boutons de paramètres. Le bouton sous le nom du paramètre contrôle le mode de liaison super potentiomètre:

- Inactif: paramètre non lié

- Actif: le paramètre se déplace avec le super potentiomètre

- Côté gauche actif: le paramètre se déplace avec une moitié de rotation à gauche du super potentiomètre

- Côté droit actif: le paramètre se déplace avec une moitié de rotation à droite du super potentiomètre

- Côté gauche et droit actif: le paramètre se déplace avec une moitié de rotation du super potentiomètre et reviens en arrière avec l'autre moitié de rotation

Figure3: Une unité d'effet avec des paramètres affichés

Le bouton sous le bouton de lien super potentiomètre inverse la relation du paramètre avec le super potentiomètre.

Pour plus d'informations sur des effets spécifiques et leurs paramètres, passer votre souris dessus pour afficher l'info-bulle. Si vous ne voyez pas d'infobulles, vérifiez que vous les avez activées pour l'habillage dans *Préférences -> Interface*.

Les effets (à l'exception de Reverb) dont la durée est paramétrée sont synchronisés avec le tempo des platines.

11.3 Modes de mixage des unité d'effets

Le potentiomètre de mixage de l'unité d'effets contrôle le niveau des 3 effets de l'unité ensemble. Il peut être basculé entre deux modes différents avec le bouton de mode de mixage adjacent.
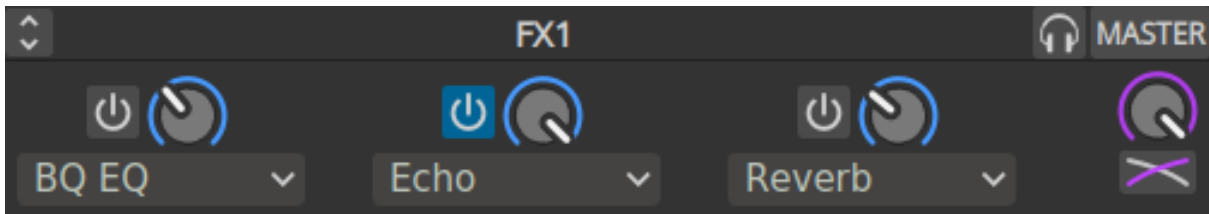
Figure4: Une unité d'effet en mode Original/Traité

Dans le mode Original/Traité par défaut, le bouton de mixage effectue un fondu entre le signal original (entrée du premier effet de l'unité) et le signal traité (sortie du dernier effet de l'unité). Lorsque le bouton est complètement à gauche, aucun son n'est émis par l'unité d'effet. Lorsque le bouton est complètement à droite, seule la sortie de l'unité d'effet sera entendue sans aucun signal d'entrée original.
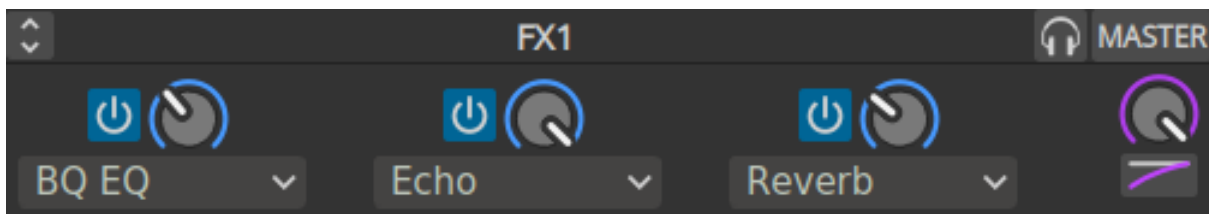
Figure5: Une unité d'effet en mode Original+Traité

En mode Original+Traité, le signal original est toujours à plein volume. Le bouton de mixage contrôle la quantité de signal traité ajoutée au signal original. Un exemple utile pour le mode Original+Traité est le chargement d'un effet de filtre ou

d'égalisation avant l'effet Echo. Avec cette configuration, le filtre ou l'égaliseur peut supprimer les basses fréquences du signal avec écho sans les supprimer du signal sans écho. Si l'unité d'effet est commutée en mode Original/Traité avec les mêmes effets dans le même ordre, les fréquences graves seront supprimées du signal avec écho, mais elles seront également supprimées du signal sans écho.

11.4 Effets dans le casque

Pour prévisualiser comment une piste sonne avec des effets avant de mixer dans la piste, affectez simplement la platine à une unité d'effets et activez le bouton casque de la platine. Noter que cela augmentera le CPU par rapport à l'affectation d'une unité d'effet à une platine sans que le bouton du casque soit activé. En effet, les effets sont traités en parallèle pour la sortie casque (prefader) et la sortie master (postfader).

Les effets peuvent également être prévisualisés dans le casque sur les platines qui sont en lecture pour le public, mais cela nécessite quelques étapes supplémentaires :

1. Désactivez l'unité d'effet de la platine

2. Activer le bouton casque de la platine

3. Activer le bouton casque de l'unité d'effet

4. Activer les effets et ajuster leurs super potentiomètre et paramètres selon la façon dont vous souhaitez que les effets sonnent.

5. Lorsque vous êtes prêt à mixer l'effet, tourner le potentiomètre de mixage complètement à gauche (original)

6. Activer l'unité d'effet de la platine

7. Tourner le potentiomètre de mixage vers la droite pour que les effets soient entendus dans la sortie principale

8. Désactiver le bouton casque de l'unité d'effet pour ne pas oublier de l'éteindre plus tard

11.5 Controller Effects Mapping

This section describes how to use the standard Mixxx mapping for effects sections on controllers with the typical layout of 4 knobs (or 3 knobs + 1 encoder) and 4 buttons for effects. It allows you to switch between controlling all 3 effects of a chain or controlling each parameter of one effect.

By default, 3 knobs are used for controlling effect metaknobs and the buttons under them toggle each effect on/off. To temporarily toggle an effect on/off, press and hold an effect enable button. The 4th knob is used for the mix (dry/wet) knob of the whole chain. On controllers designed for Serato, the *Beats* encoder is used as the mix knob.

The button next to the mix knob is used for focusing effects. On controllers designed for Serato, this button is labeled *Tap*. While holding this button pressed, the enable buttons for each effect switch to choosing which effect is focused. When an effect is focused:

• the knobs switch to controlling the first 3 parameters of that effect instead of the metaknobs of each effect in the chain;

• the buttons switch to controlling the first 3 button parameters of the effect; and

The LED of the focus button indicates whether any effect is focused. When its LED is on, you can hold the button down to see which effect is focused without having to look at the computer screen. To unfocus the effect, you can short press the focus button. The focused effect is remembered, so when you short press the focus button again, the previously focused effect will be refocused (it is not remembered when you shut down Mixxx though).

Alternatively, if you want to keep all the parameters showing on screen, you can press and hold the focus button, then press the button of the focused effect to unfocus it. Showing all the parameters without having an effect focused is helpful for experimenting with different ways of linking parameters to the metaknob.

When the focus button is pressed with shift, it toggles the Effect Unit between controlling different *Effect Units* in Mixxx. Typically this is used to toggle between *Effect Units* 1 & 3 or 2 & 4, like deck toggle buttons.

To load different effects, hold shift and turn the knob for an effect.

To load chain presets 1-4, press the buttons with shift (new in Mixxx 2.4).

Mixer avec Mixxx

Mixxx a été conçu pour être facile à appréhender à la fois pour les novices et pour les DJ expérimentés.

Cette partie du manuel vous fournit un mode d'emploi pour utiliser les fonctionnalités de Mixxx afin de créer vos propres mixes.

12.1 Régler correctement les niveaux (Gain Staging)

Un réglage correct de vos niveaux, aussi connu sous le nom de gain staging, est essentiel pour tirer la meilleure qualité sonore du matériel que vous utilisez. À chaque maillon de votre chaîne de signal, depuis les gains des canaux de Mixxx jusqu'à l'amplificateur de puissance, le niveau devrait être bien au-dessus du plancher de bruit, mais en-dessous du niveau maximum avant que le signal n'écrête. Les *indicateurs de niveaux* devraient la plupart du temps être autour du haut de leur zone verte. L'indicateur de niveau affiché à gauche montre à quel niveau moyen les indicateurs de Mixxx devraient se trouver dans les parties les plus fortes des pistes. Le niveau moyen ne devrait pas se trouver dans la zone jaune. Utilisez la zone jaune pour laisser une marge, c'est-à-dire le niveau disponible au-dessus du niveau moyen avant que le signal n'écrête. Les parties les plus fortes de la musique (les transitoires) peuvent aller brièvement dans la zone jaune.
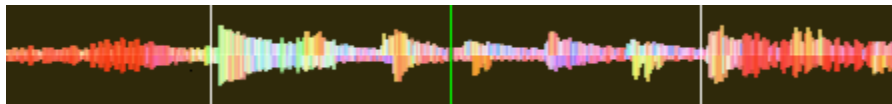
Figure1: Une forme d'onde à un bon niveau. Notez que l'exemple de forme d'onde dans cette section a été fait en ajustant le gain visuel de l'affichage de forme d'onde dans Mixxx pour illustrer les concepts. Ajuster le gain visuel de l'affichage de forme d'onde ne change pas le niveau de l'audio.

Si un indicateur de niveau est dans sa zone rouge, le signal écrête et le gain devrait être baissé. Certains équipements n'ont pas d'indicateur de niveau mais seulement une DEL qui s'allume lorsque le signal clippe. L'écrêtage signifie que les pics de la forme d'onde sont aplanis parce que l'équipement a atteint le niveau maximum auquel il peut amplifier le signal. Cela distord le son d'une façon déplaisante et peut abîmer le matériel en l'alimentant avec plus de puissance qu'il n'est conçu pour en recevoir. Augmenter le gain au-delà du point où l'écrêtage commence (plus loin dans le rouge dans un indicateur de niveau) distordra encore plus le signal. Si vous voulez que le son soit plus fort

quand chaque maillon de la chaîne est à son maximum sans écrêter, utilisez plus d'enceintes ou des enceintes plus sensibles et qui convertissent plus efficacement l'énergie électrique en énergie acoustique.

Figure2: Une forme d'onde écrêtée

D'autre part, le signal ne doit pas être trop bas, parce que chaque matériel audio génère un peu de bruit à un niveau appelé plancher de bruit. De plus, les signaux analogiques ramassent du bruit en parcourant des câbles. Le signal mesuré par l'indicateur à gauche est relativement proche du plancher de bruit. Quand un matériel est monté, le plancher de bruit n'augmente pas ; seulement le signal augmente. Cependant, à chaque fois que le signal est amplifié par le gain d'un autre équipement, à la fois le bruit et le signal des équipements précédents sont amplifiés. Par exemple, si votre carte son est baissée et que vous montez le gain de votre table de mixage pour compenser, le ratio signal-bruit (SNR) de la sortie de la carte son sera bas et le gain de la table de mixage va amplifier le signal et le bruit de la carte son, plus le bruit ramassé dans le câble. Le résultat sera d'avoir plus de bruit que si la sortie de la carte son était montée avant que le signal n'atteigne la table de mixage et que le gain de la table de mixage n'ait pas eu à être monté.
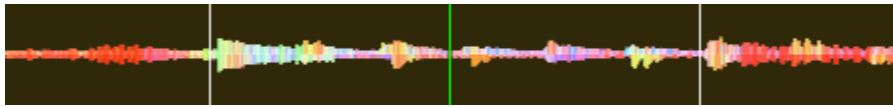
Figure3: Une forme d'onde trop proche du plancher de bruit

Note: Pour ajuster le volume de sortie d'un système son tout en maintenant un ratio signal-bruit haut, le gain doit être ajusté aussi près des enceintes que possible. Référez-vous à la section *Bouton de gain* pour plus de gain.

12.2 Le beatmatching et le mix

Beatmatching is the process of adjusting the playback rate of a track so that it matches the tempo of another track. Beatmatching also involves adjusting the *phase* of the beats in a track so that they are aligned with the beats in the other track. Matching the *tempo* and aligning the beats are the two things a DJ must do to beatmatch.

Mixxx peut faire correspondre le tempo et aligner les battements pour vous mais ceci nécessite une valeur de BPM précisément détectée et une grille rythmique correcte pour les deux pistes. Pour activer cette fonctionnalité, cliquez sur le bouton *SYNC* . Pour faire le beatmatch manuellement, le tempo des deux pistes doit être synchronisé en ajustant les curseurs de vitesse de lecture. Vous pouvez ajuster la phase des battements en faisant un clic-droit et faisant glisser l'une des formes d'onde pour accélérer ou ralentir temporairement une des pistes jusqu'à ce que les battements soient alignés. Les boutons de pitch bend temporaire peuvent aussi être utilisés pour ajuster momentanément la vitesse de lecture, vous permettant de "déplacer" les battements dans une piste vers l'avant ou l'arrière, afin qu'ils puissent être alignés avec l'autre piste. Voir le chapitre *Contrôles de vitesse et de synchronisation*.

Deux pistes sont « beatmatchées » une fois que leurs tempos correspondent et que leurs battements sont alignés. Un beatmatch "perfect" est presque impossible - il y aura toujours une infime différence entre les vitesses de lecture. Un DJ affûté gardera ses oreilles ouvertes et écoutera si les battements se décalent de leur alignement. Ceci produit un son distinct de "double grosse caisse" qui est souvent précédé par une grosse caisse qui s'affaiblit en intensité alors que les deux grosses caisses se décalent hors phase. Quand ceci arrive, les battements peuvent être réalignés en tapant simplement un des boutons de pitch bend temporaire quelques fois dans la direction adéquate.

12.3 Synchronisation principale

Master Sync is an intelligent assistant that allows you to leave the beatmatching to Mixxx so you can focus on track selection, effects manipulation, looping, 4 deck mixing, and other advanced DJing techniques.

Pour activer la synchronisation principale sur une platine, maintenez appuyé (ou maintenez cliqué à la souris) le bouton *SYNC*. Vous saurez que la synchronisation principale est activée lorsque le bouton sync restera allumé en permanence. La modification de vitesse sur n'importe quelle platine qui a le bouton sync allumé changera la vitesse de toutes les autres platines qui ont le bouton sync allumé. Il n'y a pas besoin de spécifier une platine comme maître ou suiveuse. Vous pouvez lire, arrêter, éjecter et mettre en queue une piste avec la synchronisation principale et cela n'arrêtera pas la lecture des autres platines. Cependant, le changement de vitesse d'une platine arrêtée changera la vitesse des platines en lecture.

La synchronisation principale va aussi remarquer si le BPM d'une de vos pistes est le double de celui d'une autre piste et les faire correspondre correctement. Donc si vous voulez mixer une piste drum & bass à 140 BPM et une piste dubstep à 70 BPM, la synchronisation principale assurera qu'elles soient alignées.

Indication: Habituellement, la synchronisation principale va seulement assurer que les curseurs de vitesse sont réglés correctement. Si vous voulez aussi être sûrs que les battements sont parfaitement synchronisés, enclenchez le bouton *Quantification*. Quand elle est activée, la quantification assurera que les battements sont aussi parfaitement alignés.

12.4 Mixage harmonique

Le mixage harmonique est une technique pour mixer des chansons en faisant correspondre les mélodies et les harmonies. Pour en apprendre plus à propos du mixage harmonique, vous pouvez visiter l'archive mixshare.

Mixxx possède deux fonctions pour vous aider avec le mixage harmonique. La première est le *verrouillage de tonalité*. Quand elle est active, changer le vitesse d'une piste n'affectera pas la tonalité. Pour activer le *verrouillage de tonalité*, cliquez sur le bouton *verrouillage de tonalité* dans l'*Boîte de boutons d'options de platine*. La seconde, Mixxx peut automatiquement détecter la tonalité d'une piste et l'afficher dans la bibliothèque et dans les platines. La notation utilisée pour afficher une tonalité peut être changée dans les *Préférences de détection de tonalité*.

12.5 Enregistrer votre mix

With the integrated recording feature you can record your mix as an audio file and listen to it later, distribute it as a *Podcast* or burn it to CD.

Par défaut, Mixxx enregistre la sortie principale. Alternativement, Mixxx peut enregistrer la sortie d'une table de mixage externe si vous avez une interface audio configurée pour l'entrée *Enregistrer/Diffuser* dans :menuselection:`Préférences -> Matériel sonore `. Voir: ref:`microphones-record-broadcast-external-mixer» pour plus de détails.

Mixxx can record your mix in various audio formats and quality settings. You can split your recordings, generate *cue files*, choose a custom recording directory and even set your own *metadata*. By default, Mixxx saves your recordings as lossless *WAV* files to a `Mixxx/Recordings` sub-folder in the Mixxx music directory. Before you start recording, we recommend that you adjust the settings in *Preferences ▸ Recording*.

Si vous cliquez sur l'icône *Enregistrements* dans la barre latérale de la bibliothèque de Mixxx, le tableau des pistes sur la droite affiche le contenu de votre répertoire d'enregistrements. Les nouveaux enregistrements sont automatiquement enregistrés dans ce répertoire ainsi que les fichiers .cue si vous choisissez de les créer dans les préférences.
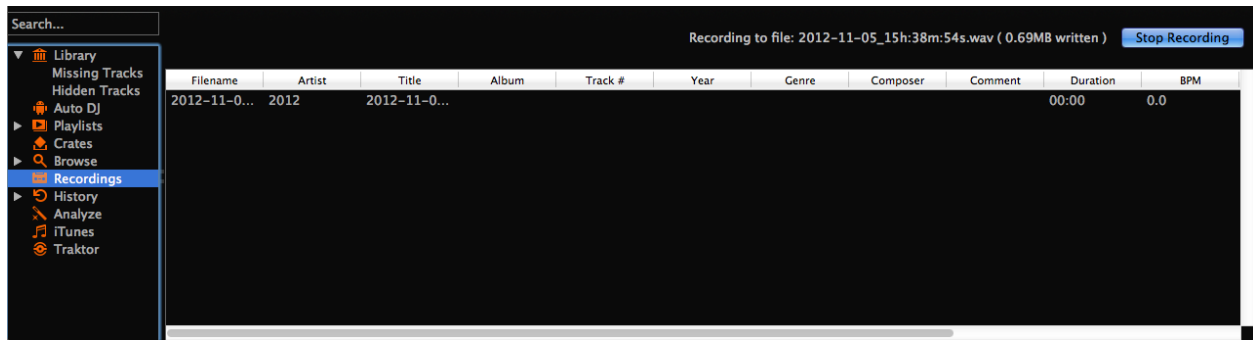

Figure4: Bibliothèque de Mixxx - Vue Enregistrements

Indication: Enregistrer vos mixes et les ré-écouter plus tard pour faire une auto-critique est un bon outil pour améliorer vos talents de DJ. Envoyer vos mixes à d'autres DJs pour avoir des retours peut aussi vous aider.

12.5.1 Enregistrer votre mix sur le disque

Cliquer sur l'icône d'enregistrement en haut de la fenêtre de l'application pour démarrer et arrêter la session d'enregistrement. La durée de l'enregistrement en cours est affichée à côté de l'icône.

Note: Le widget d'enregistrement peut ne pas être disponible dans certains thèmes.

Alternativement:

- Cliquez sur l'icône *Enregistrements* dans la barre latérale pour basculer en vue *Enregistrements*

- Cliquez sur le bouton *Démarrer l'enregistrement ou sur :menuselection:`Options –> Enregistrer le Mix* dans le menu en haut de la fenêtre de Mixxx.

- L'affichage au dessus du tableau des pistes montre combien de données ont déjà été enregistrées, ainsi que la durée de l'enregistrement.

- Exécuter votre mix

- Cliquez sur le bouton *Arrêter l'enregistrement* pour arrêter l'enregistrement quand le mix est terminé.

Indication: Vous pouvez instantanément lire vos enregistrements comme une piste dans Mixxx. Glissez-déposez simplement la piste dans une platine.

12.6 Intro and Outro Cues

Intro/Outro cues are used to mix in and out of tracks and they can also be *used with Auto DJ* to mix in and out at those points. Unlike *hotcues*, they do not mark only one point. The into and outro are sections and each section is defined by two points.

Mixxx detects where the first and last sounds are when analyzing a track making it easy to stop playing silent parts at the beginning and at the end of the track. The analyzer places the intro start point at the first sound and the outro end point at the last sound. The first and last sounds are determined by the first time the signal rises above -60 dBFS and the last time it goes below -60 dBFS.
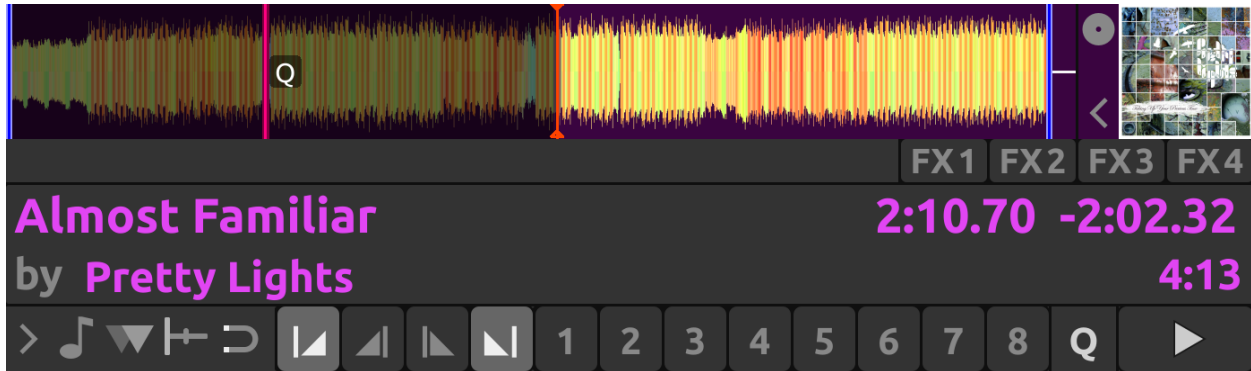
Figure5: Intro start and outro end cues placed at the first and last sound of a track respectively by the analyzer

You can decide where to place the intro end and the outro start points. Marking the whole intro and outro allows Mixxx to calculate how long each section is and show it on the overview waveform. This information can help you know when to press play on the next track. *Auto DJ can also use this information* to line up tracks and determine how long to crossfade.
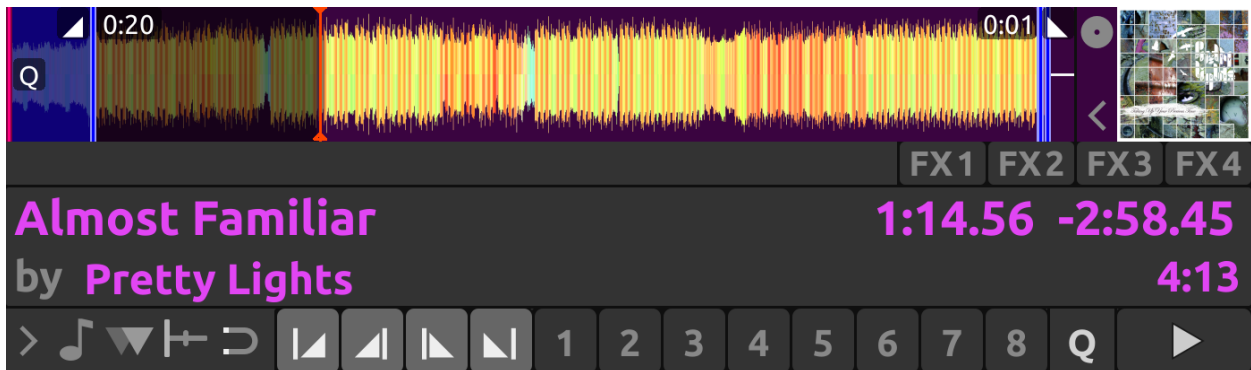
Figure6: Intro end and outro start markers placed on the track alongside the intro start and the outro end markers to make sections

12.6.1 Mixing With Intro & Outro Cues

You can line up the ends of the intro and outro so the energy of the new song picks up right as the old track ends.
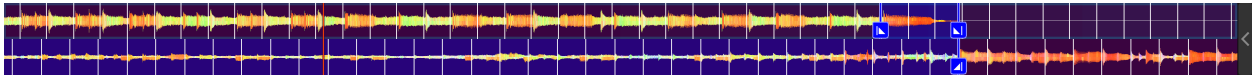
Figure7: Intro and outro end markers aligned showing on the waveform

If the intro and outro are short enough to fit on the waveform at the same time, you can simply watch the waveforms and press play when the markers align. Otherwise, you can watch the time remaining on the deck and hover your mouse cursor over the outro end line on the overview waveform. Mixxx will show you how much time is left until that point. When that time equals the length of the intro, press play to precisely line up the end of the intro. If you have changed the tempo of the track, the time remaining scales to show the real time remaining at the adjusted tempo.

Alternatively, you can line up the start of the intro & outro. In this case, watch the scrolling waveform when the outro start point is coming up on the old track. Then, press play on the new track when the old track reaches the outro start.

Note: There are no rules on which method should be used. The method you decide to use is an artistic judgement based on the musical content of each track, what the vibe of the crowd is at that moment, and what you want to do with the mix.

If you do not have the intro end and outro start points marked when loading a track, you can find and mark these in headphones before you mix in the track. Then seek back to the intro start to get the track ready. If you don't have time to find the outro end point before mixing in the track, you can use the deck cloning feature to drag and drop to a new deck, then seek ahead on the new deck and listen in headphones to mark the outro start point. If you don't have time to do that either, you can right click on the overview waveform where you think the outro starts. Then look for how far that is from the end of the track to compare it to the length of the intro of the next track.
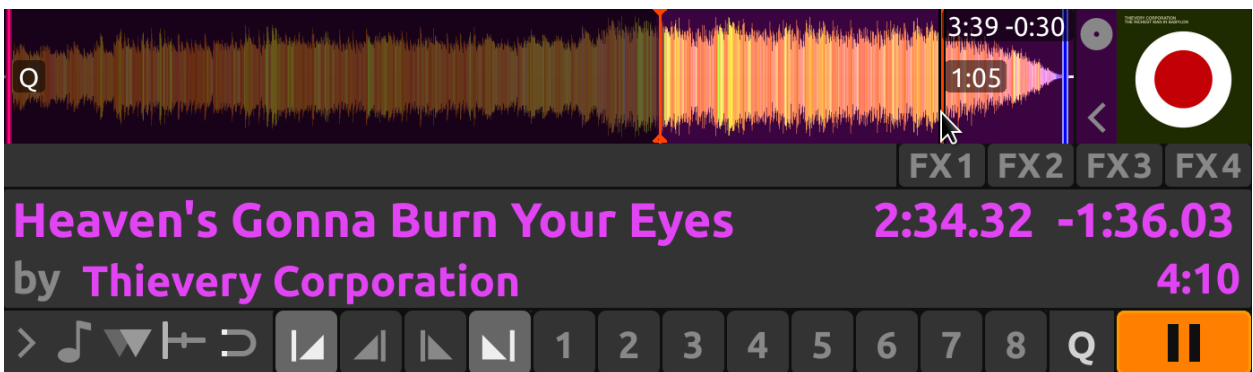
Figure8: Here the outro is approximately 30 seconds long. However, the analyzer placed the outro end point before the end of the track, so the outro is actually a little bit shorter than 30 seconds. Without marking the outro start point, you would have to do some math in your head to find exactly how long the outro is.
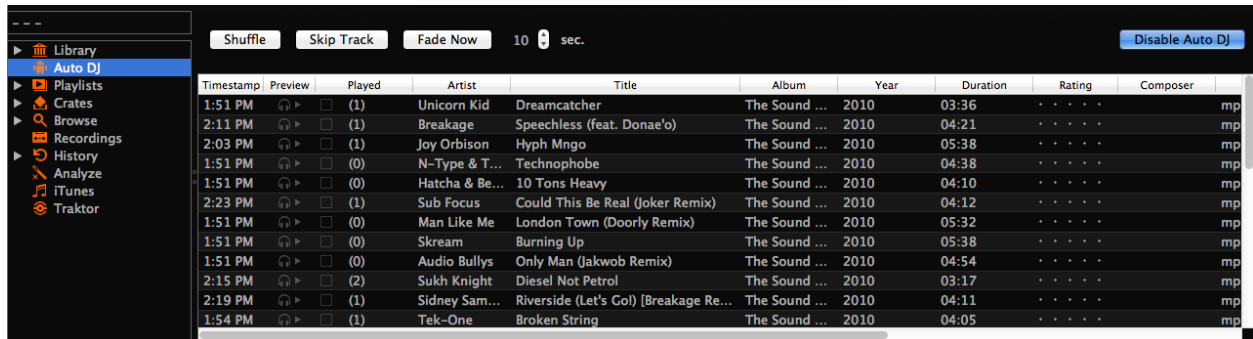
12.7 Auto DJ

Figure9: Bibliothèque de Mixxx - Vue Auto DJ

L'Auto DJ vous permet de charger automatiquement des pistes depuis la liste de lecture Auto DJ quand la piste actuelle est presque finie, et d'y effectuer un fondu enchaîné. Voir *Auto DJ - Automatiser votre mix*.

Auto DJ does not take into account the volume of each track, nor the frequency content, nor the rhythms, so it's not intended to be a replacement for a human DJ. However, it is good enough to give a human DJ a break without a major disruption to the mix.

12.7.1 Charger des pistes vers l'Auto DJ

Pour jouer des pistes automatiquement, elles doivent tout d'abord être chargées dans la liste de lecture Auto DJ. La liste de lecture Auto DJ est vide par défaut.
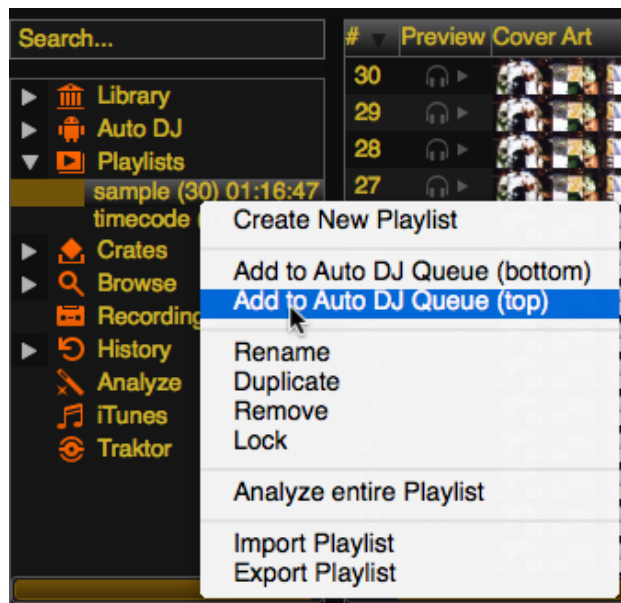
Figure10: Bibliothèque de Mixxx - Ajouter une liste de lecture à l'Auto DJ

Il y a plusieurs manières de charger des pistes dans la liste de lecture Auto DJ :

- Sélectionnez une ou plusieurs pistes depuis la bibliothèque, une liste de lecture classique ou un bac et faites-les glisser dans l'icône Auto DJ sur la gauche.

- Sélectionnez une liste de lecture classique ou un bac, faites un clic-droit avec la souris et sélectionnez *Ajouter à la file Auto DJ* depuis le menu de la souris. Ceci ajoute toutes les pistes à l'Auto DJ.

- En vue Auto DJ de la bibliothèque, faites glisser des pistes depuis un gestionnaire de fichiers externe vers l'icône Auto DJ dans la barre latérale ou dans le tableau des pistes Auto DJ sur la droite.

12.7.2 Automatically adding tracks from crates

Au lieu d'insérer le contenu des bacs directement dans la liste de lecture Auto DJ, *Auto DJ crates* sont des bacs associées qui deviennent une source de sélections aléatoires de pistes.

- **Ajouter un bac aux sources de la piste Auto DJ**: Développer l'élément *Auto DJ* dans la barre latérale, et cliquez avec le bouton droit sur le sous-élément *Bacs*. Sélectionner l'un des bacs existantes dans la liste. Cela rend le contenu du bac disponible pour une sélection aléatoire dans la file d'attente *Auto DJ* pour le mix automatique. Le nom du bac est maintenant répertorié comme sous-élément ci-dessous.

  Si vous n'avez pas de bacs disponibles pour la sélection dans la liste, allez d'abord créer un bac et ajouter quelques pistes, voir *Bacs - Organiser les pistes en collections*.

- **Ajouter manuellement des pistes à partir des sources de piste à Auto DJ**: Cliquer sur l'élément *Auto DJ* dans la barre latérale et passer à la vue Auto DJ de la bibliothèque. Cliquer sur le bouton *Ajouter aléatoirement* pour ajouter une piste à la fois à partir des sources de piste Auto DJ à la fin de la liste de lecture Auto DJ.

Note: Si vous n'avez pas défini de bac comme source de piste Auto DJ, cliquer sur le bouton *Ajouter aléatoirement* pour ajouter une piste sélectionnée au hasard dans toute la bibliothèque.

- **Ajouter automatiquement des pistes à partir des sources de piste à Auto DJ**: Mixxx peut ajouter au hasard des pistes à la liste de lecture Auto DJ à partir des sources de piste dès qu'il reste un nombre minimum de pistes spécifié. Sélectionner *Préférences -> Auto DJ -> Activer l'ajout au hasard d'une piste à la file d'attente. -> Allumé*. Réglé *Nombre minimum de pistes avant l'ajout* pour changer le nombre minimum de pistes après lesquelles des pistes aléatoires peuvent être ajoutées.

Note: Si vous n'avez défini aucun bac comme source de piste Auto DJ, les pistes sont sélectionnées à partir de toute la bibliothèque.

- **Supprimer un bac des sources de piste Auto DJ**: Développer l'élément *Auto DJ* dans la barre latérale, et cliquer avec le bouton droit sur l'un des bacs répertoriées sous le sous-élément :guilabel:` Bacs`. Sélectionner *Supprimer le bac comme source de piste* pour supprimer le bac des sources de piste Auto DJ.

12.7.3 Jouer des pistes en Auto DJ

Maintenant que vous avez chargé des pistes dans la liste de lecture Auto DJ, vous pouvez activer l'Auto DJ comme suit :

- Cliquez sur l'icône *Auto DJ* dans la barre latérale pour basculer en vue *Auto DJ* de la bibliothèque.

- Cliquez sur le bouton *Activer Auto DJ*

- Les premières pistes de votre liste sont chargées dans les platines et la lecture commence.

- Mixxx va continuer à mixer automatiquement jusqu'à ce que la liste de lecture Auto DJ soit vide.

- Cliquez sur le bouton *Arrêter Auto DJ* pour arrêter le mixage automatique

---

Indication: Vous pouvez ajouter une piste à la fin de la liste de lecture Auto DJ une fois qu'elle a été lue au lieu de la supprimer. Définir *Préférences ▸ Auto DJ ▸ Remettre les pistes dans la file après la lecture ▸ Allumé*

12.7.4 Auto DJ Mix Modes

Auto DJ has several modes it can use to mix tracks:

- Full Intro + Outro

- Fade At Outro Start

- Full Track

- Skip Silence

The Full Intro + Outro and Fade At Outro Start modes both use the intro and outro cues but the Full Track and Skip Silence cues do not.

Full Intro + Outro and Fade At Outro Start

The Full Intro + Outro and Fade At Outro start Auto DJ modes use the *intro & outro cues* to determine how long to crossfade and how to align the tracks in time. In both modes, Auto DJ compares the duration of the outro of the old track and the intro of the new track. Auto DJ picks the time of the shorter section as the crossfade time.

In both modes, if the outro is shorter than the intro, Auto DJ will align the start of the outro with the start of the intro.
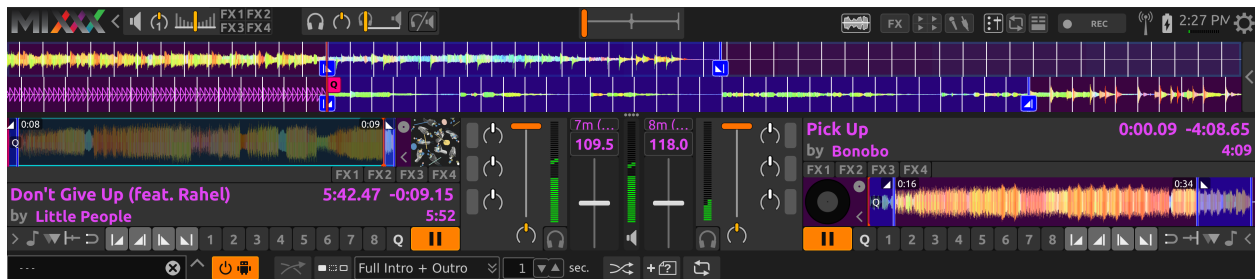
Figure11: Intro and outro start markers aligned by Auto DJ

The two modes work differently when the outro is longer than the intro.

Full Intro + Outro Mode The full length of both the intro and the outro are always played. When the outro is longer than the intro, Auto DJ aligns the end of the intro and outro by starting the next track during the outro of the previous track. This mode is the most likely to sound good with the widest variety of tracks. Therefore, it is the default mode.

Fade At Outro Start Auto DJ always aligns the start of the intro and outro. When the outro is longer than the intro, Auto DJ cuts off the end of the outro. This can be helpful if you want to prevent the energy of the mix from declining during a long outro. However, the transition may sound abrupt if the intro is short.
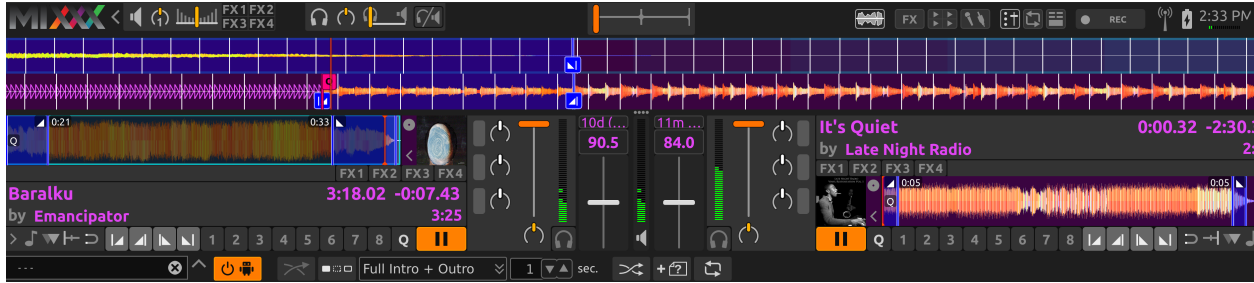
Figure12: Intro and outro start cues aligned by Auto DJ in Full Intro + Outro mode

Figure13: Intro and outro start cues aligned by Auto DJ in Fade At Outro mode

Full Track and Skip Silence

The Full Track and Skip Silence Auto DJ modes do not use the intro and outro cues. They crossfade tracks over a number of seconds that you specify in the box next to the mode selection menu. The Full Track mode plays the entire length of every file. The Skip Silence mode works the same way but automatically cuts out silence at the beginning and ends of tracks (defined as when the signal first goes above or below -60 dBFS).

Indication: If you still want to use Auto DJ like a normal music player application, use one of these modes with a transition time of 0 seconds.

Préférences

Mixxx a de nombreuses options à personnaliser dans *Options -> Préférences*.

13.1 Matériel sonore
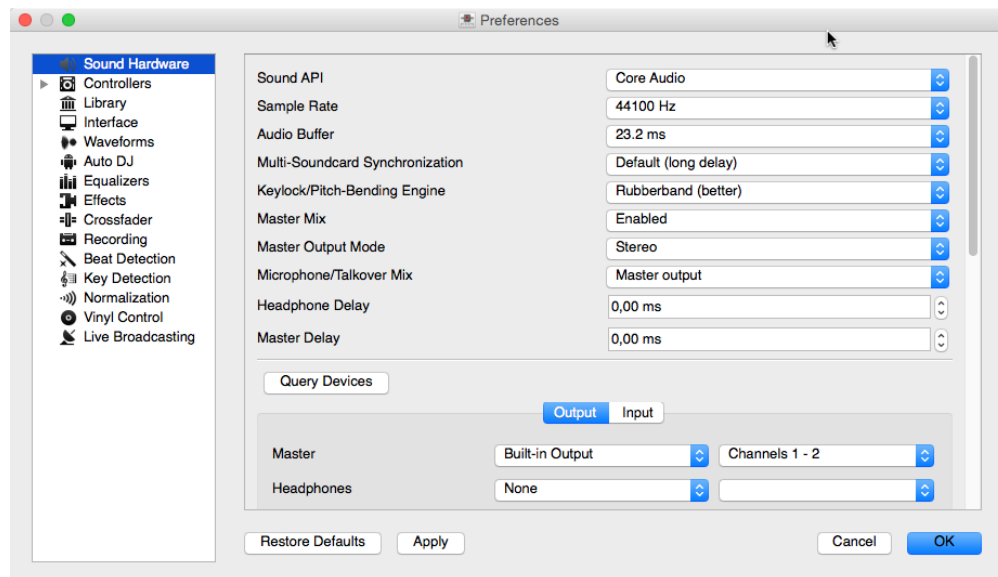
Figure1: Préférences du matériel sonore de Mixxx

Pour obtenir les meilleures performances avec Mixxx, il est essentiel de configurer vos *tampon audio*, *fréquence d'échantillonage* et *API audio*. Ces trois facteurs déterminent pour une grande partie la réactivité et la fiabilité de Mixxx. Les réglages optimaux varieront selon votre ordinateur et la qualité du matériel.

Pour plus d'informations sur les différentes options d'entrée et de sortie, reportez-vous à *Configuration de l'entrée et de*

la sortie audio. Le chapitre *Matériel DJ* explique les différents types de matériel DJ et comment les configurer avec les options d'entrée et de sortie. Si vous utilisez un microphone, reportez-vous au chapitre *Utilisation de microphones*.

13.1.1 Tampon audio

Le tampon audio est la quantité d'audio en millisecondes que Mixxx traite à la fois. Il s'agit d'un facteur majeur qui détermine la latence entre le changement de commandes dans Mixxx, comme le déplacement du curseur de mixage ou l'appui sur le bouton de lecture et l'écoute du changement audio. Par exemple, avec un tampon audio de 23 ms, il faudra environ 23 millisecondes à Mixxx pour arrêter l'audio après avoir basculé le bouton de lecture. La latence réelle sera plus longue en fonction de divers facteurs.

The audio buffer setting determines how quickly your *operating system* expects Mixxx to react. A smaller audio buffer means Mixxx will be more responsive, but requires a faster CPU and quality audio interface. Setting your audio buffer too small may be too much for your computer and audio interface to handle. In this situation, Mixxx playback will be choppy and very clearly distorted as your system will not be able to keep up with how frequently Mixxx is trying to process audio. It is recommended to set your audio buffer as small as your system can handle reliably without glitches. Experiment with different audio buffer sizes to find what works for your system.

Un tampon audio compris entre 23 et 64 ms est acceptable si vous utilisez Mixxx avec un clavier/souris ou un contrôleur. Un tampon audio inférieur à 10 ms est recommandé lorsque le contrôle vinyle est utilisé car Mixxx ne répondra pas autrement.

The Adjusting Audio Latency page on the Mixxx Wiki has tips for different operating systems that may help you use a smaller audio buffer reliably.

> **Avertissement:** Il est possible que votre système ne bug qu'occasionnellement si votre tampon audio est réglé un peu trop bas. Cela se produira à des moments imprévisibles et vous ne remarquerez peut-être pas si vous ne faites que de brefs tests de chaque taille de tampon audio. Lorsque vous pensez avoir trouvé une bonne taille de mémoire tampon pour votre système, utiliser Mixxx pendant au moins une demi-heure avant de l'utiliser réellement pour vous assurer qu'aucun problème ne se produit.

13.1.2 Taux d'échantillonnage

Le réglage de la fréquence d'échantillonnage dans Mixxx contrôle le nombre d'échantillons (morceaux audio) par seconde produits par Mixxx. Cela détermine la fréquence maximale du signal de Mixxx, qui est la moitié de la fréquence d'échantillonnage. Les humains ne peuvent entendre que jusqu'à 20 kHz, il n'est donc généralement pas nécessaire d'utiliser plus d'une fréquence d'échantillonnage de 44,1 kHz (44100 Hz) pour la lecture. La plupart de la musique est publiée avec une fréquence d'échantillonnage de 44100 Hz, et la lecture de musique avec une fréquence d'échantillonnage différente de celle du fichier audio réduit légèrement la qualité sonore.

> **Avertissement:** Un taux d'échantillonnage de 96 kHz donne à votre ordinateur moins de la moitié du temps pour effectuer le même traitement. L'augmentation de la fréquence d'échantillonnage augmentera l'utilisation du processeur et augmentera probablement la taille minimale du tampon audio que vous pouvez utiliser de manière fiable.

13.1.3 API sonore

The Sound *API* that Mixxx uses is the method by which Mixxx talks to your *operating system* in order to deliver audio to your audio interface. Your choice of Sound API can drastically affect Mixxx's performance on your computer. **Therefore it is important to take care to choose the best Sound API available to you.**

Windows

Les API sonore suivantes sont disponibles sur Windows:

- **ASIO**: Bon

- **WDM-KS**: Bon

- **WASAPI**: Acceptable

- **DirectSound**: Mauvais

- **MME**: Mauvais

Il est préférable d'utiliser la API sonore ASIO qui contourne le traitement du son du noyau Windows. L'utilisation d'ASIO nécessite un pilote pour votre interface audio en provenance du fabricant. Consultez le site Web du fabricant pour voir si un téléchargement de pilote est disponible. Les cartes son conçues pour les musiciens ont presque toujours un pilote ASIO disponible, mais les interfaces audio intégrées aux ordinateurs et les interfaces audio très bon marché n'ont généralement pas de pilote ASIO. Si aucun pilote ASIO n'est disponible pour votre interface audio, utilisez la API WDM-KS. Il n'y a généralement aucun avantage à utiliser ASIO4ALL, un emballage autour de l'API WDM-KS.

GNU/Linux

Les API sonore suivantes sont disponibles sur GNU/Linux:

- **ALSA**: Bon

- **JACK**: Bon

- **OSS**: Acceptable

ALSA est la API sonore la plus simple à configurer. L'utilisation d'ALSA empêchera tout autre programme d'utiliser les interfaces audio utilisées par Mixxx.

JACK vous permet d'acheminer l'audio entre des applications compatibles JACK de manière flexible et de diffuser le son de plusieurs programmes en même temps. Cependant, JACK peut être compliqué à configurer. À moins que vous ne connectiez Mixxx à d'autres applications compatibles JACK, JACK n'offre aucun avantage par rapport à ALSA. Pour utiliser JACK, démarrez le démon JACK *avant* d'exécuter Mixxx. Sinon, JACK n'apparaîtra pas comme une API sonore dans les préférences.

La plupart des distributions GNU / Linux modernes utilisent PulseAudio par défaut. Lorsqu'il est lancé à partir d'une entrée de menu ou d'un icône de l'interface graphique, Mixxx suspend PulseAudio pendant son exécution afin que Mixxx puisse utiliser ALSA directement. Comme JACK, PulseAudio permet à plusieurs programmes d'accéder à une seule interface audio, mais PulseAudio et JACK ont des objectifs de conception opposés. PulseAudio est conçu pour faciliter l'utilisation d'un ordinateur ordinaire, comme regarder des vidéos en ligne et écouter de la musique, tandis que JACK est conçu pour les programmes audio exigeants à faible latence comme Mixxx. Il peut être difficile de configurer JACK et PulseAudio pour bien fonctionner ensemble. Donc, à moins que vous n'utilisiez déjà JACK, il est plus facile de laisser Mixxx suspendre PulseAudio et utiliser ALSA.

Si le plugin PulseAudio pour alsalibs est installé sur GNU / Linux, vous pouvez choisir le périphérique virtuel `pulse`. Cela permet à Mixxx de partager l'interface audio par défaut du système avec d'autres lecteurs multimédias. Cela ne fonctionne que si vous démarrez Mixxx sans `pasuspender`, ce que vous pouvez faire en exécutant **mixxx** à partir d'une console plutôt que de cliquer sur l'icône du lanceur dans un menu ou sur votre bureau. Étant donné que le flux

sonore est acheminé d'ALSA vers Pulse et retourné vers ALSA, cela ajoute une latence supplémentaire de ~2 x la taille de tampon audio sélectionnée.

OSS est une API sonore antérieure à ALSA. Peu d'interfaces audio modernes ont des pilotes OSS.

macOS

CoreAudio est la seul API sonore sur macOS.

13.1.4 Autres options de matériel audio

- **Multi-Soundcard Synchronization**: Mixxx is able to use two or more *audio interface* at a time, each with its own clock. When multiple audio interfaces are in use, the Mixxx engine is driven by the Master audio interface. Here you can select the synchronization used for the other audio interfaces to avoid buffer overflows or underflows.

- **Keylock/Pitch-Bending Engine**: This allows you to select the engine used for independent tempo and pitch changes (e.g. *key lock*). Use *Soundtouch* on lower power machines (such as netbooks) or if you experience buffer underflows while using *key lock*.

- **Mix principal**: Vous pouvez désactiver le mix principal pour réduire l'utilisation du processeur par Mixxx, si vous n'utilisez pas la sortie principale, l'enregistrement ou la diffusion en direct.

- **Mode Sortie principale**: En mode mono, les canaux gauche et droit sont combinés en un signal mono qui est transmis aux deux canaux de votre interface audio principale. Ceci est utile pour les configurations où le public ne peut pas entendre votre mixage en stéréo en raison du placement des haut-parleurs ou en jouant dans un espace avec beaucoup de réverbération.

- **Compteur de sous-alimentation du tampon**: les débordements (les données ne sont pas disponibles en cas de besoin) indiquent que certains des sous-systèmes de Mixxx ne peuvent pas suivre les délais en temps réel imposés par la taille actuelle du tampon audio. Ceci est utile pour régler les paramètres de latence. Si le compteur augmente, augmentez la taille de votre tampon audio, diminuez le paramètre de fréquence d'échantillonnage ou modifiez le paramètre de la API sonore si disponible.

13.2 Bibliothèque

13.2.1 Changer de répertoires de musique

Vous pouvez manuellement ajouter, rediriger et retirer des répertoires musicaux de Mixxx dans *Préférences ‣ Bibliothèque*.

Ajouter un nouveau répertoire de musique Mixxx peut gérer plusieurs dossiers de bibliothèques musicales. Cliquez sur *Ajouter* pour naviguer jusqu'à un dossier dans lequel votre musique est stockée. Mixxx surveillera ce répertoire et ses sous-répertoires pour y détecter de nouveaux morceaux.

Si vous ajoutez un répertoire qui est déjà dans votre bibliothèque, ou que vous êtes en train de *rescanning your library*, l'opération est annulée.

Les répertoires peuvent aussi être ajoutés depuis l'élément *Computer* de la barre latérale dans la bibliothèque.

Rattacher un répertoire musical existant If an existing music directory is moved or renamed, Mixxx doesn't know where to find the audio files in it. The tracks will still show in library but they can't be loaded on decks and the tracks will become missing after the library is rescanned.

To relink the music directory, go to *Preferences ‣ Library*, click *Relink* to select the music directory in its new location. This will re-establish the links to the audio files in the Mixxx library.

Click *Library ‣ Rescan Library*, this will update the tracks and cause them to show up again in the library, check the location column in the library and you should see that it now points to the new music directory.

The playlists, crates, history and all track data like cue points, rating, comments etc. are preserved after relinking the library, the tracks are also not re-analyzed as the cached analysis is reused. You can confirm this by checking the *Key* and *BPM* columns to see if there is a key and BPM for every track.

Note: It is recommended to take a backup of your Mixxx configuration files before moving or renaming music directories used in Mixxx. The location of Mixxx configuration files vary based on the *operating system*:

- Windows: `%USERPROFILE%\Local Settings\Application Data\Mixxx\`

- macOS: `Library/Application Support/Mixxx`

- Linux: The configuration files are found in the `.mixxx` folder in your home directory.

Enlever un répertoire de musique Cliquez *Enlever*, et Mixxx ne surveillera plus les nouvelles pistes dans le dossier et ses sous-dossiers, et vous demandera ce que vous souhaitez faire des pistes contenues dans ces répertoires.

- Sélectionnez *Cacher les pistes* pour cacher toutes les pistes de ce répertoire et de ses sous-répertoires.

- Sélectionnez *Supprimer les métadonnées de la piste* pour supprimer définitivement de Mixxx toutes les métadonnées de ces pistes

- Sélectionnez *Ne pas Modifier les Pistes* pour laisser les pistes inchangées dans votre bibliothèque.

Cacher les pistes sauvegarde leur métadonnées au cas où vous les ré-ajouteriez plus tard.

Les métadonnées regroupent tous les détails de la piste (artiste, titre, nombre de lectures, etc…) ainsi que les grilles rythmiques, les repères rapides et les boucles. Ce choix n'affecte que la bibliothèque de Mixxx. Aucun fichier sur disque ne sera modifié ou supprimé.

Indication: Lorsque vous modifiez les répertoires de musique, il est recommandé de réanalyser votre bibliothèque à l'issue des modifications. Sélectionnez *Bibliothèque ‣ Réanalyser la bibliothèque* dans le menu.

13.3 Colors

13.3.1 Selecting Palettes and Default Colors

Track/Hotcue Palette It is possible to assign colors to tracks and *hotcues* to highlight them. Mixxx offers a selection of different palettes that you can choose colors from.

You can also make your own palette by clicking the *Edit* button next to the palette name. This will open a the *palette editor*.

Default Hotcue Color It is possible to either select a single color from the current hotcue palette that will be assigned to all newly created hotcue colors, or select the *By hotcue number* option. The latter will automatically assign a color from the palette to new hotcues based on the hotcue number.

13.3.2 Editing Palettes

The palette editor allows you add, modify, reorder and remove colors in a color palette and save it under a new name. You can also delete custom palettes.

To modify a color, double-click it to open the color picker window.

When editing the hotcue palette, the palette editor also allows assigning a specific default color to a hotcue number. This setting is honored when *Hotcue default color* is set to *By hotcue number*.

That makes it possible to assign just a few distinct colors to your hotcues automatically, but still have more colors available in the palette in case you want to override the color manually.

For example, if you have a color palette consisting of 4 colors, and you configure the palette to assign the first color to hotcue 1 and the third color to hotcue 2, then hotcue 1 will use the first color and hotcue 2 will be assigned the third color. The colors will repeat when setting a hotcue with a number greater than those used in the palette. In the example above, hotcue 3 will use the first color and hotcue 4 the second color, and so on.

You can also assign the same color to more than one hotcue. For example by separating the hotcue numbers with a comma ("2, 4, 7"), expressing a range of numbers ("1 - 3") or any combination of that ("6, 1 - 3, 7").

If no color in the palette has a hotcue number assigned to it, new hotcues will use the color at the same index from the palette (i.e. hotcue 1 will be assigned the first color in the palette, hotcue 2 uses the second color in the palette, etc.).

13.3.3 Replacing Hotcue Colors

Sometimes it's necessary to bulk replace colors of existing hotcues in your library. Instead of changing the color of every single hotcue manually, you can *Replace* to open the cue color replace dialog.

In addition to selecting the new color, you may set conditions that determine which hotcues the new color will be assigned to. If you tick both checkboxes, the new color will only applied if both conditions match.

13.4 Détection de battement

Mixxx utilise un détecteur de BPM et de battements ultra précis. Les ajustements manuels sont superflus dans de nombreux cas parce que Mixxx sait où sont les battements.

La détection du BPM et des battements est une opération complexe. En fonction de votre ordinateur, du débit binaire et de la durée de la piste, cela peut prendre du temps. Par défaut, Mixxx analyse la piste entière. Pour accélérer la détection des battements sur les ordinateurs plus lents, une option "Analyse Rapide" est disponible. Si elle est activée, le BPM est calculé en analysant la première minute de la piste. Dans la plupart des cas, ceci n'affecte pas négativement la détection des battements parce que la plupart de la musique dance d'aujourd'hui est composée dans une mesure en 4/4 avec un tempo fixe.

Le tableau ci-dessous résume les réglages de la détection de battements.
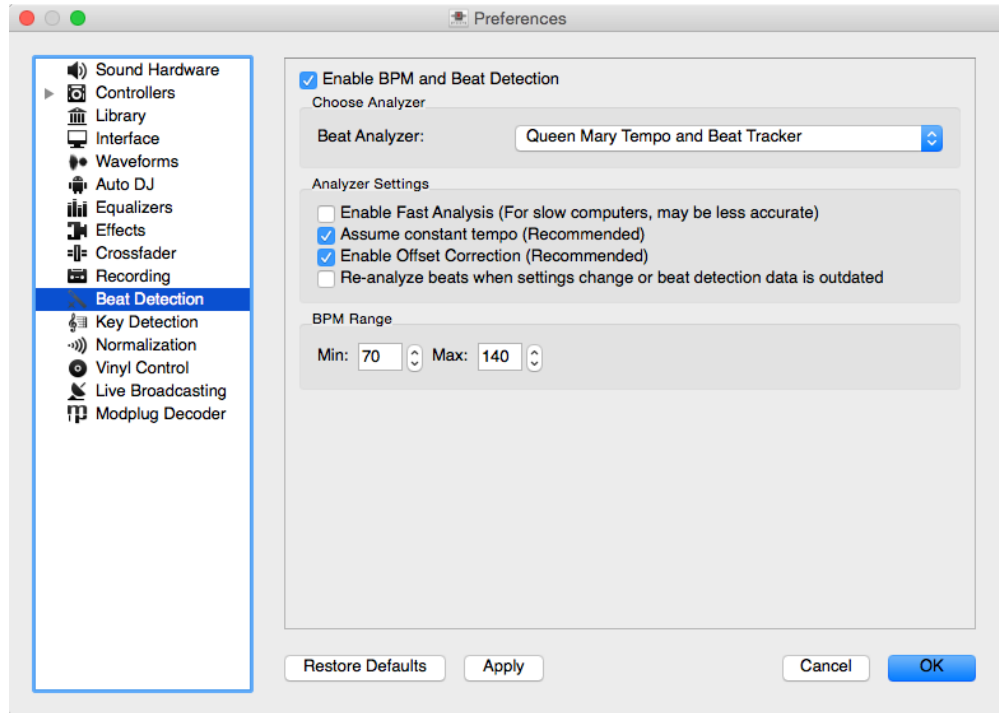
Figure2: Préférences de Mixxx - réglages du BPM

Option	Description
Activer l'Analyse Rapide	Si activé, le BPM sera détecté en utilisant seulement la première minute d'audio.
Supposer un tempo constant	Si activé, Mixxx présume que les distances entre les battements sont constants. Si désactivé, la grille rythmique brute obtenue par l'analyseur est présentée. Ceci est approprié pour les pistes avec un tempo variable.
Activer la correction du décalage	Empêche les marqueurs de battements d'être placés de façon incorrecte.
Re-analyser le rythme lors de changements de réglages ou quand les informations de détection rythmique sont anciennes	Si activé, Mixxx écrase les anciennes grilles rythmiques des versions antérieures. De plus, ceci ré-analysera le tempo si vos préférences de détection de battements ont changé ou si des données de tempo d'un programme tiers sont présentes.

13.4.1 Corriger les grilles rythmiques

Il peut y avoir des situations dans lesquelles la détection de tempo et de battements ne résulte pas dans une grille rythmique correcte.

Typiquement, le BPM détecté est correct, mais l'analyseur a échoué à détecter l'emplacement du premier battement. Par conséquent, les marqueurs de battements sont déplacés, c'est-à-dire que les marqueurs de battements sont à une distance fixe du vrai battement. Pour ajuster la grille rythmique, mettez un repère sur un vrai battement et cliquez sur le bouton *Ajuster la grille rythmique* dans *Boîte de boutons d'options de platine*.

Si le BPM détecté n'est pas précis, la grille rythmique correspondante sera aussi imprécise. Une déviation de 0.02 unités de BPM du BPM correct va causer des problèmes d'alignement de la grille rythmique sur les longues pistes (un club mix par exemple). Si ceci arrive, votre grille rythmique peut paraître alignée pendant les premières minutes mais vous remarquerez un léger décalage à mesure que la chanson avance. Trouver le BPM correct est facile dans beaucoup de cas - suivez simplement la remarque ci-dessous.

Note: Si la valeur détectée du BPM n'est pas assez précise mais très proche d'une valeur entière, essayez de régler manuellement le BPM sur cette valeur entière.

13.5 Détection de tonalité

Mixxx est livré avec un détecteur de tonaité musicale de haute précision pour vous aider à faire des mixages fluides en vous assurant que vos pistes sont musicalement compatibles.

13.5.1 Paramètres de l'analyseur

La détection de tonalité est une opération complexe. En fonction de votre ordinateur et du débit binaire de la piste et de sa durée, cela peut prendre du temps. Par défaut, Mixxx analyse la piste entière. Pour accélérer la détection de clé sur les ordinateurs plus lents, une option "Analyse Rapide" est disponible. Si elle est activée, la clé est calculée en analysant la première minute de la piste.
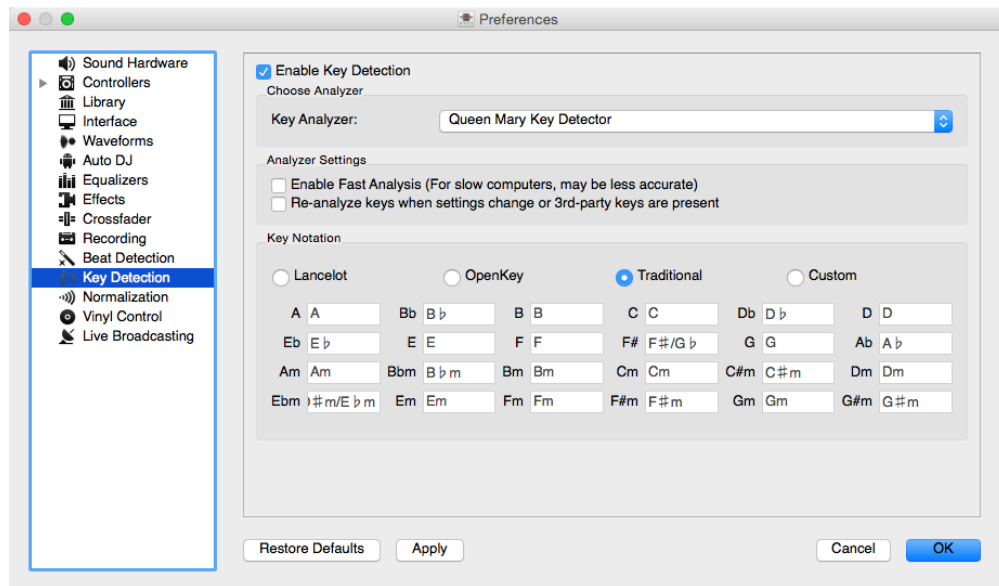
Figure3: Préférences de Mixxx - Réglages de détection de tonalité

Le tableau ci-dessous résume les réglages de détection de tonalité :

Option	Description
Activer l'Analyse Rapide	Si activé, la tonalité sera détectée en utilisant seulement la première minute d'audio.
Ré-analyser la tonalité quand les réglages changent ou quand les données de détection de tonalité ne sont plus à jour	Si activé, Mixxx ré-analysera les pistes si vous choisissez un greffon de détection de tonalité différent ou si la tonalité a été générée par un autre programme que Mixxx.
Notation de la tonalité	Change la façon dont la tonalité est affichée dans la bibliothèque.

13.6 Égaliseurs
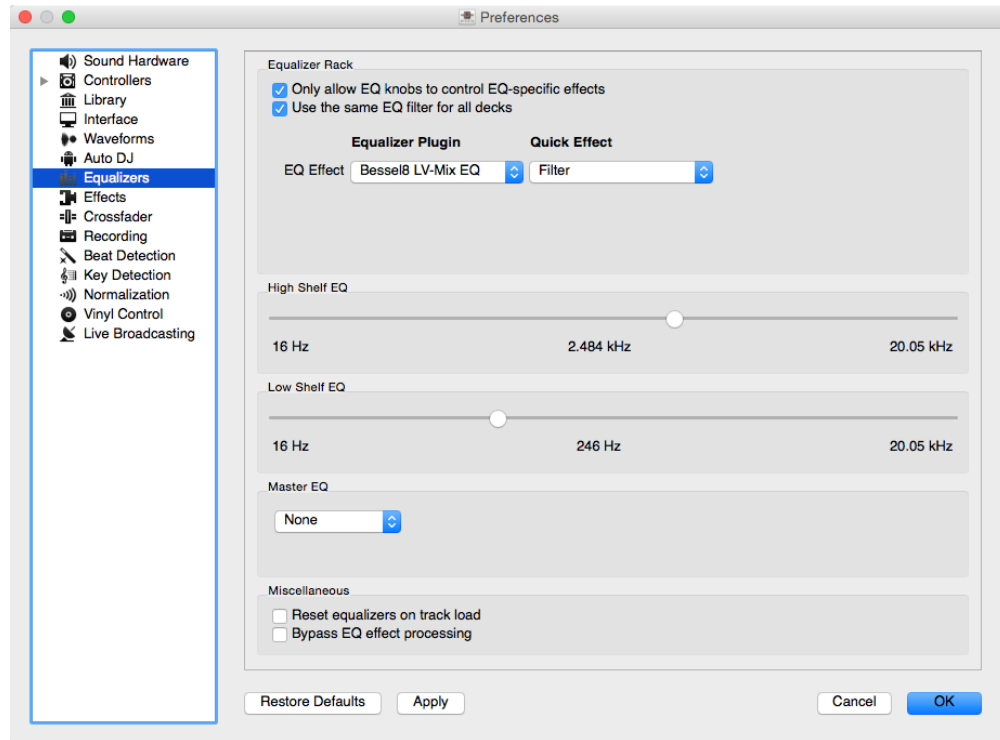
Figure4: Préférences d'égaliseur

Préférences -> Égaliseurs vous permet de configurer les égaliseurs.

- **Rack d'égalisation**: Le rack d'égalisation est un rack d'effets spéciaux qui est connecté aux commandes d'égalisation et de filtre de la platine.

  Dans cette section, vous pouvez sélectionner les égaliseurs et les effets rapides utilisés avec les platines.

- **Greffon d'égalisation**: Ici, vous pouvez sélectionner l'effet utilisé comme égaliseur de mixage dans chaque platine. Par défaut, seuls les égaliseurs intégrés sont affichés. Décocher *N'autorise les boutons d'EQ qu'à modifier les contrôles spécifiques à l'EQ* vous permet de sélectionner tout autre effet.

- **Effets rapides**: Ici, vous pouvez sélectionner l'effet contrôlé par le potentiomètre de filtre dédié dans chaque platine. Par défaut, seuls les effets de filtre intégrés sont sélectionnés pour toutes les platines, mais cela peut être modifié comme ci-dessus.

- **EQ à plateaux pour les Aiguës/Graves**: Ce curseur définit les fréquences de transition de l'égaliseur de mixage. Il contrôle la plage de fréquences affectée par les potentiomètres d'égalisation des canaux bas, moyens et hauts. Par défaut, le potentiomètre bas contrôle la plage des basses et des extrêmes basses jusqu'à 246 Hz. Le potentiomètre central contrôle la plage médiane jusqu'à 2,5 kHz. La gamme d'aigus restante est contrôlée par le potentiomètre haut.

- **EQ Principale**: cette section vous permet de configurer un égaliseur qui affecte la sortie principale.

13.6.1 Égaliseurs de mixage

Mixxx propose trois types d'égaliseurs de mixage avec une option de suppression complète. Ces égaliseurs sont des « isolateurs », adaptés des réseaux de transition analogiques. Chaque égaliseur est une combinaison d'un filtre haut, d'un filtre passe-bande et d'un filtre bas. Chaque type d'égaliseur a un son unique, alors essayez-les pour savoir lequel vous préférez.

Les égaliseurs Bessel avec Lipshitz et Vanderkooy Mix (LV-Mix) ne modifient pas le son et ne prennent aucun temps de traitement lorsque leurs potentiomètres sont en position centrale. Ils s'activent une fois que vous avez réglé un potentiomètre d'égalisation.

L'égaliseur Linkwitz-Riley, d'autre part, applique toujours un décalage de phase sonnant naturel et minimum au son. Leur temps de traitement ne change pas lorsque vous ajustez les potentiomètres EQ.

Le tableau suivant compare certains paramètres techniques:

Type	Coupure	atténuation	décalage de phase	bit pour bit	utilisation processeur
Bessel4 LV-Mix	doux	-24 db/Oct	linéaire	oui	faible
Bessel8 LV-Mix	moyen	-48 db/Oct	linéaire	oui	moyen
Linkwitz-Riley	tranchant	-48 db/Oct	minimum	non	haut

- coupure: la réponse en fréquence (forme de courbe) à la fréquence de croisement.

- atténuation: la raideur des bandes d'égalisation.

- phase linéaire: Pas de distorsion de phase, toutes les fréquences sont traitées avec le même retard de groupe.

- phase minimum: une distorsion de phase naturelle, le retard de groupe change en fonction de la fréquence.

- bit pour bit: si l'égaliseur laisse les échantillons originaux intacts lorsque l'égaliseur est à l'unité.

- Utilisation processeur: temps de traitement nécessaire pour calculer la sortie de l'égaliseur.

CHAPTER 14

Thèmes avancés

14.1 Ajout du support pour votre contrôleur MIDI/HID

Avec plusieurs dizaines de contrôleurs DJ pris en charge prêts à l'emploi, Mixxx vous offre un contrôle matériel complet pour vos mixages DJ, voir *Utiliser des contrôleurs MIDI/HID*.

Support for additional devices can be added to Mixxx by creating a new mapping file. This file tells Mixxx how to translate, or map, *MIDI*/*HID* messages from a controller into commands that Mixxx understands.

You can download and share custom controller mappings in the Mixxx User customizations forums.

For a list of controls that can be used in a controller mapping, see *Mixxx Controls*.

14.1.1 Assistant contrôleur

By far, the easiest way to create a new MIDI mapping is by using the Controller Wizard.

1. Branchez votre (ou vos) contrôleur(s) à votre ordinateur

2. Lancer Mixxx

3. Allez à *Preferences ‣ Controllers*

4. Choisissez votre appareil dans la liste des appareils disponibles sur la gauche, et le panneau de droite se mettra à jour

5. Activez la base à cocher *Enabled*

6. Cliquez sur *Learning Wizard* pour ouvrir la fenêtre de sélection

7. Cliquez sur n'importe quel contrôle de la *GUI* de Mixxx

8. A la place, vous pouvez cliquer sur le bouton *Choose Control* et en sélectionner un dans la liste

9. Appuyez sur *Learn* puis déplacez le contrôle ou pressez un bouton de votre contrôleur pour l'associer. Vous pouvez également déplacer un contrôle sans appuyer sur le bouton *Learn* si vous mémorisez plusieurs contrôles.
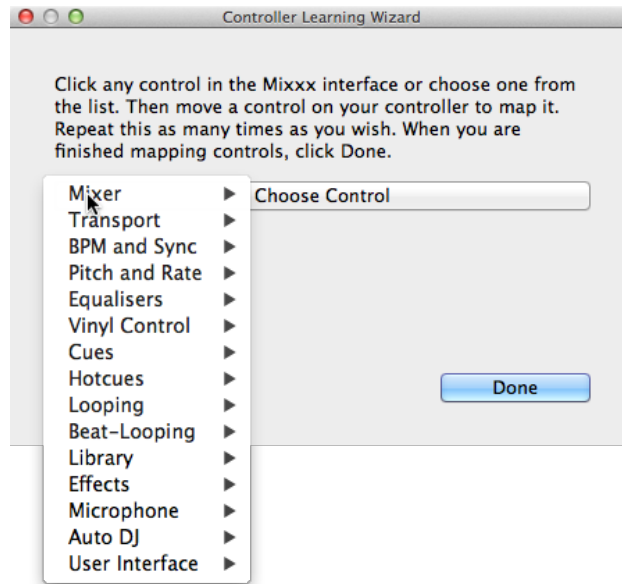
Figure1: Assistant de contrôleur de Mixxx - Assigner un bouton

10. Si vous mémorisez un bouton, ne le pressez qu'une fois. Si vous mémorisez un potentiomètre rond ou à glissière, essayez de le déplacer sur toute sa course.

11. Dès que Mixxx détecte le contrôle, vous pouvez cliquer sur *Learn Another* ou cliquer sur un autre bouton dans la *GUI* de Mixxx pour mémoriser un autre contrôle.

12. Lorsque vous avez terminé de mémoriser les contrôles, cliquez sur *Done*

Il existe également des options avancées dans l'assistant MIDI que vous pourriez avoir envie d'utiliser :

- Prise en compte progressive : Utiliser cette option sur les potentiomètres ou curseurs pour éviter des sauts de valeurs brusques lorsque le potentiomètre de la *GUI* n'a pas la même valeur que le potentiomètre physique. Si vous sélectionnez cette option, vous ne pourrez pas aussi facilement effectuer des transition très rapides. (Valeur recommandée : éteint)

- Inverser: utilisez cette option pour les contrôles que vous souhaitez inverser par rapport à la façon dont ils ont été détectés.

- Mode interrupteur : Utilisez cette option pour les contrôleurs ayant des contrôles qui agissent comme des interrupteurs et émettent une valeur lors du premier appui et une autre valeur au second appui. (Par exemple, un bouton poussoir, ou un bouton qui s'allume au premier appui et s'éteind au second).

- Roulette : Utilisez ceci pour les contrôles qui n'ont pas de début et de fin, mais peuvent tourner à l'infini.

The Controller wizard saves the new mapping to the following file paths:

- Linux: `/home/<username>/.mixxx/controllers`

- macOS: `/Users/<username>/Library/Containers/org.mixxx.mixxx/Data/Library/ Application Support/Mixxx/controllers`

- Windows: `%LOCALAPPDATA%\Mixxx\controllers`

You can then modify the XML file it creates (or any of the ones that ship with Mixxx) if you'd like to fine-tune it or add more mappings. For more information, go to https://github.com/mixxxdj/mixxx/wiki/ MIDI-Controller-Mapping-File-Format.

L'assistant contrôleur ne fonctionne qu'avec des appareils *MIDI*. Pour le moment, vous ne pouvez pas mémoriser des touches alternatives (majuscules) ni des plateaux rotatifs. Utilisez le *MIDI Scripting* à la place.

14.1.2 Scriptage MIDI

Afin de prendre en charge les fonctionnalités avancées de nombreux contrôleurs *MIDI*/*HID*, Mixxx propose le Scriptage MIDI.

Ceci permet aux contrôles MIDI d'être assignés à des fonctions QtScript (aka Javascript/EMCAScript) enregistrées dans des fichiers de bibliothèques de fonctions, libérant Mixxx d'une idéologie d'affectation MIDI un-par-un. Ces fonctions créées par les utilisateurs peuvent ensuite faire tout ce qui est désiré avec les évènements MIDI, comme affecter un seul bouton de contrôle à deux propriétés Mixxx ou plus ("contrôles"), ajuster les valeurs de contrôle entrantes pour mieux fonctionner sur Mixxx (scratching), afficher une séquence LED complexe, ou même envoyer des messages à des afficheurs de texte sur le contrôleur.

For more information, go to https://github.com/mixxxdj/mixxx/wiki/Midi-Scripting and https://github.com/mixxxdj/mixxx/wiki/hid_mapping_format.

14.2 Créer une configuration clavier personnalisée

Les *configurations clavier par défaut* sont définis dans un fichier texte qui se trouve à l'emplacement suivant:

- Linux: `/usr/local/share/mixxx/keyboard/en_US.kbd.cfg`
- macOS: `/Applications/Mixxx.app/Contents/Resources/keyboard/en_US.kbd.cfg`
- Windows: `<Mixxx installation directory>\keyboard\en_US.kbd.cfg`

En fonction du réglage de la langue de votre système, Mixxx pourrait utiliser un fichier différent par défaut, par exemple `fr_FR.kbd.cfg` pour le français ou `de_DE.kbd.cfg` pour l'allemand.

Il n'est pas recommandé de modifier le fichier de configuration du clavier pour tout le système parce que vos changements peuvent être perdus si vous désinstallez ou mettez à jour Mixxx. Copiez plutôt le fichier de configuration par défaut vers l'emplacement suivant:

- Linux: `~/.mixxx/Custom.kbd.cfg`
- macOS: `~/Library/Containers/org.mixxx.mixxx/Data/Library/Application Support/Mixxx/Custom.kbd.cfg`
- Windows: `%LOCALAPPDATA%\Mixxx\Custom.kbd.cfg`

Puis éditer ce fichier et enregistrer les modifications. Au prochain démarrage, Mixxx vérifiera si `Custom.kbd.cfg` est présent et chargera ce fichier au lieu du fichier de configuration par défaut. Ceci a l'avantage de pouvoir revenir à la configuration par défaut à tout moment, en supprimant `Custom.kbd.cfg`.

For a list of controls that can be used in a keyboard mapping, see *Mixxx Controls*.

Vous pouvez télécharger et partager des configurations clavier personnalisées dans le forum Mixxx User customizations.

14.3 Effets supplémentaires via le mode table de mixage externe

Mixxx est livré avec un ensemble de *native effects*. De plus, en utilisant le *external mixer mode* vous pouvez router chaque platine directement vers des hôtes d'effets tiers.

Les exemples suivants n'ont pour but que d'encourager l'expérimentation, et ne sont pas des guides exhaustifs.

14.3.1 Effets via AU Lab sous MacOS
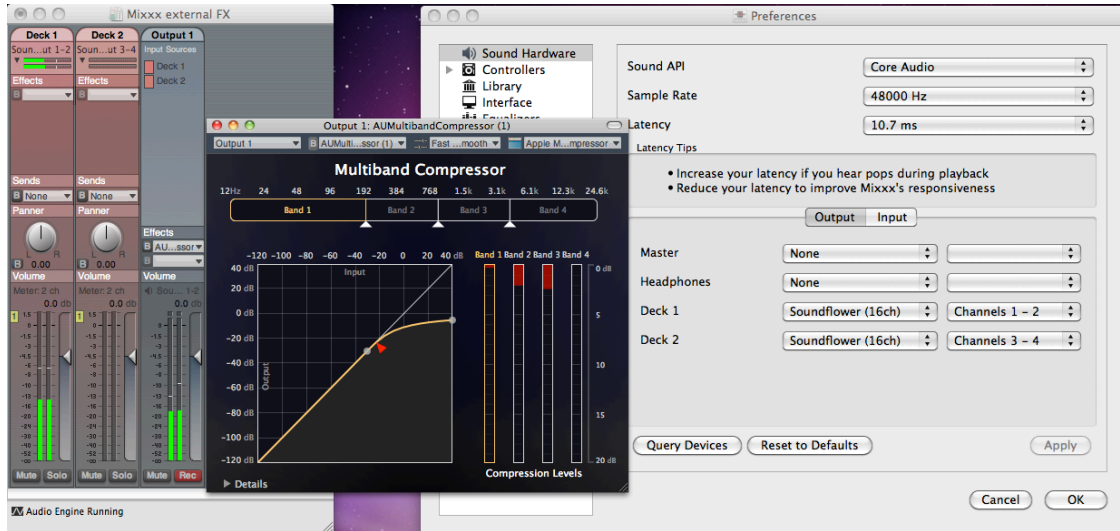
Figure2: Le routage d'AU Lab pour les effets externes sous MacOS

Sous MacOS, il existe un moyen simple et gratuit permettant à Mixxx d'accéder à votre collection de plugins AU/VST/MAS installés sur votre machine.

- Install the free SoundflowerBed, a system extension for inter-application audio routing.
- Install the free digital audio mixing application AU Lab.

Indication: macOS 10.15 (Catalina) introduit des restrictions supplémentaires sur l'exécution de logiciels non Apple. Assurez-vous d'accorder l'autorisation dans *Préférences Système -> Sécurité et confidentialité -> Microphone -> AU Lab*.

Alternatively, try Blackhole, a modern virtual audio driver that allows applications to pass audio to other applications with zero additional *latency*, and Hosting AU, a free micro-sized *DAW* that hosts Audio Unit instruments and effect plugins.

Dans Mixxx

- Allez à *Préférences ▸ Matériel Audio▸ Sortie*
- Pour la *Platine 1*, sélectionnez le périphérique *Soundflower 16* avec *Canal 1-2*
- Pour la *Platine 2*, sélectionnez le périphérique *Soundflower 16* avec *Canal 3-4*
- Cliquez le bouton *Appliquer*

Dans AU Lab

- Cliquez le bouton + pour créer une nouvelle configuration
- Ajoutez 2 pistes d'entrée stéréo dans l'onglet *Entrée Audio*

- Ajoutez 2 pistes de sortie stéréo dans l'onglet *Sortie Audio*
- Cliquez *OK*
- Changez le périphérique d'entrée audio en *Soundflower 16*
- Changez le périphérique de sortie audio par exemple en *Sortie Intégrée*
- Cliquez *Créer le document*
- In the *Output 1* channel, select an effect from the drop-down menu, for example *Apple ‣ AUCompressor*

L'effet devrait dorénavant réagir si vous jouez une piste dans Mixxx.

14.3.2 Effets via JACK Rack sous GNU/Linux
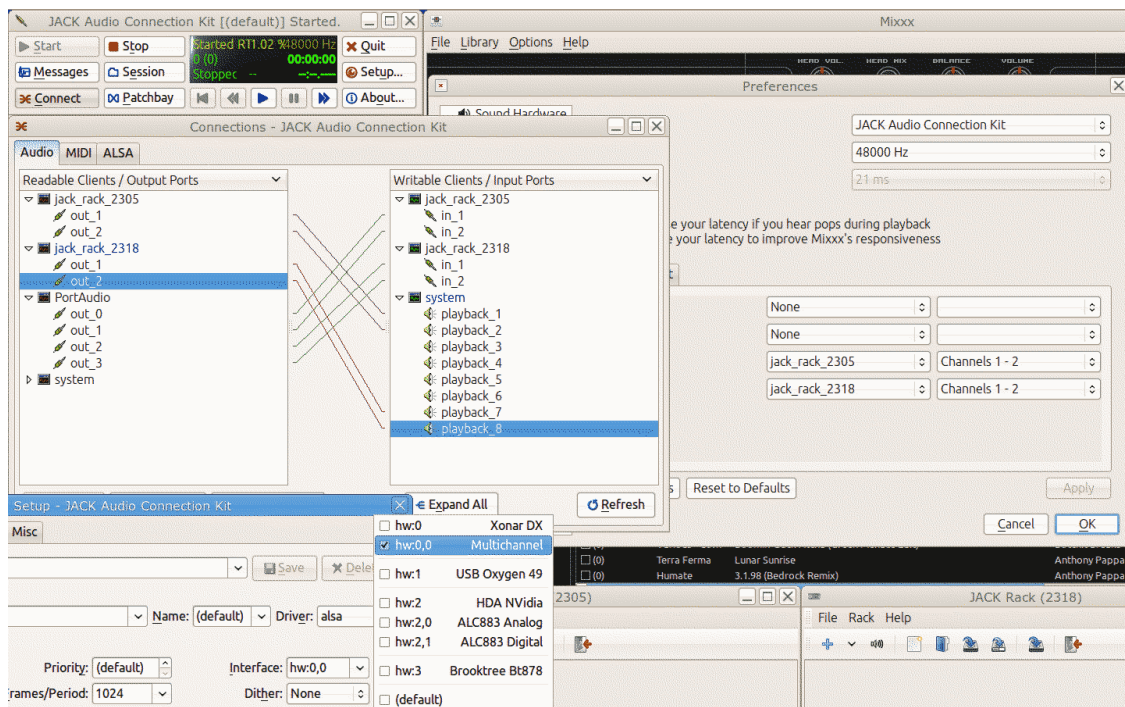
Figure3: Le routage JACK des effets externes sous GNU/Linux

Utilisez Jack pour router directement chaque platine vers un rack d'effets JACK Rack. Pour plus de contrôle, vous pouvez utiliser Ardour (ou un autre *DAW*) à l'aide d'envois auxiliaires pour les effets. Ceci donne accès pour Mixxx à une large collection de greffons *LADSPA*.

Assurez vous que la bonne interface audio multi-canaux est sélectionnée dans JACK (les paramètres de JACK apparaissent en bas à gauche). Notez que Mixxx nomme potentiellement ses ports JACK en *Portaudio*.

14.4 Supprimer votre bibliothèque

Le fichier de bibliothèque est enregistré aux emplacements suivants en fonction de votre *système d'exploitation*:

Windows La bibliothèque Mixxx est enregistrée dans le dossier `%USERPROFILE%\Local Settings\ Application Data\Mixxx\` . Pour supprimer votre bibliothèque sous Windows, supprimez le fichier `mixxxdb.sqlite` dans ce dossier.

macOS La bibliothèque Mixxx est enregistrée dans le dossier `Library/Application Support/Mixxx` dans votre répertoire personnel. Pour supprimer votre bibliothèque sous MacOS, entrez la commande suivante dans un terminal:

```
rm ~/Library/Application\ Support/Mixxx/mixxxdb.sqlite
```

GNU/Linux La bibliothèque Mixxx est enregistrée dans le dossier `.mixxx` de votre répertoire personnel. Pour supprimer votre bibliothèque sous GNU/Linux, entrez la commande suivante dans un terminal :

```
rm ~/.mixxx/mixxxdb.sqlite
```

Avertissement: Supprimer votre bibliothèque vous fera perdre également toutes vos métadonnées. Ceci comprend les repères, boucles, commentaires, notes et toutes métadonnées relatives à la bibliothèque. Ne la supprimez que si vous êtes sûr de pouvoir vous en passer.

Contribuer au projet

Mixxx est un projet communautaire impliquant de nombreux DJ de part le monde. Sans les contributions de ces DJ, Mixxx n'existerait pas, et nous recherchons constamment de nouveaux contributeurs.

Nous voulons faire en sorte qu'il soit le plus facile possible de participer au développement de Mixxx. Premièrement, pour clarifier les choses, **vous n'avez pas besoin d'être programmeur pour participer**.

15.1 Comme non-développeur

- Faites un don à Mixxx en utilisant Paypal pour aider au soutien et améliorer le développement.

- Make skins

- Make MIDI mappings for your controller

- Signalez les bugs

- Update our Wiki to make sure the information on it is up to date.

- Traduisez Mixxx en utilisant Transifex

- Répondez aux questions du `Forum Dépannage<https://mixxx.org/forums/viewforum.php?f=3>`_ et de la page de réponses de Launchpad

- Aidez à la promotion de Mixxx : si vous avez un blog, écrivez un article sur Mixxx. Partagez les annonces lors de la sortie d'une nouvelle version. Toute exposition sur le web ou imprimée aide notre projet à grandir et est très appréciée.

- Envoyez nous des photos de vous utilisant Mixxx à un concert !

15.2 En tant de développeur

- Vous n'avez pas besoin de connaître le C++. Il y a des développeurs qui sont entré dans Mixxx en apprenant le C++ en chemin.

- Souscrivez à notre liste de diffusion : [mixxx-devel](#)

- Rejoignez notre [Chat Zulip](#).

- Donnez nous vos idées ! Envoyez nous un mail, parlez-nous sur *[Zulip](#)*, créez des listes de souhaits *[bugs](#)*, ou postez sur les forums.

- Register an account on our development platform [Github](#) and fork our code. See [Using Git for Mixxx Development](#)

- Rejoignez l'"[équipe de développement de Mixxx](#) sur Launchpad.

- Familiarisez-vous avec le code. Prenez un bug de la [liste des bugs faciles](#)

- Trouvez de l'aide pour corriger le bug sur *[Zulip](#)*, échangez avec nous sur la meilleure façon de le faire.

Contribuer à Mixxx en 3 étapes simples :

1. Prenez un bug sur la [Liste des Bugs Faciles](#)

2. Échanger avec nous sur *[Zulip](#)* sur la manière de le résoudre.

3. Corrigez le ! *C'est fait !* Votre nom sera désormais sur la [liste des contributeurs de Mixxx](#).

Annexe

16.1 Keyboard mapping table

Shortcuts let you work more efficiently. This table lists the default keyboard shortcuts for accessing Mixxx with an English keyboard layout. Depending on your language settings the defaults may be different.

Mixer		
Crossfade Left	G	
Crossfade Right	H	
Small Crossfade Left	Shift + G	
Small Crossfade Right	Shift + H	
Microphone Talkover	`	
	Deck 1	**Deck 2**
Activate/Disable Effects Unit	5	0
Headphone Cue (Pre-fader listen)	T	Y
Bass Kill	B	N

Playback	Deck 1	Deck 2
Load selected track to deck	`Shift + ←`	`Shift + →`
Unload track from deck	`Alt + Shift + ←`	`Alt + Shift + →`
Playback	`D`	`L`
Seek Backwards	`A`	`J`
Reverse Playback	`Shift + A`	`Shift + J`
Seek Forwards	`S`	`K`
Tempo Adjust Down	`F1`	`F5`
Tempo Adjust Up	`F2`	`F6`
Small Tempo Adjust Down	`Shift + F1`	`Shift + F5`
Small Tempo Adjust Up	`Shift + F2`	`Shift + F6`
Temporary Tempo Adjust Down	`F3`	`F7`
Temporary Tempo Adjust Up	`F4`	`F8`
Small Temporary Tempo Adjust Down	`Shift + F3`	`Shift + F7`
Small Temporary Tempo Adjust Up	`Shift + F4`	`Shift + F8`
Tempo (BPM) Sync	`1`	`6`
BPM Tap Tempo Adjust	`Shift + !`	`Shift + ^`

Cue and Loop	Deck 1	Deck 2
Set Cuepoint	`Shift + D`	`Shift + L`
Cue	`F`	`;`
Cue Go-to-and-stop	`Shift + F`	`Shift + :`
Activate 4 Beat Loop	`Q`	`U`
Halve Beat Loop Size	`W`	`I`
Double Beat Loop Size	`E`	`O`
Set Loop In Point	`2`	`7`
Set Loop Out Point (Activates Loop)	`3`	`8`
Toggle Loop On/Off	`4`	`9`
Set Hot cue 1	`Z`	`M`
Set Hot cue 2	`X`	`,`
Set Hot cue 3	`C`	`.`
Set Hot cue 4	`V`	`/`
Clear Hot cue 1	`Shift + Z`	`Shift + M`
Clear Hot cue 2	`Shift + X`	`Shift + <`
Clear Hot cue 3	`Shift + C`	`Shift + >`
Clear Hot cue 4	`Shift + V`	`Shift + ?`

Vinyl Control	Deck 1	Deck 2
Passthrough	`Ctrl + J`	`Ctrl + K`
Vinylcontrol Mode	`Ctrl + Shift + Y`	`Ctrl + Shift + U`
Vinylcontrol Cueing	`Ctrl + Alt + Y`	`Ctrl + Alt + U`
Single Deck Toggle / Swap Decks	`Ctrl + T`	

Library		
Maximize the library view	`Space`	
Load selected track to deck	`Shift + ←` (Deck 1)	`Shift + →` (Deck 2)
Select all files in current list	`Ctrl + A`	
Select group of files in current list	Click first item, hold `Shift` key, click last item	
Focus search bar	`Ctrl + F`	
Clear search input	`Ctrl + Back`	
Exit search and leave focus	`ESC`	

Preview Deck	
Load Selected Track And Play	`Alt + Return`
Start/Stop	`Return`
Seek Backwards	`Alt + ←`
Seek Forwards	`Alt + →`

Auto DJ	
Shuffle Auto DJ playlist	`Shift + F9`
Skip next track in Auto DJ	`Shift + F10`
Fade to next track in Auto DJ	`Shift + F11`
Toggle Auto DJ on/Off	`Shift + F12`

Voir aussi:

Mixxx allows you to customize the keyboard shortcuts. For more information, and to download a keyboard mapping image, go to *Utiliser un clavier*.

16.2 Application shortcuts

Use these shortcuts to access features available in the menu on top of the application window.

Function	Key
File menu	
Load Track to Deck 1	`Ctrl + O`
Load Track to Deck 2	`Ctrl + Shift + O`
Library menu	
Add new Playlist	`Ctrl + N`
Add new Crate	`Ctrl + Shift + N`
View menu	
Show Skin Settings Menu	`Ctrl + 1`
Show Microphone Section	`Ctrl + 2`
Show Vinyl Control Section	`Ctrl + 3`
Show Preview Deck	`Ctrl + 4`
Show Cover Art	`Ctrl + 6`
Maximize Library	`Space`
Full Screen (Windows & Linux)	`F11`
Full Screen (macOS)	`Shift + Command + F`
Options menu	

Table 1 – suite de la page précédente

Function	Key
Enable Vinyl Control 1	`Ctrl + T`
Enable Vinyl Control 2	`Ctrl + Y`
Enable Vinyl Control 3	`Ctrl + U`
Enable Vinyl Control 4	`Ctrl + I`
Enable Live Broadcasting	`Ctrl + L`
Record Mix	`Ctrl + R`
Enable Keyboard Shortcuts	`Ctrl + ` `
Open Preferences (Windows & Linux)	`Ctrl + P`
Open Preferences (macOS)	`Ctrl + ,`
Exit Mixxx	`Ctrl + Q`
Developer menu	
Reload skin	`Ctrl + Shift + R`
Developer Tools	`Ctrl + Shift + T`
Stats: Base Bucket	`Ctrl + Shift + B`
Stats: Experiment Bucket	`Ctrl + Shift + E`
Debugger Enabled	`Ctrl + Shift + D`

Indication: The `Ctrl` key on Windows & Linux is equivalent to the `Command` key on macOS. The `Alt` key on Windows & Linux is equivalent to the `Option` key on macOS. Application shortcuts are not customizable.

Note: The Developer menu is available if Mixxx is started using the *Launching Mixxx from the Command Line*.

16.3 Launching Mixxx from the Command Line

To launch Mixxx using the command line:

Windows Locate the folder where Mixxx is installed and copy the file path. You can also obtain the file path by right clicking on the Mixxx icon and then choosing "Properties". Copy the path and paste it in terminal and add `\mixxx` at the end - everything should be inside quotes. Press Enter. The entire command will look like this

```
"C:\Program Files\Mixxx\mixxx"
```

macOS Similarly, for macOS, the command will be

```
/Applications/Mixxx.app/Contents/MacOS/mixxx
```

GNU/ Linux If Mixxx is in your system's search path (`$PATH`), you can just type

```
mixxx
```

16.3.1 Command line options

Mixxx is designed to be as user-friendly as possible. As such, its command line options are only useful for development or debugging, as they make these tasks easier. Command line options are case-sensitive.

To launch Mixxx with any of these command line options, simply append the option to the base command for your operating system. For example, to launch Mixxx in developer mode on Windows, type this in terminal

```
"C:\Program Files\Mixxx\mixxx" --developer
```

In addition to these options, it is possible to specify one or more music file(s) on the command line. These will be loaded at start-up. Each file you specify will be loaded into the next virtual deck. For a list of supported file types, go to *Formats de fichiers compatibles*.

--resourcePath PATH Top-level directory where Mixxx will look for its resource files such as MIDI mappings, overriding the default installation location.

--pluginPath PATH Top-level directory where Mixxx will look for sound source plugins in addition to default locations.

--settingsPath PATH Top-level directory where Mixxx will look for user settings files such as the library database and preferences configuration file.

--controllerDebug Log all controller data Mixxx sends and receives as well as scripts it loads.

--developer Enable developer mode. Includes extra logs, stats on performance and the Developer tools menu as well as tooltips and logs useful for skin developers.

--safeMode Disable OpenGL widgets (scrolling waveforms, spinnies) to work around GPU driver bugs. If Mixxx is crashing on startup, try using this.

- Automatically loads empty waveforms
- Disables spinning vinyl widgets
- Disables synchronization polling
- Doesn't open controllers by default

--locale LOCALE Use a custom locale for loading translations (e.g `fr`)

-f, --fullScreen Start Mixxx in full-screen mode.

--logLevel LEVEL Set the verbosity of command line logging.

Value	Meaning
`critical`	Critical/Fatal only
`warning`	Above + Warnings
`info`	Above + Informational messages
`debug`	Above + Debug/Developer messages
`trace`	Above + Profiling messages

--logFlushLevel LEVEL Set the logging level at which the log buffer is flushed to `mixxx.log`. `LEVEL` is one of the values defined at `--logLevel` above.

--debugAssertBreak Breaks (`SIGINT`) Mixxx if a `DEBUG_ASSERT` evaluates to false. A debugger can then be used to continue. This disables the `MIXXX_DEBUG_ASSERTIONS_FATAL` flag which can otherwise lead to a time consuming full rebuild.

-h, --help Display this help message and exit

16.4 Developer tools

To start Mixxx in Developer mode from a custom resource directory with *MIDI* and *HID* logging enabled, type the following line into the terminal and hit return:

```
./mixxx --controllerDebug --developer --resourcePath res
```

16.4.1 Experiment modes for rapid development and testing

- Adds a static Experiment class with a tri-state mode flag that indicates whether the experiment mode is OFF, BASE, or EXPERIMENT.

- Adds *Developer ‣ Stats:Experiment Bucket* and *Developer ‣ Stats:Base Bucket*. Each one toggles between OFF and BASE/EXPERIMENT so you can choose exactly what time spans you would like to collect in your base and experiment buckets.

- Updates StatsManager to segment collected stats into a base and experiment bucket. This allows you to quickly measure the difference a code change has on relevant counters / timers within the same execution of Mixxx.

This is useful for quickly enabling and disabling a code change without a re-compile/re-run cycle to get an anecdotal sense of how it « feels » as well as a quantified sense of how it differs in terms of stats Mixxx collects.

All stats collected via the usual Counter/Timer/ScopedTimer/etc. tools are segmented into a BASE STATS and EXPER-IMENT STATS section printed to the log on exit.

16.5 Mixxx Controls

Nearly every knob, button, or fader you see in Mixxx's interface is controllable via Mixxx's « control » system. The control system allows skins, *MIDI* controllers, *HID* controllers and keyboards to control Mixxx via a single interface.

A control is identified by a « group » (which is used for grouping associated controls) and a « key » (the name of the individual control).

For example, the volume fader for Deck 1 is identified by the group `[Channel1]` and key `volume`. Similarly, the volume fader for Sampler 1 is identified by the group `[Sampler1]` and key `volume`.

The group is used to collect all the controls that affect one component of Mixxx into one collection. Some groups have a high overlap of controls in common (e.g. samplers, decks, and the preview deck all share the same control keys).

In addition to controlling Mixxx, the control system can be used to inspect Mixxx's state. For example, the sample rate of the track loaded in Deck 1 can be accessed via the `[Channel1],track_samplerate` control. You can read the `[Channel3],play` control to determine whether Deck 3 is playing.

The default value range is 0.0 to 1.0, unless otherwise noted. Binary means that it is either "ON" (non-zero) or "OFF" (zero).

Indication: Discovering Controls used in Skins

You can view the control connected to any part of a skin by running Mixxx with the `--developer` command line option and hovering your mouse cursor over part of the skin. If no tooltip appears, enable tooltips for the Library and Skin in *Options ‣ Preferences ‣ Interface*.

Indication: Changing any control from the GUI in Developer Mode

---

When running Mixxx in Developer Mode (with the `--developer` command line option), you can view and manually set the state of any control in Mixxx by going to *Developer ▸ Developer Tools*.

Voir aussi:

See controlindex for a full list.

16.5.1 ControlPotMeter controls

The following extensions add some features to `ControlPotMeter` controls (volume, *crossfader*, …). Use in conjunction with `[ChannelN]`, `[SamplerN]`, `[Master]`, … groups.

Control Suffix	Description, example
`_up`	Increases the value, e.g. `[ChannelN],rate_perm_up` sets the speed one step higher (4 % default)
`_down`	Decreases the value, sets the speed one step lower (4 % default)
`_up_small`	Increases the value by smaller step, sets the speed one small step higher (1 % default)
`_down_small`	Decreases the value by smaller step, sets the speed one small step lower (1 % default)
`_set_one`	Sets the value to 1.0, sets the channel volume to full
`_set_minus_one`	Sets the value to -1.0, sets the channel volume to zero
`_set_default`	Input: sets the control to its default, return to default waveform zoom level
`_set_default`	Output: set to 1.0 if the control is at its default, light up the pitch fader center indicator
`_set_zero`	Sets the value to 0.0, put the crossfader in the middle again
`_toggle`	Sets the value to 0.0 if the value was > 0.0, and to 1.0 if the value was 0.0, will cut off/on a track while you're playing
`_minus_toggle`	Sets the value to -1.0 if the value was > -1.0, and to 1.0 if the value was -1.0, can tilt the crossfader from left to right

These controls can be used in JavaScript files like this:

```
// This won't work:
engine.setValue(group, "pitch_up_small", 1.0);

// Use this instead:
script.triggerControl(group, "pitch_up_small", 50);
```

To use `*_toggle` the respective shortcut for scripts is:

```
script.toggleControl(group, "keylock_toggle", 100);
```

16.5.2 The `[Master]` group

The `[Master]` group generally corresponds to controls that affect the mixing engine. This will bear some similarity to what you will find on a DJ mixer (e.g. *crossfader* controls, headphone cueing controls, etc.).

`[Master]audio_latency_usage`
> Reflects fraction of *latency*, given by the audio buffer size, spend for audio processing inside Mixxx. At value near 25 % there is a high risk of buffer underflows
>
> This is a *ControlPotMeter control*.
>
>> **Range** 0 .. 25 %
>>
>> **Feedback** latency meter

Nouveau dans la version 2.0.0.

[Master]audio_latency_overload
Indicates a buffer under or over-flow. Resets after 500 ms

This is a *ControlPotMeter control*.

> **Range** binary
>
> **Feedback** Overload indicator

Nouveau dans la version 2.0.0.

[Master]audio_latency_overload_count
Counts buffer over and under-flows. Max one per 500 ms

> **Range** 0 .. n
>
> **Feedback** Counter in hardware preferences

Nouveau dans la version 2.0.0.

[Master]balance
Adjusts the left/right channel balance on the Master output.

This is a *ControlPotMeter control*.

> **Range** -1.0..1.0
>
> **Feedback** Center Balance knob

[Master]booth_enabled
Indicates whether a Booth output is configured in the *Sound Hardware Preferences*.

> **Range** binary
>
> **Feedback** Booth gain knob shown or hidden

Nouveau dans la version 2.1.0.

[Master]booth_gain
Adjusts the gain of the Booth output.

This is a *ControlPotMeter control*.

> **Range** 0.0…1.0…5.0
>
> **Feedback** Booth gain knob

Nouveau dans la version 2.1.0.

[Master]crossfader
Adjusts the *crossfader* between players/decks (-1.0 is all the way left).

This is a *ControlPotMeter control*.

> **Range** -1.0..1.0
>
> **Feedback** Crossfader slider

[Master]crossfader_down
Moves the *crossfader* left by 1/10th.

> **Range** binary
>
> **Feedback** Crossfader slider

[Master]crossfader_down_small
Moves the *crossfader* left by 1/100th.

> > **Range** binary
>
> > **Feedback** Crossfader slider

> Nouveau dans la version 1.10.0.

[Master]crossfader_up
Moves the *crossfader* right by 1/10th.

> > **Range** binary
>
> > **Feedback** Crossfader slider

[Master]crossfader_up_small
Moves the *crossfader* right by 1/100th.

> > **Range** binary
>
> > **Feedback** Crossfader slider

> Nouveau dans la version 1.10.0.

[Master]duckStrength
Microphone ducking strength

> This is a *ControlPotMeter control*.

> > **Range** 0.0..1.0
>
> > **Feedback** Strength knob

> Nouveau dans la version 2.0.0.

[Master]enabled
Indicator that the master mix is processed.

> > **Range** binary
>
> > **Feedback** None

> Nouveau dans la version 2.0.0.

[Master]gain
Adjusts the gain for the master output as well as recording and broadcasting signal.

> This is a *ControlPotMeter control*.

> > **Range** 0.0..1.0..5.0
>
> > **Feedback** Master volume knob

> Nouveau dans la version 2.0.0.

[Master]headEnabled
Indicator that the headphone mix is processed.

> > **Range** binary
>
> > **Feedback** None

> Nouveau dans la version 2.0.0.

[Master]headGain
Adjusts the headphone output gain.

> This is a *ControlPotMeter control*.

> > **Range** 0.0..1.0..5.0

Feedback Headphone volume knob

Nouveau dans la version 2.0.0.

`[Master]headMix`
Adjusts the cue/main mix in the headphone output.

This is a *ControlPotMeter control*.

> **Range** default

> **Feedback** Pre/Main knob

`[Master]headSplit`
Splits headphone stereo cueing into right (master mono) and left (*PFL* mono).

> **Range** binary

> **Feedback** Split Cue button

Nouveau dans la version 2.0.0.

`[Master]latency`
Latency setting (sound buffer size) in milliseconds (default 64).

> **Range** >=0 (absolute value)

> **Feedback** Latency slider in the prefs

`[Master]maximize_library`
Toggle maximized view of library.

> **Range** binary

> **Feedback** Toggle maximized view of library

Nouveau dans la version 2.0.0.

`[Master]num_decks`
The number of decks currently enabled.

> **Range** integer

> **Feedback** None

Nouveau dans la version 1.9.0.

`[Master]num_effectsavailable`
The number of available effects that can be selected in an effect slot.

> **Range** integer, read-only

> **Feedback** None

Nouveau dans la version 2.1.0.

`[Master]num_samplers`
The number of samplers currently enabled.

> **Range** integer

> **Feedback** None

Nouveau dans la version 1.9.0.

`[Master]num_preview_decks`
The number of preview decks currently enabled.

> **Range** integer

Feedback None

Nouveau dans la version 1.11.0.

[Master]PeakIndicator
Indicates when the signal is clipping (too loud for the hardware and is being distorted) (composite).

This is a *ControlPotMeter control*.

    Range binary

    Feedback Clip light (mono)

[Master]PeakIndicatorL
Indicates when the signal is clipping (too loud for the hardware and is being distorted) for the left channel.

This is a *ControlPotMeter control*.

    Range binary

    Feedback Clip light (left)

[Master]PeakIndicatorR
Indicates when the signal is clipping (too loud for the hardware and is being distorted) for the right channel.

This is a *ControlPotMeter control*.

    Range binary

    Feedback Clip light (right)

[Master]samplerate
The current output sample rate (default: 44100 Hz).

    Range absolute value (in Hz)

    Feedback None

[Master]talkoverDucking
Toggle microphone ducking mode (OFF, AUTO, MANUAL)

    Range FIXME

    Feedback Ducking mode button

Nouveau dans la version 2.0.0.

[Master]VuMeter
Outputs the current instantaneous master volume (composite).

This is a *ControlPotMeter control*.

    Range default

    Feedback Master meter (mono)

[Master]VuMeterL
Outputs the current instantaneous master volume for the left channel.

This is a *ControlPotMeter control*.

    Range default

    Feedback Master meter L

[Master]VuMeterR
Outputs the current instantaneous master volume for the right channel.

This is a *ControlPotMeter control*.

Range default

Feedback Master meter R

[Master]headVolume
Adjust headphone volume.

Range 0.0..1.0..5.0

Feedback Headphone Gain knob

Obsolète depuis la version 2.0.0: Use *[Master],headGain* instead.

[Master]volume
Adjust master volume.

Range 0.0..1.0..5.0

Feedback Master Gain knob

Obsolète depuis la version 2.0.0: Use *[Master],gain* instead.

16.5.3 Decks, Preview Decks and Samplers

Each deck in Mixxx corresponds to a [ChannelN] group. Whenever you see [ChannelN], think « Deck N ». N can range from 1 to the number of active decks in Mixxx.

Preview decks and Sample decks (« samplers ») in Mixxx are identical to regular decks, they simply have a different purpose (previewing tracks or playing samples, respectively). Any control listed above for [ChannelN] will work for a samplers and preview decks, just replace [ChannelN] with [PreviewDeckN] or [SamplerN].

Voir aussi:

There are some *additional global controls for samplers*.

[ChannelN]back
[PreviewDeckN]back
[SamplerN]back
Fast rewind (REW)

Range binary

Feedback << button

[ChannelN]beat_active
[PreviewDeckN]beat_active
[SamplerN]beat_active
Indicates whether the player is currently positioned within 50 milliseconds of a beat or not. This can be used to make controller LEDs blink on every beat.

Range binary

Feedback None

Nouveau dans la version 1.10.0.

[ChannelN]beat_closest
[PreviewDeckN]beat_closest
[SamplerN]beat_closest
Its value is set to the sample position of the closest beat of the active beat and is used for updating the beat LEDs. :range: -1, 0.0, real-valued :feedback: None

[ChannelN]beat_distance

[PreviewDeckN]beat_distance
[SamplerN]beat_distance

> Outputs the relative position of the play marker in the section between the the previous and next beat marker. :range: 0.0 - 1.0, real-valued :feedback: None

[ChannelN]beatjump
[PreviewDeckN]beatjump
[SamplerN]beatjump

> Jump forward by *beatjump_size* (positive) or backward by *beatjump_size* (negative). If a loop is active, the loop is moved by *beatjump_size*.
>
> > **Range** real number, -1, 0, 1
>
> > **Feedback** Player jumps forward or backward by X beats.
>
> Nouveau dans la version 2.0.0.

[ChannelN]beatjump_size
[PreviewDeckN]beatjump_size
[SamplerN]beatjump_size

> Set the number of beats to jump with *beatjump_forward*/*beatjump_backward*.
>
> > **Range** positive real number
>
> > **Feedback** Beatjump size spinbox
>
> Nouveau dans la version 2.1.0.

[ChannelN]beatjump_forward
[PreviewDeckN]beatjump_forward
[SamplerN]beatjump_forward

> Jump forward by *beatjump_size*. If a loop is active, the loop is moved forward by X beats.
>
> > **Range** binary
>
> > **Feedback** Player jumps forward by *beatjump_size*.
>
> Nouveau dans la version 2.1.0.

[ChannelN]beatjump_backward
[PreviewDeckN]beatjump_backward
[SamplerN]beatjump_backward

> Jump backward by *beatjump_size*. If a loop is active, the loop is moved backward by X beats.
>
> > **Range** binary
>
> > **Feedback** Player jumps backward by *beatjump_size*.
>
> Nouveau dans la version 2.1.0.

[ChannelN]beatjump_X_forward
[PreviewDeckN]beatjump_X_forward
[SamplerN]beatjump_X_forward

> Jump forward by X beats. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64. If a loop is active, the loop is moved forward by X betas.
>
> > **Range** binary
>
> > **Feedback** Player jumps forward by X beats.
>
> Nouveau dans la version 2.0.0.

[ChannelN]beatjump_X_backward
[PreviewDeckN]beatjump_X_backward

[SamplerN]beatjump_X_backward

Jump backward by X beats. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64. If a loop is active, the loop is moved backward by X beats.

>> **Range** binary

>> **Feedback** Player jumps backward by X beats.

> Nouveau dans la version 2.0.0.

[ChannelN]beatloop_activate
[PreviewDeckN]beatloop_activate
[SamplerN]beatloop_activate

Set a loop that is *beatloop_size* beats long and enables the loop

>> **Range** binary

>> **Feedback** A loop is shown over *beatloop_size* beats

> Nouveau dans la version 2.1.0.

[ChannelN]beatloop_X_activate
[PreviewDeckN]beatloop_X_activate
[SamplerN]beatloop_X_activate

Activates a loop over X beats. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64

>> **Range** binary

>> **Feedback** A loop is shown over X beats.

> Nouveau dans la version 1.10.0.

[ChannelN]beatloop_size
[PreviewDeckN]beatloop_size
[SamplerN]beatloop_size

Set the length of the loop in beats that will get set with *beatloop_activate* and *beatlooproll_activate*. Changing this will resize an existing loop if the length of the loop matches *beatloop_size*.

>> **Range** positive real number

>> **Feedback** Beatloop size spinbox and possibly loop section on waveform

> Nouveau dans la version 2.1.0.

[ChannelN]beatloop_X_toggle
[PreviewDeckN]beatloop_X_toggle
[SamplerN]beatloop_X_toggle

Toggles a loop over X beats. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64

>> **Range** binary

>> **Feedback** A loop is shown over X beats.

> Nouveau dans la version 1.10.0.

[ChannelN]beatloop_X_enabled
[PreviewDeckN]beatloop_X_enabled
[SamplerN]beatloop_X_enabled

1 if beatloop X is enabled, 0 if not.

>> **Range** binary

>> **Feedback** Beatloop X button in skin is lit.

Nouveau dans la version 1.10.0.

[ChannelN]beatlooproll_activate
[PreviewDeckN]beatlooproll_activate
[SamplerN]beatlooproll_activate
Activates a rolling loop over `beatloop_size` beats. Once disabled, playback will resume where the track would have been if it had not entered the loop.

> **Range** binary

> **Feedback** A loop overlay is shown over `beatloop_size` beats on waveform.

Nouveau dans la version 2.1.0.

[ChannelN]beatlooproll_X_activate
[PreviewDeckN]beatlooproll_X_activate
[SamplerN]beatlooproll_X_activate
Activates a rolling loop over X beats. Once disabled, playback will resume where the track would have been if it had not entered the loop. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64

> **Range** binary

> **Feedback** Beatloop X button in skin is lit. A loop overlay is shown over X beats on waveform.

Nouveau dans la version 1.11.0.

[ChannelN]beats_adjust_faster
[PreviewDeckN]beats_adjust_faster
[SamplerN]beats_adjust_faster
Adjust the average *BPM* up by +0.01

> **Range** binary

> **Feedback** The *beatgrid* lines move closer to each other.

Nouveau dans la version 2.0.0.

[ChannelN]beats_adjust_slower
[PreviewDeckN]beats_adjust_slower
[SamplerN]beats_adjust_slower
Adjust the average *BPM* down by -0.01.

> **Range** binary

> **Feedback** The *beatgrid* lines move further apart from each other.

Nouveau dans la version 2.0.0.

[ChannelN]beats_translate_curpos
[PreviewDeckN]beats_translate_curpos
[SamplerN]beats_translate_curpos
Adjust *beatgrid* so closest beat is aligned with the current playposition.

> **Range** binary

> **Feedback** The beatgrid moves to align with current playposition.

Nouveau dans la version 1.10.0.

[ChannelN]beats_translate_match_alignment
[PreviewDeckN]beats_translate_match_alignment
[SamplerN]beats_translate_match_alignment
Adjust *beatgrid* to match another playing deck.

> **Range** binary

Feedback Instead of *syncing* the beatgrid to the current playposition, sync the beatgrid so the nearest beat lines up with the other track's nearest beat.

Nouveau dans la version 2.0.0.

[ChannelN]beats_translate_earlier
[PreviewDeckN]beats_translate_earlier
[SamplerN]beats_translate_earlier
Move *beatgrid* to an earlier position.

Range binary

Feedback The beatgrid moves left by a small amount.

Nouveau dans la version 2.0.0.

[ChannelN]beats_translate_later
[PreviewDeckN]beats_translate_later
[SamplerN]beats_translate_later
Move *beatgrid* to a later position.

Range binary

Feedback The beatgrid moves right by a small amount.

Nouveau dans la version 2.0.0.

[ChannelN]beatsync
[PreviewDeckN]beatsync
[SamplerN]beatsync
Syncs the *tempo* and phase (depending on quantize) to that of the other track (if *BPM* is detected on both).

range binary

feedback The *Sync* button flashes and the *tempo* slider snaps to the appropriate value.

Modifié dans la version 1.10.0.

[ChannelN]beatsync_phase
[PreviewDeckN]beatsync_phase
[SamplerN]beatsync_phase
Syncs the *phase* to that of the other track (if *BPM* is detected on both).

Range binary

Feedback The *Sync* button flashes and the *tempo* slider snap to the appropriate value.

Nouveau dans la version 1.10.0.

[ChannelN]beatsync_tempo
[PreviewDeckN]beatsync_tempo
[SamplerN]beatsync_tempo
Syncs the *tempo* to that of the other track (if *BPM* is detected on both).

Range binary

Feedback The *Sync* button flashes and the *tempo* slider snaps to the appropriate value.

Nouveau dans la version 1.10.0.

[ChannelN]bpm
[PreviewDeckN]bpm
[SamplerN]bpm
Reflects the perceived (rate-adjusted) *BPM* of the loaded file.

This is a *ControlPotMeter control*.

> **Range** real-valued
>
> **Feedback** *BPM* value display

Modifié dans la version 1.10.0.

[ChannelN]bpm_tap
[PreviewDeckN]bpm_tap
[SamplerN]bpm_tap
When tapped repeatedly, adjusts the *BPM* of the track on the deck (not the tempo slider!) to match the taps.

Note: If you want to change the *rate* of the deck use script.bpm.tapButton(deck) in your controller mapping instead.

> **Range** binary
>
> **Feedback** *BPM* value display (playback speed doesn't change)

Nouveau dans la version 1.9.2.

[ChannelN]CloneFromDeck
[PreviewDeckN]CloneFromDeck
[SamplerN]CloneFromDeck
Clone the given deck number, copying the play state, position, rate, and key. If 0 or a negative number is given, Mixxx will attempt to select the first playing deck as the source for the clone.

> **Range** integer between 1 and *[Master],num_decks* (inclusive)
>
> **Feedback** The channel will start playing at the rate and position of the source deck.

Nouveau dans la version 2.3.0.

[ChannelN]CloneFromSampler
[PreviewDeckN]CloneFromSampler
[SamplerN]CloneFromSampler
Clone the given sampler number, copying the play state, position, rate, and key.

> **Range** integer between 1 and *[Master],num_samplers* (inclusive)
>
> **Feedback** The channel will start playing at the rate and position of the source deck.

Nouveau dans la version 2.3.0.

[ChannelN]cue_cdj
[PreviewDeckN]cue_cdj
[SamplerN]cue_cdj
Represents a *Cue* button that is always in *CDJ* mode.

> **Range** binary
>
> **Feedback** None

Nouveau dans la version 1.10.0.

[ChannelN]cue_clear
[PreviewDeckN]cue_clear
[SamplerN]cue_clear
Deletes the already set cue point and sets *[ChannelN],cue_point* to -1.

> **Range** binary

Feedback None

[ChannelN]cue_goto
[PreviewDeckN]cue_goto
[SamplerN]cue_goto
If the cue point is set, recalls the cue point.

> **Range** binary

> **Feedback** Player may change position

[ChannelN]cue_default
[PreviewDeckN]cue_default
[SamplerN]cue_default
In *CDJ* mode, when playing, returns to the *cue point* and pauses. If stopped, sets a cue point at the current location. If stopped and at a cue point, plays from that point until released (set to 0.)

> **Range** binary

> **Feedback** *Cue* button

[ChannelN]cue_gotoandplay
[PreviewDeckN]cue_gotoandplay
[SamplerN]cue_gotoandplay
If the *cue point* is set, seeks the player to it and starts playback.

> **Range** binary

> **Feedback** Player may change position and start playing.

Nouveau dans la version 1.11.0.

[ChannelN]cue_gotoandstop
[PreviewDeckN]cue_gotoandstop
[SamplerN]cue_gotoandstop
If the *cue point* is set, seeks the player to it and stops.

> **Range** binary

> **Feedback** Player may change position.

Nouveau dans la version 1.11.0.

[ChannelN]cue_indicator
[PreviewDeckN]cue_indicator
[SamplerN]cue_indicator
Indicates the blinking pattern of the *CUE* button (i.e. 1.0 if the button is illuminated, 0.0 otherwise), depending on the chosen `cue mode`.

> **Range** binary

> **Feedback** *Cue* button

Nouveau dans la version 2.0.0.

[ChannelN]cue_mode
[PreviewDeckN]cue_mode
[SamplerN]cue_mode
Represents the currently chosen *cue mode*.

> **Range**

Value	compatible hardware
0.0	Mixxx mode (default)
1.0	Pioneer mode
2.0	Denon mode
3.0	Numark mode
4.0	Mixxx mode (no blinking)
5.0	CUP (Cue + Play) mode

> **Feedback** None

[ChannelN]cue_play
[PreviewDeckN]cue_play
[SamplerN]cue_play
> Go to *cue point* and play after release (CUP button behavior). If stopped, sets a cue point at the current location.

> > **Range** binary

> > **Feedback** None

> Nouveau dans la version 2.1.0.

[ChannelN]cue_point
[PreviewDeckN]cue_point
[SamplerN]cue_point
> The current position of the *cue point* in samples.

> > **Range** absolute value

> > **Feedback** Cue point marker

[ChannelN]cue_preview
[PreviewDeckN]cue_preview
[SamplerN]cue_preview
> Plays from the current *cue point*.

> > **Range** binary

> > **Feedback** *Cue* button lights and waveform moves

[ChannelN]cue_set
[PreviewDeckN]cue_set
[SamplerN]cue_set
> Sets a *cue point* at the current location.

> > **Range** binary

> > **Feedback** *Cue* mark appears on the waveform

[ChannelN]cue_simple
[PreviewDeckN]cue_simple
[SamplerN]cue_simple
> If the player is not playing, set the *cue point* at the current location otherwise seek to the cue point.

> > **Range** binary

> > **Feedback** *Cue* button

[ChannelN]duration
[PreviewDeckN]duration
[SamplerN]duration
> Outputs the length of the current song in seconds

Range absolute value

Feedback None

[ChannelN]eject
[PreviewDeckN]eject
[SamplerN]eject
    Eject currently loaded track

        Range binary

        Feedback Eject button is lit. Be sure to set back to 0 with scripts so the button does not stay lit.

    Nouveau dans la version 1.9.0.

[ChannelN]end
[PreviewDeckN]end
[SamplerN]end
    Jump to end of track

        Range binary

        Feedback Track jumps to end

[ChannelN]end_of_track
[PreviewDeckN]end_of_track
[SamplerN]end_of_track
    Switches to 1 if the play position is within the end range defined in *Preferences ▸ Waveforms ▸ End of track warning*.

        Range binary, read-only

        Feedback Waveform and Overview widgets show a flashing border

[ChannelN]file_bpm
[PreviewDeckN]file_bpm
[SamplerN]file_bpm
    The detected *BPM* of the loaded track.

        Range positive value, read-only

        Feedback None

[ChannelN]file_key
[PreviewDeckN]file_key
[SamplerN]file_key
    The detected key of the loaded track.

        Range ?, read-only

        Feedback None

    Nouveau dans la version 2.0.0.

[ChannelN]fwd
[PreviewDeckN]fwd
[SamplerN]fwd
    Fast forward (FF)

        Range binary

        Feedback > button

[ChannelN]hotcue_X_activate
[PreviewDeckN]hotcue_X_activate

[SamplerN]hotcue_X_activate
>   If *hotcue* X is not set, this sets a hotcue at the current play position and saves it to hotcue slot X.
>
>   If hotcue X is set, the player seeks to hotcue X's position. Setting the control to 1 when the track is currently not playing (i.e. `play` is set to 0) will start hotcue previewing. After resetting the control to 0, playback will usually be stopped and the player will seek to the hotcue position. If `play` is set to 1 while previewing is active, the playback will continue and no seek occurs.
>
> > **Range** binary
> >
> > **Feedback** Player may change position. Hotcue X marker may change on waveform.
>
>   Nouveau dans la version 1.8.0.

[ChannelN]hotcue_X_clear
[PreviewDeckN]hotcue_X_clear
[SamplerN]hotcue_X_clear
>   If *hotcue* X is set, clears its hotcue status.
>
> > **Range** binary
> >
> > **Feedback** Hotcue X marker changes on waveform.
>
>   Nouveau dans la version 1.8.0.

[ChannelN]hotcue_X_color
[PreviewDeckN]hotcue_X_color
[SamplerN]hotcue_X_color
>   Color of *hotcue* X or -1 if the hotcue is not set.
>
> > **Range** 3-Byte *RGB* color code (or -1)
> >
> > **Feedback** Color of Hotcue X button and waveform marker changes.
>
>   Nouveau dans la version 2.3.0.

[ChannelN]hotcue_X_enabled
[PreviewDeckN]hotcue_X_enabled
[SamplerN]hotcue_X_enabled
>   Indicates if *hotcue* slot X is set. The value is 1 if the hotcue is set (position is not -1), 0 otherwise.
>
> > **Range** binary, read-only
>
>   Nouveau dans la version 1.8.0.

[ChannelN]hotcue_X_goto
[PreviewDeckN]hotcue_X_goto
[SamplerN]hotcue_X_goto
>   If *hotcue* X is set, seeks the player to hotcue X's position.
>
> > **Range** binary
> >
> > **Feedback** Player may change position.
>
>   Nouveau dans la version 1.8.0.

[ChannelN]hotcue_X_gotoandplay
[PreviewDeckN]hotcue_X_gotoandplay
[SamplerN]hotcue_X_gotoandplay
>   If *hotcue* X is set, seeks the player to hotcue X's position and starts playback.
>
> > **Range** binary
> >
> > **Feedback** Player may change position.

Nouveau dans la version 1.11.0.

[ChannelN]hotcue_X_gotoandstop
[PreviewDeckN]hotcue_X_gotoandstop
[SamplerN]hotcue_X_gotoandstop
    If *hotcue* X is set, seeks the player to hotcue X's position and stops.

        Range binary

        Feedback Player may change position.

    Nouveau dans la version 1.8.0.

[ChannelN]hotcue_X_position
[PreviewDeckN]hotcue_X_position
[SamplerN]hotcue_X_position
    The position of *hotcue* X in samples, -1 if not set.

        Range positive integer

        Feedback Hotcue X marker changes on waveform.

    Nouveau dans la version 1.8.0.

[ChannelN]hotcue_X_set
[PreviewDeckN]hotcue_X_set
[SamplerN]hotcue_X_set
    Set *hotcue* X to the current play position. If hotcue X was previously set, clears its hotcue status.

        Range binary

        Feedback Hotcue X marker changes on waveform.

    Nouveau dans la version 1.8.0.

[ChannelN]hotcue_focus
[PreviewDeckN]hotcue_focus
[SamplerN]hotcue_focus
    Contains the number of the most recently used *hotcue* (or -1 if no hotcue was used).

        Range positive integer (or -1)

        Feedback None

    Nouveau dans la version 2.3.0.

[ChannelN]hotcue_focus_color_prev
[PreviewDeckN]hotcue_focus_color_prev
[SamplerN]hotcue_focus_color_prev
    If there is a focused *hotcue*, sets its color to the previous color in the palette.

        Range binary

        Feedback Color of focused hotcue button and waveform marker changes.

    Nouveau dans la version 2.3.0.

[ChannelN]hotcue_focus_color_next
[PreviewDeckN]hotcue_focus_color_next
[SamplerN]hotcue_focus_color_next
    If there is a focused *hotcue*, sets its color to the next color in the palette.

        Range binary

        Feedback Color of focused hotcue button and waveform marker changes.

Nouveau dans la version 2.3.0.

[ChannelN]intro_end_activate
[PreviewDeckN]intro_end_activate
[SamplerN]intro_end_activate
   If the intro end cue is set, seeks the player to the intro end position. If the intro end is not set, sets the intro end to the current play position.

   > **Range** binary

   > **Feedback** Player may change position. Intro end marker may change on waveform.

Nouveau dans la version 2.3.0.

[ChannelN]intro_end_clear
[PreviewDeckN]intro_end_clear
[SamplerN]intro_end_clear
   If the intro end cue is set, clears its status.

   > **Range** binary

   > **Feedback** Intro end marker changes on waveform.

Nouveau dans la version 2.3.0.

[ChannelN]intro_end_enabled
[PreviewDeckN]intro_end_enabled
[SamplerN]intro_end_enabled
   1 if intro end cue is set, (position is not -1), 0 otherwise.

   > **Range** binary, read-only

   > **Feedback** Intro end button lights up.

Nouveau dans la version 2.3.0.

[ChannelN]intro_end_position
[PreviewDeckN]intro_end_position
[SamplerN]intro_end_position
   The position of the intro end in samples, -1 if not set.

   > **Range** positive integer

   > **Feedback** Intro end marker changes on waveform.

Nouveau dans la version 2.3.0.

[ChannelN]intro_end_set
[PreviewDeckN]intro_end_set
[SamplerN]intro_end_set
   Set intro end to the current play position. If intro end was previously set, it is moved to the new position.

   > **Range** binary

   > **Feedback** Intro end marker changes on waveform.

Nouveau dans la version 2.3.0.

[ChannelN]intro_start_activate
[PreviewDeckN]intro_start_activate
[SamplerN]intro_start_activate
   If the intro start cue is set, seeks the player to the intro start position. If the intro start is not set, sets the intro start to the current play position.

   > **Range** binary

Feedback Player may change position. Intro start marker may change on waveform.

Nouveau dans la version 2.3.0.

[ChannelN]intro_start_clear
[PreviewDeckN]intro_start_clear
[SamplerN]intro_start_clear
    If the intro start cue is set, clears its status.

        Range binary

        Feedback Intro start marker changes on waveform.

    Nouveau dans la version 2.3.0.

[ChannelN]intro_start_enabled
[PreviewDeckN]intro_start_enabled
[SamplerN]intro_start_enabled
    1 if intro start cue is set, (position is not -1), 0 otherwise.

        Range binary, read-only

        Feedback Intro start button lights up.

    Nouveau dans la version 2.3.0.

[ChannelN]intro_start_position
[PreviewDeckN]intro_start_position
[SamplerN]intro_start_position
    The position of the intro start in samples, -1 if not set.

        Range positive integer

        Feedback Intro start marker changes on waveform.

    Nouveau dans la version 2.3.0.

[ChannelN]intro_start_set
[PreviewDeckN]intro_start_set
[SamplerN]intro_start_set
    Set intro start to the current play position. If intro start was previously set, it is moved to the new position.

        Range binary

        Feedback Intro start marker changes on waveform.

    Nouveau dans la version 2.3.0.

[ChannelN]key
[PreviewDeckN]key
[SamplerN]key
    Current key of the track

        Range

Value	OpenKey	Lancelot	Traditional
1	1d	8b	C
2	8d	3b	D♭
3	3d	10b	D
4	10d	5b	E♭
5	5d	12b	E
6	12d	7b	F
7	7d	2b	F♯/G♭
8	2d	9b	G
9	9d	4b	A♭
10	4d	11b	A
11	11d	6b	B♭
12	6d	1b	B
13	10m	5a	Cm
14	5m	12a	C♯m
15	12m	7a	Dm
16	7m	2a	D♯m/E♭m
17	2m	9a	Em
18	9m	4a	Fm
19	4m	11a	F♯m
20	11m	6a	Gm
21	6m	1a	G♯m
22	1m	8a	Am
23	8m	3a	B♭m
24	3m	10a	Bm

Nouveau dans la version 2.0.0.

[ChannelN]keylock
[PreviewDeckN]keylock
[SamplerN]keylock
　　Enable key-lock for the specified deck (rate changes only affect tempo, not key)

　　　　Range binary

　　　　Feedback key-lock button activates

Nouveau dans la version 1.9.0.

[ChannelN]LoadSelectedTrack
[PreviewDeckN]LoadSelectedTrack
[SamplerN]LoadSelectedTrack
　　Loads the currently highlighted track into the deck

　　　　Range binary

　　　　Feedback Track name & waveform change

[ChannelN]LoadSelectedTrackAndPlay
[PreviewDeckN]LoadSelectedTrackAndPlay
[SamplerN]LoadSelectedTrackAndPlay
　　Loads the currently highlighted track into the deck and starts playing

　　　　Range binary

　　　　Feedback Track name & waveform change & Play/pause button

Nouveau dans la version 1.11.0.

[ChannelN]local_bpm
[PreviewDeckN]local_bpm
[SamplerN]local_bpm

Reflects the average bpm around the current play position of the loaded file.

> **Range** positive value
>
> **Feedback** None

[ChannelN]loop_double
[PreviewDeckN]loop_double
[SamplerN]loop_double

Doubles *beatloop_size*. If *beatloop_size* equals the size of the loop, the loop is resized.

> **Range** binary
>
> **Feedback** Beatloop size spinbox changes

Nouveau dans la version 1.10.0.

Modifié dans la version 2.1.0.

[ChannelN]loop_enabled
[PreviewDeckN]loop_enabled
[SamplerN]loop_enabled

Indicates whether or not a loop is enabled.

> **Range** binary, read-only
>
> **Feedback** Loop in waveform is active.

Nouveau dans la version 1.8.0.

[ChannelN]loop_end_position
[PreviewDeckN]loop_end_position
[SamplerN]loop_end_position

The player loop-out position in samples, -1 if not set.

> **Range** positive integer
>
> **Feedback** Loop-out marker shows on waveform.

Nouveau dans la version 1.8.0.

[ChannelN]loop_halve
[PreviewDeckN]loop_halve
[SamplerN]loop_halve

Halves *beatloop_size*. If *beatloop_size* equals the size of the loop, the loop is resized.

> **Range** binary
>
> **Feedback** Beatloop size spinbox changes

Nouveau dans la version 1.10.0.

Modifié dans la version 2.1.0.

[ChannelN]loop_in
[PreviewDeckN]loop_in
[SamplerN]loop_in

If loop is disabled, sets the player loop in position to the current play position. If loop is enabled, press and hold to move loop in position to the current play position. If quantize is enabled, *beatloop_size* will be updated to reflect the new loop size.

> **Range** binary

Feedback Loop-in marker changes on waveform.

Nouveau dans la version 1.8.0.

Modifié dans la version 2.1.0.

[ChannelN]loop_in_goto
[PreviewDeckN]loop_in_goto
[SamplerN]loop_in_goto
   Seek to the loop in point.

   Range binary

   Feedback Waveform position jumps

Nouveau dans la version 2.1.0.

[ChannelN]loop_out
[PreviewDeckN]loop_out
[SamplerN]loop_out
   If loop is disabled, sets the player loop out position to the current play position. If loop is enabled, press and hold
   to move loop out position to the current play position. If quantize is enabled, *beatloop_size* will be updated
   to reflect the new loop size.

   Range binary

   Feedback Loop-out marker changes on waveform.

Nouveau dans la version 1.8.0.

Modifié dans la version 2.1.0.

[ChannelN]loop_out_goto
[PreviewDeckN]loop_out_goto
[SamplerN]loop_out_goto
   Seek to the loop out point.

   Range binary

   Feedback Waveform position jumps

Nouveau dans la version 2.1.0.

[ChannelN]loop_move
[PreviewDeckN]loop_move
[SamplerN]loop_move
   Move loop forward by X beats (positive) or backward by X beats (negative).

   Range real number

   Feedback Loop moves forward or backward by X beats.

Nouveau dans la version 2.0.0.

[ChannelN]loop_move_X_forward
[PreviewDeckN]loop_move_X_forward
[SamplerN]loop_move_X_forward
   Moves the loop in and out points forward by X beats. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5,
   1, 2, 4, 8, 16, 32, 64

   Range binary

   Feedback Loop moves forward by X beats.

Nouveau dans la version 2.0.0.

[ChannelN]loop_move_X_backward
[PreviewDeckN]loop_move_X_backward
[SamplerN]loop_move_X_backward
Loop moves by X beats. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64

> **Range** binary

> **Feedback** Loop moves backward by X beats.

Nouveau dans la version 2.0.0.

[ChannelN]loop_scale
[PreviewDeckN]loop_scale
[SamplerN]loop_scale
Scale the loop length by the value scale is set to by moving the end marker. `beatloop_size` is not updated to reflect the change.

> **Range** 0.0 - infinity

> **Feedback** Loop length is scaled by given amount on waveform.

Nouveau dans la version 1.10.0.

[ChannelN]loop_start_position
[PreviewDeckN]loop_start_position
[SamplerN]loop_start_position
The player loop-in position in samples, -1 if not set.

> **Range** positive integer

> **Feedback** Loop-in marker changes on waveform.

Nouveau dans la version 1.8.0.

[ChannelN]orientation
[PreviewDeckN]orientation
[SamplerN]orientation
Set channel orientation for the *crossfader*.

> **Range**

Value	Meaning
0	Left side of crossfader
1	Center (not affected by crossfader)
2	Right side of crossfader

> **Feedback** None

Nouveau dans la version 1.9.0.

[ChannelN]orientation_center
[PreviewDeckN]orientation_center
[SamplerN]orientation_center
[AuxiliaryN]orientation_center
Assign channel to the center of the *crossfader*.

[ChannelN]orientation_left
[PreviewDeckN]orientation_left
[SamplerN]orientation_left
[AuxiliaryN]orientation_left
Assign channel to the left side of the *crossfader*.

[ChannelN]orientation_right
[PreviewDeckN]orientation_right
[SamplerN]orientation_right
[AuxiliaryN]orientation_right
   Assign channel to the right side of the *crossfader*.

[ChannelN]outro_end_activate
[PreviewDeckN]outro_end_activate
[SamplerN]outro_end_activate
   If the outro end cue is set, seeks the player to the outro end position. If the outro end is not set, sets the outro end
   to the current play position.

> **Range** binary

> **Feedback** Player may change position. Outro end marker may change on waveform.

   Nouveau dans la version 2.3.0.

[ChannelN]outro_end_clear
[PreviewDeckN]outro_end_clear
[SamplerN]outro_end_clear
   If the outro end cue is set, clears its status.

> **Range** binary

> **Feedback** Outro end marker changes on waveform.

   Nouveau dans la version 2.3.0.

[ChannelN]outro_end_enabled
[PreviewDeckN]outro_end_enabled
[SamplerN]outro_end_enabled
   1 if outro end cue is set, (position is not -1), 0 otherwise.

> **Range** binary, read-only

> **Feedback** Outro end button lights up.

   Nouveau dans la version 2.3.0.

[ChannelN]outro_end_position
[PreviewDeckN]outro_end_position
[SamplerN]outro_end_position
   The position of the outro end in samples, -1 if not set.

> **Range** positive integer

> **Feedback** Outro end marker changes on waveform.

   Nouveau dans la version 2.3.0.

[ChannelN]outro_end_set
[PreviewDeckN]outro_end_set
[SamplerN]outro_end_set
   Set outro end to the current play position. If outro end was previously set, it is moved to the new position.

> **Range** binary

> **Feedback** Outro end marker changes on waveform.

   Nouveau dans la version 2.3.0.

[ChannelN]outro_start_activate
[PreviewDeckN]outro_start_activate

[SamplerN]outro_start_activate
>   If the outro start cue is set, seeks the player to the outro start position. If the outro start is not set, sets the outro
>   start to the current play position.
>
>   >   **Range** binary
>
>   >   **Feedback** Player may change position. Outro start marker may change on waveform.
>
>   Nouveau dans la version 2.3.0.

[ChannelN]outro_start_clear
[PreviewDeckN]outro_start_clear
[SamplerN]outro_start_clear
>   If the outro start cue is set, clears its status.
>
>   >   **Range** binary
>
>   >   **Feedback** Outro start marker changes on waveform.
>
>   Nouveau dans la version 2.3.0.

[ChannelN]outro_start_enabled
[PreviewDeckN]outro_start_enabled
[SamplerN]outro_start_enabled
>   1 if outro start cue is set, (position is not -1), 0 otherwise.
>
>   >   **Range** binary, read-only
>
>   >   **Feedback** Outro start button lights up.
>
>   Nouveau dans la version 2.3.0.

[ChannelN]outro_start_position
[PreviewDeckN]outro_start_position
[SamplerN]outro_start_position
>   The position of the outro start in samples, -1 if not set.
>
>   >   **Range** positive integer
>
>   >   **Feedback** Outro start marker changes on waveform.
>
>   Nouveau dans la version 2.3.0.

[ChannelN]outro_start_set
[PreviewDeckN]outro_start_set
[SamplerN]outro_start_set
>   Set outro start to the current play position. If outro start was previously set, it is moved to the new position.
>
>   >   **Range** binary
>
>   >   **Feedback** Outro start marker changes on waveform.
>
>   Nouveau dans la version 2.3.0.

[ChannelN]passthrough
[PreviewDeckN]passthrough
[SamplerN]passthrough
>   Connects the vinyl control input for vinyl control on that deck to the channel output. Allows to mix external media
>   into DJ sets.
>
>   >   **Range** binary
>
>   >   **Feedback** Passthrough label in the *waveform overview* and passthrough button
>
>   Nouveau dans la version 2.0.0.

[ChannelN]PeakIndicator
[PreviewDeckN]PeakIndicator
[SamplerN]PeakIndicator

Indicates when the signal is clipping (too loud for the hardware and is being distorted)

This is a *ControlPotMeter control*.

> **Range** binary

> **Feedback** Clip light

[ChannelN]PeakIndicatorL
[PreviewDeckN]PeakIndicatorL
[SamplerN]PeakIndicatorL

Indicates when the signal is clipping (too loud for the hardware and is being distorted) for the left channel

This is a *ControlPotMeter control*.

> **Range** binary

> **Feedback** Clip light (left)

Nouveau dans la version 2.0.0.

[ChannelN]PeakIndicatorR
[PreviewDeckN]PeakIndicatorR
[SamplerN]PeakIndicatorR

Indicates when the signal is clipping (too loud for the hardware and is being distorted) for the right channel

This is a *ControlPotMeter control*.

> **Range** binary

> **Feedback** Clip light (right)

Nouveau dans la version 2.0.0.

[ChannelN]pfl
[PreviewDeckN]pfl
[SamplerN]pfl

Toggles *headphone cueing (PFL)*.

> **Range** binary

> **Feedback** Headphone button

[ChannelN]pitch
[PreviewDeckN]pitch
[SamplerN]pitch

The total adjustment to the track's pitch, including changes from the rate slider if keylock is off as well as *pitch_adjust*.

Note: Do not map this to knobs or sliders on controllers; map *pitch_adjust* instead.

This is a *ControlPotMeter control*.

> **Range** -6.0..6.0

> **Feedback** Key display

Nouveau dans la version 2.0.0.

[ChannelN]pitch_up

[PreviewDeckN]pitch_up
[SamplerN]pitch_up
> Changes the track pitch up one half step, independent of the tempo.
>
> > **Range** binary
> >
> > **Feedback** Key display
>
> Nouveau dans la version 2.0.0.

[ChannelN]pitch_down
[PreviewDeckN]pitch_down
[SamplerN]pitch_down
> Changes the track pitch down one half step, independent of the tempo.
>
> > **Range** binary
> >
> > **Feedback** Key display
>
> Nouveau dans la version 2.0.0.

[ChannelN]pitch_adjust
[PreviewDeckN]pitch_adjust
[SamplerN]pitch_adjust
> Adjust the pitch in addition to the *tempo* slider pitch.
>
> This is a *ControlPotMeter control*.
>
> > **Range** -3.0..3.0
> >
> > **Feedback** Key display
>
> Nouveau dans la version 2.0.0.

[ChannelN]play
[PreviewDeckN]play
[SamplerN]play
> Toggles playing or pausing the track.
>
> The value is set to 1 when the track is playing or when previewing from cue points and when the play command is adopted and track will be played after loading.
>
> > **Range** binary
> >
> > **Feedback** Play/pause button

[ChannelN]play_indicator
[PreviewDeckN]play_indicator
[SamplerN]play_indicator
> Provides information to be bound with the a Play/Pause button e.g blinking when play is possible
>
> > **Range** binary, read-only
> >
> > **Feedback** Play/pause button
>
> Nouveau dans la version 2.0.0.

[ChannelN]play_latched
[PreviewDeckN]play_latched
[SamplerN]play_latched
> This is set to 1 when the track is playing, but not when previewing (see *play*).
>
> > **Range** binary, read-only
> >
> > **Feedback** Play/pause button

Nouveau dans la version 2.3.0.

[ChannelN]play_stutter
[PreviewDeckN]play_stutter
[SamplerN]play_stutter
>   A play button without pause. Pushing while playing, starts play at *cue point* again (Stutter).

>>   **Range** binary

>>   **Feedback** Play/Stutter button

Nouveau dans la version 2.0.0.

[ChannelN]playposition
[PreviewDeckN]playposition
[SamplerN]playposition
>   Sets the absolute position in the track.

>   This is a *ControlPotMeter control*.

>>   **Range** -0.14 to 1.14 (0 = beginning -> Midi 14, 1 = end -> Midi 114)

>>   **Feedback** Waveform

[ChannelN]pregain
[PreviewDeckN]pregain
[SamplerN]pregain
>   Adjusts the pre-fader gain of the track (to avoid clipping)

>   This is a *ControlPotMeter control*.

>>   **Range** 0.0..1.0..4.0

>>   **Feedback** GAIN knob

[ChannelN]quantize
[PreviewDeckN]quantize
[SamplerN]quantize
>   Aligns Hot-cues and Loop In & Out to the next beat from the current position.

>>   **Range** binary

>>   **Feedback** Hot-cues or Loop In/Out markers

Nouveau dans la version 1.10.0.

[ChannelN]rate
[PreviewDeckN]rate
[SamplerN]rate
>   Speed control

>   This is a *ControlPotMeter control*.

>>   **Range** -1.0..1.0

>>   **Feedback** Speed slider

[ChannelN]rate_dir
[PreviewDeckN]rate_dir
[SamplerN]rate_dir
>   Indicates orientation of speed slider.

>>   **Range** -1 or 1

[ChannelN]rate_perm_down

[PreviewDeckN]rate_perm_down
[SamplerN]rate_perm_down
> Sets the speed one step lower (4 % default) lower
>
> > **Range** binary
> >
> > **Feedback** Perm down button & Speed slider

[ChannelN]rate_perm_down_small
[PreviewDeckN]rate_perm_down_small
[SamplerN]rate_perm_down_small
> Sets the speed one small step lower (1 % default)
>
> > **Range** binary
> >
> > **Feedback** Perm down button & Speed slider

[ChannelN]rate_perm_up
[PreviewDeckN]rate_perm_up
[SamplerN]rate_perm_up
> Sets the speed one step higher (4 % default)
>
> > **Range** binary
> >
> > **Feedback** Perm up button & Speed slider

[ChannelN]rate_perm_up_small
[PreviewDeckN]rate_perm_up_small
[SamplerN]rate_perm_up_small
> Sets the speed one small step higher (1 % default)
>
> > **Range** binary
> >
> > **Feedback** Perm up button & Speed slider

[ChannelN]rate_temp_down
[PreviewDeckN]rate_temp_down
[SamplerN]rate_temp_down
> Holds the speed one step lower while active
>
> > **Range** binary
> >
> > **Feedback** Temp down button & Speed slider

[ChannelN]rate_temp_down_small
[PreviewDeckN]rate_temp_down_small
[SamplerN]rate_temp_down_small
> Holds the speed one small step lower while active
>
> > **Range** binary
> >
> > **Feedback** Temp down button & Speed slider

[ChannelN]rate_temp_up
[PreviewDeckN]rate_temp_up
[SamplerN]rate_temp_up
> Holds the speed one step higher while active
>
> > **Range** binary
> >
> > **Feedback** Temp up button & Speed slider

[ChannelN]rate_temp_up_small
[PreviewDeckN]rate_temp_up_small

[SamplerN]`rate_temp_up_small`
> Holds the speed one small step higher while active

>> **Range** binary

>> **Feedback** Temp up button & Speed slider

[ChannelN]`rateRange`
[PreviewDeckN]`rateRange`
[SamplerN]`rateRange`
> Sets the range of the Speed slider (0.08 = 8%)

> This is a *ControlPotMeter control*.

>> **Range** 0.0..4.0

>> **Feedback** none, until you move the Speed slider

[ChannelN]`rateSearch`
[PreviewDeckN]`rateSearch`
[SamplerN]`rateSearch`
> Seeks forward (positive values) or backward (negative values) at a speed determined by the value

> This is a *ControlPotMeter control*.

>> **Range** -300..300

>> **Feedback** Deck seeks

[ChannelN]`rateEngine`
[PreviewDeckN]`rateEngine`
[SamplerN]`rateEngine`
> Actual rate (used in visuals, not for control)

[ChannelN]`reloop_andstop`
[PreviewDeckN]`reloop_andstop`
[SamplerN]`reloop_andstop`
> Activate current loop, jump to its loop in point, and stop playback.

>> **Range** binary

>> **Feedback** Loop range in waveform activates or deactivates and play position moves to loop in point.

> Nouveau dans la version 2.1.0.

[ChannelN]`reloop_toggle`
[PreviewDeckN]`reloop_toggle`
[SamplerN]`reloop_toggle`
> Toggles the current loop on or off. If the loop is ahead of the current play position, the track will keep playing normally until it reaches the loop.

>> **Range** binary

>> **Feedback** Loop range in waveform activates or deactivates.

> Nouveau dans la version 2.1.0.

[ChannelN]`repeat`
[PreviewDeckN]`repeat`
[SamplerN]`repeat`
> Enable repeat-mode for the specified deck

>> **Range** binary

>> **Feedback** when track finishes, song loops to beginning

Nouveau dans la version 1.9.0.

[ChannelN]reset_key
[PreviewDeckN]reset_key
[SamplerN]reset_key
Resets the key to the original track key.

>> **Range** binary

Nouveau dans la version 2.0.0.

[ChannelN]reverse
[PreviewDeckN]reverse
[SamplerN]reverse
Toggles playing the track backwards

>> **Range** binary

>> **Feedback** REV button

[ChannelN]reverseroll
[PreviewDeckN]reverseroll
[SamplerN]reverseroll
Enables reverse and slip mode while held (Censor)

>> **Range** binary

>> **Feedback** REV button

Nouveau dans la version 2.0.0.

[ChannelN]scratch2
[PreviewDeckN]scratch2
[SamplerN]scratch2
Affects absolute play speed & direction whether currently playing or not when *[ChannelN],*
scratch2_enabled is active. (multiplicative). Use JavaScript `engine.scratch` functions to manipulate
in controller mappings.

>> **Range** -3.0..3.0

>> **Feedback** Waveform

Nouveau dans la version 1.8.0.

[ChannelN]scratch2_enabled
[PreviewDeckN]scratch2_enabled
[SamplerN]scratch2_enabled
Takes over play speed & direction for *[ChannelN],scratch2*.

>> **Range** binary

>> **Feedback** Waveform

Nouveau dans la version 1.8.0.

[ChannelN]slip_enabled
[PreviewDeckN]slip_enabled
[SamplerN]slip_enabled
Toggles slip mode. When active, the playback continues muted in the background during a loop, scratch etc. Once
disabled, the audible playback will resume where the track would have been.

>> **Range** binary

>> **Feedback** Slip mode button

Nouveau dans la version 1.11.0.

[ChannelN]stars_up
[PreviewDeckN]stars_up
[SamplerN]stars_up
  Increase the rating of the currently loaded track (if the skin has star widgets in the decks section).

  Range binary

  Feedback Star count is increased in the deck's star widget and in the library table.

Nouveau dans la version 2.3.0.

[ChannelN]stars_down
[PreviewDeckN]stars_down
[SamplerN]stars_down
  Decrease the rating of the currently loaded track (if the skin has star widgets in the decks section).

  Range binary

  Feedback Star count is decreased in the deck's star widget and in the library table.

Nouveau dans la version 2.3.0.

[ChannelN]start
[PreviewDeckN]start
[SamplerN]start
  Jump to start of track

  Range binary

  Feedback Track jumps to start

[ChannelN]start_play
[PreviewDeckN]start_play
[SamplerN]start_play
  Start playback from the beginning of the deck.

  Range binary

  Feedback Deck plays from beginning

Nouveau dans la version 1.10.0.

[ChannelN]start_stop
[PreviewDeckN]start_stop
[SamplerN]start_stop
  Seeks a player to the start and then stops it.

  Range binary

  Feedback Deck stops at the beginning.

Nouveau dans la version 1.10.0.

[ChannelN]stop
[PreviewDeckN]stop
[SamplerN]stop
  Stops a player.

  Range binary

  Feedback Pause Button. Deck pauses at the current position.

Nouveau dans la version 1.10.0.

[ChannelN]sync_enabled
[PreviewDeckN]sync_enabled
[SamplerN]sync_enabled
> Syncs the *tempo* and *phase* (depending on quantize) to that of the other track (if *BPM* is detected on both). Click and hold for at least one second activates sync lock on that deck.

> > **Range** binary

> > **Feedback** If enabled, the *Sync* button stays lit and *tempo* slider snap to the appropriate value. Slider adjustments are linked on all decks that have *sync lock* enabled.

> Nouveau dans la version 2.0.0.

[ChannelN]sync_master
[PreviewDeckN]sync_master
[SamplerN]sync_master
> Sets deck as leader clock.

> > **Range** binary

> > **Feedback** If enabled, the *Sync* button stays lit and *tempo* slider snap to the appropriate value. Slider adjustments are linked on all decks that have *sync lock* enabled.

> Nouveau dans la version 2.0.0.

> Modifié dans la version 2.3.0: This button just enables *sync lock* mode (similar to `[ChannelN], sync_enabled`), it does not actually guarantee the deck will be the sync leader. This will be fixed in a future version.

[ChannelN]sync_mode
[PreviewDeckN]sync_mode
[SamplerN]sync_mode
> Nouveau dans la version 2.0.0.

> > **Range**

Value	Meaning
0	*Sync lock* disabled for that deck
1	Deck is sync follower
2	Deck is sync leader

[ChannelN]sync_key
[PreviewDeckN]sync_key
[SamplerN]sync_key

> > **Feedback** Key value widget

> Match musical key.

> Nouveau dans la version 2.0.0.

[ChannelN]track_color
[PreviewDeckN]track_color
[SamplerN]track_color
> Color of the currently loaded track or -1 if no track is loaded or the track has no color.

> > **Range** 3-Byte *RGB* color code (or -1)

> > **Feedback** Track color changes in the library view.

> Nouveau dans la version 2.3.0.

[ChannelN]track_loaded
[PreviewDeckN]track_loaded
[SamplerN]track_loaded
> Whether a track is loaded in the specified deck
>
> > **Range** binary, read-only
> >
> > **Feedback** Waveform and track metadata shown in deck
>
> Nouveau dans la version 2.1.0.

[ChannelN]track_samplerate
[PreviewDeckN]track_samplerate
[SamplerN]track_samplerate
> Sample rate of the track loaded on the specified deck
>
> > **Range** absolute value, read-only
> >
> > **Feedback** None
>
> Nouveau dans la version 1.9.0.

[ChannelN]track_samples
[PreviewDeckN]track_samples
[SamplerN]track_samples
> Number of sound samples in the track loaded on the specified deck
>
> > **Range** absolute value, read-only
> >
> > **Feedback** None

[ChannelN]volume
[PreviewDeckN]volume
[SamplerN]volume
> Adjusts the channel volume fader
>
> This is a *ControlPotMeter control*.
>
> > **Range** default
> >
> > **Feedback** Deck volume fader

[ChannelN]mute
[PreviewDeckN]mute
[SamplerN]mute
> Mutes the channel
>
> > **Range** binary
> >
> > **Feedback** Mute button
>
> Nouveau dans la version 2.0.0.

[ChannelN]vinylcontrol_enabled
[PreviewDeckN]vinylcontrol_enabled
[SamplerN]vinylcontrol_enabled
> Toggles whether a deck is being controlled by digital vinyl.
>
> > **Range** binary
> >
> > **Feedback** When enabled, a vinyl indication should appear onscreen indicating green for enabled.
>
> Nouveau dans la version 1.10.0.

[ChannelN]vinylcontrol_cueing

`[PreviewDeckN]vinylcontrol_cueing`
`[SamplerN]vinylcontrol_cueing`
>   Determines how *cue points* are treated in vinyl control relative mode.

>   **Range**

Value	Meaning
0	Cue points ignored
1	One Cue - If needle is dropped after the *cue point*, track will seek to that cue point
2	Hot Cue - Track will seek to nearest previous *hotcue*

>   Nouveau dans la version 1.10.0.

`[ChannelN]vinylcontrol_mode`
`[PreviewDeckN]vinylcontrol_mode`
`[SamplerN]vinylcontrol_mode`
>   Determines how vinyl control interprets needle information.

>   **Range**

Value	Meaning
0	Absolute Mode (track position equals needle position and speed)
1	Relative Mode (track *tempo* equals needle speed regardless of needle position)
2	Constant Mode (track *tempo* equals last known-steady tempo regardless of needle input

>   See *Control Mode* for details.

>   **Feedback** 3-way button indicates status

>   Nouveau dans la version 1.10.0.

`[ChannelN]vinylcontrol_status`
`[PreviewDeckN]vinylcontrol_status`
`[SamplerN]vinylcontrol_status`
>   Provides visual feedback with regards to vinyl control status.

>   **Range** 0.0-3.0, read-only

>   **Feedback** Off for control disabled, green for control enabled, blinking yellow for when the needle reaches the end of the record, and red for needle skip detected

>   Nouveau dans la version 1.10.0.

`[ChannelN]visual_bpm`
`[PreviewDeckN]visual_bpm`
`[SamplerN]visual_bpm`
>   *BPM* to display in the *GUI* (updated more slowly than the actual BPM).

>   **Range** ?

>   **Feedback** *BPM* value widget

>   Nouveau dans la version 2.0.0.

`[ChannelN]visual_key`
`[PreviewDeckN]visual_key`
`[SamplerN]visual_key`
>   Current musical key after pitch shifting to display in the *GUI* using the notation selected in the preferences

> > **Range** ?
>
> > **Feedback** Key value widget
>
> Nouveau dans la version 2.0.0.

[ChannelN]visual_key_distance
[PreviewDeckN]visual_key_distance
[SamplerN]visual_key_distance
> The distance to the nearest key measured in cents
>
> This is a *ControlPotMeter control*.
>
> > **Range** -0.5..0.5
>
> > **Feedback** Key value widget
>
> Nouveau dans la version 2.0.0.

[ChannelN]VuMeter
[PreviewDeckN]VuMeter
[SamplerN]VuMeter
> Outputs the current instantaneous deck volume
>
> This is a *ControlPotMeter control*.
>
> > **Range** default
>
> > **Feedback** Deck VU meter

[ChannelN]VuMeterL
[PreviewDeckN]VuMeterL
[SamplerN]VuMeterL
> Outputs the current instantaneous deck volume for the left channel
>
> This is a *ControlPotMeter control*.
>
> > **Range** default
>
> > **Feedback** Deck VU meter L

[ChannelN]VuMeterR
[PreviewDeckN]VuMeterR
[SamplerN]VuMeterR
> Outputs the current instantaneous deck volume for the right channel
>
> This is a *ControlPotMeter control*.
>
> > **Range** default
>
> > **Feedback** Deck VU meter R

[ChannelN]waveform_zoom
[PreviewDeckN]waveform_zoom
[SamplerN]waveform_zoom
> Zooms the waveform to look ahead or back as needed.
>
> > **Range** 1.0 - 10.0
>
> > **Feedback** Waveform zoom buttons
>
> Nouveau dans la version 1.11.0.

[ChannelN]waveform_zoom_up
[PreviewDeckN]waveform_zoom_up

[SamplerN]waveform_zoom_up
　　Waveform Zoom Out

　　　　Range ?

　　　　Feedback Waveform zoom buttons

　　Nouveau dans la version 1.11.0.

[ChannelN]waveform_zoom_down
[PreviewDeckN]waveform_zoom_down
[SamplerN]waveform_zoom_down
　　Waveform Zoom In

　　　　Range ?

　　　　Feedback Waveform zoom buttons

　　Nouveau dans la version 1.11.0.

[ChannelN]waveform_zoom_set_default
[PreviewDeckN]waveform_zoom_set_default
[SamplerN]waveform_zoom_set_default
　　Return to default waveform zoom level

　　　　Range ?

　　　　Feedback Waveform zoom buttons

　　Nouveau dans la version 1.11.0.

[ChannelN]wheel
[PreviewDeckN]wheel
[SamplerN]wheel
　　Affects relative playback speed and direction persistently (additive offset & must manually be undone).

　　　　Range -3.0..3.0

　　　　Feedback Waveform

Deprecated controls

These controls have been deprecated, new controller mappings should use the alternatives.

[ChannelN]beatloop
[PreviewDeckN]beatloop
[SamplerN]beatloop
　　Setup a loop over the set number of beats.

　　　　Range positive real number

　　　　Feedback A loop is shown over the set number of beats.

　　Obsolète depuis la version 2.1.0: Use *[ChannelN],beatloop_size* and *[ChannelN],beatloop_toggle* instead.

[ChannelN]reloop_exit
[PreviewDeckN]reloop_exit
[SamplerN]reloop_exit
　　Toggles the current loop on or off. If the loop is ahead of the current play position, the track will keep playing normally until it reaches the loop.

　　　　Range binary

Feedback Loop range in waveform activates or deactivates.

Obsolète depuis la version 2.1.0: Use *[ChannelN],reloop_toggle* instead.

[ChannelN]jog
[PreviewDeckN]jog
[SamplerN]jog
> Affects relative playback speed and direction for short instances (additive & is automatically reset to 0).

> > **Range** -3.0..3.0

> > **Feedback** waveform

> Obsolète depuis la version ??: Use the JavaScript engine.scratch functions instead.

[ChannelN]scratch
[PreviewDeckN]scratch
[SamplerN]scratch
> Affects playback speed and direction ([differently whether currently playing or not](https://bugs.launchpad.net/mixxx/+bug/530281)) (multiplicative).

> > **Range** -3.0..3.0

> > **Feedback** Waveform

> Obsolète depuis la version ??: Use the JavaScript engine.scratch functions instead.

[ChannelN]filter
[PreviewDeckN]filter
[SamplerN]filter
> Toggles the filter effect.

> > **Range** binary

> > **Feedback** Filter button

> Nouveau dans la version 2.0.0.

> Obsolète depuis la version 2.0.0: Use *[QuickEffectRack1_[ChannelN]_Effect1],enabled* instead.

[ChannelN]filterDepth
[PreviewDeckN]filterDepth
[SamplerN]filterDepth
> Adjusts the intensity of the filter effect.

> > **Range** default

> > **Feedback** Filter depth knob

> Nouveau dans la version 2.0.0.

> Obsolète depuis la version 2.0.0: Use *[QuickEffectRack1_[ChannelN]],super1* instead.

[ChannelN]filterLow
[PreviewDeckN]filterLow
[SamplerN]filterLow
> Adjusts the gain of the low *EQ* filter.

> > **Range** 0.0..1.0..4.0

> > **Feedback** Low EQ knob

> Obsolète depuis la version 2.0.0: Use *[EqualizerRack1_[ChannelN]_Effect1],parameter1* instead.

[ChannelN]filterLowKill
[PreviewDeckN]filterLowKill
[SamplerN]filterLowKill
　　Holds the gain of the low *EQ* to -inf while active

　　　　Range binary

　　　　Feedback Low EQ *kill switch*

　　Obsolète depuis la version 2.0.0: Use *[EqualizerRack1_[ChannelI]_Effect1],*
　　button_parameter1 instead.

[ChannelN]filterMid
[PreviewDeckN]filterMid
[SamplerN]filterMid
　　Adjusts the gain of the mid *EQ* filter..

　　　　Range 0.0..1.0..4.0

　　　　Feedback Mid EQ knob

　　Obsolète depuis la version 2.0.0: Use *[EqualizerRack1_[ChannelI]_Effect1],parameter2* in-
　　stead.

[ChannelN]filterMidKill
[PreviewDeckN]filterMidKill
[SamplerN]filterMidKill
　　Holds the gain of the mid *EQ* to -inf while active.

　　　　Range binary

　　　　Feedback Mid EQ *kill switch*

　　Obsolète depuis la version 2.0.0: Use *[EqualizerRack1_[ChannelI]_Effect1],*
　　button_parameter2 instead.

[ChannelN]filterHigh
[PreviewDeckN]filterHigh
[SamplerN]filterHigh
　　Adjusts the gain of the high *EQ* filter.

　　　　Range 0.0..1.0..4.0

　　　　Feedback High EQ knob

　　Obsolète depuis la version 2.0.0: Use *[EqualizerRack1_[ChannelI]_Effect1],parameter3* in-
　　stead.

[ChannelN]filterHighKill
[PreviewDeckN]filterHighKill
[SamplerN]filterHighKill
　　Holds the gain of the high *EQ* to -inf while active.

　　　　Range binary

　　　　Feedback High EQ *kill switch*

　　Obsolète depuis la version 2.0.0: Use *[EqualizerRack1_[ChannelI]_Effect1],*
　　button_parameter3 instead.

[ChannelN]beatloop_X
[PreviewDeckN]beatloop_X
[SamplerN]beatloop_X
　　Setup a loop over X beats. A control exists for X = 0.03125, 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64

> **Range** toggle

> **Feedback** A loop is shown over X beats.

Nouveau dans la version 1.10.0.

Obsolète depuis la version 2.0.0: Use *[ChannelN],beatloop_X_activate* instead.

Global Sampler controls

These controls can be used to control all samplers.

[Samplers]show_samplers

> **Range** binary

> **Feedback** Shows Sampler bank(s)

[Sampler]SaveSamplerBank
Save sampler configuration. Make currently loaded tracks in samplers instantly available at a later point.

> **Range** binary

> **Feedback** Opens file dialog. Configuration file can be named and saved.

[Sampler]LoadSamplerBank
Load saved sampler configuration file and add tracks to the available samplers.

> **Range** binary

> **Feedback** Opens file dialog. Select configuration file.

16.5.4 Microphones and Auxiliary Channels

In contrast to *decks, preview decks and samplers*, microphones and auxiliary channels are input channels. You can map audio interface's inputs to mixxx's auxiliary input channels and connect external audio source to it (cellphone, mp3 player). Then you can use your *MIDI* controller to control its volume and some other parameters (orientation, gain, *volume*), apply effects and use the prelisten function.

Note: Although the first auxiliary group is named [Auxiliary1], the group for the first microphone is just called [Microphone], not [Microphone1].

[MicrophoneN]enabled
[AuxiliaryN]enabled
1 if a channel input is enabled, 0 if not.

> **Range** binary

> **Feedback** Microphone is enabled.

Nouveau dans la version 1.10.0.

Obsolète depuis la version 2.0.0: Use *[MicrophoneN],input_configured* instead.

[MicrophoneN]input_configured
[AuxiliaryN]input_configured
1 if there is input is configured for this channel, 0 if not.

> **Range** binary, read-only

> **Feedback** Configured channel in the sound preferences.

[MicrophoneN]master
[AuxiliaryN]master

Hold value at 1 to mix channel input into the master output. For [MicrophoneN] use *[MicrophoneN], talkover* instead. Note that [AuxiliaryN] also take *[AuxiliaryN],orientation* into account.

>> **Range** binary

>> **Feedback** Auxiliary: Play button Microphone: N/A

[AuxiliaryN]orientation

Set channel orientation for the *crossfader*.

>> **Range**

Value	Meaning
0	Left side of crossfader
1	Center (not affected by crossfader)
2	Right side of crossfader

>> **Feedback** None

Nouveau dans la version 1.10.0.

[MicrophoneN]orientation

Nouveau dans la version 1.10.0.

Obsolète depuis la version 1.10.0: The control is not processed in the Mixer, which is also why there are no orientation controls for Microphones in the GUI.

[MicrophoneN]PeakIndicator
[AuxiliaryN]PeakIndicator

Indicates when the signal is clipping (too loud for the hardware and is being distorted)

This is a *ControlPotMeter control*.

>> **Range** binary

>> **Feedback** Microphone Clip light

Nouveau dans la version 1.10.0.

[MicrophoneN]PeakIndicatorL
[AuxiliaryN]PeakIndicatorL

Indicates when the signal is clipping (too loud for the hardware and is being distorted) for the left channel

This is a *ControlPotMeter control*.

>> **Range** binary

>> **Feedback** Clip light (left)

Nouveau dans la version 2.0.0.

[MicrophoneN]PeakIndicatorR
[AuxiliaryN]PeakIndicatorR

Indicates when the signal is clipping (too loud for the hardware and is being distorted) for the right channel

This is a *ControlPotMeter control*.

>> **Range** binary

>> **Feedback** Clip light (right)

Nouveau dans la version 2.0.0.

[MicrophoneN]pfl
[AuxiliaryN]pfl

Toggles *headphone cueing (PFL)*.

> **Range** binary
>
> **Feedback** Headphone button

[MicrophoneN]talkover
[AuxiliaryN]talkover

Hold value at 1 to mix channel input into the master output. For [AuxiliaryN] use *[AuxiliaryN], master* instead. Note that [AuxiliaryN] also take *[AuxiliaryN],orientation* into account.

> **Range** binary
>
> **Feedback** Microphone: Talk button Auxiliary: N/A

Nouveau dans la version 1.10.0.

[MicrophoneN]volume
[AuxiliaryN]volume

Adjusts the channel volume fader

This is a *ControlPotMeter control*.

> **Range** default
>
> **Feedback** Microphone volume fader changes

Nouveau dans la version 1.10.0.

[MicrophoneN]pregain
[AuxiliaryN]pregain

Adjusts the gain of the input

This is a *ControlPotMeter control*.

> **Range** 0.0..1.0..4.0
>
> **Feedback** Microphone gain knob

[MicrophoneN]mute
[AuxiliaryN]mute

Mutes the channel

> **Range** binary
>
> **Feedback** Mute button

Nouveau dans la version 2.0.0.

[MicrophoneN]VuMeter
[AuxiliaryN]VuMeter

Outputs the current instantaneous channel volume

This is a *ControlPotMeter control*.

> **Range** default
>
> **Feedback** Microphone VU meter changes

Nouveau dans la version 1.10.0.

[MicrophoneN]VuMeterL

[AuxiliaryN]VuMeterL

Outputs the current instantaneous deck volume for the left channel

This is a *ControlPotMeter control*.

> **Range** default
>
> **Feedback** Deck VU meter L

Nouveau dans la version 2.0.0.

[MicrophoneN]VuMeterR
[AuxiliaryN]VuMeterR

Outputs the current instantaneous deck volume for the right channel

This is a *ControlPotMeter control*.

> **Range** default
>
> **Feedback** Deck VU meter R

Nouveau dans la version 2.0.0.

16.5.5 The **[VinylControl]** group

The [VinylControl] group can toggle the *vinyl control feature*.

[VinylControl]Toggle

Moves control by a vinyl control signal from one deck to another if using the single deck vinyl control (VC) feature.

> **Range** binary
>
> **Feedback** If VC isn't enabled on any decks, enable it on the first one we're receiving samples for. If VC is enabled on a single (exclusive) deck, and another deck is setup to receive samples, disable it on the former deck and enable it on the next eligible deck (ordered by deck number). If VC is enabled on multiple decks, don't do anything.

Nouveau dans la version 1.10.0.

[VinylControl]show_vinylcontrol

Toggle the vinyl control section in skins.

> **Range** binary
>
> **Feedback** Vinyl controls are shown

Nouveau dans la version 1.10.0.

[VinylControl]gain

Allows to amplify the « phono » level of attached turntables to « line » level. This is equivalent to setting the *turntable boost* in *Options ‣ Preferences ‣ Vinyl Control*

> **Range** binary
>
> **Feedback** position of Boost slider in *Options ‣ Preferences ‣ Vinyl Control* (is not updated while viewing this Preferences page)

Nouveau dans la version 1.10.0.

16.5.6 The `[Recording]` controls

The controls in the `[Recording]` group can be used to query and control the *recording of your mix*.

`[Recording]toggle_recording`
>
> Turns recording on or off.
>
> > **Range** binary
> >
> > **Feedback** Recording icon

`[Recording]status`
>
> Indicates whether Mixxx is currently recording.
>
> > **Range**

Value	Meaning
0	Recording Stopped
1	Initialize Recording
2	Recording Active

> > **Feedback** Recording icon

16.5.7 AutoDJ controls

The `[AutoDJ]` controls allow interacting with *AutoDJ*.

`[AutoDJ]enabled`
>
> Turns Auto DJ on or off.
>
> > **Range** binary
> >
> > **Feedback** AutoDJ button
>
> Nouveau dans la version 1.11.0.

`[AutoDJ]shuffle_playlist`
>
> Shuffles the content of the Auto DJ playlist.
>
> > **Range** binary
> >
> > **Feedback** Order of tracks in the AutoDJ playlist changes.
>
> Nouveau dans la version 1.11.0.

`[AutoDJ]skip_next`
>
> Skips the next track in the Auto DJ playlist.
>
> > **Range** binary
> >
> > **Feedback** Skipped track is removed from the AutoDJ playlist.
>
> Nouveau dans la version 1.11.0.

`[AutoDJ]fade_now`
>
> Triggers the transition to the next track.
>
> > **Range** binary
> >
> > **Feedback** Crossfader slider moves to the other side.
>
> Nouveau dans la version 1.11.0.

16.5.8 The **[Library]** controls

The controls in the `[Library]` group can be used to navigate the *library*. Note that *`[Library],MoveUp`* and other Move and Scroll controls emulate keypresses and therefore require the Mixxx window to be focused.

[Library]MoveUp
> Equivalent to pressing the `Up` key on the keyboard
>
>> **Range** Binary
>>
>> **Feedback** Currently selected item changes
>
> Nouveau dans la version 2.1.0.

[Library]MoveDown
> Equivalent to pressing the `Down` key on the keyboard
>
>> **Range** Binary
>>
>> **Feedback** Currently selected item changes
>
> Nouveau dans la version 2.1.0.

[Library]MoveVertical
> Move the specified number of locations up or down. Intended to be mapped to an encoder knob.
>
>> **Range** Relative (positive values move down, negative values move up)
>>
>> **Feedback** Currently selected item changes
>
> Nouveau dans la version 2.1.0.

[Library]ScrollUp
> Equivalent to pressing the `PageUp` key on the keyboard
>
>> **Range** Binary
>>
>> **Feedback** Currently selected item changes
>
> Nouveau dans la version 2.1.0.

[Library]ScrollDown
> Equivalent to pressing the `PageDown` key on the keyboard
>
>> **Range** Binary
>>
>> **Feedback** Currently selected item changes
>
> Nouveau dans la version 2.1.0.

[Library]ScrollVertical
> Scroll the specified number of pages up or down. Intended to be mapped to an encoder knob.
>
>> **Range** Relative (positive values move down, negative values move up)
>>
>> **Feedback** Currently selected item changes
>
> Nouveau dans la version 2.1.0.

[Library]MoveLeft
> Equivalent to pressing the `Left` key on the keyboard
>
>> **Range** Binary
>>
>> **Feedback** Currently selected item changes
>
> Nouveau dans la version 2.1.0.

`[Library]MoveRight`
Equivalent to pressing the `Right` key on the keyboard

    Range Binary

    Feedback Currently selected item changes

Nouveau dans la version 2.1.0.

`[Library]MoveHorizontal`
Move the specified number of locations left or right. Intended to be mapped to an encoder knob.

    Range Relative (positive values move right, negative values move left)

    Feedback Currently selected item changes

Nouveau dans la version 2.1.0.

`[Library]MoveFocusForward`
Equivalent to pressing the `Tab` key on the keyboard

    Range Binary

    Feedback Currently focused pane changes

Nouveau dans la version 2.1.0.

`[Library]MoveFocusBackward`
Equivalent to pressing the `Shift` + `Tab` key on the keyboard

    Range Binary

    Feedback Currently focused pane changes

Nouveau dans la version 2.1.0.

`[Library]MoveFocus`
Move focus the specified number of panes forward or backwards. Intended to be mapped to an encoder knob.

    Range Relative (positive values move forward, negative values move backward)

    Feedback Currently focused pane changes

Nouveau dans la version 2.1.0.

`[Library]GoToItem`
Triggers different actions, depending on which interface element currently has keyboard focus:

Search bar	
text box	moves focus to tracks table
Clear button	clears search text
Sidebar	
collapsed node	expands the item (except Tracks and Auto DJ)
leaf node	moves focus to tracks table
Tracks table	Performs the action selected in *Preferences ▸ Library ▸ Track Double-Click Action* (default is « Load selected track »). Also see *Preferences ▸ Decks ▸ Playing track protection*
Dialogs / popups	presses `Enter`. Note: the `Move..` controls allow to move button focus.

    Range Binary

    Feedback Context dependent

Nouveau dans la version 2.1.0.

[Library]AutoDjAddBottom
[Playlist]AutoDjAddBottom
   Add selected track(s) to Auto DJ Queue (bottom).

   Range Binary

   Feedback Append track(s) to Auto DJ playlist

Nouveau dans la version 2.0.0.

[Library]AutoDjAddTop
[Playlist]AutoDjAddTop
   Add selected track(s) to Auto DJ Queue (top).

   Range Binary

   Feedback Prepend track(s) to Auto DJ playlist

Nouveau dans la version 2.0.0.

[Library]show_coverart
   Toggle the Cover Art in Library

   Range Binary

[Library]font_size_increment
   Increase the size of the library font. If the row height is smaller than the font-size the larger of the two is used.

   Range Binary

   Feedback Library view

Nouveau dans la version 2.0.0.

[Library]font_size_decrement
   Decrease the size of the library font

Nouveau dans la version 2.0.0.

   Range Binary

   Feedback Library view

[Library]font_size_knob
   Increase or decrease the size of the library font

Nouveau dans la version 2.0.0.

   Range Relative

   Feedback Library view

[Library]sort_column
   Indicates the sorting column the track table

   Range

Value	Description	Library	Playlist	Crate	Browse
1	Artist	X	X	X	X
2	Title	X	X	X	X
3	Album	X	X	X	X
4	Albumartist	X	X	X	X

Table 2 – suite de la page précédente

Value	Description	Library	Playlist	Crate	Browse
5	Year	X	X	X	X
6	Genre	X	X	X	X
7	Composer	X	X	X	X
8	Grouping	X	X	X	X
9	Tracknumber	X	X	X	X
10	Filetype	X	X	X	X
11	Native Location	X	X	X	X
12	Comment	X	X	X	X
13	Duration	X	X	X	X
14	Bitrate	X	X	X	X
15	BPM	X	X	X	X
16	ReplayGain	X	X	X	X
17	Datetime Added	X	X	X	X
18	Times Played	X	X	X	X
19	Rating	X	X	X	X
20	Key	X	X	X	X
21	Preview	X	X	X	X
22	Coverart	X	X	X	
23	Position		X		
24	Playlist ID		X		
25	Location		X		
26	Filename				X
27	File Modified Time				X
28	File Creation Time				X
29	Sample Rate				
30	Track Color	X	X	X	

Feedback Sorting indicator in the column headers of the track table

Nouveau dans la version 2.3.0.

[Library]sort_column_toggle

Equivalent to clicking on column headers. A new value sets *[Library],sort_column* to that value and *[Library],sort_order* to 0, setting the same value again will toggle *[Library],sort_order*.

Range Same as for *[Library],sort_column* or value 0 for sorting according the current column with the cursor on it

Feedback Sorting indicator in the column headers of the track table

Nouveau dans la version 2.3.0.

[Library]sort_order

Indicate the sort order of the track tables.

Range Binary (0 for ascending, 1 for descending)

Feedback Sorting indicator in the column headers of the track table

Nouveau dans la version 2.3.0.

[Library]track_color_prev

Set color of selected track to previous color in palette.

Range Binary

Feedback Track color changes in the library view.

Nouveau dans la version 2.3.0.

[Library]track_color_next

    Set color of selected track to next color in palette.

        Range Binary

        Feedback Track color changes in the library view.

    Nouveau dans la version 2.3.0.

16.5.9 The **[Shoutcast]** controls

[Shoutcast]enabled

    Shows if live Internet broadcasting is enabled.

        Range ?

        Feedback shoutcast only supports mp3 format as field

[Shoutcast]status

    This control displays whether broadcasting connection to Shoutcast server was successfully established.

        Range binary

        Feedback None

16.5.10 The **[Playlist]** controls

[Playlist] controls allow navigating the sidebar and tracks table directly without considering the currently focused widget. This is helpful when another application's window is focused. This group is going to be deprecated at some point, with its controls added to [Library] above.

Voir aussi:

See bug #1772184 for the current status.

[Playlist]SelectPlaylist

    Scrolls the given number of items (view, playlist, crate, etc.) in the side pane (can be negative for reverse direction).

        Range relative value

        Feedback Library sidebar highlight

[Playlist]SelectTrackKnob

    Scrolls the given number of tracks in the track table (can be negative for reverse direction).

        Range relative value

       Feedback Library track table highlight

[Playlist]LoadSelectedIntoFirstStopped

    Loads the currently highlighted song into the first stopped deck

    Obsolète depuis la version 2.1.0: Use *[Library],GoToItem* instead.

[Playlist]SelectNextPlaylist

    Switches to the next view (Library, Queue, etc.)

    Obsolète depuis la version 2.1.0: Use *[Library],MoveDown* instead.

[Playlist]SelectPrevPlaylist

> > **range** binary
>
> > **feedback** Library sidebar
>
> Switches to the previous view (Library, Queue, etc.)
>
> > Obsolète depuis la version 2.1.0: Use *[Library],MoveUp* instead.

[Playlist]ToggleSelectedSidebarItem
> Toggles (expands/collapses) the currently selected sidebar item.
>
> Nouveau dans la version 1.11.0.
>
> Obsolète depuis la version 2.1.0: Use *[Library],GoToItem* instead.

[Playlist]SelectNextTrack
> Scrolls to the next track in the track table.
>
> Obsolète depuis la version 2.1.0: Use *[Library],MoveDown* instead.

[Playlist]SelectPrevTrack
> Scrolls to the previous track in the track table.
>
> Obsolète depuis la version 2.1.0: Use *[Library],MoveUp* instead.

16.5.11 The `[Controls]` controls

The `[Controls]` group contains controls that didn't fit in any other group.

[Controls]touch_shift
> Once enabled, all touch tab events are interpreted as right click. This control has been added to provide touchscreen compatibility in 2.0 and might be replaced by a general modifier solution in the future.
>
> > **Range** binary
>
> > **Feedback** All Widgets
>
> Nouveau dans la version 2.0.0.

[Controls]AutoHotcueColors
> If enabled, colors will be assigned to newly created *hotcues* automatically.
>
> > **Range** binary
>
> > **Feedback** None
>
> Nouveau dans la version 2.3.0.

[Controls]ShowDurationRemaining
> Represents the current state of the remaining time duration display of the loaded track.
>
> > **Range**

Value	Meaning
0	currently showing elapsed time, sets to remaining time
1	currently showing remaining time , sets to elapsed time
2	currently showing both (that means we are showing remaining, set to elapsed

> > **Feedback** None

16.5.12 The Effects Framework

In the list below,

- EffectRack1 leaves room for future expansion to multiple EffectRacks.

- N ranges from 1 to `[EffectRack1],num_effectunits`, inclusive.

- M ranges from 1 to `[EffectRack1_EffectUnitN],num_effectslots`, inclusive. (For a given value of N)

- K ranges from 1 to `[EffectRack1_EffectUnitN_EffectM],num_parameters`, inclusive. (For given values of N and M)

- I ranges from 1 to `[Master],num_decks`, inclusive.

- J ranges from 1 to `[Master],num_samplers`, inclusive.

Nouveau dans la version 2.0.0.

Linking Values

Effect parameters can be linked to the effect's metaknob. This linkage can be user-controlled by changing the `link_type` and the `link_inverse` control of the parameter. The default link type is loaded from the effect parameter's manifest's `linkHint` property.

Link Type	Integer Value	Interpretation
None	0	Not controlled by the metaknob
Linked	1	Controlled by the metaknob as it is
Linked Left	2	Controlled by the left side of the metaknob
Linked Right	3	Controlled by the right side of the metaknob
Linked Left Right	4	Controlled by both sides of the metaknob

Link Inverse	Integer Value	Interpretation
Normal	0	Linked in equal relation
Inverse	1	Linked in an inverse relation.

EQs and Filters

Equalizers and filters are special effects units. The EQs are controlled by [EqualizerRack1_[ChannelI]_Effect1] and the filter knob is controlled by *[QuickEffectRack1_[ChannelI]], super1* and *[QuickEffectRack1_[ChannelI]_Effect1],enabled*. Users can choose between several options for the effects loaded in these racks in the Equalizers section of the Preferences window.

Controls

[EffectRack1]show
Show the Effect Rack

> **Range** binary

[EffectRack1]num_effectunits
[EqualizerRack1]num_effectunits
[QuickEffectRack1]num_effectunits
The number of EffectUnits in this rack

> **Range** integer, read-only

[EffectRack1]clear
[EqualizerRack1]clear
[QuickEffectRack1]clear
Clear the Effect Rack

> **Range** binary

[EffectRack1_EffectUnitN]chain_selector
[EqualizerRack1_[ChannelI]]chain_selector
[QuickEffectRack1_[ChannelI]]chain_selector
Select EffectChain preset. > 0 goes one forward; < 0 goes one backward.

> **Range** +1/-1

[EffectRack1_EffectUnitN]clear
[EqualizerRack1_[ChannelI]]clear
[QuickEffectRack1_[ChannelI]]clear
Clear the currently loaded EffectChain in this EffectUnit.

> **Range** binary

[EffectRack1_EffectUnitN]enabled
[EqualizerRack1_[ChannelI]]enabled
[QuickEffectRack1_[ChannelI]]enabled
If true, the EffectChain in this EffectUnit will be processed. Meant to allow the user a quick toggle for the effect unit.

> **Range** binary, default true

[EffectRack1_EffectUnitN]focused_effect
[EqualizerRack1_[ChannelI]]focused_effect
[QuickEffectRack1_[ChannelI]]focused_effect
0 indicates no effect is focused; > 0 indicates the index of the focused effect. Focusing an effect only does something if a controller mapping changes how it behaves when an effect is focused.

> **Range** 0..num_effects

[EffectRack1_EffectUnitN]group_[ChannelI]_enable
[EqualizerRack1_[ChannelI]]group_[ChannelI]_enable
[QuickEffectRack1_[ChannelI]]group_[ChannelI]_enable
Whether or not this EffectChain applies to Deck I

> **Range** binary

[EffectRack1_EffectUnitN]group_[Headphone]_enable
Whether or not this EffectChain applies to the Headphone output

> **Range** binary

[EffectRack1_EffectUnitN]group_[Master]_enable
> Whether or not this EffectChain applies to the Master output
>
> > **Range** binary

[EffectRack1_EffectUnitN]group_[SamplerJ]_enable
> Whether or not this EffectChain applies to Sampler J
>
> > **Range** binary

[EffectRack1_EffectUnitN]loaded
[EqualizerRack1_[ChannelI]]loaded
[QuickEffectRack1_[ChannelI]]loaded
> Whether an EffectChain is loaded into the EffectUnit
>
> > **Range** binary, read-only

[EffectRack1_EffectUnitN]mix
[EqualizerRack1_[ChannelI]]mix
[QuickEffectRack1_[ChannelI]]mix
> The dry/wet mixing ratio for this EffectChain with the EngineChannels it is mixed with
>
> This is a *ControlPotMeter control*.
>
> > **Range** 0.0..1.0

[EffectRack1_EffectUnitN]next_chain
[EqualizerRack1_[ChannelI]]next_chain
[QuickEffectRack1_[ChannelI]]next_chain
> Cycle to the next EffectChain preset after the currently loaded preset.
>
> > **Range** binary

[EffectRack1_EffectUnitN]num_effects
[EqualizerRack1_[ChannelI]]num_effects
[QuickEffectRack1_[ChannelI]]num_effects
> The number of Effects that this EffectChain has
>
> > **Range** integer, read-only

[EffectRack1_EffectUnitN]num_effectslots
[EqualizerRack1_[ChannelI]]num_effectslots
[QuickEffectRack1_[ChannelI]]num_effectslots
> The number of effect slots available in this EffectUnit.
>
> > **Range** integer, read-only

[EffectRack1_EffectUnitN]prev_chain
[EqualizerRack1_[ChannelI]]prev_chain
[QuickEffectRack1_[ChannelI]]prev_chain
> Cycle to the previous EffectChain preset before the currently loaded preset.
>
> > **Range** binary

[EffectRack1_EffectUnitN]show_focus
[EqualizerRack1_[ChannelI]]show_focus
[QuickEffectRack1_[ChannelI]]show_focus
> Whether to show focus buttons and draw a border around the focused effect in skins. This should not be manipulated by skins; it should only be changed by controller mappings.
>
> > **Range** binary

[EffectRack1_EffectUnitN]show_parameters

`[EqualizerRack1_[ChannelI]]show_parameters`
`[QuickEffectRack1_[ChannelI]]show_parameters`

> **Range** binary

> Whether to show all the parameters of each effect in skins or only show metaknobs.

`[EffectRack1_EffectUnitN]super1`
`[EqualizerRack1_[ChannelI]]super1`
`[QuickEffectRack1_[ChannelI]]super1`

> The EffectChain superknob. Moves the metaknobs for each effect in the chain.

> This is a *ControlPotMeter control*.

> **Range** 0.0..1.0

`[EffectRack1_EffectUnitN_EffectM]clear`
`[EqualizerRack1_[ChannelI]_Effect1]clear`
`[QuickEffectRack1_[ChannelI]_Effect1]clear`

> Clear the currently loaded Effect in this Effect slot from the EffectUnit.

> **Range** binary

`[EffectRack1_EffectUnitN_EffectM]effect_selector`
`[EqualizerRack1_[ChannelI]_Effect1]effect_selector`
`[QuickEffectRack1_[ChannelI]_Effect1]effect_selector`

> Select Effect – >0 goes one forward, <0 goes one backward.

> **Range** +1/-1

`[EffectRack1_EffectUnitN_EffectM]enabled`
`[EqualizerRack1_[ChannelI]_Effect1]enabled`
`[QuickEffectRack1_[ChannelI]_Effect1]enabled`

> If true, the effect in this slot will be processed. Meant to allow the user a quick toggle for this effect.

> **Range** binary, default true

`[EffectRack1_EffectUnitN_EffectM]loaded`
`[EqualizerRack1_[ChannelI]_Effect1]loaded`
`[QuickEffectRack1_[ChannelI]_Effect1]loaded`

> Whether an Effect is loaded into this EffectSlot

> **Range** binary, read-only

`[EffectRack1_EffectUnitN_EffectM]next_effect`
`[EqualizerRack1_[ChannelI]_Effect1]next_effect`
`[QuickEffectRack1_[ChannelI]_Effect1]next_effect`

> Cycle to the next effect after the currently loaded effect.

> **Range** binary

`[EffectRack1_EffectUnitN_EffectM]num_parameters`
`[EqualizerRack1_[ChannelI]_Effect1]num_parameters`
`[QuickEffectRack1_[ChannelI]_Effect1]num_parameters`

> The number of parameters the currently loaded effect has.

> **Range** integer, read-only, 0 if no effect is loaded

`[EffectRack1_EffectUnitN_EffectM]num_parameterslots`
`[EqualizerRack1_[ChannelI]_Effect1]num_parameterslots`
`[QuickEffectRack1_[ChannelI]_Effect1]num_parameterslots`

> The number of parameter slots available.

>> **Range** integer, read-only

[EffectRack1_EffectUnitN_EffectM]num_button_parameters
[EqualizerRack1_[ChannelI]_Effect1]num_button_parameters
[QuickEffectRack1_[ChannelI]_Effect1]num_button_parameters
>> The number of button parameters the currently loaded effect has.

>> **Range** integer, read-only, 0 if no effect is loaded

[EffectRack1_EffectUnitN_EffectM]num_button_parameterslots
[EqualizerRack1_[ChannelI]_Effect1]num_button_parameterslots
[QuickEffectRack1_[ChannelI]_Effect1]num_button_parameterslots
>> The number of button parameter slots available.

>> **Range** integer, read-only

[EffectRack1_EffectUnitN_EffectM]meta
[EqualizerRack1_[ChannelI]_Effect1]meta
[QuickEffectRack1_[ChannelI]_Effect1]meta
>> Controls the parameters that are linked to the metaknob.

>> This is a *ControlPotMeter control*.

>> **Range** 0..1

[EffectRack1_EffectUnitN_EffectM]prev_effect
[EqualizerRack1_[ChannelI]_Effect1]prev_effect
[QuickEffectRack1_[ChannelI]_Effect1]prev_effect
>> Cycle to the previous effect before the currently loaded effect.

>> **Range** binary

[EffectRack1_EffectUnitN_EffectM]parameterK
[EqualizerRack1_[ChannelI]_Effect1]parameterK
[QuickEffectRack1_[ChannelI]_Effect1]parameterK
>> The scaled value of the Kth parameter. See the Parameter Values section for more information.

>> This is a *ControlPotMeter control*.

>> **Range** double

[EffectRack1_EffectUnitN_EffectM]parameterK_link_inverse
[EqualizerRack1_[ChannelI]_Effect1]parameterK_link_inverse
[QuickEffectRack1_[ChannelI]_Effect1]parameterK_link_inverse
>> The link direction of the Kth parameter to the effect's metaknob.

>> **Range** bool

[EffectRack1_EffectUnitN_EffectM]parameterK_link_type
[EqualizerRack1_[ChannelI]_Effect1]parameterK_link_type
[QuickEffectRack1_[ChannelI]_Effect1]parameterK_link_type
>> The link type of the Kth parameter to the effects's metaknob.

>> **Range** enum

[EffectRack1_EffectUnitN_EffectM]parameterK_loaded
[EqualizerRack1_[ChannelI]_Effect1]parameterK_loaded
[QuickEffectRack1_[ChannelI]_Effect1]parameterK_loaded
>> Whether or not the Kth parameter slot has an effect parameter loaded into it.

>> **Range** binary, read-only

[EffectRack1_EffectUnitN_EffectM]parameterK_type

```
[EqualizerRack1_[ChannelI]_Effect1]parameterK_type
[QuickEffectRack1_[ChannelI]_Effect1]parameterK_type
```
> The type of the Kth parameter value. See the Parameter Value Types table.
>
> > **Range** integer, read-only

```
[EffectRack1_EffectUnitN_EffectM]button_parameterK
[EqualizerRack1_[ChannelI]_Effect1]button_parameterK
[QuickEffectRack1_[ChannelI]_Effect1]button_parameterK
```
> The value of the Kth parameter. See the Parameter Values section for more information.
>
> > **Range** double

```
[EffectRack1_EffectUnitN_EffectM]button_parameterK_loaded
[EqualizerRack1_[ChannelI]_Effect1]button_parameterK_loaded
[QuickEffectRack1_[ChannelI]_Effect1]button_parameterK_loaded
```
> Whether or not the Kth parameter slot has an effect parameter loaded into it.
>
> > **Range** binary, read-only

```
[EffectRack1_EffectUnitN_EffectM]button_parameterK_type
[EqualizerRack1_[ChannelI]_Effect1]button_parameterK_type
[QuickEffectRack1_[ChannelI]_Effect1]button_parameterK_type
```
> The type of the Kth parameter value. See the Parameter Value Types table.
>
> > **Range** integer, read-only

16.5.13 Removed controls

These controls have been removed from Mixxx. Skins and controller mappings that attempt to use them will not work correctly.

`[ChannelN]flanger`
> Toggles the flanger effect.
>
> Obsolète depuis la version 2.0.0: This control has been **removed** without a direct replacement. Use the *effects framework* instead.

`[ChannelN]Hercules1`
`[ChannelN]Hercules2`
`[ChannelN]Hercules3`
`[ChannelN]Hercules4`
> Obsolète depuis la version ??: This control has been **removed**.

`[ChannelN]NextTask`
> Obsolète depuis la version ??: This control has been **removed**.

`[ChannelN]NextTrack`
> Obsolète depuis la version ??: This control has been **removed**.

`[ChannelN]PrevTask`
> Obsolète depuis la version ??: This control has been **removed**.

`[ChannelN]PrevTrack`
> Obsolète depuis la version ??: This control has been **removed**.

`[ChannelN]transform`
> Obsolète depuis la version ??: This control has been **removed**.

`[Flanger]lfoDepth`
> Adjusts the intensity of the flange effect

Obsolète depuis la version 2.0.0: This control has been **removed** without a direct replacement. Use the *effects framework* instead.

[Flanger]lfoDelay
Adjusts the phase delay of the flange effect in microseconds

Obsolète depuis la version 2.0.0: This control has been **removed** without a direct replacement. Use the *effects framework* instead.

[Flanger]lfoPeriod
Adjusts the wavelength of the flange effect in microseconds

Obsolète depuis la version 2.0.0: This control has been **removed** without a direct replacement. Use the *effects framework* instead.

16.6 The Mixxx Settings Directory

The Mixxx settings directory contains all user data and settings of your Mixxx installation.

16.6.1 Location

Linux

> `~/.mixxx/`

> **Note:** make sure you have « Show hidden files » enabled in your file manager in order to show all dot-files and directories.

Windows

> Vista and up: `%LOCALAPPDATA%\Mixxx`
> XP and below: `%USERPROFILE%\Local Settings\Application Data\Mixxx\`
> Type either of those into the location bar of a Computer or Folder window.

macOS

> Mixxx 2.3: `~/Library/Containers/org.mixxx.mixxx/Data/Library/Application Support/Mixxx`
> Mixxx 2.2 and earlier: `~/Library/Application Support/Mixxx`

16.6.2 Content

analysis This contains all waveform analysis data. This is used to compose a track's scrolling waveform and track overview. If not existent, this data will be recreated each time a track is loaded into a Mixxx deck. Thus it does not belong to the essential data that needs to be backed up.

broadcast_profiles All broadcast profiles you have configured.

controllers All controller mappings you stored. This can be downloaded and *self-built mappings*, as well as built-in mappings that you modified in *Preferences* > *Controllers* > *YourController* manually or with the MIDI Wizard.

effects.xml The current configuration of the 4 effect units, incl. the state of all controls.

mixxx.cfg Everything you configured in the Preferences, deck settings, skin settings, AutoDJ configuration, effect routing etc.

mixxx.log[.NN] Log files of the last few Mixxx sessions, with `mixxx.log` being the most recent one, followed by `mixxx.log.1` etc.

mixxxdb.sqlite The Mixxx library database. All track locations, all track metadata, saved cues, loops, colors, playlists, crates, …

samplers.xml Stores tracks currently loaded to sample decks.

sandbox.cfg This is used under macOS to track which files Mixxx will have access to

soundconfig.xml Sound device configuration from Preferences > Sound Hardware

16.7 Additional Resources

Got questions? Need more information? Want to *contribute*? There are a variety of other resources where you can find out more:

- **Mixxx Website**: For general information and updates, as well as the latest news on Mixxx, go to: https://mixxx.org

- **Mixxx Wiki**: For up-to-date information about supported DJ hardware, documentation on making controller mappings, and other tips and tricks, go to: https://github.com/mixxxdj/mixxx/wiki

- **Keyboard Shortcuts**: This a list for all default Mixxx keyboard shortcuts. Please note that these shortcuts are for keyboards configured in English layout and default shortcuts may be different if your language setting is not English. *default keyboard mappings*

- **Mixxx Community Forums**: To search for answers, post your question or answer other DJ's questions, go to: https://mixxx.org/forums

- **Mixxx Zulip Chat**: Hang out with Mixxx developers and users on our Zulip chat. Stand-alone apps for Zulip can be configured to use the server `mixxx.zulipchat.com`.

- **Mixxx Source Code**: To download the source code for Mixxx, go to: https://github.com/mixxxdj/mixxx

- **Mixxx Bug Tracker**: To report a bug or request a feature, go to: https://bugs.launchpad.net/mixxx

- **Mixxx Translations**: To translate Mixxx and promote your mother tongue, go to: https://www.transifex.com/mixxx-dj-software/public/. Please read the Translation FAQ first.

- **Social Media**: Follow us on Twitter, and Facebook.

16.8 Changelog

16.8.1 2.3.2 (Unreleased)

- Playlist: Enable sorting by color #4352 lp:1945976

- Fix crash when using Doubling/Halving/etc. BPM from track's Properties window on tracks without BPM #4587 lp:1955853

- Fix writing metadata on Windows for files that have never been played #4586 lp:1955331

- Preserve file creation time when writing metadata on Windows #4586 lp1955314

- Fix handling of file extension when importing and exporting sampler settings #4539

- Fix crash when using an empty directory as resource path using the `--resource-path` command line option #4575 lp1934560

Packaging

- Downloads of external dependencies are placed in build/downloads

- The sources for libkeyfinder are now expected in build/downloads/libkeyfinder-2.2.5.zip instead of build/download/libkeyfinder/v2.2.5.zip

- CMake: Adjust the download directory and name of external dependencies #4511

- Fix/Improve Appstream metainfo #4344 #4346 #4349

16.8.2 2.3.1 (2021-09-29)

- Added mapping for the Numark DJ2GO2 Touch controller #4108 #4287

- Added mapping for the Numark Mixtrack Pro FX controller #4160

- Updated mapping for Behringer DDM4000 mixer #4262

- Updated mapping for Denon MC7000 controller #4021

- Hercules Inpulse 300: Add better FX controls and other minor improvements #4246

- Denon MC7000: Improve slip mode and jog wheel handling #4021 #4324

- Disabled detection of keyboards and mice as HID controllers #4243

- Disabled detection of all HID controllers with Apple's vendor ID. Apple doesn't build actual controllers. #4260 #4273

- Add support for HiDPI scale factors of 125% and 175% (only with Qt 5.14+) lp1938102 #4161

- Fix unhandled exception when parsing corrupt Rekordbox PDB files lp1933853 #4040

- Fix Echo effect adding left channel samples to right channel #4141

- Fix bad phase seek when starting from preroll lp1930143 #4093

- Fix bad phase seek when a channel's audible status changes #4156

- Tango skin: Show crossfader assign buttons by default #4046

- Fix keyfinder library in arm64 builds #4047

- Fix wrong track being recorded in History lp1933991 #4041 #4059 #4107 #4296

- Fix support for relative paths in the skin system which caused missing images in third-party skins #4151

- Fix relocation of directories with special/reserved characters in path name #4146

- Update keyboard shortcuts sheet #4042

- Library: resize the Played checkbox and BPM lock with the library font #4050

- Don't allow Input focus on waveforms #4134

- Fix performance issue on AArch64 by enabling flush-to-zero for floating-point arithmetic #4144

- Fix custom key notation not restored correctly after restart #4136

- Traktor S3: Disable scratch when switching decks to prevent locked scratch issue #4073

- FFmpeg: Ignore inaudible samples before start of stream #4245

- Controller Preferences: Don't automatically enable checkbox if controller is disabled #4244 lp:1941042

- Tooltips: Always show tooltips in preferences #4198 lp:1840493

- Tooltips: Use item label for tooltips in library side bar and show ID when debugging. #4247

- Library sidebar: Also activate items on PageUp/Down events. #4237

- Fix handling of preview button cell events in developer mode. #4264 lp:1929141

- Auto DJ: Fix bug which could make an empty track stop Auto DJ. #4267 lp:1941743

- Fix Auto DJ skipping tracks randomly #4319 lp1941989

- Fix high CPU load due to extremely high internal sync clock values #4312 lp1943320

- Fix preference option for re-analyzing beatgrids imported from other software #4288

- Fix wrong base tag used for deployment and displayed in About dialog #4070

Packaging

- It is no longer necessary to manually copy the udev rule file in packaging scripts. Now pkg-config is used to determine the udevdir used to install the rules file in the CMake install step when CMAKE_INSTALL_PREFIX is / or /usr. #4126

- Various build issues on FreeBSD are fixed #4122 #4123 #4124

- .desktop file has be renamed to org.mixxx.Mixxx.desktop according to Freedesktop standards #4206

- Uses system provided hidapi library if version >= 0.10.1 #4215

- Please update PortAudio to 19.7 if you have not done so already. This is required for Mixxx to work with PipeWire via the JACK API for many devices.

- Install multiple sizes of rasterized icons #4204 #4315 #4254

- CMake: Fixed detection of SoundTouch pkgconfig file and version #4209

- Fix AppStream metainfo #4205 #4317

16.8.3 2.3.0 (2021-06-28)

Hotcues

- Add hotcue colors and custom labels by right clicking hotcue buttons or right clicking hotcues on overview waveforms #2016 #2520 #2238 #2560 #2557 #2362

- Mouse hover cues on overview waveform to show time remaining until the cue #2238

Hotcue & Track Colors

- Add configurable color per track #2470 #2539 #2545 #2630 lp:1100882

- Add customizable color palettes for hotcue and track colors #2530 #2589 #3749 #2902

- Add hotcue color find-and-replace tool #2547

Importing From Other DJ Software

- Import cue points, track colors, and playlists from Serato file tags & database #2480 #2526 #2499 #2495 #2673 #3885

    - Note: Mixxx does not yet support multiple loops per track. We are working on this for Mixxx 2.4. In Mixxx 2.3, if you import a track with multiple loops from Serato, Mixxx will use the first loop cue as the single loop Mixxx currently supports. The imported loops are still stored in Mixxx's database and are treated as hotcues in Mixxx 2.3. If you do not delete these hotcues, they will be usable as loops in Mixxx 2.4. Serato keeps loops and hotcues in separate lists, but Mixxx does not, so loops from Serato are imported starting as hotcue 9.

- Import cue points, track colors, and playlists from Rekordbox USB drives #2119 #2555 #2543 #2779

    - Note: The first Rekordbox memory cue is imported for the main cue button in Mixxx and the remaining Rekordbox memory cues are imported as Mixxx hotcues, starting with the next hotcue number after the last hotcue from Rekordbox.

    - Note: Mixxx does not yet support multiple loops per track. Imported loops from Rekordbox are treated like imported loops from Serato, so refer to the note above for details.

Intro & Outro Cues

- Add intro & outro range cues with automatic silence detection #1242

- Show duration of intro & outro ranges on overview waveform #2089

- Use intro & outro cues in AutoDJ transitions #2103

Deck cloning

- Add deck cloning (also known as « instant doubles » in other DJ software) by dragging and dropping between decks #1892 and samplers #3200

- Clone decks by double pressing the load button on a controller (with option to disable this) #2024 #2042

Skins & GUI

- Aesthetically revamped LateNight skin #2298 #2342

- Right click overview waveform to show time remaining until that point #2238

- Show track info dialog when double clicking track labels in decks #2990

- Show track context menu when right clicking text in decks #2612 #2675 #2684 #2696

- Add laptop battery widget to skins #2283 #2277 #2250 #2228 #2221 #2163 #2160 #2147 #2281 #2319 #2287

- Show when passthrough mode is active on overview waveforms #2575 #2616

- Changed format of currently playing track in window title from « artist, title » to « artist - title » #2807

- Workaround Linux skin change crash #3144 lp:1885009

- Fix touch control lp:1895431

- Fix broken knob interaction on touchscreens #3512

- AutoDJ: Make « enable » shortcut work after startup #3242

- Add rate range indicator #3693

- Allow menubar to be styled #3372 #3788

- Add Donate button to About dialog #3838 #3846

- Add Scrollable Skin Widget #3890

- Fix minor visual issues in Skins #3958 #3954 #3941 #3938 #3936 #3886 #3927 #3844 #3933 #3835 #3902 #3931

Music Feature Analysis

- Multithreaded analysis for much faster batch analysis on multicore CPUs #1624 #2142 lp:1641153

- Fix bugs affecting key detection accuracy #2137 #2152 #2112 #2136

  - Note: Users who have not manually corrected keys are advised to clear all keys in their library by pressing Ctrl + A in the library, right clicking, going to Reset -> Key, then reanalyzing their library. This will freeze the GUI while Mixxx clears the keys; this is a known problem that we will not be able to fix for 2.3. Wait until it is finished and you will be able to reanalyze tracks for better key detection results.

- Remove VAMP plugin support and use Queen Mary DSP library directly. vamp-plugin-sdk and vamp-hostsdk are no longer required dependencies. #926

- Improvements BPM detection on non-const beatgrids #3626

- Fix const beatgrid placement #3965 #3973

Music Library

- Add support for searching for empty fields (for example `crate:""`) lp:1788086

- Improve synchronization of track metadata and file tags #2406

- Library Scanner: Improve hashing of directory contents #2497

- Rework of Cover Image Hashing lp:1607097 #2507 #2508

- MusicBrainz: Handle 301 status response #2510

- MusicBrainz: Add extended metadata support lp:1581256 #2522

- TagLib: Fix detection of empty or missing file tags lp:1865957 #2535

- Fix caching of duplicate tracks that reference the same file #3027

- Use 6 instead of only 4 compatible musical keys (major/minor) #3205

- Fix possible crash when trying to refocus the tracks table while another Mixxx window has focus #3201

- Don't create new tags in file when exporting metadata to it #3898

- Fix playlist files beginning with non-english characters not being loaded #3916

- Enable sorting in « Hidden Tracks » and « Missing Tracks » views #3828 lp:1828555 lp:1924616

- Fix track table being empty after start #3935 lp:1930546 lp:1924843

Audio Codecs

- Add FFmpeg audio decoder, bringing support for ALAC files #1356

- Include LAME MP3 encoder with Mixxx now that the MP3 patent has expired lp:1294128 buildserver:#37 build-server:9e8bcee

- Add Opus streaming and recording support. lp:1338413

- Remove support for SoundSource plugins because the code was not well-maintained and could lead to crashes lp:1792747

- Add HE-AAC encoding capabilities for recording and broadcasting #3615

Audio Engine

- Fix loss of precision when dealing with floating-point sample positions while setting loop out position and seeking using vinyl control #3126 #3127

- Prevent moving a loop beyond track end #3117 lp:1799574

- Fix possible memory corruption using JACK on Linux #3160

- Fix changing of vinyl lead-in time lp:1915483 #3781

- Fix tempo change of non-const beatgrid track on audible deck when cueing another track #3772

- Fix crash when changing effect unit routing #3882 lp:1775497

- Make microphone ducking use strength knob the same way in automatic & manual mode #2750

Controllers

- Improve workflow for configuring controller mappings and editing mappings #2569 #3278 #3667

- Improve error reporting from controller scripts #2588

- Make hotcue and track colors mappable on controllers #2030 #2541 #2665 #2520

- Add way to change library table sorting from controllers #2118

- Add support for velocity sensitive sampler buttons in Components JS library #2032

- Add logging when script ControlObject callback is disconnected successfully #2054

- Add controller mapping for Roland DJ-505 #2111

- Add controller mapping for Numark iDJ Live II #2818

- Add controller mapping for Hercules DJControl Inpulse 200 #2542

- Add controller mapping for Hercules DJControl Jogvision #2370

- Add controller mapping for Pioneer DDJ-200 #3185 #3193 #3742 #3793 #3949

- Add controller mapping for Pioneer DDJ-400 #3479

- Add controller mapping for ION Discover DJ Pro #2893

- Add controller mapping for Native Instrument Traktor Kontrol S3 #3031

- Add controller mapping for Behringer BCR2000 #3342 #3943

- Add controller mapping for Behringer DDM4000 #3542

- Update controller mapping for Allen & Heath Xone K2 to add intro/outro cues #2236

- Update controller mapping for Hercules P32 for more accurate headmix control #3537

- Update controller mapping for Native Instruments Traktor Kontrol S4MK2 to add auto-slip mode and pitch fader range #3331

- Fix Pioneer DDJ-SB2 controller mapping auto tempo going to infinity bug #2559 lp:1846403

- Fix Numark Mixtrack Pro 3 controller mapping inverted FX on/off control #3758

- Gracefully handle MIDI overflow #825

Other

- Add CMake build system with `ccache` and `sccache` support for faster compilation times and remove SCons #2280 #3618

- Make Mixxx compile even though `QT_NO_OPENGL` or `QT_OPENGL_ES_2` is defined (fixes build on Raspberry Pi) lp:1863440 #2504

- Fix ARM build issues #3602

- Fix missing manual in DEB package lp:1889776 #2985

- Add macOS codesigning and notarization to fix startup warnings #3281

- Don't trash user configuration if an error occurs when writing #3192

- Enable CUE sheet recording by default #3374

- Fix crash when double clicking GLSL waveforms with right mouse button #3904

- Derive Mixxx version from `git describe` #3824 #3841 #3848

- Improve tapping the BPM of a deck #3790 lp:1882776

- And countless other small fixes and improvements (too many to list them all!)

16.8.4 2.2.4 (2020-06-27)

- Store default recording format after « Restore Defaults » lp:1857806 #2414

- Prevent infinite loop when decoding corrupt MP3 files #2417

- Add workaround for broken libshout versions #2040 #2438

- Speed up purging of tracks lp:1845837 #2393

- Don't stop playback if vinyl passthrough input is configured and PASS button is pressed #2474

- Fix debug assertion for invalid crate names lp:1861431 #2477

- Fix crashes when executing actions on tracks that already disappeared from the DB #2527

- AutoDJ: Skip next track when both deck are playing lp:1399974 #2531

- Tweak scratch parameters for Mixtrack Platinum #2028

- Fix auto tempo going to infinity on Pioneer DDJ-SB2 #2559

- Fix bpm.tapButton logic and reject missed & double taps #2594

- Add controller mapping for Native Instruments Traktor Kontrol S2 MK3 #2348

- Add controller mapping for Soundless joyMIDI #2425

- Add controller mapping for Hercules DJControl Inpulse 300 #2465
- Add controller mapping for Denon MC7000 #2546
- Add controller mapping for Stanton DJC.4 #2607
- Fix broadcasting via broadcast/recording input lp:1876222 #2743
- Only apply ducking gain in manual ducking mode when talkover is enabed lp:1394968 lp:1737113 lp:1662536 #2759
- Ignore MIDI Clock Messages (0xF8) because they are not usable in Mixxx and inhibited the screensaver #2786

16.8.5 2.2.3 (2019-11-24)

- Don't make users reconfigure sound hardware when it has not changed #2253
- Fix MusicBrainz metadata lookup lp:1848887 #2328
- Fix high DPI scaling of cover art #2247
- Fix high DPI scaling of cue point labels on scrolling waveforms #2331
- Fix high DPI scaling of sliders in Tango skin #2318
- Fix sound dropping out during recording lp:1842679 #2265 #2305 #2308 #2309
- Fix rare crash on application shutdown #2293
- Workaround various rare bugs caused by database inconsistencies lp:1846971 #2321
- Improve handling of corrupt FLAC files #2315
- Don't immediately jump to loop start when loop_out is pressed in quantized mode lp:1837077 #2269
- Preserve order of tracks when dragging and dropping from AutoDJ to playlist lp:1829601 #2237
- Explicitly use X11 Qt platform plugin instead of Wayland in .desktop launcher lp:1850729 #2340
- Pioneer DDJ-SX: fix delayed sending of MIDI messages with low audio buffer sizes #2326
- Enable modplug support on Linux by default lp:1840537 #2244 #2272
- Fix keyboard shortcut for View > Skin Preferences lp:1851993 #2358 #2372
- Reloop Terminal Mix: Fix mapping of sampler buttons 5-8 lp:1846966 #2330

16.8.6 2.2.2 (2019-08-10)

- Fix battery widget with upower <= 0.99.7. #2221
- Fix BPM adjust in BpmControl. lp:1836480
- Disable track metadata export for .ogg files and TagLib 1.11.1. lp:1833190
- Fix interaction of hot cue buttons and looping. lp:1778246
- Fix detection of moved tracks. #2197
- Fix playlist import. #2200 lp:1687828
- Fix updating playlist labels. lp:1837315
- Fix potential segfault on exit. lp:1828360
- Fix parsing of invalid BPM values in MP3 files. lp:1832325

- Fix crash when removing rows from empty model. #2128

- Fix high DPI scaling of RGB overview waveforms. #2090

- Fix for OpenGL SL detection on macOS. lp:1828019

- Fix OpenGL ES detection. lp:1825461

- Fix FX1/2 buttons missing Mic unit in Deere (64 samplers). lp:1837716

- Tango64: Re-enable 64 samplers. #2223

- Numark DJ2Go re-enable note-off for deck A cue button. #2087

- Replace Flanger with QuickEffect in keyboard mapping. #2233

16.8.7 2.2.1 (2019-04-22)

- Include all fixes from Mixxx 2.1.7 and 2.1.8

- Fix high CPU usage on MAC due to preview column lp:1812763

- Fix HID controller output on Windows with common-hid-packet-parser.js

- Fix rendering slow down by not using QStylePainter in WSpinny lp:1530720

- Fix broken Mic mute button lp:1782568

- added quick effect enable button to the control picker menu

- Fix Cover Window close issue with empty cover arts

- Fix Numark Mixtrack 3 mapping. #2057

16.8.8 2.2.0 (2018-12-17)

General

- Update from Qt4 to Qt5.

- Use Qt5's automatic high DPI scaling (and remove the old scaling option from the preferences).

- Vectorize remaining raster graphics for better HiDPI support.

Effects

- Add mix mode switch (Dry/Wet vs Dry+Wet) for effect units.

- Add support for LV2 effects plugins (currently no way to show plugin GUIs).

- Add preference option for selecting which effects are shown in the list of available effects in the main window (all LV2 effects are hidden by default and must be explicitly enabled by users).

Skins

- Add 8 sampler and small sampler options to LateNight.

- Add key / BPM expansion indicators to Deere decks.

- Add skin settings menu to LateNight.

Controllers

- Add controller mapping for Numark Mixtrack Platinum.

- Update controller mapping for Numark N4.

- Add spinback and break for Vestax VCI-400 mapping.

Miscellaneous

- Add preference option to adjust the play position marker of scrolling waveforms.

- Add preference option to adjust opacity of beatgrid markers on scrolling waveforms.

- Support IRC/AIM/ICQ broadcast metadata.

16.8.9 2.1.8 (2019-04-07)

- Fix a rare chance for a corrupt track file while writing metadata in out of disk situations. lp:1815305

- Fix export of BPM track file metadata. lp:1816490

- Fix sending of broadcast metadata with TLS enabled libshout 2.4.1. lp:1817395

- Fix resdicovering purged tracks in all cases. lp:1821514

- Fix dropping track from OSX Finder. lp:1822424

16.8.10 2.1.7 (2019-01-15)

- Fix syncing to doublespeed lp:1808697

- Fix issues when changing beats of a synced track lp:1808698

- Fix direction of pitch bend buttons when inverting rate slider lp:1770745

- Use first loaded deck if no playing deck is found lp:1784185

- Encode file names correctly on macOS lp:1776949

16.8.11 2.1.6 (2018-12-23)

- Fix crash when loading a Qt5 Soundsource / Vamp Plug-In. lp:1774639
- Validate effect parameter range. lp:1795234
- Fix crash using the bpm_tap button without a track loaded. lp:1801844
- Fix possible crash after ejecting a track. lp:1801874
- Fix wrong bitrate reported for faulty mp3 files. lp:1782912
- Fix Echo effect syncing lp:1793232
- Fix iTunes context menu lp:1799932
- Fix loading the wrong track after delete search and scroll. lp:1803148
- Improve search bar timing. lp:1635087
- Fix quoted search sentence. lp:1784141
- Fix loading a track formerly not existing. lp:1800395
- Fix importing m3u files with blank lines. lp:1806271
- Fix position in sampler overview waveforms. lp:1744170
- Don't reset rate slider, syncing a track without a beatgrid. lp:1783020
- Clean up iTunes track context menu. lp:1800335
- Collapsed sampler are not analyzed on startup. lp:1801126
- search for decoration characters like « ˚ ». lp:1802730
- Fix cue button blinking after pressing eject on an empty deck. lp:1808222

16.8.12 2.1.5 (2018-10-28)

- Code signing for Windows builds. lp:1517823
- Fix crash on exit when preferences is open. lp:1793185
- Fix crash when analyzing corrupt MP3s. lp:1793387
- Fix crash when importing metadata from MusicBrainz. lp:1794993
- Library search fixes when single quotes are used. lp:1784090 lp:1789728
- Fix scrolling waveform on Windows with WDM-KS sound API. lp:1729345
- Fix right clicking on beatgrid alignment button in Tango and LateNight skins. lp:1798237
- Improve speed of importing iTunes library. lp:1785545
- Add 2 deck mapping for DJTechTools MIDI Fighter Twister.

16.8.13 2.1.4 (2018-08-29)

Fix track selection not getting shown in the track table on Windows. There are no changes to the source code, but the Jenkins build configuration was changed to delete the Jenkins workspace before each build. lp:1751482

16.8.14 2.1.3 (2018-08-20)

Fix a severe performance regression on Windows: Mixxx 2.1.2 running much slower than 2.1.1

16.8.15 2.1.2 (2018-08-10)

Yet another bugfix release of Mixxx 2.1. Here is a quick summary of what is new in Mixxx 2.1.2:

- Allow maximum deck speed of 4x normal.
- Don't always quantize hotcues, a 2.1.1 regression. lp:1777429
- Fix artifacts using more than 32 samplers. lp:1779559
- store No EQ and Filter persistently. lp:1780479
- Pad unreadable samples with silence on cache miss. lp:1777480
- Fixing painting of preview column for Qt5 builds. lp:1776555
- LateNight: Fix play button right click. lp:1781829
- LateNight: Added missing sort up/down buttons.
- Fix sampler play button tooltips. lp:1779468
- Shade: remove superfluid margins and padding in sampler.xml. lp:1773588
- Deere: Fix background-color code.
- ITunes: Don't stop import in case of duplicated Playlists. lp:1783493

16.8.16 2.1.1 (2018-06-13)

After two months it is time to do a bugfix release of Mixxx 2.1. Here is a quick summary of what is new in Mixxx 2.1.1:

- Require Soundtouch 2.0 to avoid segfault. lp:1577042
- Improved skins including library view fix. lp:1773709 lp:1772202 lp:1763953
- Fix crash when importing ID3v2 APIC frames. lp:1774790
- Synchronize execution of Vamp analyzers. lp:1743256
- DlgTrackInfo: Mismatching signal/slot connection.
- Detect M4A decoding errors on Windows. lp:1766834
- Fix spinback inertia effect.
- Fix decoding fixes and upgrade DB schema. lp:1766042 lp:1769717
- Fix integration of external track libraries. lp:1766360
- Fix memory leak when loading cover art. lp:1767068
- Fix clearing of ReplayGain gain/ratio in file tags. lp:1766094

- Fix crash when removing a quick link. lp:1510068
- Fidlib: Thread-safe and reentrant generation of filters. lp:1765210
- Fix unresponsive scrolling through crates & playlists using encoder. lp:1719474
- Swap default values for temp/perm rate changes. lp:1764254

16.8.17 2.1.0 (2018-04-15)

After two years of hard work, we are pleased to announce Mixxx 2.1. We have overhauled the effects system, redesigned the skins, added and improved lots of controller mappings, rewrote the audio file decoders twice, and of course fixed a bunch of bugs. Download it!

Here is a quick summary of what is new in Mixxx 2.1.0:

- Graphical interface scales for high resolution screens
- Overhauled Deere and LateNight skins
- New Tango skin
- Effects are synchronized to the tempo
- Effects are processed post-fader and post-crossfader and can be previewed in headphones
- One metaknob per effect with customizable parameter control for intuitive use of effect chains
- Nine new effects: Autopan, Biquad Equalizer, Biquad Full Kill Equalizer, Loudness Contour, Metronome, Parametric Equalizer, Phaser, Stereo Balance, Tremolo
- Loaded effects and their parameters are saved and restored when Mixxx restarts
- More transparent sounding equalizers (Biquad Equalizer and Biquad Full Kill Equalizer)
- Improved scratching sounds with jog wheels, vinyl control, and dragging waveforms with the mouse
- Simplified looping and beatjump controls
- Configurable rows of 8 samplers with up to 8 rows available for a total of 64 samplers
- Files loaded to samplers are reloaded when Mixxx restarts
- Improved volume normalization algorithm (EBU-R 128)
- Filter library table by crates
- Sort musical keys in library table by circle of fifths
- Write metadata tags back to audio files
- New JavaScript library for controller mapping
- Configure multiple Internet broadcasting stations and use multiple stations at the same time
- Broadcast and record microphones with direct monitoring and latency compensation
- Broadcast and record from an external mixer
- Booth output with independent gain knob for using sound cards with 6 output channels without an external mixer
- Prevent screensaver from starting while Mixxx is running
- CUP (Cue And Play) cue button mode
- Time remaining and time elapsed now take into account the tempo fader
- Clicking cover art now shows it full size in a separate window

- and of course, lots and lots of bug fixes.

Here are controllers with mappings that have been added or updated since the 2.0 release. Mappings marked with an asterisk (*) have been updated for the new effects interface:

- American Audio VMS2

- American Audio VMS4

- Allen & Heath Xone K2/K1*

- Behringer CMD Micro

- Behringer CMD MM1*

- Behringer CMD Studio 4a

- Denon MC4000*

- Denon MC6000 Mk2*

- FaderFox DJ2

- Hercules DJ Console 4-Mx*

- Hercules DJ Control MP3 LE / Glow

- Hercules DJ Control Compact

- Hercules P32*

- Ion Discover DJ

- Korg Nanokontrol 2

- Korg KAOSS DJ

- M-Audio Xponent

- Native Instruments Traktor Kontrol S4 Mk2*

- Novation Launchpad Mk1 & Mk2

- Novation Twitch

- Numark Mixtrack Pro 3 & Numark Mixtrack 3*

- Pioneer DDJ-SB2*

- Pioneer DDJ-SX*

- Reloop Beatmix 2

- Reloop Beatmix 4

- Reloop Digital Jockey 3 ME

- Reloop Terminal Mix 2

- Reloop Terminal Mix 4

- Vestax VCI-100 Mk2

- Vestax Typhoon

For users upgrading from older versions of Mixxx, we have a few important announcements. First, if you are using Windows, you will have to uninstall any old versions of Mixxx before you can install 2.1. How to uninstall Mixxx varies on different versions of Windows:

- Windows Vista, 7, and 8: Start > Control Panel > Programs > Uninstall a Program

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- Windows 10: Start > Control Panel > Programs > Programs And Features > look for Mixxx > Uninstall

If you are upgrading from an older version of Mixxx and have MP3 files in your library, we have another important announcement. The good news is that we fixed a bug where the waveforms and audio playback of MP3 files were misaligned. The bad news is that we have no way of knowing which MP3 files were affected or how much the offset was. That means that waveforms, beatgrids, cues, and loops from older versions of Mixxx may be offset by an unknown amount for any MP3 file. Only MP3 files were affected by this bug; other audio file types are unaffected. You can either correct your beatgrids and cue points manually for each track, or you can clear this information for all MP3s and start fresh. Regardless, we recommend clearing the waveforms for all MP3 files. To clear these, type « location:mp3 » into the library search bar, press Control + A to select all tracks, right click, and select the information you want to clear from the menu.

In the works for Mixxx 2.2, we have a big redesign of the library GUI. Along with that will come saving & restoring search queries plus nested crates. We are also planning on adding support for saving and loading custom effect chain presets with the ability to import and export them to share online.

Want to help make Mixxx even more awesome? The biggest thing we need is more people. You do not need to be a programmer to help out. Giving feedback on the design of new features as they are being made is very valuable. Refer to the Testing page on the wiki for more information on how to get involved with that. Reporting bugs and telling us your ideas on the Launchpad bug tracker is a big help too! We cannot fix problems we do not know about, so please let us know if you find any issues with Mixxx. If you would like to help translate Mixxx into another language, refer to the Internationalization wiki page. Of course, more programmers could always help. Read the Developer Documentation on the wiki for tips on getting started contributing code to Mixxx.

We hope you have as much fun with Mixxx as we do!

For a full list of new features and bugfixes, check out the 2.1.0 milestone on Launchpad.

16.8.18 2.0.0 (2015-12-31)

- 4 Decks with Master Sync
- New Effects Framework with 4 Effect Units and 5 Built-in Effects:
    - Flanger, Bit Crusher, Reverb, Echo, Filter
    - More to come!
- Configurable, Resizeable User Interface with 3 Brand New Skins
- Cover Art Display
- Music Key Detection and Shifting
- Vinyl Audio Pass-Through
- 4 Microphone inputs and 4 Auxiliary inputs
- MIDI Mapping GUI and Improved Learning Wizard
- MusicBrainz metadata fetching
- RGB Musical Waveforms
- Hundreds of Bug Fixes and Improvements
- New Pitch-Independent Algorithm for Better-Sounding Key-lock

For a full list of new features and bugfixes, check out the 2.0.0 milestone on Launchpad.

Voir aussi:

For an overview of previous versions, take a look at the timeline.

Hardware Manuals

17.1 Controllers

Mixxx supports the following *controllers* out of the box. Additional third-party controller mappings that were contributed by the community (but are not yet included in Mixxx) can be found at Mixxx" Controller Mapping Forum.

Voir aussi:

Utiliser des contrôleurs MIDI/HID describes how to configure Mixxx to use controllers.

17.1.1 Akai LPD8

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.10.1.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.2 Akai MPD24

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.8.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.3 Allen & Heath Xone:K2

The Allen & Heath Xone:K2 is a flexible controller that is mapped to control Mixxx's decks, effects, or both. It has an integrated 4 channel audio interface with 2 RCA jacks and an 1/8 » stereo headphone jack. The Xone K1 is the same as the Xone K2 but without the built in audio interface and does not come with the EVA travel case that the K2 comes with.

- Manufacturer's product page

- Forum thread

- Manufacturer's User Guide

- Blank template diagrams

Nouveau dans la version 1.11.

Audio Setup

The Xone:K2 is setup in Mixxx > Preferences > Sound Hardware > Output

Output	Device	Channel
Master	XONE:K2	Channel 3 - 4
Headphones	XONE:K2	Channel 1 - 2

Note: This Channel setup is the opposite of what most DJ controllers with an integrated audio interface use. The design choice to not use Channel 1 - 2 for Master Output is known to cause problems, when users want to use the Xone:K2 as default system audio output as the operating system will always use Channel 1 - 2. Thus system audio will go to the headphones.

There are no hardware controls for the volume so they are always at max volume. Adjusting the volume of master and headphone outputs is done by adjusting the gain for those outputs in Mixxx using the controller mapping.

Setup

Requirement: The Xone K2 must have Latching Layers turned off, which is the default. Refer to the Xone K2 manual page 12 for details. The K1 does not have Latching Layers.

This mapping can used with one or multiple Xone K2s/K1s. Multiple Xone K2s/K1s can be connected to each other via X-Link with one of them connected to the computer via USB. Alternatively, when using 2 K2s/K1s, they can both be connected with their own USB cable and this same mapping can be loaded for each.

The layout of the mapping depends on the configured MIDI channel of the controller. Change the MIDI channel of the controller by pressing the bottom right encoder (labeled "Power On Setup/Scroll/Set") while plugging in the controller. Scroll with the encoder to select a MIDI channel. The letter in parentheses corresponds to the last lit button when selecting the channel:

- Channel 15 (O, default out of the box): two decks + two effect units with decks in the middle

- Channel 14 (N): two decks + two effect units with effect units in the middle

- Channel 13 (M): two decks + two effect units with decks on left

---

- Channel 12 (L): two decks + two effect units with decks on right
- Channel 11 (K): four decks ordered 3 1 2 4
- Channel 10 (J): four decks ordered 1 2 3 4
- Channel 9 (I): four effect units ordered 3 1 2 4
- Channel 8 (H): four effect units ordered 1 2 3 4

Global Controls

These are available on any configuration with decks, but not the 4 effect unit layout.

- Bottom left encoder:
- adjust tempo of all decks with sync enabled
- press and turn: PFL/master mix in headphones
- shift: headphone gain
- press with shift: toggle split cue mode
- Bottom right encoder
- scroll through tracks in library
- press and release: load selected track into first stopped deck
- press and hold: load selected track into a deck by pressing the play button of the deck
- shift: master gain

Decks

The bottom right button is the shift button. The bottom left button toggles the bottom button grid between a loop layer (amber) and a hotcue layer (red). Holding shift then holding the bottom left layer button at the same time activates supershift mode.

- Top encoder: jog
    - shift: gain
    - supershift: adjust key
- Top encoder press: reset gain
    - shift: master sync
    - supershift: reset key
- Knobs: high/mid/low equalizer knobs
- Top button 1: headphones/PFL
    - shift: reset tempo
    - supershift: set beatgrid to current position
- Top button 2: cue
    - shift: go to beginning of track and stop
    - supershift: keylock

- Top button 3: play

    - shift: reverse

    - supershift: quantize

- Fader: volume

- Bottom buttons (intro/outro cue layer, amber): Intro/outro cues from top to bottom are ordered: - Intro start - Intro end - Outro start - Outro end

    - press: jump to that cue or sets it if it is not set

    - shift: seek forward/back. The top two (intro) buttons seek quickly; the bottom two (outro) seek slowly

    - supershift: delete cue

- Bottom buttons (hotcue layer, red): Hotcues are ordered 1-4 from top to bottom

    - press: jump to that hotcue or sets it if it is not set

    - shift: seek forward/back. The top two buttons seek quickly; the bottom two seek slowly

    - supershift: delete hotcue

- Bottom buttons (loop layer, green):

- Bottom button 1 (red): reloop/disable loop

    - shift: jump to to beginning of loop, stop playback, and activate loop

    - supershift: set loop in point. Hold to move loop in point with play position.

- Bottom button 2 (green): activate loop of selected size

    - shift: activate rolling loop of selected size

    - supershift: set loop out point. Hold to move loop out point with play position.

- Bottom button 3 (amber): double loop size

    - shift: beatjump forward by selected size if no loop is enabled. If loop is enabled, move the loop forward by the beatjump size.

    - supershift: double beatjump size

- Bottom button 4 (amber): halve loop size

    - shift: beatjump backward by selected size if no loop is enabled. If loop is enabled, move the loop backward by the beatjump size.

    - supershift: halve beatjump size

Effects

The top part of the column uses the Standard Effects Mapping. Pressing the top encoder acts as the effect focus button. When no effect is focused, the buttons are red. When holding the top encoder to choose an effect to focus, the buttons are green. When an effect is focused, the buttons are amber.

The fader acts as the mix knob.

The bottom buttons assign the effect unit to different input channels and light up red. On the two deck layouts, from top to bottom, they assign the effect unit to deck 1, deck 2, master mix, and headphones. On the four effect unit layouts, they assign the effect unit to decks 1-4 going down the column. You can look down a column to see which decks an effect unit is assigned. You can look across a row to see which effect units are assigned to a deck. When shift is pressed, the bottom two buttons switch to controlling the routing buttons for the master and headphones channels and light up amber.

The bottom encoders are not mapped in the 4 effect unit layout.

Effect unit focusing

In addition to focusing one effect in a unit at a time with the Standard Effects Mapping, the Xone K2/K1 has another mode for focusing a whole effect unit. This allows for controlling the parameters of all 3 effects in the unit at a time. This mode is only available on the 4 effect unit layouts. To access it, press the Layer button in the bottom left. Press one of the top encoders to choose which effect unit to focus.

In this mode, each horizontal row of knobs and buttons controls one effect. The knobs control the parameters of the effects. Turning any of the knobs with shift loads different effects. The button in the leftmost column controls the enable button of the effect and turns amber when it is on. The rest of the buttons control the button parameters of the effect and turn green when active (not all effects have button parameters). The faders still control the dry/wet knobs and the bottom button grid still controls the routing buttons.

To get back to controlling all 4 effect units, press the Layer button again. The next time Layer is pressed, the effect unit that was focused before will be remembered (but it will not be remembered after restarting Mixxx).

Troubleshooting

If general functionality or supershift are not working, double check that Latch Layers is turned off and MIDI CH is selected. Refer to the Xone K2 manual page 12 for details.

Known Issues

There are a few known issues with the Xone K2/K1 firmware:

- Since there is no way for Mixxx to ask the controller about the positions of all the knobs and faders when Mixxx starts, they are out of sync with the state of Mixxx until they are first moved.

- When the USB connection is interrupted and the controller stays powered on, such as leaving the controller plugged into a powered USB hub and disconnecting the hub from the computer, the controller will not send MIDI input until it is powered down (unplugged) and plugged back in.

If you would like these issues to be fixed, please let Allen & Heath Support know.

17.1.4 American Audio Radius 2000

A CD and USB media player that can control Mixxx over USB with MIDI. It can also play timecode from CDs or USB drives which can control Mixxx when they are connected by a sound card.

- Manufacturer's product page

Nouveau dans la version 1.10.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.5 American Audio VMS2

The American Audio VMS2 is a 2-deck all-in-one controller. It is a USB class compliant MIDI and audio device that works with GNU/Linux, Mac OS X, and Windows. It features a 4 channel input and 4 channel output sound card with 2 phono preamps. The main output has XLR and RCA outputs (do not use both at once). There is a separate RCA booth output. The VMS2 can also be used as a stand-alone mixer with analog sources without a computer by setting the USB/Analog switches on the front of the device to "Analog".

- Manufacturer's product page, provides manual and drivers for download.
- Forum thread, for discussion of mapping options.
- Pull Request, which this wiki page describes.

Nouveau dans la version 1.11.

Audio Setup

No driver needs to be installed on GNU/Linux or Mac OS X. However, on Windows, it is recommended to install the driver from the manufacturer to be able to use the *ASIO sound API*.

Unlike most controllers with built in sound cards, which rely on Mixxx to do all mixing in software, the VMS2 mixes signals from the sound card in hardware. To use it with Mixxx:

- Bypass the built-in hardware equalizer of the VMS2 (i.e. use Post-EQ Mode). Hold the forward search button on the right deck as you turn the VMS2 on to switch between Post-EQ and Pre-EQ modes. See section 15 of the manufacturer's manual for details.
- Set the USB/Analog switches on the front side of the VMS2 to "USB"
- In Mixxx's Sound Hardware Preferences:
- Set the sample rate to 48000 Hz
- Select channels 1-2 for Deck 1 output
- Select channels 3-4 for Deck 2 output

Note: You cannot use the preview deck to pre-listen in this setup, as Mixxx routes the preview deck to Mixxx's headphone output, which is not mixed with the Deck 1/2 outputs. You could use a separate soundcard and route the headphone output there to also pre-listen using the preview deck. Of course, if you do so, attach the headphones to that other soundcard instead of the VMS2.

Input and Recording

The analog inputs are captured by the built-in soundcard as input signals. They can be used for timecode signals (e.g. timecode vinyl), as the VMS2 also features built-in phono preamps. FIXME I did not try that, please verify!

The microphone input is mixed directly into the master output signal of the VMS2 in hardware and cannot be captured through software. If you want to record voice over using the Mixxx software, you will need a different solution. You can use a separate microphone attached to the computer, but that signal will not be routed to the VMS2 and therefore not be on the VMS2 master output (but in the Mixxx recording from the software master/record output).

Mixxx's Deck 1/2 outputs are affected by the Mixxx software EQs. However, the VMS2's volume faders and crossfader (as well as the headphone buttons) control the VMS2's hardware mixer and do not affect Mixxx's Deck 1 and Deck 2 output signals. Therefore, a recording using the Mixxx software will sound different from what is played through the VMS2 master output, as the crossfader curve and signal mixing are not the same in hardware and software. If you require a recording that captures exactly what the audience will hear, use a separate soundcard and recording software to record from the VMS2 booth output.

Mapping description

Mixer section

All main functions are mapped straightforwardly:

VMS2 Control	Mixxx Control
Crossfader	Crossfader
Volume Fader	Volume Fader
Cue (PFL)	PFL
Cue Mix	Cue Mix (PFL / Master)
Headphone Gain	Headphone Gain
Channel Gain	Channel Gain
Master Gain	Master Gain

As noted in the *#Audio Setup* section, these control the VMS2's hardware mixer. Although the state of the controls is reflected on screen in Mixxx, the actual mixing is done by the VMS2's hardware mixer.

Deck Control

Deck control is straightforward, too:

VMS2 Control	Mixxx Control
Play	Toggle deck play/pause
Pause	Pause the deck
Cue	Cue Point (configure behavior in software)
Pitch +/-	Temporary pitch bend +/-
Pitch Fader	Pitch Fader
Range (Shift+Sync)	Cycle pitch fader range (+-8/10/30/100%)
Sync	Sync to other deck
Search <</>>	Search through currently loaded track
Keylock (Shift+Vinyl)	Toggle pitch independent time stretch (KeyLock)
Vinyl	Toggle between Scratch mode and Pitch mode
Platter	Touch sensitive platters! Scratch or Pitchbend
Shift + Platter	Scroll through library quickly

In Pitch mode, moving the platters from either the top or side will only bend the pitch of the deck. In Scratch mode, the platters act like vinyl turntables and can be used for scratching. Touching and holding them from the top stops the deck. Moving them from the edge does not stop the deck.

Library and Track loading

Use the encoder in the center of the controller to browse through the library. Press the encoder to switch between library main window and sidebar. Unfortunately there seems to be no way to expand entries in the sidebar through the controller script.

Use the [LOAD] buttons to load the currently selected track into either the left or right deck.

The four directional buttons around the knob also control the library:

Button	Library function
Up	Previous library entry
Down	Next library entry
Left	Previous sidebar entry
Right	Next sidebar entry

If you hold Shift and then rotate a platter, you can scroll through the library much faster.

Equalizer

The per deck EQ rotaries are mapped to their software counterparts. The VMS2 has no dedicated kill switches for the EQ. However, in Mixxx, pressing the following buttons with Shift acts as EQ kill switches.

VMS2 Control	Mixxx Control
Shift+IN	Kill Switch Low
Shift+OUT	Kill Switch Mid
Shift+RELOOP	Kill Switch High

Hotcues

The VMS2 can control 6 hotcues per deck.

VMS2 Control	Mixxx Control
1 / 2 / 3	Set/Jump HotCue 1 / 2 / 3
Vinyl + 1 / 2 / 3	Delete HotCue 1 / 2 / 3
4 / 5 / 6 = (Shift + 1 / 2 / 3)	Set/Jump HotCue 4 / 5 / 6
Vinyl + 4 / 5 / 6 = (Vinyl + Shift + 1 / 2 / 3)	Delete HotCue 4 / 5 / 6

Pressing the vinyl/keylock button will not toggle scratch mode or keylock as long as a hotcue is deleted before releasing the vinyl/keylock button.

Loops

VMS2 Control	Mixxx Control
IN	Mark beginning of loop
OUT	Mark end of loop
RELOOP	Leave / Reenter current loop
LOOP	Start a 4 Beat loop from current position
Smart (Shift + Loop)	Toggle quantize
(:2) / (*2)	Halve or double the current loop length

As Mixxx currently only supports one active loop per deck, the secondary loop controls have been remapped to EQ kill switches.

17.1.6 American Audio VMS4/4.1

The original VMS4 has problems with sound quality. The microphone input impedance is off and the output volume is low. The VMS4.1 is the same controller, except that those hardware issues have been fixed. The Traktor edition has different labels on some buttons & knobs, but it's otherwise the same hardware as the VMS4.1.

- VMS4

- VMS4.1

- VMS4.1 Traktor edition

Nouveau dans la version 1.9.

Setup

Note: Mixxx expects the VMS4 to be set to "Post EQ" mode for best sound quality. Do this by holding down the Headphone Cue button on Midilog 4 while powering on the unit. You only need to do this once. (Each time you do, it changes the mode back and forth.) Consult the user manual for more information.

To check the status of this in Linux, at a console, issue the command `lsusb -v|grep 'iSerial\|iProduct'` and look at the serial number under the VMS4 device per the instructions in the user manual. As of this writing, the leading digit should be **1**.

---

1. Make sure the VMS4 is off

2. Slide the switch on the front of the VMS4 to "8 OUT"

   - If you're using vinyl control or aux devices (or Mixxx 1.11 & below) set the switch to "4 OUT" for 2-deck output and 2-deck input

3. Turn on the unit (and plug in the USB cable if you haven't yet)

4. Start Mixxx

5. Open Preferences

6. Click Sound Hardware. In the right pane:

   1. Set the sample rate to **44100Hz**

   2. Set the Master output to **None**

   3. Set the Headphone output to **None**

   4. Set the Deck 1 output to the **VMS4** device and **Channel 3-4** (may show as "USB Audio Device" on Windows)

   5. Set the Deck 2 output to the **VMS4** device and **Channel 5-6**

   6. Set the Deck 3 output to the **VMS4** device and **Channel 1-2**

   7. Set the Deck 4 output to the **VMS4** device and **Channel 7-8**

      - If you're using 4 OUT mode, (for vinyl control/aux input or Mixxx 1.11 & below):

        1. Set the Deck 1 output to the **VMS4** device and **Channel 1-2**

        2. Set the Deck 2 output to the **VMS4** device and **Channel 3-4**

        3. For vinyl control, set the Vinyl Control 1 input to the **VMS4** device and **Channel 1-2**, connect a turntable to Midilog 1, and set it to Analog.

4. For vinyl control, set the Vinyl Control 2 input to the **VMS4** device and **Channel 3-4**, connect a turntable to Midilog 4, and set it to Analog.

7. Plug your headphones into the VMS4's jack on the front. You will use the VMS4's CUE buttons and knobs for headphone control.

8. Still in the Preferences, expand "Controllers" on the left

9. Select the "VMS4 MIDI" device (may show as "USB Audio Device" on Windows)

   • Do not choose the the HID one. That's for the little mouse pad and button area.

10. Click the Enable checkbox in the right pane

11. Click the drop-down and choose the *American Audio VMS4* preset

12. Click OK and the controller should light up. (In 1.9.x, the controller will light up when you load a track to a deck.)

13. Continue reading below to know how everything is mapped

Direct deck output implications

This setup uses direct deck outputs because mixing takes place in the VMS4 hardware. The down side to this is that you won't be able to use Mixxx features that play to Master or Cue buses like the Preview Deck or Samplers. Using these features with a hardware + MIDI mixer like the VMS4 is not really feasible unless you used a separate sound interface or controlled Mixxx's internal mixer another way.

Control

This guide explains how the VMS4 is mapped by default in Mixxx.

Easy customization: We have provided the following customization variables at the top of the script you can set to your liking:

1. **RateRanges**: Set the pitch slider range each time you toggle it with Shift+Sync.

Just open the `midi/American-Audio-VMS4-scripts.js` file in your favorite text editor (Wordpad works too) and you'll see these variables right near the top. Edit & save, then restart Mixxx and enjoy.

Deck controls

Note: There are a number of different face plates in the wild so these images and control descriptions may not exactly match yours. The locations of the controls are the key things to pay attention to.

The controls are the same on both sides of the controller. The left side controls Deck 1 and the right side controls Deck 2.

• **Sync/Range** button - Changes the BPM of this deck to match that of the other. When shifted, toggles the pitch slider range. (See top of page to customize.)

• **Hot cue buttons** - Press to set or recall a hot cue. The buttons light up red when one is set. Hold Shift and press to access hot cues 5-8. (The buttons light up blue for these.) Hold Vinyl and press to delete the cue. (Note: there is a bug in some firmware versions that causes hot cues 5 and 6 to be deleted simultaneously.) the cue.

• **Pitch Bend +/-**

• Momentarily speeds up or slows down the deck while the button is held down.

• Hold Shift and press to adjust the key (pitch) of the song (independent of the tempo.)

- **Loop In** - Set the in point of a loop

- **Loop Out** - Set the out point of a loop

- **Reloop** - Toggle a previously-set loop. Lights red when a loop is active.

- **Loop/Smart** Start a 4-beat loop. Hold Shift and press to toggle quantization (locking to the nearest beat.)

- **Vinyl/Keylock** - *(Does nothing on its own when un-shifted at the moment.)* When shifted, toggles key lock.

- **<< Search/ /2** - Fast-rewind Hold Shift and press to halve the current loop length

- **Search >>/ *2** - Fast-forward Hold Shift and press to double the current loop length

- **Touch strip** Scroll through the respective Library panes. (Left for the folders/crates list, right for the track list.) Hold Shift and touch: - to affect the Dry/Wet knob on the respective effect unit while the deck is playing - for Needle drop - search through the track while the deck is stopped

- **Wheel** Move the wheel while touching the top to scratch the current track like a vinyl record Move the wheel without touching the top (so on the sides) to perform a temporary pitch bend

- **CUE** - Operates according to the Cue mode set in Mixxx's preferences Hold Shift and press to play immediately from the cue point (known as Cue+Play or CUP.)

- **Play** - Press to toggle deck playback Hold Shift and press to set this deck as the master for syncing with another

- **Pause** - Stops the deck playback

Effects section

The left side controls effect unit 1 and the right side controls effect unit 2.

- **Select knob**

- Rotate to choose the effect chain preset

- Press to toggle whether the effect unit is on or not

- **Control knob**

- Adjusts the wet/dry ratio

- When Parameter is on, this becomes the Wonder Knob, adjusting all effect parameters at once

- **On/Off** - Toggles the effect for the deck matching the effect unit number

- **Parameter** - Toggles what the above Control knob adjusts

Sample section

The left side of the controller controls Sampler 1, and the right, Sampler 2.

- **Select knob** Rotate to move the highlight in the library. Press to load the currently highlighted track into the sampler. Hold Shift and press to eject the current track from the sampler (when the sampler is not playing.)

- **Volume knob** - Adjusts the volume of the sampler

- **Play** Press to play the sample from the beginning. Press while playing for a stutter-play effect (play again from the beginning.) Hold Shift and press to stop playing.

- **Rec** - *Currently does nothing*

Mixer controls

The volume sliders don't control the ones in Mixxx because direct Deck outputs are affected by Mixxx's internal ones.

- **Midilog 1:** This strip controls Deck 3/C
- **Midilog 2:** This strip controls Deck 1/A
- **Midilog 3:** This strip controls Deck 2/B
- **Midilog 4:** This strip controls Deck 4/D

17.1.7 Behringer BCD2000

The Behringer B-Control Deejay BCD2000 features a USB 4-channel audio interface plus 24-bit A/D and D/A converters.

This controller has been discontinued. The *Behringer BCD3000* is its successor.

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.8 Behringer BCD3000

- Manufacturer's page

The B-Control Deejay BCD3000 controller is a 4-channel audio interface. It offers a fully fitted controller console with 24-bit A/D und D/A converters, a USB audio interface with a microphone preamplifier, a 3-band kill EQ for each channel, faders, a crossfader and talkover function.

By default, the input channels 1-2 use the RCA phono inputs for the source signal. On Windows, this can be switched to the microphone in the ASIO driver control panel. On GNU/Linux and Mac OS X, a particular MIDI message must be sent to switch channels 1-2 to the microphone input.

Nouveau dans la version 1.6.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.9 Behringer BCR2000

- Manufacturer's product page
- Forum thread

The B-CONTROL BCR2000 is a general-purpose *USB MIDI* controller containing 20 buttons, 24 rotary encoders and 8 push encoders. Every control is backed by LEDs that show the current value. As a pure MIDI controller it contains no interfaces for audio or microphones.

The controller can be be configured extensively. It offers 32 presets that may be programmed by the user.
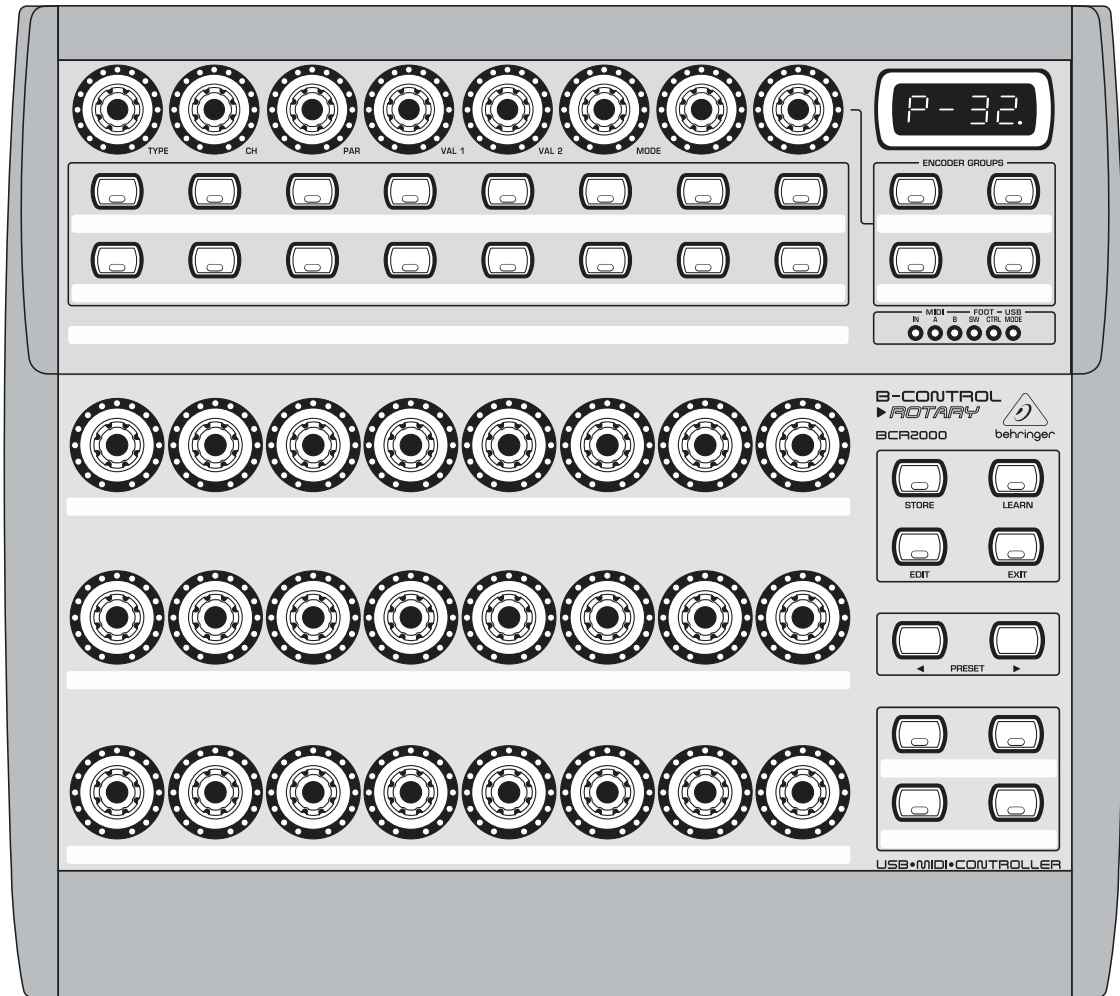
Figure1: Behringer BCR2000 (schematic view)

Nouveau dans la version 2.3.

Compatibility

This controller is a class compliant USB MIDI and audio device, so it can be used without any special drivers on GNU/Linux, Mac OS X, and Windows.

Setup

Controller Preset

The default mapping works out-of-the-box for the factory settings of controller preset 1.

If you don't want to use this preset, you can choose one of the following options:

1. Load the dump file `bcr_Only_Controllers.syx` via Sysex to any other preset slot and update the preset number in the `init` function in the file `Behringer-BCR2000-scripts.js`. The dump file and instructions how to install it in the controller is available on the manufacturer's webpage.

2. Factory reset the controller.

Button Behaviour

It is recommended, but not required, to change the button behaviour from *Toggle On* (default) to *Toggle Off*. Both behaviours send an `On` message on button press, but the action to send an `Off` message is different: *Toggle Off* responds to a button release while *Toggle On* ignores the release and requires a second press. To change the behaviour:

1. Hold EDIT, press a button, then release both

2. Turn the MODE encoder until the display shows `toFF`

3. Press the EXIT button

To make the change persistent, press *Store* twice. See the controller manual for details.

Mapping Description

The BCR2000 is a general purpose controller that allows different mappings.

The file `Behringer-BCR2000-scripts.js` contains a default mapping which works out-of-the-box for a factory-reset controller, but may be customized freely according to your needs.

The controls are divided into five parts:

- Top left area (4 push encoders + 4 buttons): loop, reverse & pitch controls for Deck 1

- Top right area (4 push encoders + 4 buttons): loop, reverse & pitch controls for Deck 2

- Middle left area (4 buttons + 4 encoders): controls for Effect Unit 1

- Middle right area (4 buttons + 4 encoders): controls for Effect Unit 2

- Bottom right area (4 buttons): controls for assignment of effect units to decks

Control			Description
Location	Affects	Hardware control	
Push Encoder Row	Deck 1	Encoder 1 (TYPE)	• Rotate: Manipulates the key of the track in semitones.
	Deck 2	Encoder 5 (VAL 2)	• Push: Resets the key to the original track key.
	Deck 1	Encoder 2 (CH)	• Rotate: Increases or decreases the size of the current loop in beats.
	Deck 2	Encoder 6 (VAL 2)	
	Deck 1	Encoder 3 (PAR)	• Rotate: Moves the current loop left or right.
	Deck 2	Encoder 7	
	Deck 1	Encoder 4 (VAL 1)	• Rotate: Increases or decreases the number of beats to move the loop.
	Deck 2	Encoder 8	
Button Row 1	Deck 1	Button 1	• Press: Toggles key-lock.
	Deck 2	Button 5	• Shift + Press: Toggles vinyl control mode.
	Deck 1	Button 2	• Press: Toggles a loop that ends at the current play position.
	Deck 2	Button 6	• Shift + Press: Toggles a rolling loop. Playback will resume where the track would have been if it had not entered the loop.
	Deck 1	Button 3	• Press: Toggles reverse playback.
	Deck 2	Button 7	• Shift + Press: Toggles rolling reverse playback. Playback continues where the track would have been if it had not been temporarily reversed.

Table 1 – suite de la page précédente

Control			Description
Location	Affects	Hardware control	
	All controls	Button 4	• Press: Toggles shift. Shift changes the behaviour of controls as described in this table, and additionally the behaviour of the effect units. See Standard Effects Mapping for details.
	All controls	Button 8	**Note:** Both Shift buttons have the same effect, they are not deck-specific. This design decision was made to keep the layout symmetric so that you don't have to press a button on the left side when you're working on the right side.
Button Row 2	Effect Unit 1	Button 1	• Press: Toggles effect focus mode.
	Effect Unit 2	Button 5	• Shift + Press: Toggles effect unit.
	Effect Unit 1	Button 2	• Press: Toggles parameter button 1.
	Effect Unit 2	Button 6	
	Effect Unit 1	Button 3	• Press: Toggles parameter button 2.
	Effect Unit 2	Button 7	
	Effect Unit 1	Button 4	• Press: Toggles parameter button 3.
	Effect Unit 2	Button 8	
Encoder Row 1	Effect Unit 1	Encoder 1	• Rotate: Adjusts the mixing of the dry (input) signal with the wet (output) signal of the effect unit.
	Effect Unit 2	Encoder 5	
	Effect Unit 1	Encoder 2	• Rotate: Controls the parameter of effect 1.
	Effect Unit 2	Encoder 6	
	Effect Unit 1	Encoder 3	• Rotate: Controls the parameter of effect 2.
	Effect Unit 2	Encoder 7	
	Effect Unit 1	Encoder 4	• Rotate: Controls the parameter of effect 3.
	Effect Unit 2	Encoder 8	
Button Box Row 1	Deck 1	Left Button	• Press: Toggles assignment of Effect Unit 1.
	Deck 2	Right Button	
Button Box Row 2	Deck 1	Left Button	• Press: Toggles assignment of Effect

Table 1 – suite de la page précédente

Control			Description
Location	Affects	Hardware control	
	Deck 2	Right Button	

Overlay

Overlay to print on cardboard or paper for lamination:

- `PDF, DIN A4`
- `PDF, DIN A3`
- `ODG` (LibreOffice)
- `SVG` (without labels)

17.1.10 Behringer CMD Micro
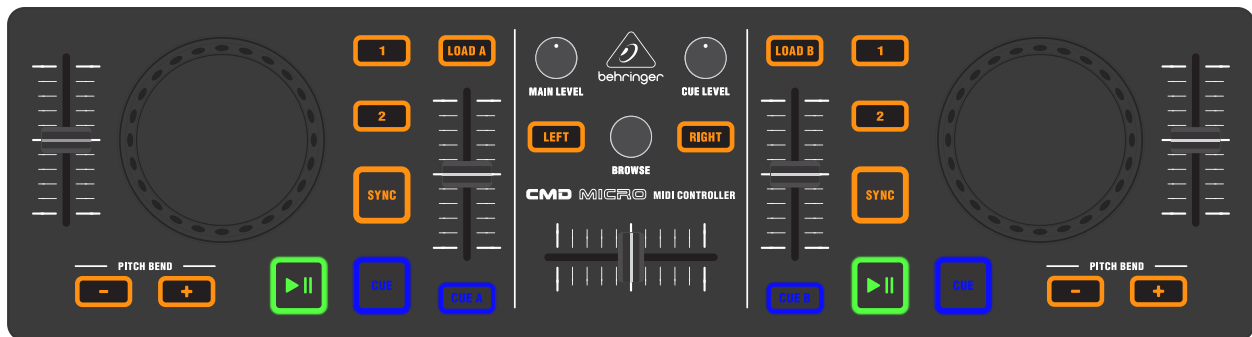
Figure2: Behringer CMD Micro (schematic view)

The *Behringer CMD Micro* is a simple controller for basic two-channel mixing. This device does not have a built in sound card, so it would require a *splitter cable* or *separate audio interface* to be able to preview tracks in headphones.

- Manufacturer's product page

Nouveau dans la version 2.1.

Mapping description

- **Cue**, **Play/Pause**, **Sync**, **Load A**, **Load B**, the **Level / Browse** knobs, and the **crossfader** all behave as labeled.

- **Cue A** and **Cue B** send the respective track to the headphones.

- The inner vertical sliders control the track's volume.

- The outer sliders control the playback speed.

- The **1**, and **2** buttons toggle a 4 and 8 beat loop, respectively.

- The **Pitch Bend** buttons temporarily adjust the playback rate. They can be configured to change the key of the track instead by setting the `PitchBendsKey` option to true at the top of the JS file (open the JS file in a text editor such as Notepad, TextEdit, or gEdit to change this). With the PitchBendsKey option, when both buttons are pressed simultaneously, the key is reset to the track's default key.

Jog Wheels

The jog wheels are touch enabled. When the top is pressed, they emulate turntable scratching. When the side is touched, they affect the playback speed (jog).

17.1.11 Behringer CMD MM-1

The Behringer CMD MM-1 is a flexible controller that controls 4 decks by default. The mapping can be easily configured to control any combination of decks and effect units. The Behringer CMD DC-1 and Behringer CMD DV-1 are designed to be used together with the CMD MM-1, but the CMD MM-1 can be used alone or with other controllers (especially the *Novation Launchpad*).

- *Manufacturer's product page*
- *Forum thread*

Nouveau dans la version 2.1.

Mapping description

Architecture

The controller has four strips of channels, each of which can be configured to control a different Deck or even an Effect-Unit. These options can be changed during runtime via the Buttons in the of the **ThirdLayer**. You can find more about how to use this at the end of this document.

Mapping options

There are a few user configurable options available for you to customize. You can change these by opening the `Behringer-CMD-MM-1-scripts.js` file with your text editor of choice (such as Notepad, TextEdit, Kate, or gEdit) and editing the lines at the very top of the file.

- channelNumber: change this if your *controller LEDs do not light up*.
- invertColor: Swaps the colors which suits certain skins more
- defaultChannelSequence: Defines how the channels are mapped when Mixxx starts
- channelMode: Defines if a channel is in Deck or FX Mode when Mixxx starts
- faderMode: Defines how the faders behave in FX Mode by default
- standardKnobBehavior: Defines the mapping of the knobs when Mixxx starts
- navEncoderScale: the factor of speedup when using the encoder with a modifier

Top row
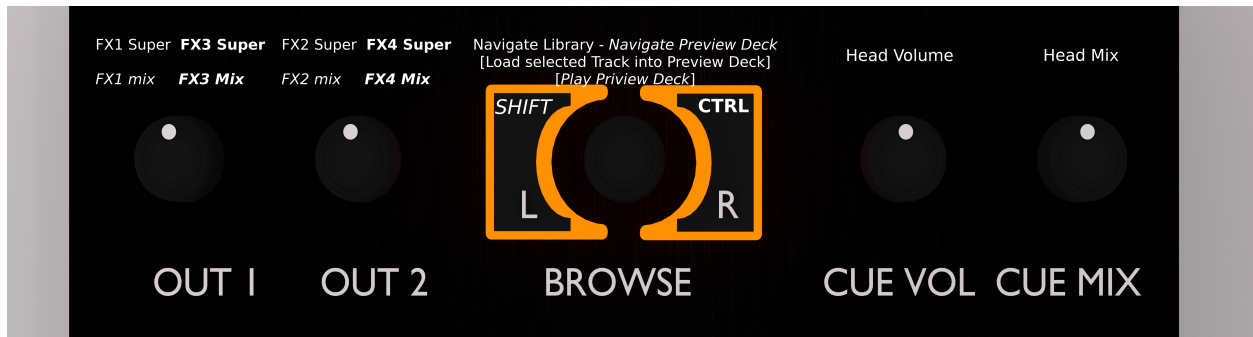
Figure3: Behringer CMD MM-1 (top row)

The top left knobs control the Master balance and Master gain. The top right knobs control the headphone gain and cue mix (PFL/master mix in Headphones output).

You can see the L/R buttons besides the encoder as [*SHIFT*] and [**CTRL**] buttons. These allow each button to have up to four functionalities. They behave like the Shift and Control keys on a computer keyboard.

Knobs

The Knobs have three different modes which can be cycled while in operation. The knobs in each mode, from top to bottom, control:

1. Deck: High, Mid, Low, QuickEffect (filter by default)

2. Deck: Gain, High, Mid, Low

3. Effect Unit: Meta 1, Meta 2, Meta 3, Mix

The Effect Unit number is the same as the channel/deck number, so the channel that controls the knobs/buttons/faders of deck 1 also controls the knobs of EffectUnit1, Channel 2 controls EffectUnit2, and so on.

FX Mode

The Knobs in FxMode overwrite the assigned mapping and are mapped as [Effect 1 Meta, Effect 2 Meta, Effect 3 Meta, Super] and the fader is also mapped to the mix of the EffectUnit. The buttons are documented in their own section.

Middle button

- Normal: recenter Crossfader

- Shift: Cycle Knob assignment (swaps the mapping of the knobs as mentioned earlier)

Buttons

Deck Mode

[1]&[2] Buttons:

- Normal: Change Crossfader side (Orientation)

- Shift: Toggle Fx1&2 for desired Channel

- Ctrl: Toggle Fx3&4 for desired Channel

- Third: Change ChannelNumber/Assignment

[CUE] Buttons:

- Normal: Pre-Fader-Listening

- Shift: Load selected Track to Deck

- Ctrl: enable Sync for the Deck.

- Third: Change Channelmode

FX Mode
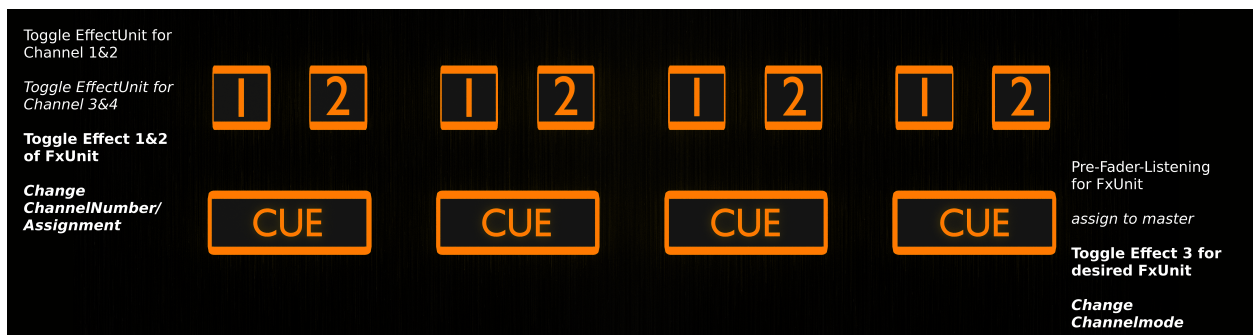
Figure4: Behringer CMD MM-1 (FX mode)

[1]&[2] Buttons:

- Normal: Toggle Effect 1&2 in desired FxUnit

- Shift: Toggle Channel1&2 for desired FxUnit

- Ctrl: Toggle Channel3&4 for desired FxUnit

- Third: Change ChannelNumber/Assignment

[CUE] Buttons:

- Normal: Toggle Effect 3 for desired FxUnit

- Shift: Pre-Fader-Listening for FxUnit

- Ctrl: change mix_mode of Unit

- Third: Change Channelmode

Faders

DeckMode:

- Normal: Volume Fader

FxMode:

- EffectUnit Mix (dry/wet)

- Third: Reconfigure Fader to control Rate/BPM/Pitch of the Channel as if it was in Deckmode

Reassigning channel mode and number

The channel modes and numbers can be set by changing the *#mapping options* at the top of the script. They can also be changed while using the controller when in **thirdMode**. Pressing the cue- button toggles between Deck and FX Mode. The Channel number is assigned with the [1]&[2] buttons.

They are mapped in a sort of two bit encoded system:

- ☐ & [ ] = Channel 1

- ☒ & [ ] = Channel 2

- ☐ & [x] = Channel 3

- ☒ & [x] = Channel 4

So you can change between channel 1&3 by pressing the [1] button, and channel 2&4 by pressing the [2] button.

You can change the Channel mode (Deck/Fx) via the Cue Button. (Note: there is a rare issue where you have to change the Channel mode after the assignment for it to work. So it is suggested that you always change the assignment first).

Troubleshooting

Controller does not light up

The issue is probably the MIDI channel of your MM-1. Behringer had a tool that can set the controller to a different MIDI channel, however this is no longer available for download from Behringer's website. So you will have to modify the controller mapping to use the MIDI channel that your controller is set to.

Once you know the MIDI channel of your controller, open the file `Behringer-CMD-MM-1-scripts.js` file with your text editor of choice (such as Notepad, TextEdit, Kate, or gEdit) and replace the number 5 in the line where it says `var CHANNELNUMBER = 5;`. Then, open the file `Behringer CMD-MM-1.midi.xml` in the same folder and replace the 4 at the end of 0x94, 0x84 and 0xB4 with your channel number - 1. Restart Mixxx, reload the mapping in Mixxx's preferences, and then it should work.

17.1.12 Behringer CMD STUDIO 4a

The Behringer CMD STUDIO 4a is a 2 deck controller that supports 4 virtual decks and has a built in 4 channel (one stereo master, one stereo headphones) USB sound card built in.

- Manufacturer's product page
- Mixxx Forum Thread

Nouveau dans la version 2.1.

Mixxx Sound Hardware Preferences

- Master output: channels 1-2
- Headphone output: channels 3-4

Mapping description

Most of the buttons and knobs on the controller behave as they are labelled:
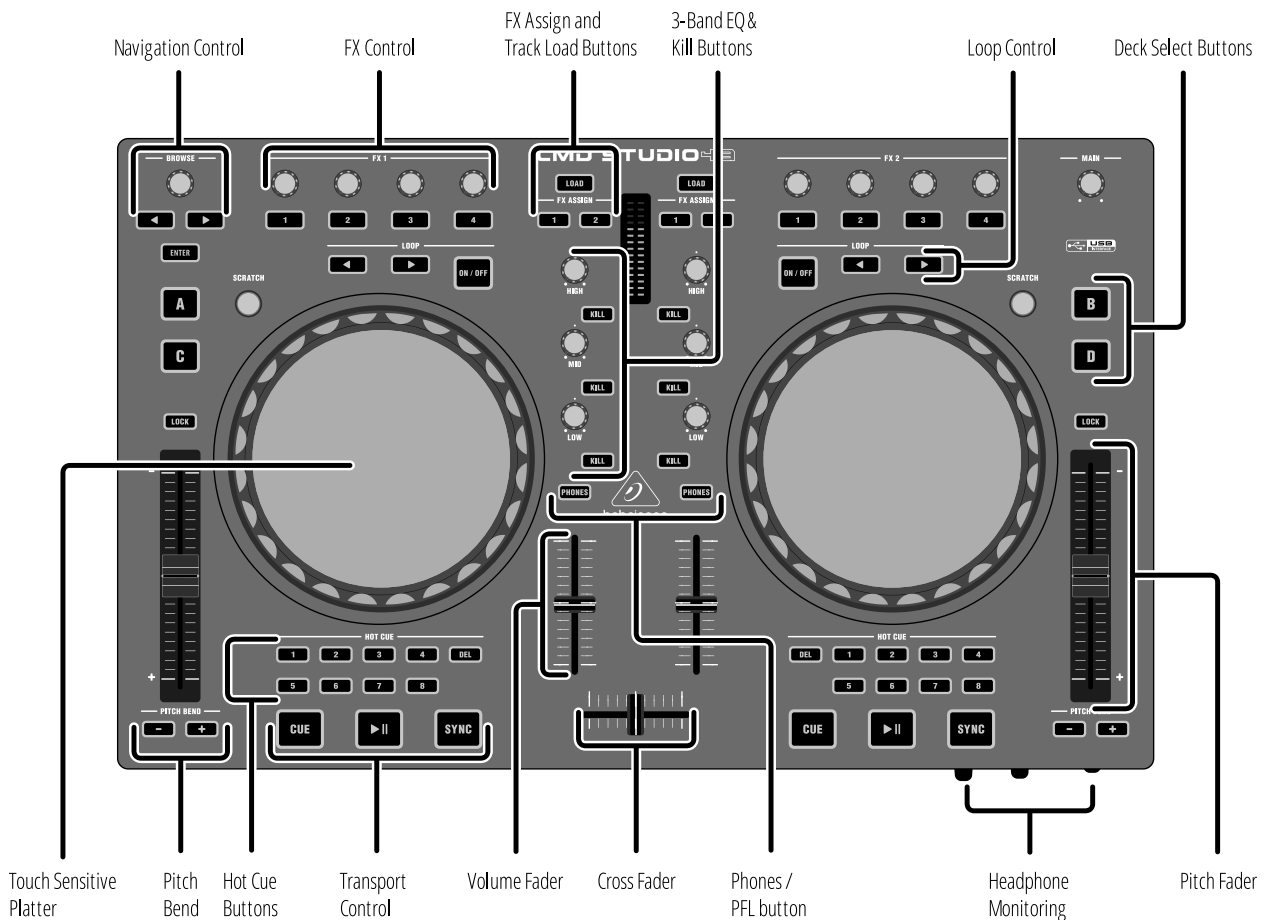
Figure5: Behringer CMD STUDIO 4a (top view)

The only major departure from the above are the 4 "FX Control" knobs and buttons at the top of each deck.

Mixer

- The HIGH, MID, and LOW EQ knobs & kill buttons, deck faders, cross-fader, master, and headphone monitoring (mix & volume) knobs all operate as labelled.

- Each deck also has a gain knob (leftmost "FX Control" knob).

Navigation Control

- The BROWSE knob scrolls thorough the track list in the library panel.

- The BROWSE LEFT/RIGHT buttons move through the library tree (and can also select effects, see later).

- The ENTER button expands/collapses library tree items.

Deck Select Buttons

- The deck select buttons (A, B, C, D) make the respective "virtual" deck active.

- On the left deck: A = Channel 1, C = Channel 3.

- On the right deck: B = Channel 2, D = Channel 4.

Transport Control

- The deck LOAD buttons will load the currently highlighted track in the library window into that deck.

- The deck CUE, PLAY, SYNC, and LOOP buttons work as labelled (SYNC toggles master sync for the deck).

Wheels

- While a track is playing, spinning the wheels temporarily speeds up or slows down the track.

- When a track is stopped, spinning the wheels results in a fast search.

- When the top wheel surface is touched the wheels act as as a precision jog.

- When the SCRATCH button is activated, moving the wheel while touching the top surface scratches the track.

Hot Cue Buttons

- If not currently set, pressing a HOT CUE button sets that hot cue at the current playback position.

- If already set, pressing a HOT CUE button jumps to that hot cue position.

- If the DEL button is *held*, pressing an already set HOT CUE button will clear that hot cue.

- Tapping the DEL button toggles *#DEL-mode*. The button will light up blue. DEL-mode alters some of the other button functions like a shift button on other controllers.

Playback Pitch/Rate

- The pitch sliders control the pitch.

- The PITCH BEND +/- buttons step the playback rate up or down (pressing both resets the rate back to normal).

- The LOCK buttons turn on key lock so the pitch doesn't change when the playback rate changes.

- The PITCH BEND button lights will indicate whether the current pitch is higher or lower than normal.

FX Control Buttons

These do not control effects; they have other functions:

- FX Control button 1 toggles the deck slip-mode on/off, (button lights blue when active). Slip-mode is not available in any Mixxx skin yet so may be unfamiliar. When slip-mode is active, playback continues (muted in the background) during a loop/scratch etc. Once disabled, playback will resume where the track would have been if the loop/scratch has not taken place (thus preserving the track beat).

- FX Control button 2 toggles the deck repeat mode, (button lights blue when active).

- FX Control button 3 can be tapped to adjust the beat-grid position.

- FX Control button 4 toggles the deck quantise mode on/off, (button lights blue when active).

FX Control knobs

- FX Control knob 1 = Deck gain.

- FX Control knob 2 = FX 1 "super" control (FX unit 1 on left deck, unit 3 on right deck).

- FX Control knob 3 = FX 2 "super" control (FX unit 2 on left deck, unit 4 on right deck).

- FX Control knob 4 = Deck "quick effect" control (by default this is a filter effect but can be changed in Mixxx's preferences).

FX Assign Buttons

- Tapping either of the 2 FX ASSIGN buttons on each deck will toggle the deck's output to one (or both) of two effects in the (default) 4-unit effects rack. The left deck (A or C) can be assigned to effect units 1 and/or 2. The right deck (B or D) can be assigned to effect units 3 and/or 4.

- *Holding* an FX ASSIGN button allows the effect in that effect unit to be changed using the BROWSE LEFT/RIGHT buttons.

DEL-mode

DEL-mode is activated by *tapping* the deck's hot cue DEL button (the button will light up blue). This is equivalent to a shift button on other controllers and so changes the behaviour of a number of the controller buttons as follows:

- The HOT CUE buttons act as auto-loop triggers (when *held*) in DEL-mode. The button layout follows the default "LateNight" skin (i.e. top row = [1/8] to [1], bottom row = [2] to [16] beats). Longer auto-loops can be "locked" (so the HOT CUE button doesn't have to be held) by pressing the LOOP ON/OFF button after an auto-loop is selected, (locked/playing auto-loops can also be resized by selecting a different auto-loop and then re-locking the new size with the LOOP ON/OFF button).

- The CUE button triggers reverse playback (while *held*).

- The PLAY button triggers reverse-slip playback (while *held*). NB: if you already have slip-mode activated before you trigger reverse-slip playback, (e.g. by having pressed FX-Control button 1), then slip-mode will be turned off as soon as you release the PLAY button (and you will return to the playback point where you would have been if you hadn't altered the playback).

- The PITCH BEND +/- buttons step the key up/down without altering the playback rate. If both PITCH BEND buttons are pressed together, the playback key is reset to normal.

Auto-Loops and Slip-Mode

There are no "slip-mode aware" skins in Mixxx yet so the auto-loop behaviour of this controller (which *is* "slip-mode aware") may be a little different than you might expect to take advantage of this feature.

- Auto-loop buttons are (by default) only active when held.

- In slip-mode, releasing an auto-loop button will immediately "re-sync" playback (by disabling, then immediately re-enabling slip mode), you may see the slip-mode button flash briefly when this happens. This allows for some very interesting "slip-auto-loop" effects.

17.1.13 Behringer DDM4000

The Digital Pro Mixer DDM4000 is a 5-Channel Digital DJ Mixer with Sampler, 4 FX Sections, BPM Counters and MIDI support. Each of the following sections can be configured separately to be used either for audio or as MIDI controller:

- Channel 1-4

- Microphone Channel

- Crossfader

- Sampler

The mixer contains no digital interfaces for audio or microphones.

- Manufacturer's product page

- User Manual

- Forum thread

Nouveau dans la version 2.3.

Compatibility

This controller contains a *MIDI* interface with 5-pin DIN jacks In/Out/Thru. If your soundcard does not offer DIN jacks, a separate USB/MIDI interface is required to use it on GNU/Linux, Mac OS X, and Windows.
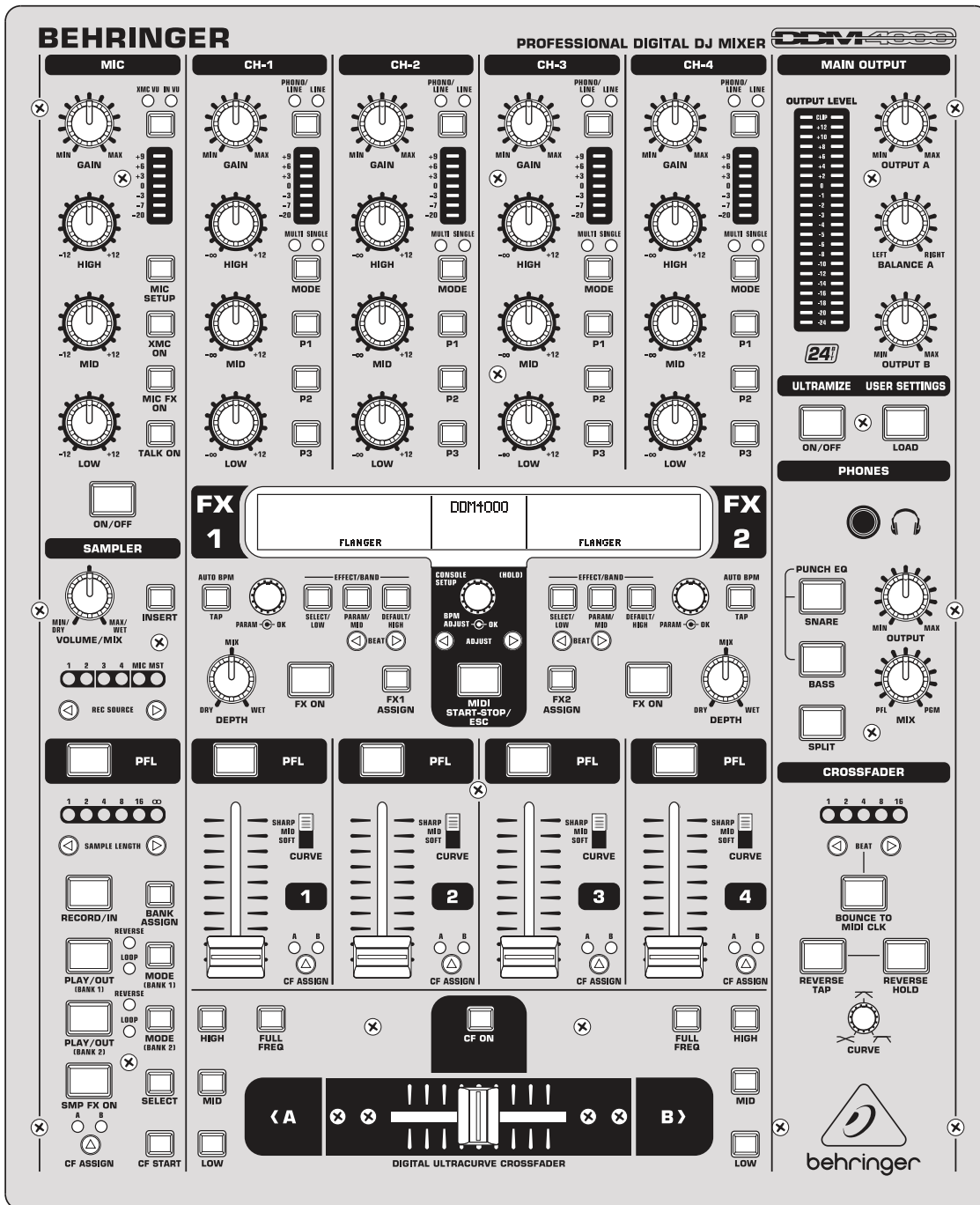
Figure6: Behringer DDM4000 (schematic view)

Setup

Configure at least one mixer section as MIDI controller:

1. Long press the CONSOLE SETUP knob

2. Select `MIDI SETTINGS` by turning and pressing the CONSOLE SETUP knob

3. Select the sections that you want to use as MIDI controller

4. Press the ESC button to exit MIDI Setup

5. To make the change persistent, save the settings in a user preset. See the controller manual for details.

Controller Mapping

A schematic drawing with the control numbers that are used here can be found on the specified page in the User Manual in the Links section.

Stereo channels 1 – 4 (p. 6)

No.	Control	Function
4	HIGH / MID / LOW knobs	Adjust high/mid/low-frequencies.
6	P1 / P2 / P3 buttons	Toggle the kill function for high/mid/low-frequencies.
7	PFL button	Toggle headphone pre-fader listening.
8	Channel faders	Adjust the output volume.
10	CF ASSIGN button	Assign the channel to either side of the crossfader.

Note: On some units of this mixer, the LEDs of the buttons P1 / P2 / P3 show an unexpected behavior in MIDI mode. When such a LED is turned on via MIDI, it flashes shortly but does not stay lit. The problem occurs only when at least 1 channel is in audio (non-MIDI) mode. It does not occur when all channels are in MIDI mode. Firmware version 1.02 (Dec 14 2007) is known to show this behavior, and there's no fix available according to a reply from the technical support:

> « I see the issue, but sorry, the code is 15 years old and getting the 15 year old tools (plus license, plus old windows version) needed to compile it, together with finding the bug in a very complex code base (without access to the developer) makes fixing this nearly impossible. »

> ---[MUSIC Tribe Care] Behringer - Technical Support (08 Sep 2021)

Microphone (p. 6)

No.	Control	Function
19	TALK ON	Switch the Talkover function.
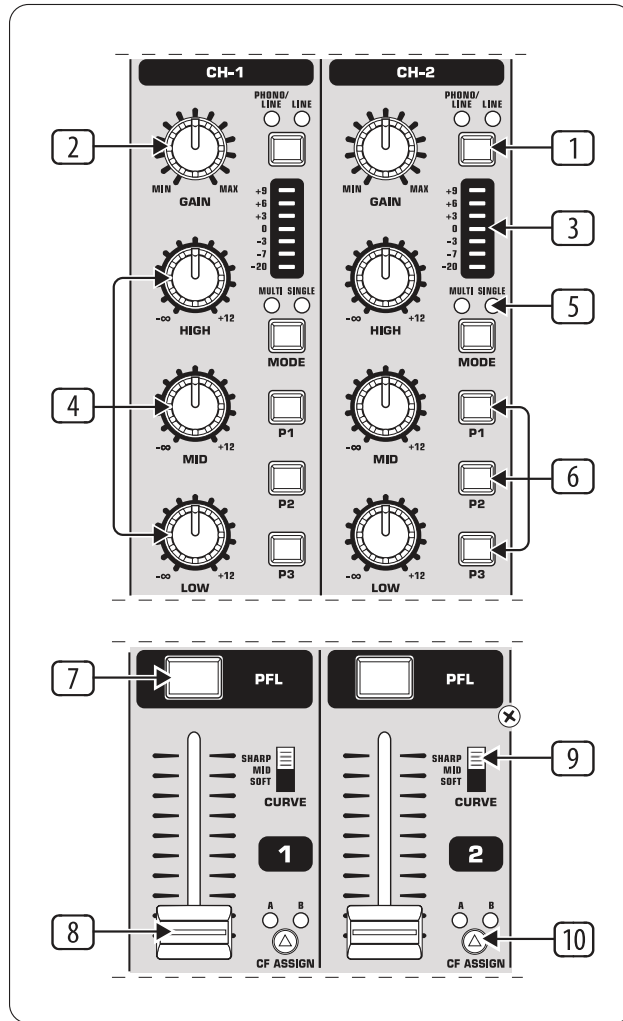
Figure7: Stereo channels strips
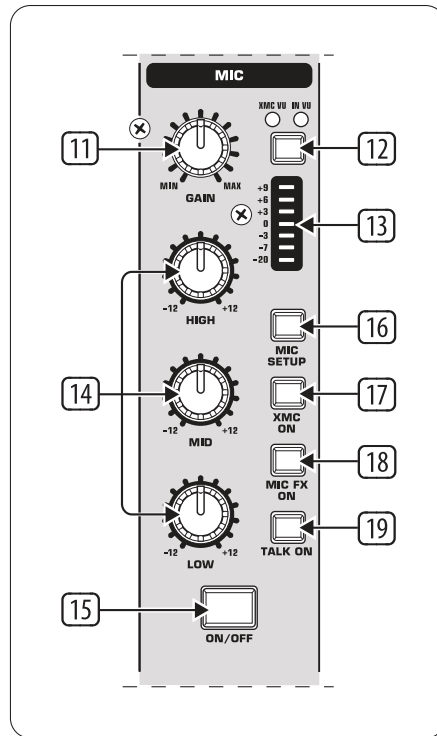
Figure8: Microphone channel

Crossfader section (p. 7)

No.	Control	Function
20	Crossfader	Fade between the signals that are assigned to its two sides A and B.
21	CF ON button	Toggle crossfader function. When disabled, the crossfader control in the Mixxx user interface is hidden.
24	CURVE knob	Adjust the response of the crossfader.
25	REVERSE HOLD button	Toggle a permanent reverse of the crossfader sides A and B. This means that A and B are interchanged.
26	REVERSE TAP button	Toggle a momentary reverse of the crossfader sides A and B. This means that A and B are interchanged as long as the TAP push button is held down.
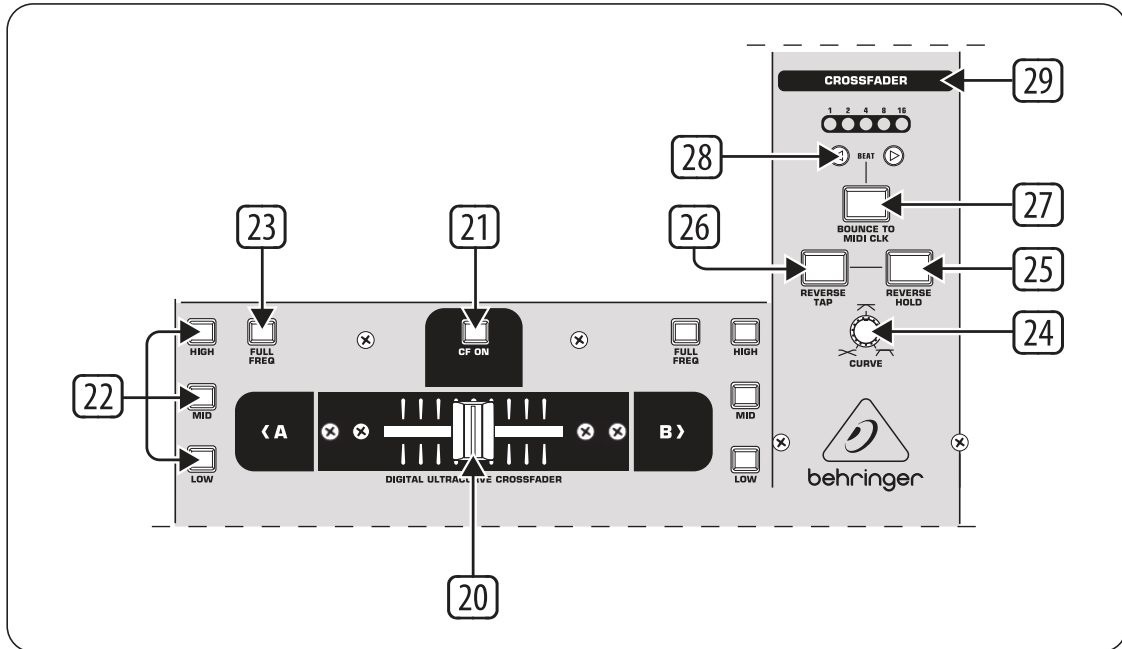
Figure9: Crossfader section
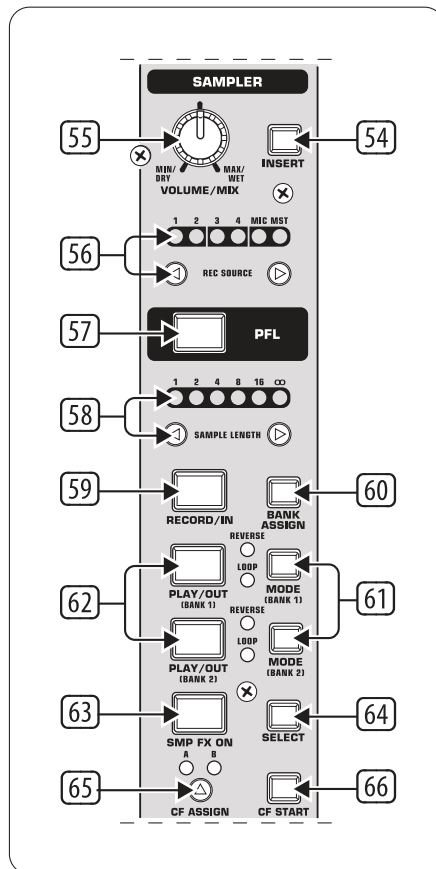
Figure10: Sampler section

Sampler (p. 8)

No.	Control	Function
55	VOLUME/MIX knob	Control the volume of sampler 1.
57	PFL button	Toggle headphone pre-fader listening for sampler 1.
58	SAMPLE LENGTH buttons	Adjust the beatloop size of sampler 1.
61	MODE buttons for bank 1/2	Select the playback type for the selected sampler (Reverse or Loop). A short press toggles the Reverse function, a long press toggles the Loop function.
62	PLAY/OUT buttons for bank 1/2	Start or stop playback for the selected sampler. When the Loop function is disabled, the sample is only played back while the button is pressed.
63	SMP FX ON button	Toggle effect unit 1 for sampler 1.
65	CF ASSIGN button	Assign sampler 1 to either side of the crossfader.

17.1.14 Denon DN-HS5500

- Manufacturer's product page (archived)

Nouveau dans la version 2.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.15 Denon DN-SC2000

- Forum thread

Nouveau dans la version 1.8.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.16 Denon MC3000

- Manufacturer's product page (archived)

Nouveau dans la version 2.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.17 Denon MC4000

The MC4000 is a 2-deck DJ controller for the professional entertainer wrapping in-demand audio manipulation tools in a robust steel chassis for rugged durability. In addition to precision touch-activated jog wheels, performers get access to dedicated hot cue and sample pads for on-the-fly remixes.

- Manufacturer's product page

- Manual / Midi commands

- Forum thread

The microphone and auxiliary inputs are mixed with the master output in hardware. They are not available to the computer through the MC4000's sound card, so this controller's sound card is not suitable for broadcasting or recording the inputs. You could use the controller with a separate USB sound card that has a microphone input for that purpose.

Nouveau dans la version 2.1.

Mapping Description

The Mixxx mapping is mostly the same as the standard Serato mapping, with a few exceptions which are highlighted below with *underlined text* where a specific functionality that exists in Serato is not (yet) implemented in the Mixxx mapping.
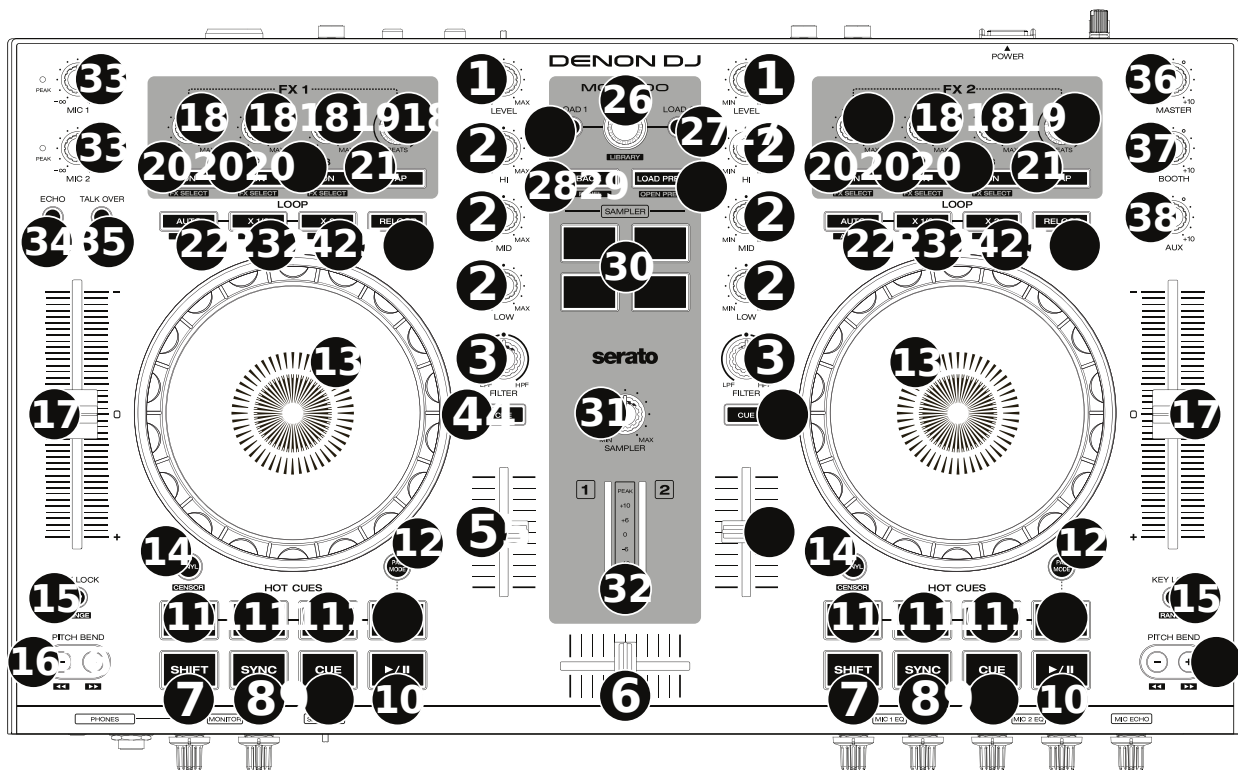
Figure11: Denon MC4000 (layout)

1. **Channel Level:** Adjust the level of the pre-fader, pre-EQ audio signal

2. **Channel EQ:** Boost or cut the high, mid-range, and low frequencies

3. **Channel Filter:** Turn counterclockwise to apply a low-pass filter. Turn clockwise to apply a high-pass filter.

4. **Channel Cue:** Send the channel's pre-fader signal to the headphones' cue channel.

---

5. **Channel Fader:** Adjust the channel's volume level.

6. **Crossfader:** Mix between the two decks.

7. **Shift:** Press and hold this button to access secondary functions of other controls.

8. **Sync / Sync Off:** Automatically match the corresponding Deck's tempo with the opposite Deck's tempo and phase. *Unlike Serato, Shift + sync is not mapped to anything.*

9. **Cue / Track Start:** Behavior changes according to the *cue mode selected in Mixxx's preferences*. Hold Shift and press this button to return to the start of the track.

10. **Play/Pause / Stutter:** Play/pause playback. Hold Shift and press to "stutter-play" the track from the cue point.

11. **Hot Cues:** Press a pad to set or jump to a hot cue point. To set a hot cue point, press an unlit pad at the desired location in the track (the pad will then be lit). To jump to that hot cue point, press the lit pad. To delete a hot cue point, hold Shift and press a lit pad.

12. **Pad Mode:** *Currently unmapped*

13. **Platter:** This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved. When the Vinyl button is on, move the platter to "scratch" the track like a vinyl record. When the Vinyl button is off (or if you are touching only the side of the platter), move the platter to temporarily adjust the track's speed.

14. **Vinyl / Censor:** Toggle "vinyl mode" for the platter. When activated, you can use the platter to scratch the track as you would with a vinyl record. Hold Shift and this button to activate the Censor feature: the playback of the track will be reversed, but when you release the button, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

15. **Key Lock / Range:** Toggle Key Lock. When Key Lock is activated, the track's key will remain the same even if you adjust its speed. Hold Shift and press to cycle through the available ranges of the pitch fader (+/- 8%, 16%, 50%). Other ranges for the fader can be selected in Mixxx's Preferences in the Interface section, but pressing this button with Shift will only cycle through 8%, 16%, and 50%.

16. **Pitch Bend -/+ :** Hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track. Hold Shift and then press and hold one of these buttons to rewind or fast-forward (respectively) through the track.

17. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track. You can adjust its total range with the Key Lock / Range button.

18. **FX Level:** Turn the knobs on the left side of the controller to adjust the effect intensity (i.e. "meta" parameter) for the effects in Effect Unit 1. Turn the knobs on the right side of the controller to adjust the meta parameter for the effect in Effect Unit 2. The FX On button under the knob must be lit for the effect to be enabled.

19. **FX Beats:** Currently changes the wet/dry ratio of the effect chain. This will probably change in the future.

20. **FX On / Select:** Press to toggle the corresponding effect on or off. Hold Shift and press to assign a different effect to this slot.

21. **FX Tap:** *Currently not mapped*

22. **Auto-Loop / Auto 4:** Toggle a 4 beat loop on or off. Hold Shift and press to toggle beat quantize on or off (I.e quantization of loop start / end points to the nearest beat). *Note: this behavior is different from Serato.*

23. **X 1/2 Loop / Loop In:** Halve the length of the current loop. Hold Shift and press to create a Loop In point at the current location.

24. **X 2 Loop / Loop Out:** Double the length of the current loop. Hold Shift and press to create a Loop Out point at the current location.

25. **Reloop:** Exit the current loop if a loop is active, or skip to the last-played loop and activate it immediately if there is no loop active.

26. **Browse / Library Knob:** Turn to browse through the items in the currently focused pane (i.e. library or sidebar). Press shift and turn to scroll *quickly* through the items in the currently focused pane. Press the knob to select the current item.

27. **Load:** Load the currently selected track to the deck.

28. **Back / Panel:** Change the currently focused pane (i.e. library or sidebar) to the next or previous pane.

29. **Load Prep / Open Prep:** Load the currently selected track to the preview deck. Hold Shift and press to eject the current track from the preview deck. (*Different from Serato mapping*).

30. **Sampler Pads:** Press to play the corresponding samples in the software's sampler (1–4). Hold Shift and press a pad to stop its sample playback.

31. **Sample Level:** Turn this knob to adjust the volume level of the software's samplers (1–4).

32. **Level Meters:** These LEDs display the level of the audio signal depending on the state of each deck and Channel Fader. The meters are not affected by the position of the Master Knob.

33. **Mic Volume:** Adjust the input gain of the microphone. This adjusts the hardware microphone preamplifier, not Mixxx's mic gain. The microphone input is not available to the computer through the MC4000's sound card; it is mixed with the master output in hardware.

34. **Mic Echo:** Toggle an echo effect on the microphone input. This effect is done in hardware, not in Mixxx.

35. **Mic Talk Over / Post:** Toggle microphone talkover, which automatically reduces the volume of the music when using the microphone. Hold shift and press to toggle whether the microphone input is routed to the booth output. These controls are done by the MC4000 in hardware and do not affect Mixxx.

36. **Master:** Adjust the master output level of the sound card. This does not affect the master gain in Mixxx.

37. **Booth:** Adjust the booth output level of the sound card. This does not affect anything in Mixxx.

38. **Aux:** Adjust the auxiliary output level of the sound card. This does not affect anything in Mixxx.

17.1.18 Denon MC6000MK2

- Manufacturer's product page (archived)

- Forum thread

- Mixxx maintainer

Nouveau dans la version 2.0.

The number in the first column refers to the corresponding label in the *Owner's Manual* in the chapter *Part names and functions* starting on page 20.

# User Manual	Control	Modifier	Context	Function
1	BEATS/V.FX SEL.		Knob is turned	Effect unit dry/wet mix
			Knob is pressed	Focus/unfocus effect unit
2	TAP	NONE		Toggle (enable/disable) EFX unit
3	EFX 1/2/3 KNOB			Effect meta knob
4	EFX 1/2/3 ON			Enable/disable effect
5	EFX CH. ASSIGN	NONE		Assign/unassign deck
		SHIFT		Assign deck exclusively
6	LOOP IN	NONE		Set loop in point
		SHIFT		Delete loop
6	LOOP OUT	NONE		Set loop out point

Table 2 – suite de la page précédente

# User Manual	Control	Modifier	Context	Function
		SHIFT		Delete loop out point
7	AUTO LOOP	NONE	Loop is undefined	Activate a loop over beatloop size beats
		SHIFT	Loop is undefined	Activate a rolling loop over beatloop size beats
		NONE	Loop is defined	Toggle reloop
		SHIFT	Loop is defined	Delete loop
7	LOOP +	NONE		Double beatloop size beats
		SHIFT		Move loop forward by beatloop size beats
7	LOOP -	NONE		Halve beatloop size beats
		SHIFT		Move loop backward by beatloop size beats
8	HOT CUE 1/2/3/4	NONE	Deck is stopped	Jump to hot cue and start playing while pressed
		NONE	Deck is playing	Jump to hot cue
		SHIFT		Delete hot cue
8	SAMPLE 1/2/3/4	NONE	Sampler is empty	Load selected track into sampler
		NONE	Press button	Play track from beginning while pressed
		NONE	Release button	Stop playback
		SHIFT	Release button	Continue playback
		SHIFT	Press button	Eject track from sampler
9	DECK			Switch active deck
10	SHIFT			Modifier that activates a 2nd layer of functions. It c
11	KEY LOCK			Enable/disable key lock mode
12	HOT CUE / SAMPLE			Switch between hot cues and samplers
13	JOG WHEEL	NONE		Bend or scratch (vinyl mode)
		SHIFT	Deck is stopped	Fast track seek (wheel search)
14	PITCH SLIDER			Change playback speed
15	SYNC			Trigger sync mode by short/long press
16	CUE	NONE		Trigger cue according to configured cue mode
		SHIFT		Stop playback and jump to beginning of track
17	PLAY	NONE		Start/stop/continue playback
		SHIFT		Reverse playback direction
18	SLIP/CENSOR	NONE		Censor: Enable reverse and slip mode while presse
		SHIFT		Toggle (enable/disable) slip mode permanently
19	PITCH BEND +		Deck is stopped	Fast forward
		NONE	Deck is playing	Pitch bend up
		SHIFT	Deck is playing	Pitch bend up (small)
19	PITCH BEND -		Deck is stopped	Fast rewind
		NONE	Deck is playing	Pitch bend down
		SHIFT	Deck is playing	Pitch bend down (small)
20	VINYL			Enable/disable vinyl mode (scratching)
23	X-F LINK			*Not yet mapped*
21	PANEL			*Not yet mapped*
22	VIEW			*Not yet mapped*
24	AREA			*Not yet mapped*
25	LIST			Toggle maximized library view
26	BACK	NONE		Scroll up
		SHIFT		Move focus backward to previous panel
26	FWD	NONE		Scroll down
		SHIFT		Move focus forward to next panel
27	SELECT KNOB	NONE	Knob is turned	Move through focused panel/list
		SHIFT		Scroll through focused panel/list

Table 2 – suite de la page précédente

# User Manual	Control	Modifier	Context	Function
		NONE	Knob is pressed	Go to the selected item
		SHIFT		Move focus backward to previous panel
28	LOAD	NONE		Load selected track into active deck
		SHIFT		Eject loaded track from active deck
29	FILTER ON			Enable/disable filter effect for deck 1/3 or 2/4
30	FILTER KNOB			Control filter effect (low/high pass) for deck 1/3 or
31	MIC LEVEL 1/2			*Not yet mapped*
32	MIC ON 1/2			*Not yet mapped*
33	MIC DUCKING			*Not yet mapped*
34	MIC ECHO ON 1/2			*Not yet mapped*
35	CUE MIX	NONE		Enable/disable cue mix
		SHIFT		Enable solo cue mix (only this channel)
36	VU METER DISP. SWITCH			Select channel(s) for display
37	CHANNEL FADER			Control channel output volume
38	CROSS FADER			Control balance between assigned channels
39	VU METER			Display channel/master output volume
40	BOOTH ASSIGN			Select source for booth output
41	BOOTH LEVEL			Control booth output volume
42	MASTER LEVEL			Control master output volume
43	HI KNOB			Control channel EQ (high freq.)
43	MID KNOB			Control channel EQ (mid. freq.)
43	LOW KNOB			Control channel EQ (low freq.)
44	LEVEL KNOB			Control channel gain
45	CHANNEL INPUT SELECT			Select channel input source

17.1.19 Denon MC7000

The Denon MC7000 is a professional DJ controller which has got 4-channel capability and dual USB connections. These two USB audio interfaces enable two DJs to play together. This controller includes Denon's high build quality and superior 24-bit audio reproduction, makes this suited to both mobile and club DJs.

Nouveau dans la version 2.2.4.

Modifié dans la version 2.3.0: Fixed a vinyl mode bug on deck 4 and added new features, like library sorting, searching through track with jog wheel, ejecting track from deck, waveform zoom, fixed loops and an experimental beat counter (slicer-like) and improved parameter and censor/reverse/spinback button mappings.

Modifié dans la version 2.3.1: Some improvements for slip mode, sampler play and rate range toggle. Added browsing through library using jog wheel.

Useful links

- Denon MC7000 Mapping thread
- Manufacturer's product page
- User Guide
- Hardware Setting Specification
- Mixxx showcase on YouTube

Compatibility

- **Mac** users should be just fine connecting the MC7000 and go.

- **Windows** users need to install the latest Windows Driver from Denon Download Site.

- **Linux** users need a minimum LTS Kernel version **4.19.105** or **5.4.21**. All Kernels **5.6.x** and following are supporting the device out-of-the-box.

Mapping
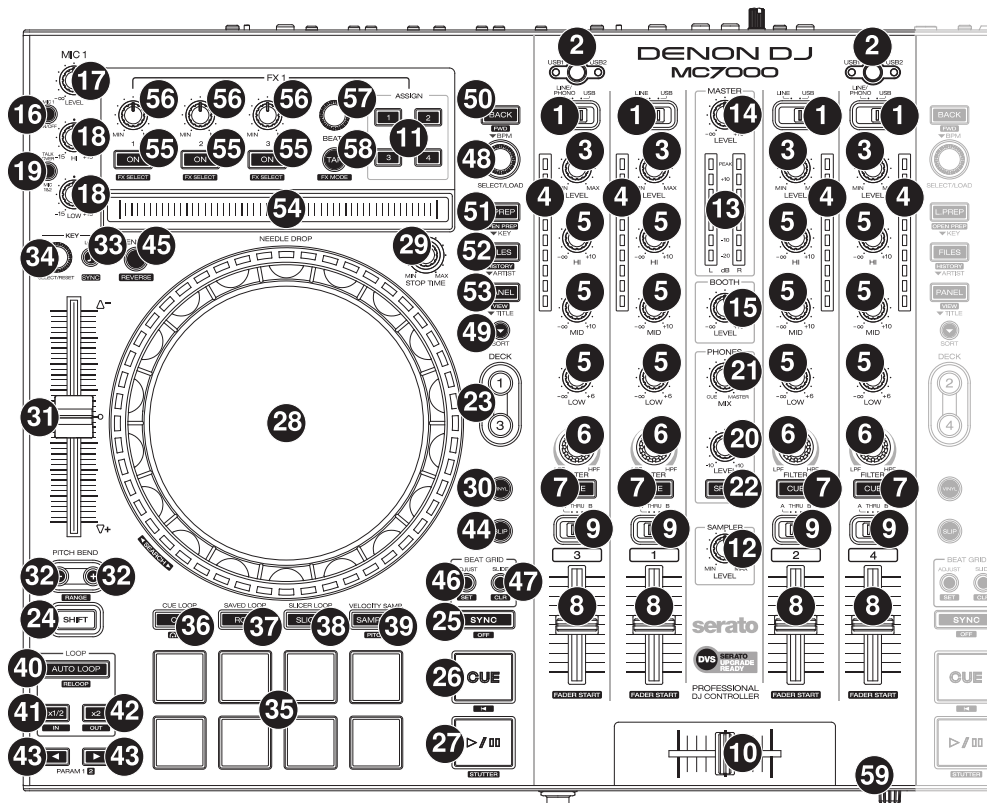
Figure12: Denon MC7000 (schematic view)

This controller is made for Serato DJ and most of the mapping is made for Mixxx accordingly. Anyhow, there are several differences for functions not matching the Serato mapping. If you have any wishes to improve the mapping, then please discuss it in the Denon MC7000 Mapping thread.

User Variables

User variables can be set to suit individual needs inside the `Denon-MC7000-scripts.js` mapping file:

- `MC7000.experimental` activate *experimental beat count feature* (default: `false`)
- `MC7000.needleSearchPlay` activate NEEDLE DROP sensor while a track is playing (default: `false`)
- `MC7000.prevSamplerStop` set to single play samplers (default: `true`)
- `MC7000.rateRanges` set the available Pitch Fader ranges (default: 4, 6, 8, 10, 16, 24, 50, 90)
- `MC7000.modeSingleLED` set single LED on or off (default: 1). Can be toggled with SHIFT + Deck
- `MC7000.VinylModeOn` set the Vinyl Mode on or off at Mixxx start which also triggers the Platter Ring LED function (default: 1)
- `MC7000.scratchParams` set Scratch Parameters (default: 33+1/3, 1/10, 1/10/32)
- `MC7000.jogSensitivity` set the Jog Sensitivity (default: 1)

Mixer Section

No.	Control	Function
1	Input Selector Switch	Set to the desired audio source for this channel. LINE/PHONO will disable the corresponding Deck (switches off all LEDs and the controller will not send MIDI signals to control Mixxx). This allows the mixer to use an external source. USB will turn the corresponding Deck on and allows to control Mixxx via USB connection.
2	USB1 / USB2	Press to select whether the deck is controlling the computer connected to USB Port 1 or USB Port 2. If only one USB Port is connected the controller activates this automatically.
3	LEVEL	Turn to adjust the level of the pre-fader, pre-EQ audio signal for the channel.
4	Channel Level Meters	Display the audio signal level of the channel as in Mixxx GUI.
5	Channel EQ	Turn to boost or cut the HI, MID and LOW frequencies for the channel.
6	FILTER	Turn this knob to adjust the filter applied to the channel. Turn the knob counter-clockwise to apply a low-pass filter. Turn the knob clockwise to apply a high-pass Filter.
7	CUE	Press to send the channel's pre-fader signal to the headphones' cue channel.
8	Channel fader	Use to adjust the channel's volume level.
9	Crossfader Assign	Routes the audio playing on the corresponding channel to either side of the crossfader (A or B), or bypasses the crossfader and sends the audio directly to the program mix (THRU).
10	Crossfader	Use this crossfader to mix between the left and right decks.
12	SAMPLER LEVEL	Turn this knob to adjust the volume level of the software's sampler. If the volume is set to 0 then the Sampler banks are hidden, otherwise shown.
13	Master Level Meters	These LEDs show the Master Audio signal.
14	MASTER LEVEL	Turn to adjust the volume level of the master outputs.
15	BOOTH LEVEL	Turn to adjust the volume level of the booth outputs.
20	PHONES LEVEL	Turn to adjust the volume level of the headphones.
21	PHONES MIX	Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.
22	SPLIT	Press to switch Headphone "split" mode. When this switch is lit, the headphone audio will be "split" such that all channels sent to cue channel are summed to mono and sent to the left headphone channel and the master mix is summed to mono and sent to the right channel. When the switch is unlit, the cue channel and master mix will be "blended" together.
59	X FADER CONTOUR	Turn to adjust the slope of the crossfader curve, to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching.

Note: The Input source selection, Master Level Meters, USB1 / USB2, MASTER LEVEL, BOOTH LEVEL, PHONES LEVEL, PHONES MIX and SPLIT are handled by the controller. The status of Mixxx will not be changed.

Microphone Section

No.	Control	Function
16	MIC ON/OFF	Press to activate/deactivate the microphones.
17	MIC LEVEL	Turn to adjust the volume levels of the corresponding microphone inputs.
18	MIC 1 HI/MIC 1 LOW (left deck)	Turn to boost or cut the high or low frequencies for Microphone 1.
18	MIC 2 TONE (right deck)	Turn to adjust the tone (high-low) for Microphone 2.
18	ECHO MIC 1&2 (right deck)	Turn to adjust the amount of the echo effect for both Microphones.
19	TALKOVER MIC 1&2 (left deck)	Press to use the "talkover" feature, which automatically reduces the volume level of the master mix when you speak into the microphones.
19	SHIFT + TALKOVER MIC 1&2 (left deck)	Press to activate/deactivate the "Post" feature. When on, the microphones signal will be sent to the Booth Outputs. When off, the microphones signal will not be routed to the Booth Outputs.
19	ECHO MIC 1&2 (right deck)	Press this button to activate or deactivate the echo effect on the microphones' audio signal.

Note: All functions are handled by the controller in hardware. The status of Mixxx will not be changed.

FX Section

No.	Control	Function
11	FX ASSIGN	Press assign FX 1 and/or FX 2 to the corresponding channel.
55	FX ON	Press to turn the corresponding effect on or off.
55	SHIFT + FX ON	Press to select an effect from the list that was enabled in the Mixxx Preferences FX section.
56	FX 1, FX 2, FX 3	Turn to adjust the level of the corresponding effect. The FX ON button under the knob must be lit for this knob to function.
57	FX BEATS	Turn to adjust the Wet/Dry rate of the effects.
58	FX TAP	Press to activate effects for the Master output. This can be overlapped with Channel Effects.
58	SHIFT + FX TAP	Press to activate effects for headphones cue.

Library Section

No.	Control	Function
48	SELECT/LOAD	Turn to navigate through lists. Press the left side button to load a track into the active Deck (1 or 3), press the right side button to load a track into the active Deck (2 or 4). When you keep the knob pressed down longer than 0,5 sec an actual loaded track will be ejected from the deck upon release of the knob.
48	SHIFT + SELECT/LOAD	Turn to browse quickly through the tracks in the library or push the knob to open folders on the left side of the library.
49	SORT	Press and hold to activate sort functions.
50	BACK	Press to switch between right and left side of the library.
50	SHIFT + BACK	Press to move through frames inside the GUI.
50	SORT + BACK	Press to sort the tracks by Beats Per Minute.
51	L.PREP	Press to load the currently selected track to the Preview Deck.
51	SHIFT + L.PREP	Press to start and stop playing the track in Preview Deck.
51	SORT + L.PREP	Press to sort the tracks by their Key.
52	FILES	Press to maximize the library. Press this button again to exit maximized library. While the library is maximized you can use the jog wheel to navigate quickly through lists.
52	SORT + FILES	Press to sort the tracks by Artist.
53	PANEL	Press to open and close the FX panel inside the GUI.
53	SORT + PANEL	Press to sort the tracks by Title.

Deck Section

No.	Control	Function
23	DECK	Selects which deck in the software is controlled by that hardware deck. The left deck can control Deck 1 or 3; the right deck can control Deck 1 or 4.
23	SHIFT + DECK	Press to switch Platter Ring LED Mode. Refer to the *LEDs section* for details.
24	SHIFT	Press and hold this button to access secondary functions of other controls.
25	SYNC	Press to automatically match the corresponding deck's *tempo* with the tempo and phase of the opposite deck. Press again to deactivate Sync. Hold this button down for one sec to permanently match the tempo.
26	CUE	If a cue point is not set then press this button to set it at the current track position. During playback, press this button to return the track to the cue point. If the deck is paused, press and hold this button to play the track from the cue point. Release the button to return the track to the cue point and pause it. To continue playback without returning to the cue point, press and hold this button and then press the PLAY button, afterwards release cue button.
26	SHIFT + CUE	Press to return to the start of the track.
27	PLAY / PAUSE	Press to pause or resume playback.
27	SHIFT + PLAY / PAUSE	Press to stutter play the track from the last set cue point.

Table 3 – suite de la page précédente

No	Control	Function
28	Jog Wheel	Controls the audio playhead when the wheel is touched and moved. When the VINYL button is lit, move the platter to "scratch" the track as you would with a vinyl record. When the VINYL button is unlit (or if you are touching only the side of the platter), move the platter to temporarily adjust the track's speed. If the library is maximized (use FILES button) turning the jog wheel will scroll the current table view (currently playing track is not affected). Be careful though: after exiting the maximized library view the jog wheel will immediately return to jog or scratch mode.
28	SHIFT + Jog Wheel	Navigates quickly through the track. This only applies if touching the side of the platter or with VINYL deactivated.
29	STOP TIME	Controls the rate at which the track slows to a complete stop ("brake time") during backspin. This also affects how quickly the track starts after a backspin ("Soft Start").
30	VINYL	Press to activate/deactivate a "vinyl mode" for the platter. When activated, you can use the platter to "scratch" the track as you would with a vinyl record.
31	Pitch Fader	Move to adjust the speed (pitch) of the track.
32	PITCH BEND –/+	Press to momentarily reduce or increase the speed of the track.
32	SHIFT + PITCH BEND –/+	Press to set the Pitch Fader range. You may adjust the steps in *JavaScript file*
33	KEY LOCK	Press to activate/deactivate Key Lock. When Key Lock is activated, the track's key will remain the same even if you adjust its speed.
33	SHIFT + KEY LOCK	Press to automatically match the corresponding deck's key with the key of the opposite deck.
34	KEY SELECT/RESET	Turn to raise or lower the key of the track. Press to reset the track's key to its original key.
34	SHIFT + KEY SELECT/RESET	Turn to zoom in and out the waveform or push the knob to reset the Waveform zoom to the level set in preferences.
35	Performance Pads	refer to the *Performance Pads section* for details.
40	AUTO LOOP	Press to create an auto-loop with the length set with loop length. You may change the length of beats by using the X1/2 or X2 buttons.
40	SHIFT + AUTO LOOP	Press to toggle the current loop on or off. If the loop is ahead of the current play position, the track will keep playing normally until it reaches the loop.
41	X1/2	Press to halve the length of the current loop.
41	SHIFT + X1/2	Press to create a loop in point at the current Location.
42	X2	Press to double the length of the current loop.
42	SHIFT + X2	Press to create a loop out point at the current Location.
43	</> PARAM 1 2	Press to add/remove rating stars to the loaded track.
43	SHIFT + </> PARAM 1 2	Press to change the track color in the library.
44	SLIP	Press to enable or disable Slip Mode. In Slip Mode, you can jump to cue points, trigger loops or use the platters, while the track's timeline continues. In other words, when you deactivate Slip Mode, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time). After scratch, hot cue play, reverse play and backspin the slip mode releases itself so the timeline of the track jumps back to original position after the action is done. Slip mode reactivates itself after 50ms so you can continue with more actions in slip mode almost immediately after.

Table 3 – suite de la page précédente

No	Control	Function
45	CENSOR	Press and hold this button to play the track in REVERSE. When releasing the button, the track immediately starts playing from it's momentary position. If SLIP was active then after releasing the CENSOR button the track continues as it had been playing forward the whole time (CENSOR). Slip mode stays enabled so you can continue with more actions in slip mode.
45	SHIFT + CENSOR	Press to activate a backspin with the length set by the STOP TIME knob. If SLIP was active then after releasing the CENSOR button the track continues as it had been playing forward the whole time. Slip mode stays enabled so you can continue with more actions in slip mode.
46	BEAT GRID ADJUST	Press to adjust the Beat Grid to the current play position.
46	SHIFT + BEAT GRID ADJUST	Press to activate Quantize mode.
47	BEAT GRID SLIDE	Press to adjust the Beat Grid to another playing track.
54	NEEDLE DROP	Place your finger on a point along this sensor to jump to that point in the track (strip represents entire track).
54	SHIFT + NEEDLE DROP	Press to jump to a position while a track is currently playing.

Indication: The jog sensitivity and scratch parameters (28), the default vinyl mode (30), the pitch fader ranges (32) as well as the needle drop activity (54) can be set by modifying the variables inside the *JavaScript file* accordingly.

Note: Use SHIFT + CENSOR for a backspin while SLIP is active. Backspin using the platter is only possible while SLIP is disabled.

Performance Pads

Mode Selection

No	Control	Function
35	Performance Pads	Press to perform action with one of those buttons.
36	CUE	Press to switch to **"Hot Cue"** mode.
37	ROLL	Press to switch to **"Roll"** mode.
37	SAVED LOOP	Press ROLL one more time to get into **"Fixed Loop"** mode.
38	SLICER	Press to switch to **"Beatjump"** mode.
39	SAMPLER	Press to switch to **"Sampler"** mode.

Hot Cue Mode (blue LED)

8 Hot Cue positions can be defined in this mode.

Press one of the pad buttons to set or play a Hot Cue.

Use SHIFT + pad button to delete an existing Hot Cue.

If SLIP is active then press and hold a pad button to play from the Hot Cue position. After releasing the Hot Cue button the track continues as it had been playing forward the whole time. Slip mode stays enabled so you can continue with more actions in slip mode.

CUE LOOP   SAVED LOOP   SLICER LOOP   VELOCITY SAMP.

| CUE | ROLL | SLICER | SAMPLER |

⌂ FLIP   PITCH

| Hot Cue 1 | Hot Cue 2 | Hot Cue 3 | Hot Cue 4 |

| Hot Cue 5 | Hot Cue 6 | Hot Cue 7 | Hot Cue 8 |
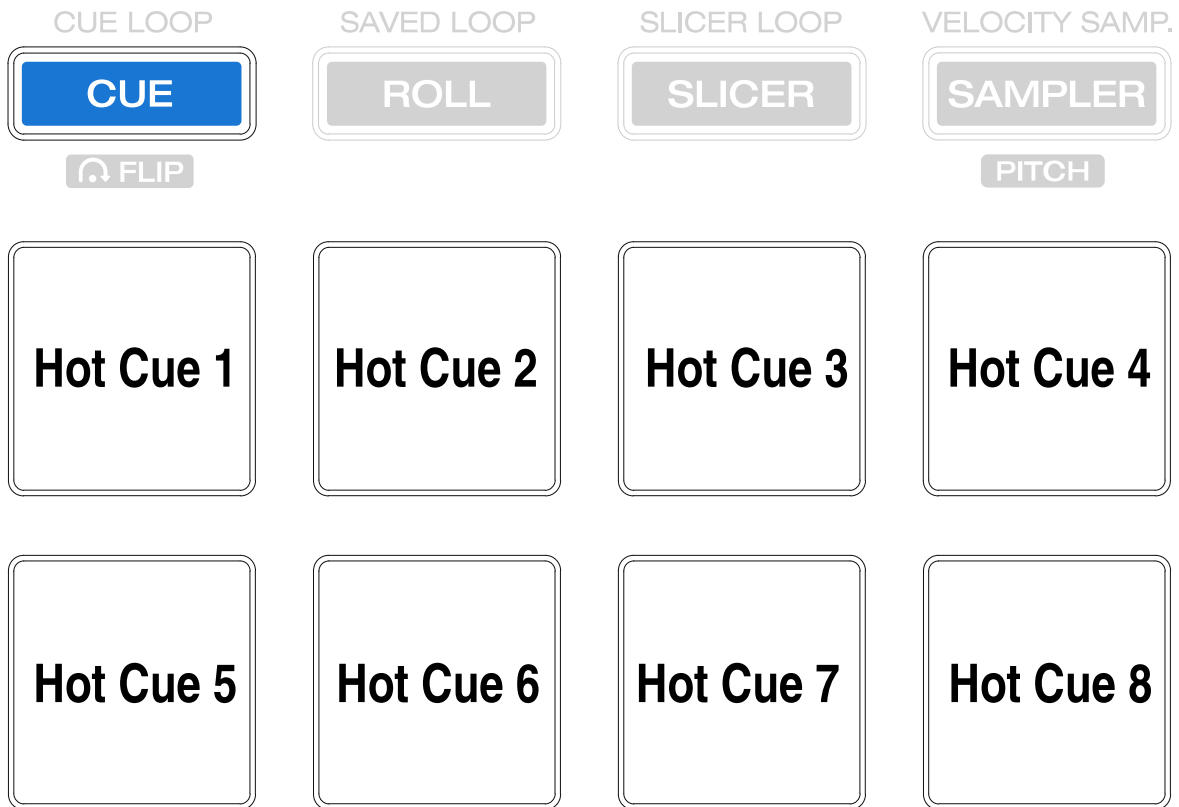
Roll Mode (turquoise LED)

This mode lets you repeat a number of beats while keep pushing a pad button down.

The SLIP function remains active so that the track continues at the position where it had been playing forward the whole time.

Fixed Loop Mode (yellow LED)

This mode lets you set a dedicated loop from current position.

Another push on the pad button will turn the loop off.

CUE LOOP   SAVED LOOP   SLICER LOOP   VELOCITY SAMP.

| CUE | ROLL | SLICER | SAMPLER |

⌂ FLIP   PITCH

| 1/16 beat Loop Roll | 1/8 beat Loop Roll | 1/4 beat Loop Roll | 1/2 beat Loop Roll |

| 1 beat Loop Roll | 2 beat Loop Roll | 4 beat Loop Roll | 8 beat Loop Roll |

CUE LOOP	SAVED LOOP	SLICER LOOP	VELOCITY SAMP.
CUE	ROLL	SLICER	SAMPLER

FLIP   PITCH

1 beat Loop	2 beat Loop	4 beat Loop	8 beat Loop
16 beat Loop	32 beat Loop	64 beat Loop	128 beat Loop

Beatjump Mode (red LED)

This mode lets you jump a number of beats while pushing a pad button once.

CUE LOOP	SAVED LOOP	SLICER LOOP	VELOCITY SAMP.
CUE	ROLL	**SLICER**	SAMPLER
FLIP			PITCH

Jump fwd 1 beat	**Jump fwd 2 beats**	**Jump fwd 4 beats**	**Jump fwd 8 beats**
Jump back 1 beat	**Jump back 2 beats**	**Jump back 4 beats**	**Jump back 8 beats**
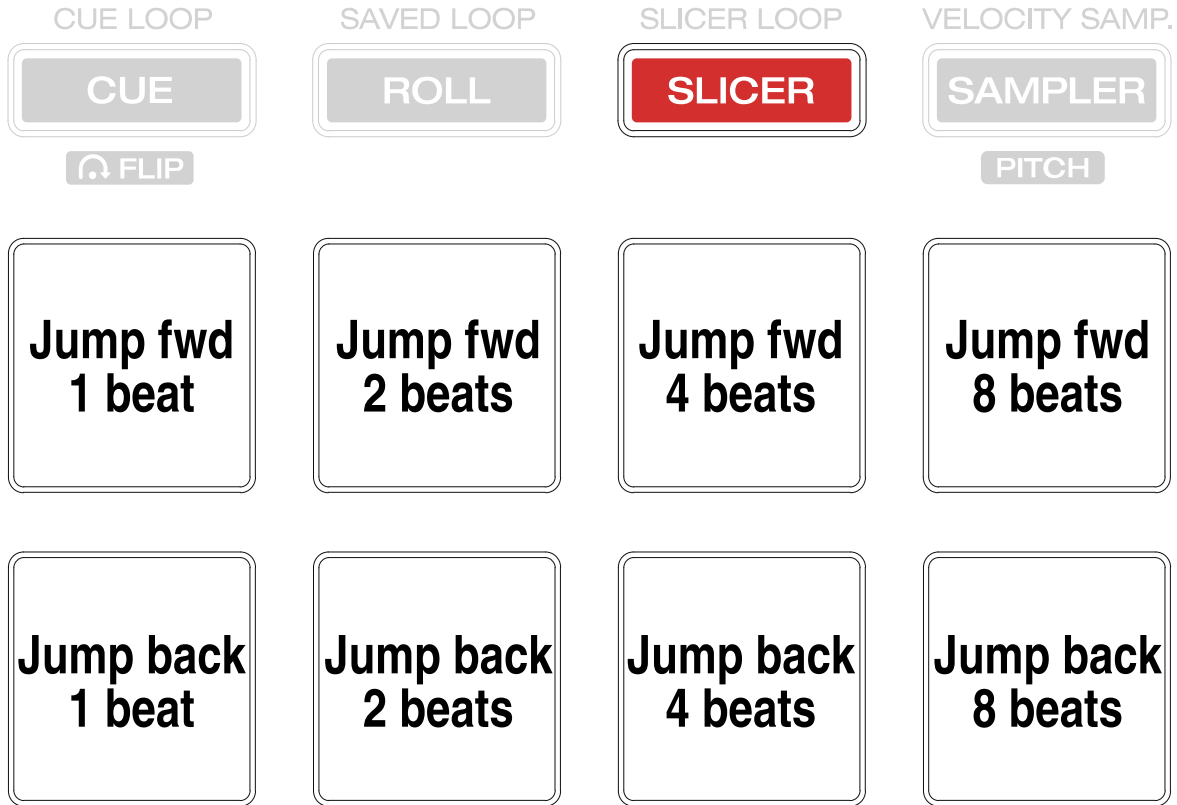
Press and hold « SHIFT » and then push a pad button to jump even more beats.
16, 32, 64 and 128 forward on the upper row and backwards on the lower row.

Indication: If experimental features were set to *true* in the *JavaScript file* then the pad LEDs counting the beat **after** the main CUE point.

Sampler Mode (pink LED)

8 samplers can be triggered from either Deck.

Add samplers to the sampler bank pushing a pad button.
If a sampler is loaded, then another push on the pad button will play the sampler from its Cue point.
Push the pad button again while playing will replay the sampler from Cue point.

When a sampler is started while another one is still playing, then the initial sampler stops and only the newly triggered sampler plays (single play).

Use SHIFT + pad button to stop a sampler while playing or eject a sampler when stopped.

CUE LOOP	SAVED LOOP	SLICER LOOP	VELOCITY SAMP.
CUE	ROLL	SLICER	SAMPLER
🎧 FLIP			PITCH

Sample 1	Sample 2	Sample 3	Sample 4
Sample 5	Sample 6	Sample 7	Sample 8
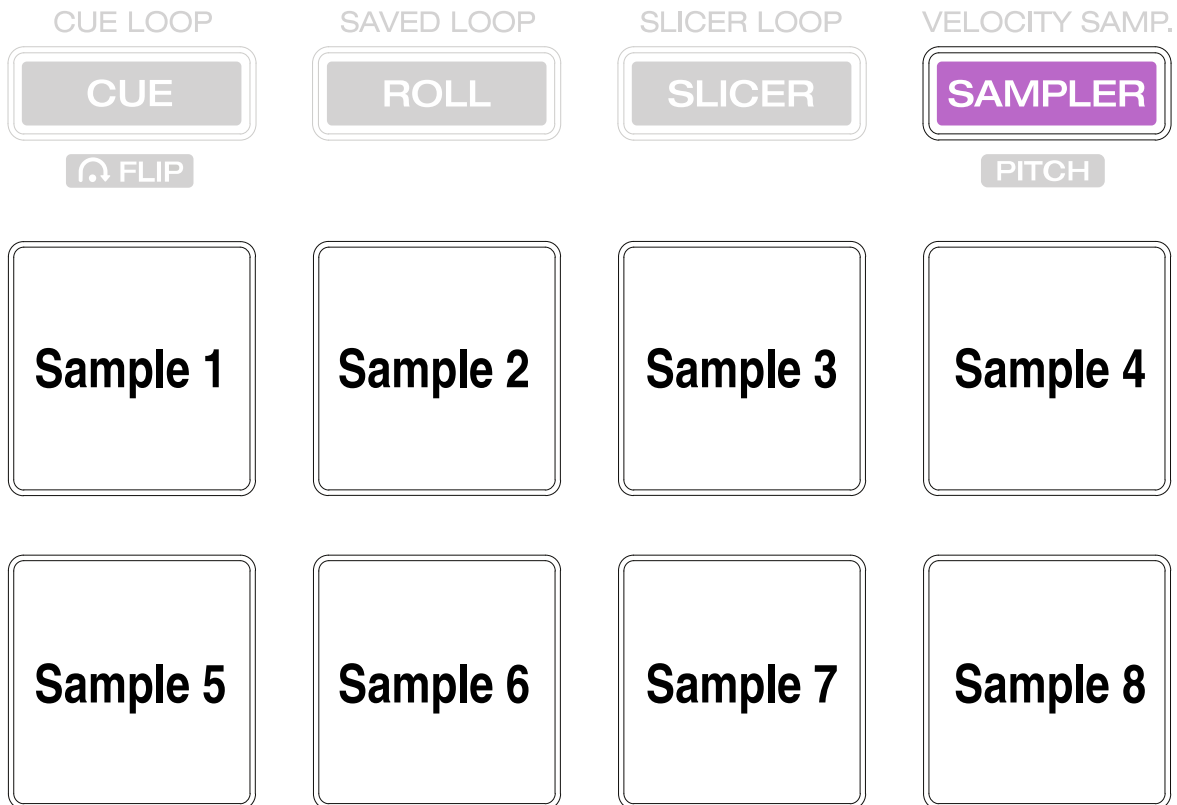
Indication: To use default Mixxx behaviour and allow playing multiple samplers at the same time you can set the user variable `MC7000.prevSamplerStop` inside the *JavaScript file* to `false`.

LEDs

The Channel Volume Meters matches to the ones shown in Mixxx GUI. Only when clipping the red LED illuminates.

The Master Volume Meter is not correlated to Mixxx GUI as the controller handles that in Hardware.

Button LEDs are fully mapped for the first function. As you press and hold SHIFT then the secondary functions have only got some flashing LEDs mapped, e.g. TAP and KEY SYNC, when activated.

Press SHIFT + Deck to switch Platter Ring LED Mode.

- Mode 0 - Single "off" LED chase (all other LEDs are "on")
- Mode 1 - Single "on" LED chase (all other LEDs are "off")

Indication: The default mode can be set to `0` or `1` inside the *JavaScript file*.

Platter Ring LEDs are correlated with the VINYL button.

- If vinyl mode is enabled, the LED imitates a turntable platter spinning at 33.3 rpm.

- If vinyl mode is disabled, the current track position is indicated by the Platter LEDs starting at the top.

Note: The Platter Ring LEDs are not moving while the track position is "negative". That means if the position is before the track starts then the position LED keeps staying at most up position.

Known Issues

- Some Performance Pad modes are not available (Cue Loop, Flip, Slicer Loop, Velocity Sampler, Pitch).

- The Effect Units don't use Mixxx" Standard Effects Mapping

17.1.20 DJ Tech CDJ 101

DJ Tech is not to be confused with DJ TechTools, the makers of the MIDI Fighter series, Chroma Cables, and Chroma Caps. There is no (longer) a product page for this discontinued device.

- Forum thread

Nouveau dans la version 1.11.

Mapping description

Needs the CDJ 101 to be on midi channel 1 for deck 1 and on channel 2 for deck 2.

- Pitch slider works as you'd expect

- Holding down the push button works as a "shift" to activate secondary functions

- Rotate push button: navigate tracks

- Shift + rotate push button: switch between playlists

- Cue button: default cue behaviour

- Play: toggle play

- Shift + play: sync

While track is playing

- Surface of jog wheel: scratch

- Edge of jog wheel: tempo bend

- Shift + edge of jog wheel: fine tempo bend

While deck is paused

- Press push button: load a track

- Surface of jog wheel: scratch thru track

- Shift + surface of jog wheel: scan through track quickly

- Edge of jog wheel: jog though track slowly

- Shift + Cue: move beatgrid

17.1.21 DJ Tech DJM 101

DJ Tech is not to be confused with DJ TechTools, the makers of the MIDI Fighter series, Chroma Cables, and Chroma Caps. There is no (longer) a product page for this discontinued device.

- Forum thread

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.22 DJ Tech iMix Reload

DJ Tech is not to be confused with DJ TechTools, the makers of the MIDI Fighter series, Chroma Cables, and Chroma Caps. There is no (longer) a product page for this discontinued device.

- Forum thread

Nouveau dans la version 1.10.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.23 DJ Tech Kontrol One

DJ Tech is not to be confused with DJ TechTools, the makers of the MIDI Fighter series, Chroma Cables, and Chroma Caps. There is no (longer) a product page for this discontinued device.

- Forum thread

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.24 DJ-Tech MIX-101

Nouveau dans la version 2.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.25 DJ Tech Mixer One

DJ Tech is not to be confused with DJ TechTools, the makers of the MIDI Fighter series, Chroma Cables, and Chroma Caps.

- Manufacturer's product page

Nouveau dans la version 1.10.1.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.26 DJ TechTools MIDI Fighter Classic

A simple 16 button controller that has been discontinued.

The default Mixxx mapping has the buttons mapped to hotcues 1-8 for decks 1 & 2.

Nouveau dans la version 1.8.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.27 DJ TechTools MIDI Fighter Twister

- Manufacturer's product page

Nouveau dans la version 2.1.5.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.28 EKS Otus

This controller has been discontinued as EKS is went out of business.

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.29 Electrix Tweaker

The Electrix Tweaker is an unconventional MIDI controller that can control most aspects of Mixxx. Instead of jog wheels, it fits an 8x4 grid of multicolor backlit buttons, 8 velocity-sensitive buttons, and 6 push encoders with LED rings into a relatively small package. It does not have a built in sound card, so it requires a separate sound card or splitter cable (although it does include 5-pin MIDI in and out ports).

- Manufacturer's website
- Forum topic
- Manufacturer's manual

Nouveau dans la version 2.0.

Compatibility and setup

The Tweaker is a USB MIDI class compliant device, so it does not require any special drivers on any operating system. Just plug it in and load the Mixxx mapping on any OS that Mixxx runs on.

Use it with the Tweaker MIDI 1 port (Tweaker MIDI 2 is the 5-pin MIDI I/O on the Tweaker).

Mapping description

Global controls

1. Scroll through library. Press to toggle big library view
2. Scroll up left panel of library
3. Scroll down left panel of library
4. Samplers

- Off when empty, red when loaded
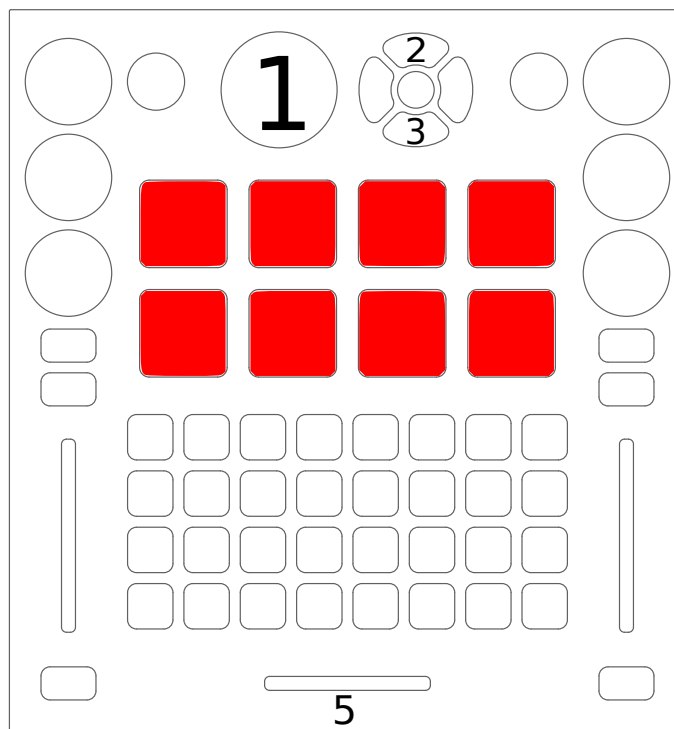
Figure13: Electrix Tweaker (global controls)

- Press a button to load the selected sample into a sampler and play it

- Press a button to play a sample. When the button is released, the sample will stop playing.

- Press [[#top-shift-layer|top shift]] and a sampler button to eject a sample from a sampler

- Samples will play with their volume proportional to how much force was used to strike the button. You can adjust the sensitivity or disable the velocity sensitivity (and make them work as on/off switches) by adjusting options at the top of the JavaScript file in a text editor.

5. Crossfader

Top shift layer
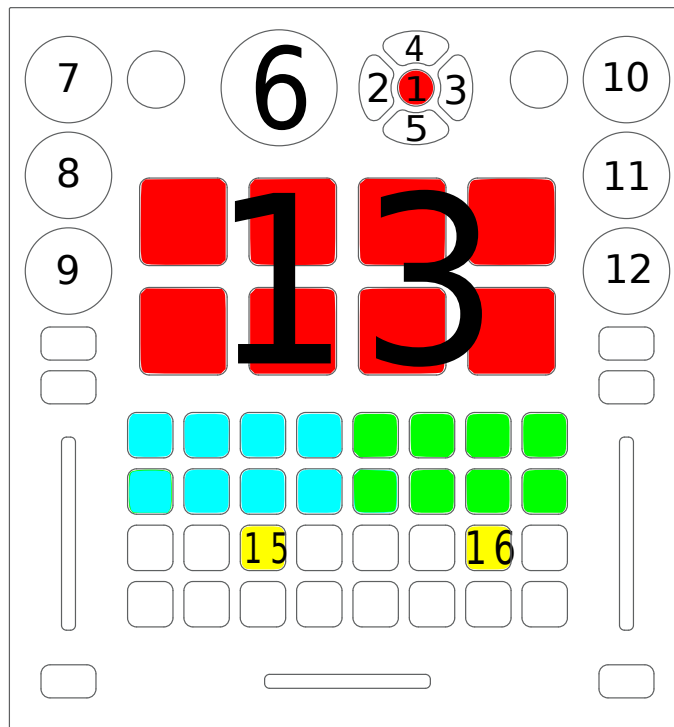
Figure14: Electrix Tweaker (top shift layer controls)

This layer is active while the top shift button (#1 in the diagram) is held down.

With the exception of the headphone mix encoder (#8 in the diagram), pressing the encoders 7-12 resets them to center.

1. Top shift button

2. Eject left deck

3. Eject right deck

4. Expand/collapse selected item in left library pane

5. Expand/collapse selected item in left library pane

6. Scroll through library quickly. Push to load selected track into first stopped deck.

7. Headphone gain

8. Headphone cue/master mix in headphones. Press to toggle split cue mode. The blue LED below encoder is lit when split cue mode is enabled.

9. Channel gain for active deck on left side

10. Master output gain

11. Master output balance

12. Channel gain for active deck on right side

13. Eject sampler

14. Delete hotcue

15. Deck shift button. Press to enable [[#vinyl timecode mode]] on the deck that is active on the left side (press top shift button first, then this button while holding down top shift)

16. Deck shift button. Press to enable [[#vinyl timecode mode]] on the deck that is active on the right side (press top shift button first, then this button while holding down top shift)

Deck controls

The deck controls are the same on each half of the controller. Which deck each side controls can be switched with the deck toggle button, labeled #11 in the diagram. When controlling deck 1 or 2, the switches on that side (9, 11, 13, 14, and 15 in the diagram) are blue when enabled, as shown on the left side of the diagram. When controlling deck 3 or 4, the switches on that side are magenta when enabled, as shown on the right side of the diagram.

1. Filter (low pass filter left of center; high pass filter right of center)

2. Load track selected in library into deck

3. Toggle encoders between EQ and loop mode (see [[#channel-encoder-layers|below]])

4. Headphone cueing

5. Volume

6. Play/pause

7. Hotcues. Press an unlit button to set a hotcue. When slip mode is disabled (see #9 below), pressing a hotcue simply jumps to that hotcue. When slip mode is on, hotcues can be previewed on a stopped deck. While previewing a hotcue, press the play button to let the track keep playing after the hotcue is released. Pressing a hotcue while a deck is playing and slip mode is on will jump to the hotcue then jump back to where the track would have been once the last hotcue button is released.

8. Jump 4 beats forward (with quantize enabled)

9. Slip mode. When active, loops and hotcues will only play as long as they are held down. When they are released, the track will jump to where it would have been if the loop or hotcue was not pressed.

10. [[#deck-shift-layer|Deck shift]]

11. Deck toggle between decks 1 & 3 on the left and decks 2 & 4 on the right.

12. Jump 4 beats backward (with quantize enabled)
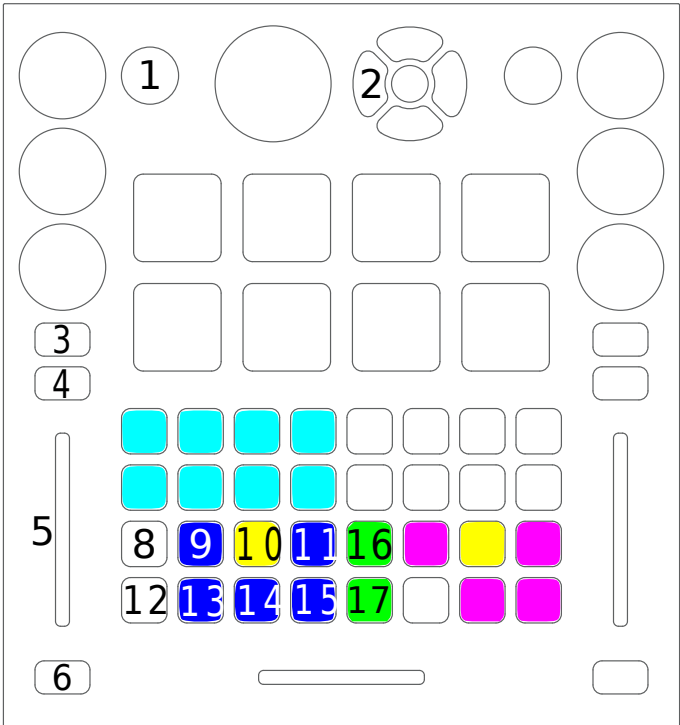
Figure15: Electrix Tweaker (deck controls)

13. Quantize. In addition to snapping cues, loops, and play button presses to the nearest beat, this changes the behavior of the controller's navigation buttons. When enabled, the navigation buttons are white as shown by 8 & 11 in the diagram. With quantize enabled, the navigation buttons jump by 4 beats or 1 beat with [[#deck-shift-layer|deck shift (#10)]] pressed. When disabled, the navigation buttons are green as shown by 15 & 16 in the diagram. With quantize disabled, the navigation buttons fast forward and rewind the track. When quantize is disabled and deck shift is pressed, the navigation buttons are temporary pitch bend buttons.

14. Key lock

15. Sync lock

16. Fast forward (with quantize disabled)

17. Rewind (with quantize disabled)

Deck Shift layer
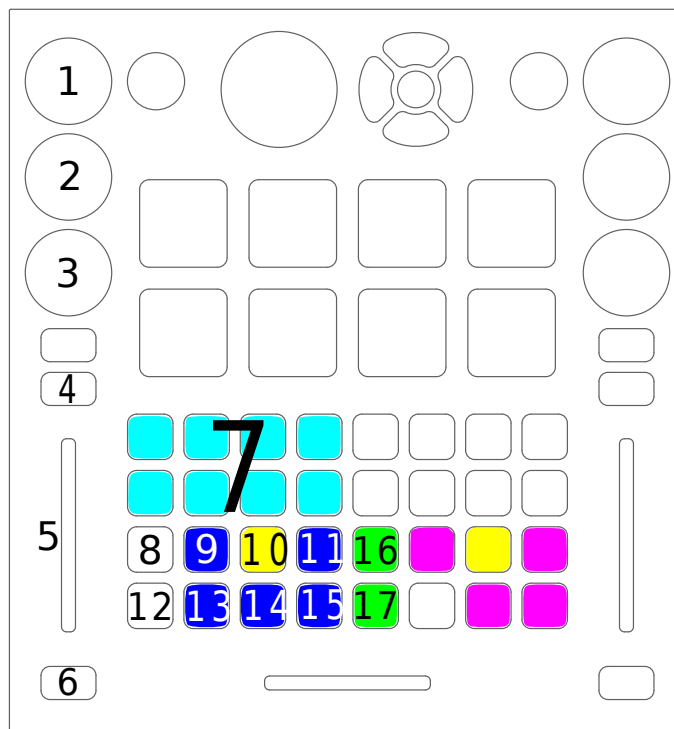
Figure16: Electrix Tweaker (deck shift layer)

This layer is active while the yellow deck shift button on that side of the controller is held down.

1. Pitch (only adjusts tempo with keylock on)

2. Jump 32 beats forward or backward

3. Scroll through hotcue pages. The pages are color coded, in order, cyan, green, red, and white. The LED around the encoder indicates the hotcue page number. The active page on a deck is remembered when toggling between decks (see [[#deck-controls|deck controls (#11)]] above).

4. Exit loop

5. Volume

6. Cue. When previewing from the cue point on a stopped deck, release this cue button to stop playing and jump back to the cue point. Release deck shift to continue playing.

7. Move hotcue to current position

8. Jump forward 1 beat (with quantize enabled, see [[#deck-controls|deck controls #13]])

9. Manually place loop start point

10. Deck shift button

11. Manually place loop end point

12. Jump back 1 beat (with quantize enabled, see [[#deck-controls|deck controls #13]])

13. Align beatgrid with current position

14. Sync key. If key has been changed from track's original key, reset the key.

15. Reset tempo

16. Temporarily raise pitch while pressed (with quantize disabled, see [[#deck-controls|deck controls #13]])

17. Temporarily lower pitch while pressed (with quantize disabled, see [[#deck-controls|deck controls #13]])

Channel encoder layers

The encoder layer buttons (#4 and #8 in the diagram) toggle the encoders between EQ and loop layers.

The left side of the diagram shows EQ mode. In EQ mode, pressing encoders toggles that EQ's kill switch. The blue LED below the encoder is lit while the kill switch is on. Pressing the encoder while holding deck shift (see *deck controls #10*) resets the EQ to center.

Tip: You can go to Options > Preferences > Equalizers and check "Reset equalizers on track load". On most controllers, this would be an issue because the physical knobs would be misaligned with the values in software when the EQs were reset, but because the Tweaker has LED rings around encoders instead of knobs, this is not an issue.

The right side of the diagram shows loop mode. The LEDs on the loop move length and loop length encoders represent numbers of beats. Center means 1 beat. Each step to the right doubles the beats and each step to the left halves the beats. For example, the default loop length is 4 beats, so the center LED and 2 LEDs to the right are lit (2 x 2 = 4).

1. High EQ

2. Mid EQ

3. Low EQ

4. Encoder mode button. Press to switch to loop mode.

5. Loop move length

6. Move loop

7. Loop length. Press to toggle loop. When in slip mode (see [[#deck-controls|deck control button #9]]), the loop is only active while this is held down. The blue LED below the encoder is lit while

8. a loop is active.
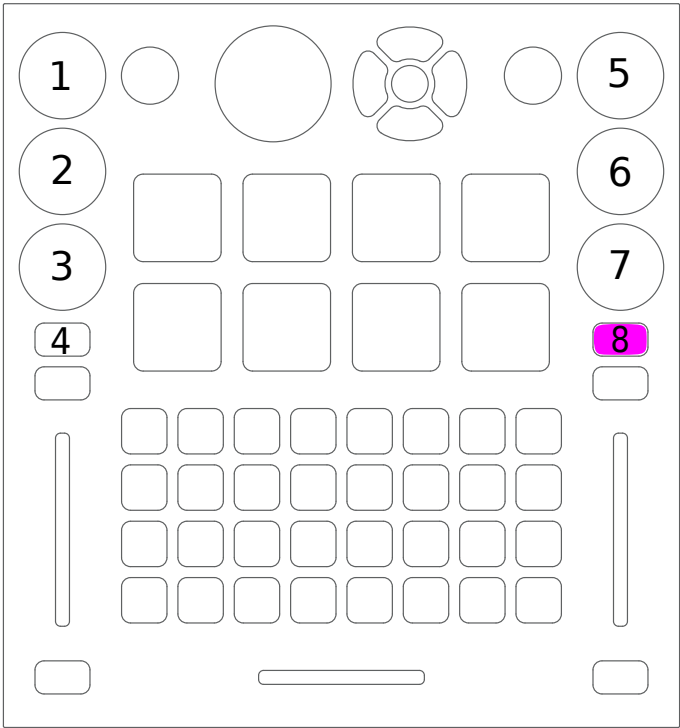
Figure17: Electrix Tweaker (channel encoder layers)

9. Encoder mode button. Press to switch to EQ mode.

Vinyl Timecode Mode
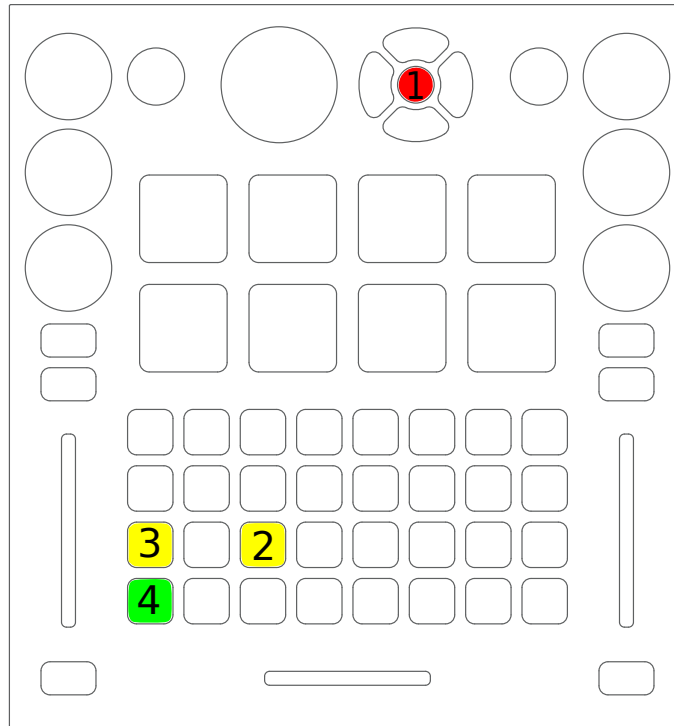
Figure18: Electrix Tweaker (vinyl timecode mode)

1. Top Shift

2. Toggle vinyl timecode mode by pressing deck shift (#2 in the diagram) while holding top shift (#1 in the the diagram). This replaces the navigation buttons for that deck with buttons that toggle options for timecode control.

3. Cycle through vinyl control modes: absolute (LED off), relative (LED indicates cue mode), and constant (LED red). If the deck is in relative mode and playing, pressing the button cycles through cue modes: off (white), cue (yellow), hotcue (green). When the deck is playing in relative mode, pressing the button with deck shift (#2) switches to constant mode.

4. toggle vinyl control. Turns green when vinyl control is enabled. With deck shift (#2) pressed, it toggles passthrough mode and turns white. Pressing the button while passthrough mode is enabled turns passthrough mode off (without toggling whether vinyl control is enabled).

17.1.30 Evolution X-Session

This product has been discontinued.

Nouveau dans la version 1.6.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.31 FaderFox DJ2

- Manufacturer's product page

Nouveau dans la version 1.6.

Setting up the controller

In order for this mapping to work, you will need to use these settings. First, enter *System Mode* by pressing the two black buttons in the top right encoder section. There is a vertical *System* label next to these two buttons. The orange *Sys/Mon* LED in the center bottom should be on and not blinking.

You can now modify various settings by pressing each of the 4 black buttons of the encoder section. There are two possible settings for each function, *On* or *Off*, depending which of the corresponding LED is lit. There is also a brief explanation of these settings on a gray sticker in the back of the controller.

- The top left button controls the *Auto Switch* function. If the *Seek/Scratch* green LED, is on, the function is off. If the *List/load* red LED is on, the function is on. If the *Auto Switch* function is on, the encoder will switch to *Seek/Scratch* after pressing the encoder to load a track. This function is up to the user's preference and will not affect the mapping.

- **The bottom left button must be set to the Gain green LED for this mapping to work**. If set to the red *Pitch* LED, the transport buttons will have different CC numbers. This is useful if you own a second controller which already has transport functions.

- **The top right button must be set to the Seek/Scratch green LED.** If set to the *List/Load* red LED, the *Auto Play* function will be on, meaning that loading a track from the *List/load* encoder will trigger playback. You don't want this function on since it will conflict with the play button of the transport section which would have the same CC number.

- **The bottom right button must be set to the Gain green LED.** If set to the red LED, the joystick will have different CC numbers, and its mapping won't work properly.

- If the green *FX1* LED is on, the controller's will use MIDI channel 1, and channel 16 if the *FX2* LED is on. This is useful if you want to control four decks using two FaderFox DJ2 controllers. If you use only one controller, leave this setting to *FX1*. To change the setting, press the *Shift* button and the lower left black button of the encoder section for channel 1, or the lower right black button of the encoder section for channel 16.

Important : changes to your settings won't be saved if you just turn off the controller on *System Mode*. To save the settings, exit *System Mode* by pressing again the two black buttons of the left encoder section.

Encoders Section

The two encoders on top of the controller control various parameters. They can of course be turned but also act as push buttons. You can select which function is used for each of the encoders by pushing the black buttons of the encoders section. LEDs indicate which function is currently selected.

- *List/Load* (top red LED is on) lets you browse your playlist. Push the left encoder to load the highlighted track into Deck A or the right encoder for Deck B.

- *Seek/Scratch* (top green LED is on) acts as a jogwheel. Turn the left encoder for Deck A or the right encoder for Deck B. Pushing the encoder on that setting will activate *Sync* on that deck.

- *Gain* (bottom green LED is on) controls the gain of the channel. Pushing the encoder on that setting will mute the track.

- *Pitch* (bottom red LED is on) controls the tempo of the deck. Unfortunately there is no MIDI CC number emitted when pushing the encoder on that position.

Joystick

The joystick can be set to control either the first or the second unit of the effect rack. To control the first effect unit, press *Shift* + the lower black button of the left encoder section (*FX1* green LED is on). To control the second effect unit, press *Shift* + the lower black button of the right encoder section (*FX2* green LED is on).

The horizontal axis of the joystick controls the *Mix* knob of the effect unit. The vertical axis control the *Super Knob* of the unit.

Mixer Section

- Using the knobs and faders should be straightforward as the controls follow the labels printed on the controller.

- The *Cue Mix* knob controls the headphone mix. The *Cue A* and *Cue B* are used to pre-listen the selected deck.

- The green *FX ctrl* buttons are used to activate a desired effect unit on the selected deck.

- the left green button enables effect unit 1 on that deck

- the right green button enables effect unit 2 on that deck

- *Shift* + left green button enables effect unit 3 on that deck

- *Shift* + right green button enables fx unit 4 on that deck

- The *Kill* button controls Low Kill and *Shift + Kill* controls High Kill. To use Mid Kill, press *Shift + Cue A* (Deck A) or *Shift + Cue B* (Deck B)

Transport Section

The left transport section controls Deck A transport functions, and the right transport section those of Deck B.

- The top left gray button (labeled with a pause symbol) of each section controls the *Align beatgrid to current play-position* function. *Shift* + this button controls the *Quantize* function.

- The top right gray button (without any label) controls the *Keylock*. *Shift* + this button controls the *Reverse* function.

- The bottom left gray button (Play/pause label) controls *Play*. *Shift* + this button will make the playback jump one beat backward on this deck.

- The bottom right gray button (play label) controls *Cue* (depending on the settings in Mixxx's preferences). *Shift* + this button will make the playback jump one beat forward on this deck.

- The top blue button holds down the speed (temporary pitch bend) and the bottom blue button holds the speed up according to the labels on the controller. Pressing *Shift* + these blue buttons will act similarly but with a smaller pitch bending.

17.1.32 Gemini CDMP-7000

- Manufacturer's product page

Nouveau dans la version 2.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.33 Gemini FirstMix

- Manufacturer's product page (archived)

- Forum thread

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.34 Hercules DJ Console 4-Mx

The Hercules DJ Console 4-Mx is a USB controller with a built in sound card. It is very similar to the [[Hercules DJ Console RMX]], but with switches for 4 decks.

- Manufacturer's product page

Nouveau dans la version 1.11.

Audio

The DJ Console 4-Mx is not a USB class compliant MIDI device, although it is a USB Audio device. Drivers for Mac OS X and Windows can be found on the Hercules support page.

Avertissement: The controller will not work on Linux out of the box. You will need to use the Linux usermode driver. The device will only produce audio if the device hasn't been configured for ASIO under windows previously. Also, check the volumes in alsamixer.

The sound card has 4 inputs and 4 outputs (2 stereo in/out). The inputs are switchable between line-in and phono, and also is possible to select different line levels (consumer -10dBV, Pro +4dBu and boost +8dBu), so you can connect both CD players and turntables on the inputs. * Inputs are RCA. * Outputs are RCA or 1/4 » TRS balanced. * Microphone input is 1/4 » TS * Headphone jack is 1/4 » (6.35 mm) TRS stereo

Hercules Tray Icon configuration

The drivers for Windows and OS X install an application that can be used to configure the audio and controller settings. Most of the settings work well on the default setting.

- **Volume/Pan/Mute**: Sets the volume output for channels 1-2 and channels 3-4. Note that the volume of the channels 3-4 refers to the line output from behind. In other words. It does not affect the volume of the headphones.

- **Line in mode**: Sets the line level of the inputs. In case of line 1-2, it also allows to redirect the microphone to the line 1-2. Else, it is mixed in hardware to the master out.

- **Talkover attenuation**: Sets how much to attenuate the master output when activating the hardware mixed microphone.

- **Enable/Disable jog wheels**: Allows to disable the jog wheels, in case the user desires not to use them.

- **Sensitivity**: Alters the sensitivity of the jog wheels. If you change this, change also the sensitivity option in the script, as described below.

- **Audio Mode**: Enables the WDM drivers (non-asio) or the specific ASIO-only driver.

- **MIDI pitch resolution**: Sets the resolution of the pitch sliders. Mixxx will work with any of the two settings, but it is recommended to set it to 14bit (8bit used) which doubles the precision versus 7bit.

- **ASIO**: You can configure the samplerate, bit depth and latency for the ASIO driver.

- **MIDI channel for controls**: *Keep these at 1-2 (Default) when you use it with Mixxx.*

- **Crossfader settings**: Allows to configure how does the crossfader react. Mixxx also offers an alternate invert option in the crossfader settings.

- **Headphone channels**: Allows to setup which input channels are sent to the headphone output.

- **Channels 1-2 hardware mix**: Allows mixing the line in or the microphone directly in hardware to the speaker output.

- **Deck mode**: *Leave this at 4 Decks (Default) if you want to use four decks with Mixxx. Else, you will only be able to use two decks.*

Options

There are several options that can be configured for this mapping. You can edit these by opening the JavaScript file in a text editor like Notepad, TextEdit, or gEdit and editing the values at the top of the file.

- **autoHeadMix**: Indicates if the Headphone/Master mix should automatically be set to master when none of the headphone cue buttons are activated.

- **autoHeadcueOnLoad**: Automatically enable the headphone cue select (PFL) of the deck when a song is loaded. (Like in virtual-dj)

- **beatFlashLed**: set which LED, if any, blinks with the beat

- **useVuMeters**: Simulate vuMeters using the kill and source buttons' LEDs. If enabled, shows master VUs, or deck VU depending if prefader listen button is enabled or not.

- **naviScrollSpeed**: KeyRepeat speed for navigating up/down, in milliseconds. 100 is a good value. Lower values make it scroll faster.

- **crossfaderScratchCurve**: The controller has two modes to report the crossfader position. The default/beatmix curve, and the scratch curve. The default curve reports the real position of the control. The scratch curve just crossfades on the edges. Setting this setting to true, the curve will change to scratch curve when the scratch mode is on (scratch button). Setting it to false will not change it, so it will use the setting configured in the DJHercules Tray-icon configuration.

- **vinylSpeed**: Playback speed of the virtual vinyl that is being scratched. 45.00 and 33.33 are the common speeds. (Lower number equals faster scratch)

- **sensitivity**: Jog wheel sensitivity. You should configure this setting to the same value than in the DJHercules tray icon configuration. (Normal means 1/1). If crossfaderScratchCurve is true, or the setting is changed while Mixxx is active, this value will be detected automatically.

- **alpha**: alpha value for the scratch filter (start with 1/8 (0.125) and tune from there)

- **beta**: beta value for the scratch filter (start with alpha/32 and tune from there)

- **FXbuttonsSetup**: This indicates which mapping for the FX buttons should Mixxx use. The possible values are: mixxx21, mixxx20, and original (Hercules Manual and the default setup in Virtual DJ 7 LE)

Master / Global controls

Control	Mode	Function
Cross-Fader		Fades between left and right decks
Vol. Main		Controls the Master volume knob of Mixxx.
Scratch		Toggles scratch mode. When scratch mode is enabled, pressing a jog wheel controls scratching
Auto		Enable AutoDJ. Stop decks 1 and 2 to disable it using the controller.
Auto	AutoDJ on	Fade to next song.
Folders / Files		Switches between browsing the sidebar in the library, or the list. If Folders is pressed twice, opens/closes the tree branch
Files	AutoDJ on	The next song in the Auto DJ cue is skipped
Up / Down		Moves up and down in the library track list. If held down and any of the jog wheels is moved, then the jog wheel takes over the cursor movement until the up/down button is released
Cue/Mix		Control mix of master and PFL (cue) output in headphones
Mic On/Off		Enables or disables the microphone. The microphone is always mixed in hardware. The trayicon driver configuration allows to choose between direct mixing, or mix it only when enabled with the button. It no longer tries to activate Mixxx microphone talkover.

Note: The Microphone volume and the Headphone volume controls are hardware controls (i.e. they don't control Mixxx's interface)

Deck / Channel specific controls

Control	Mode	Function
Shift key		When this button is pressed and released, it toggles between keypad functio
Shift key		When this button is pressed and released, it toggles between keypad functio
P lay/Pause		Play track if it is not playing; pause it if track is playing
P lay/Pause	Shift	Play backwards. If slip mode is enabled (triangle image in Deere skin), it v
Stop		Moves the cursor to the beginning, or to the cue point if it is set, and stops

Control	Mode	Function
Stop	Shift	Brake (Slow it down progressively). Releasing it will continue playing, exce
Cue		Depends on the cue mode set in Mixxx preferences
Jog wheel		Seeks forwards and backwards in a stopped track Temporarily changes the
Jog wheel	Scratch on and jog pressed	If Scratch is on and the jog is pressed, moving it will do a scratch effect
Jog wheel	Up/Down presssed	Moves up / down in the tracklist if either Up or Down are held down
Jog wheel	LED	If the beatflash led has been set to jogwheel in the JavaScript file, the light
Forward / Backward		Seeks at high speed.
Forward / Backward		Seeks forward or backward in the track in steps of 4 beats (when the beatgr
Forward / Backward	Pressed for 500ms	seeks at high speed.
Forward / Backward	Shift	Seeks forward or backward in the track in steps of 1 beats
Sync		Automatically sets the pitch fader speed to match the BPM of the other dec
Sync	LED	If the beatflash led has been set to Sync in the JavaScript file, the light of th
Sync	Pressed for 500ms	Activates master sync for this deck.
Sync	Shift	Activates the beatgrid edit mode
Sync	Beatgrid edit mode	When the track is stopped, aligns the beatgrid with the current playback po
Pitch fader		Adjusts playback speed (range and direction can be adjusted in Mixxx pref
Pitch bend +/-		Adjusts playback speed temporarily (range can be adjusted in Mixxx prefer
Pitch bend +/-	Beatgrid edit mode	Increases or decreases the BPM of the track (the detected one).
Pitch bend +/-	Shift	Adjust playback speed permanently (range can be adjusted in Mixxx prefer
Pitch Scale +/-		These controls have a different meaning in Mixxx: They have been mappe
Pitch Scale +/-	Beatgrid edit mode	Move the beatgrid to the left or to the right
Pitch Scale -	Shift	Activates or deactivates the (musical) keylock mode
Pitch Scale +	Shift	Activates or deactivates the quantize (to beat) mode
Pitch Reset		This is triggered when both pitch scale buttons are pressed at the same tim
Pitch Reset	LED	This led has a different meaning in Mixxx: If the beatflash led has been set
Deck A/C, B/D		Switches the deck to control between Deck A/C or between Deck B/D. Lig
Vol. Deck		Controls a deck's output volume
Cue Select Deck		Toggles on and off this deck's output to the monitor/prefader listen (headph
Cue Select Deck	Shift	Set this deck to control the "Preview Deck". Press it again to leave this mo
Cue Select Deck	LED	The led is active when the monitoring with headphones is active. The butto
	Load On Left/Right Deck	
Bass knob		EQ low frequencies
Medium knob		EQ mid frequencies
Treble knob		EQ high frequencies
Gain		Controls a deck's gain before the volume fader
Kill (Bass/ Medium/ Treble)		Toggles that frequency band completely off
Kill (Bass/ Medium/ Treble)	LED	If the useVuMeters option is activated in the JavaScript file, these LEDs wi
Source 1/2		Toggles the deck to use the input channel 1/2 as its audio source instead of
Source 1/2	LED	If the vumeter is activated in the JavaScript file, they will show a vumeter o
Keypad 1 to 4		Set/Unset a beatloop of 0.5, 1, 2 or 4 beats. They act like the correspondin
Keypad 1 to 4	Shift	Set/Unset a beatloop. buttons 1 and 2 use a beatloop size of 0.125 and 0.25
Keypad 5 to 6		Reveses playback direction when held down. keypad 6 does it with audio ro
Keypad 7 to 10		Set/Unset the hotcues 1 to 4
Keypad 7 to 10	Shift	The corresponding hotcue is cleared
Keypad 11 to 12		Enables the effect rack 1 and 2 for this specific deck
Keypad 1		Sets the loop begin and Activates the loop edit mode
Keypad 1	Shift	Same as click, but it will be a rolling loop (slip mode)
Keypad 1	Loop edit mode	Exits the loop edit mode
Keypad 1	Loop active	Disable the loop

Control	Mode	Function
Keypad 1	LED	The led is on if the loop is active
Keypad 2		Reloop (Enable or disable the previously existing loop)
Keypad 2	Loop edit mode	Sets the loopend and exits the loop edit mode
Keypad 2	LED	The led is on if a loop exists
Keypad 3 to 4		Sets a loop of 4 or 16 beats.
Keypad 3 to 4	Shift	Same as click, but it will be a rolling loop (slip mode)
Keypad 3 to 4	LED	If a beatloop of 1 or 4 beats is enabled.
Keypad 5 to 6		starts or stops a sampler 1 or 2 (buttons on the left deck), or the sampler 3
Keypad 3 to 6	Loop edit mode	Sets a beatloop of 2, 8, 16 or 32 beats
Keypad 7 to 10		Set/Unset the hotcues 1 to 4
Keypad 7 to 10	Shift	The corresponding hotcue is cleared
Keypad 11 to 12		Enables the effect rack 1 or 2 for this specific deck
Fx knob		Filter knob (the Quick Effect set in the equalizer preferences)
Fx knob	Shift	Move the filter knob slowly (the Quick Effect set in the equalizer preference
Fx knob	Beatgrid edit mode	Move the beatgrid position
Fx knob	Loop edit mode	Increase or decrease the loop size
Fx knob	audio effect pressed	If a keypad number is mapped to an audio effect, holding such button and n
Fx knob	pitch Scale +/- pressed	Increases or decreases the musical key (it doesn't matter which of the pitch
Fx knob	Loop edit mode	Move the loop forward or backward in steps of one beat
Fx knob	keypad 1 held down	Increase or decrease the loop size

Note: The actions of the Keypad buttons can be changed from the JavaScript. There are three preconfigured presets corresponding to Manual/Virtual DJ LE, Mixxx 2.0 and Mixxx 2.1.

17.1.35 Hercules DJ Console (Mac Edition)

Nouveau dans la version 1.7.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.36 Hercules DJ Console MK1

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.37 Hercules DJ Console MK2

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.38 Hercules DJ Console MK4

Nouveau dans la version 1.8.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.39 Hercules DJ Console RMX

- Manufacturer's product page

The Hercules DJ Console RMX is a USB controller with a built in sound card. It is a class compliant USB Audio and HID device. Older versions of Mixxx that did not support HID required using Hercules' MIDI driver, but it is now recommend to not use the Hercules driver on GNU/Linux. If you have it installed, it is recommended to uninstall the driver and upgrade to the latest version of Mixxx if you have not already. On Windows (and Mac OS X?) the driver is still recommended.

Nouveau dans la version 1.11.

Audio

The sound card has 4 inputs and 4 outputs (2 stereo in/out). The inputs are switchable between line-in and phono, so you can connect both CD players and turntables on the inputs. The inputs require a high input signal (~10mV+) for turntables if you want to record audio or mix it to the output. Time-coded vinyls, for Vinyl Control, should work okay with lower input signal.

MIDI Mappings

Regular mapping

Global controls

Con-trol	Function
Cross-Fader	Fades between left and right deck
Vol. Main	Controls output volume of your mix
Bal-ance	Controls balance between left and right audio channel of your mix
Scratch	Toggles scratch on and off which changes the function of the deck jog wheels **Effect Shift** when held down shifts function of each decks Bass, Medium, Treble to control effect parameters
Up / Down	Moves up and down in the library track list When held down changes the jog wheels behaviour to scroll the library list
Left / Right	Moves up and down between the library sections
Moni-tor	Fades monitor output (headphones) between cue selected tracks output and the main mix

Deck / Channel specific controls

Control	Function
Play/Pause	Starts playing a loaded track if stopped. If track is currently playing it stops the track
Stop	Stops a currently playing track and moves to the beginning.
Cue	Sets the cue point if a track is stopped and not at the curren cue point Stops track and returns to the current cue point if a track is playing. Plays preview if a track is stopped at the cue point for as long as it's held down
Jog wheel	Seeks forwards and backwards in a stopped track Temporarily changes the playback speed for playing tracks Scratches both stopped and playing tracks when scratch mode is on Moves up / down in the tracklist if either Up or Down is held down
Forward / Backward	Seeks at high speed in a track
Load Deck A/B	Loads the currently selected track in the track list to the related deck
Cue Select	Toggles this decks output to the monitor (headphones) on and off
Pitch	Adjusts playback speed +/-10% (can be adjusted in the preferences)
Sync	Automatically sets pitch so the BPM of the other deck is matched
Pitch Reset	Resets the pitch to the tracks normal playback speed
Bass	Adjusts the volume of a channels low frequency content (ex. bass drum) Adjusts flanger period when Effect Shift is held down
Medium	Adjusts the volume of a channels mid frequency content (ex. vocals) Adjusts flanger delay when Effect Shift is held down
Treble	Adjusts the volume of a channels high frequency content (ex. hi-hats) Adjusts flanger depth when Effect Shift is held down
Kill (Bass / Medium / Treble)	Toggles output of a frequency band on and off
Gain	Controls a decks input volume
Vol. Deck A/B	Controls a decks output volume
Keypad 1	Toggles a channels flanger effect on and off
Keypad 4	Reveses playback direction when held down

Advanced mapping

The advanced mapping works similar to the normal RMX mapping, but also supports loops and hot cues. This mapping was added to not brake the previous (Mixxx -1.7.2) behaviour. Controls that differ between the normal and advanced mappings are described here.

Global controls

Control	Function
Scratch	Toggles scratch on and off which changes the function of the deck jog wheels **Effect Shift** when held down: - Shifts function of each decks Bass, Medium, Treble to control effect parameters - Shifts the Keypad (1-6) functions to effects. Currently flanger and reverse

Deck / Channel specific controls

Control	Function
Stop	**Deck shift** changes behaviour of other controls related to this deck when held down
Forward / Backward	Adjusts position of loop in/out and hot cues when a loop / hot cue button is held down
Bass	Adjusts the volume of a channels low frequency content (ex. bass drum) Soft takeover when Deck Shift is held down, lets you move knob in position before adjusting Adjusts flanger period when Scratch is held down
Medium	Adjusts the volume of a channels mid frequency content (ex. vocals) Soft takeover when Deck Shift is held down, lets you move knob in position before adjusting Adjusts flanger delay when Scratch is held down
Treble	Adjusts the volume of a channels high frequency content (ex. hi-hats) Soft takeover when Deck Shift is held down, lets you move knob in position before adjusting Adjusts flanger depth when Scratch is held down
Keypad 1	Go to hotcue 1 Set hotcue 1 when Deck Shift is held down Toggles a channels flanger effect on and off when Effect Shift is held down
Keypad 2	Go to hotcue 2 Set hotcue 2 when Deck Shift is held down
Keypad 3	Go to hotcue 3 Set hotcue 3 when Deck Shift is held down
Keypad 4	Hold down to adjust loop in position with Forward / Backward Set loop in when Deck Shift is held down Reveses playback direction when held down if Effect Shift is held down
Keypad 5	Hold down to adjust loop out position with Forward / Backward Set loop out when Deck Shift is held down
Keypad 6	Re-loop / exit turns looping on and off Half loop when Deck Shift is held down

17.1.40 Hercules DJ Console RMX2

- Manufacturer's product page

- Forum thread

- Previous forum thread

This all-in-one DJ controller features a built in 4 channel sound card with balanced XLR master outputs and a balanced microphone input. It is a USB class compliant MIDI and audio device (unlike older Hercules controllers).

Nouveau dans la version 1.11.

User Options

To change the mapping's user options, you have to open the script file (*.js*). *At the top of the file under **USER OPTIONS** the following settings can be made:

- **DJCRMX2.jogwheelSensivity**: Sets the jogwheel sensitivity. 1 = default, 2 is twice as sensitive, 0.5 is half as sensitive.

- **DJCRMX2.jogwheelShiftMultiplier**: Sets how much more sensitive the jogwheels get when holding [**SHIFT**]. Set it to 1 to disable jogwheel sensitivity increase when holding [**SHIFT**].

- **DJCRMX2.twinkleVumeterAutodjOn**: If true, level-meter twinkles if *AutoDJ* is enabled.

- **DJCRMX2.autoPFL**: If true, PFL / Cue (headphone) is being activated by loading a track into certain deck.

- **DJCRMX2.vuMeterOutputMaster**: If true, deck vu meters show master output (L = Deck A, R = Deck B). If false, deck vu meter shows deck output (mono).

- **DJCRMX2.showHideSamplersEffectsOnPadMode**: If true, *Samplers* and *EffectRack* get shown or hidden depending on the Pad-Mode.

General Functions

Managed by Mixxx

Figure	[**SHIFT**]?	Long-press?	Control Name	Description
11	✘	✘	[**MAIN VOLUME**]	Controls *Master* volume
13	✘	✘	[**VINYL**]	Split headcue
13	✓	✘	[**VINYL**]	Maximize library
20	✘	✘	[**CROSS FADER**]	Controls crossfader
21	✘	✘	[**CUE TO MIX**]	Controls mix in headphones between PFL and master signal
7	✘	✘	[**MIC ON/OFF**]	Toggle microphone on/off and talkover on/off
15 (Right)	✘	✘	[**FILES**]	Go To Item in Library
15 (Right)	✓	✘	[**FILES**]	Add to bottom of Auto DJ playlist
15 (Left)	✘	✘	[**FOLDERS**]	Move focus backward in Library
15 (Left)	✓	✘	[**FOLDERS**]	Toggle Auto DJ
15 (Up)	✘	✘	[**UP**]	Move vertically up in Library
15 (Up)	✘	✓	[**UP**]	Scroll vertically up in Library
15 (Down)	✘	✘	[**DOWN**]	Move vertically down in Library
15 (Down)	✘	✓	[**DOWN**]	Scroll vertically down in Library

Managed by the controller

The following functions directly affect the controller's sound card, so adjusting these will not change anything on screen in Mixxx:

Figure	[**SHIFT**]?	Long-press?	Control Name	Description
22	✘	✘	[**HEADPHONES VOLUME**]	Controls the headphones output volume
6	✘	✘	[**MIC VOLUME**]	Controls the microphone volume (gain)

Deck Functions

Figure	[**SHIFT**]?	Long-press?	Control Name	Description
3 (-)	✘	✘	[**PITCH BEND MINUS**]	Pitch bend down
3 (-)	✓	✘	[**PITCH BEND MINUS**]	Decrement (halve) pitch range
3 (+)	✘	✘	[**PITCH BEND PLUS**]	Pitch bend up
3 (+)	✓	✘	[**PITCH BEND PLUS**]	Increment (double) pitch range
2 (Left)	✘	✘	[**REWIND**]	Fast backward in loaded track
2 (Left)	✓	✘	[**REWIND**]	*Spinback* effect
2 (Right)	✘	✘	[**REWIND**]	Fast forward in loaded track
2 (Right)	✓	✘	[**REWIND**]	*Brake* effect
9	✘	✘	[**SOURCE**]	Toggle pass thru
17	✘	✘	[**PREVIEW**]	Toggle pfl
17	✓	✘	[**PREVIEW**]	Toggle keylock
30	✘	✘	[**PLAY**]	Play Button
30	✓	✘	[**PLAY**]	Play Button
29	✘	✘	[**CUE**]	Cue Button
29	✓	✘	[**CUE**]	Cue Button
28	✘	✘	[**SYNC**]	Sync Button
28	✓	✘	[**SYNC**]	Sync Button
16	✘	✘	[**LOAD**]	Load selected track
16	✓	✘	[**LOAD**]	Eject track
8	✘	✘	[**LOOP MODE**] encoder	Adjust beatloop size
8	✓	✘	[**LOOP MODE**] encoder	Move loop forward/backward
8	✘	✘	[**FX MODE**] encoder	EffectUnit's mix knob, in *EffectFocusMode* in combination w
8	✓	✘	[**FX MODE**] encoder	EffectUnit's super knob
8	✘	✘	[**SAMPLE MODE**] encoder	Switch between 4 sampler banks (each of 4 samplers)
8	✘	✘	[**CUE MODE**] encoder	Adjust key of loaded track
24-1	✘	✘	[**LOOP PAD 1**]	Toggles beatloop over beatloop size
24-2	✘	✘	[**LOOP PAD 2**]	Toggles beatloop over 2 beats
24-3	✘	✘	[**LOOP PAD 3**]	Toggles beatloop over 4 beats
24-4	✘	✘	[**LOOP PAD 4**]	Toggles beatloop over 8 beats
24-1	✓	✘	[**LOOP PAD 1**]	Toggles beatlooproll over 1/16 beats
24-2	✓	✘	[**LOOP PAD 2**]	Toggles beatlooproll over 1/8 beats
24-3	✓	✘	[**LOOP PAD 3**]	Toggles beatlooproll over 1/4 beats
24-4	✓	✘	[**LOOP PAD 4**]	Toggles beatlooproll over 1/2 beats
24-1	✘	✘	[**FX PAD 1**]	Enables effect 1, in *EffectFocusMode* toggles effect button pa
24-2	✘	✘	[**FX PAD 2**]	Enables effect 2, in *EffectFocusMode* toggles effect button pa
24-3	✘	✘	[**FX PAD 3**]	Enables effect 3, in *EffectFocusMode* toggles effect button pa
24-4	✘	✘	[**FX PAD 4**]	Shows/hides focus of EffectUnit
24-1	✘	✓	[**FX PAD 1**]	In *EffectFocusMode* enables *ParameterEditMode* and gives en
24-2	✘	✓	[**FX PAD 2**]	In *EffectFocusMode* enables *ParameterEditMode* and gives en
24-3	✘	✓	[**FX PAD 3**]	In *EffectFocusMode* enables *ParameterEditMode* and gives en
24-4	✘	✓	[**FX PAD 4**]	Enables *EffectFocusMode* (+ press [**FX PAD 1..3**] to focus a
24-1	✓	✘	[**FX PAD 1**]	Enables effect 1 of EffectUnit and controls meta its meta kno
24-2	✓	✘	[**FX PAD 2**]	Enables effect 2 of EffectUnit and controls meta its meta kno
24-3	✓	✘	[**FX PAD 3**]	Enables effect 3 of EffectUnit and controls meta its meta kno
24-4	✓	✘	[**FX PAD 4**]	Cycle through *effectUnit* numbers array
24-1	✘	✘	[**SAMPLE PAD 1**]	Load selected track into Sampler (Index 1) if empty, else go
24-2	✘	✘	[**SAMPLE PAD 2**]	Load selected track into Sampler (Index 2) if empty, else go

Table 5 – suite de la page précédente

Figure	[**SHIFT**]?	Long-press?	Control Name	Description
24-3	✗	✗	[**SAMPLE PAD 3**]	Load selected track into Sampler (Index 3) if empty, else go
24-4	✗	✗	[**SAMPLE PAD 4**]	Load selected track into Sampler (Index 4) if empty, else go
24-1	✓	✗	[**SAMPLE PAD 1**]	Stop Sampler (Index 1) if playing, else eject loaded track
24-2	✓	✗	[**SAMPLE PAD 2**]	Stop Sampler (Index 2) if playing, else eject loaded track
24-3	✓	✗	[**SAMPLE PAD 3**]	Stop Sampler (Index 3) if playing, else eject loaded track
24-4	✓	✗	[**SAMPLE PAD 4**]	Stop Sampler (Index 4) if playing, else eject loaded track
24-1	✗	✗	[**CUE PAD 1**]	Hotcue 1 Button
24-2	✗	✗	[**CUE PAD 2**]	Hotcue 2 Button
24-3	✗	✗	[**CUE PAD 3**]	Hotcue 3 Button
24-4	✗	✗	[**CUE PAD 4**]	Hotcue 4 Button
24-1	✓	✗	[**CUE PAD 1**]	Hotcue 1 Button
24-2	✓	✗	[**CUE PAD 2**]	Hotcue 2 Button
24-3	✓	✗	[**CUE PAD 3**]	Hotcue 3 Button
24-4	✓	✗	[**CUE PAD 4**]	Hotcue 4 Button
1	✗	✗	[**JOG WHEEL**]	Jog/Scratch loaded track
1	✓	✗	[**JOG WHEEL**]	Jog/Scratch loaded track using *DJCRMX2.jogwheelShiftMulti*
10	✗	✗	[**GAIN**]	Controls pregain
18/19	✗	✗	[**VOLUME FADER**]	Controls volume
4	✗	✗	[**PITCH FADER**]	Controls rate (speed control)
12	✗	✗	[**KILL TREBLE**]	High frequencies kill
12	✗	✗	[**KILL MEDIUM**]	Middle frequencies kill
12	✗	✗	[**KILL BASS**]	Low frequencies kill
14	✗	✗	[**TREBLE**]	High frequencies control
14	✗	✗	[**MEDIUM**]	Middle frequencies control
14	✗	✗	[**BASS**]	Low frequencies control
14	✓	✗	[**BASS**]	Filter (QuickEffectRack) control

17.1.41 Hercules DJControl AIR

This is one of the cheapest Hercules DJ controller from Hercules leisure DJ controllers brand. There are actually many versions of it:

- DJControl AIR (The one shown in picture above)

- DJControl AIR Street Edition (Limited Edition)

- DJControl AIR S Series

- DJControl AIR for iPad

This controller have built-in soundcard with mixer output (3.5mm jack) and headphones output (6.35mm jack).

The main fun and uncommon feature of this controller is its proximity sensor (IR) located above EQ potentiometers and between top horizontal vu-meter.

- Manufacturer's product page

- Forum Thread

Nouveau dans la version 1.11.

Sound Hardware settings

- Sample rate: 44100 Hz
- Master Output: Channels 1 - 2
- Headphones Output: Channels 3 - 4

Mapping Description
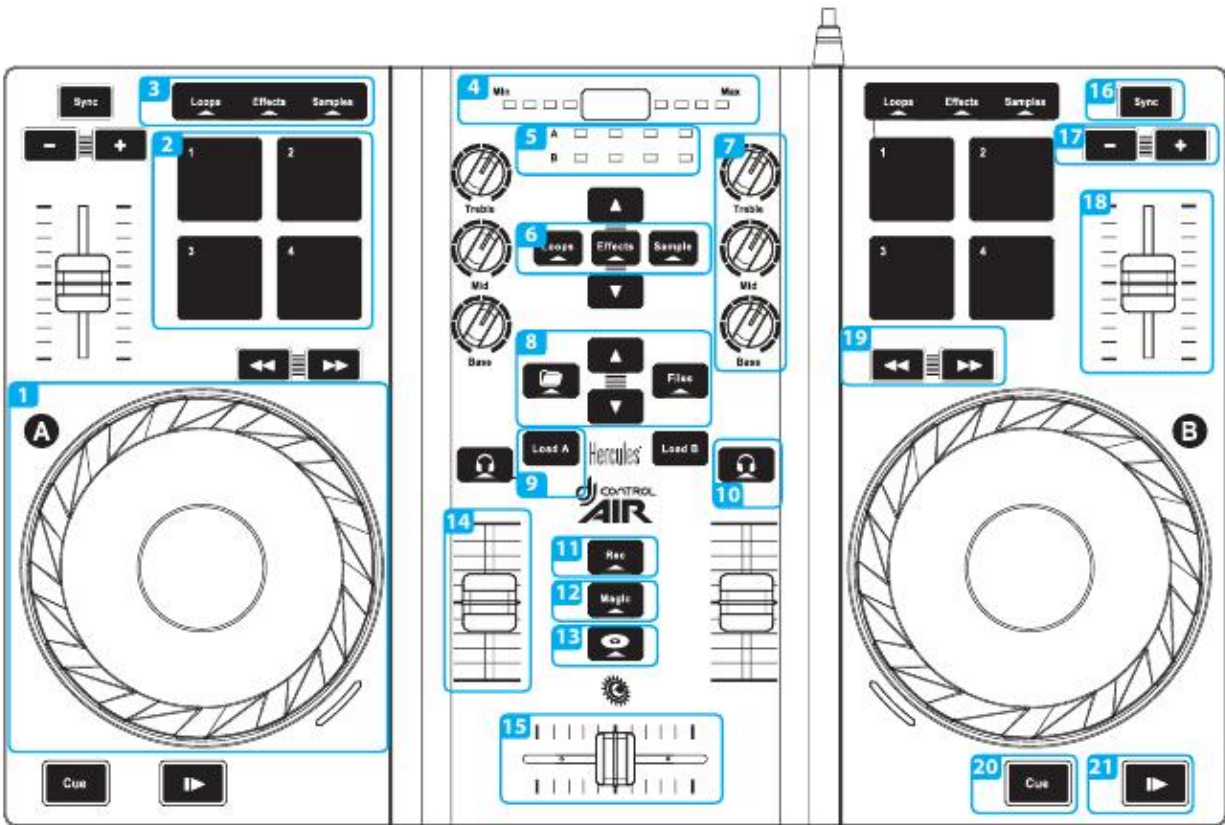
Figure19: Hercules DJControl AIR (schematic view). This picture is taken from the Getting Started Tutorial (courtesy of Guillemot Corporation S.A.).

We assume from the annotated picture above that each decks have same controls.

Jogs / Jogs Wheels (1)

Pressing Jogs enable the scratch mode.

PADs (2)

	Loops	Effects	Samples
1	Loop In	Flanger (Mixxx 1.10)	Sample 1
2	Loop Out	Align Beat Grid to current position	Sample 2
3	Loop Double	Toggle Quantitize	Sample 3
4	Reloop/Exit	Toggle KeyLock	Sample 4

Proximity Sensor (4)

Currently not mapped

Library Navigation (8)

- **Folder** : Switch to previous view (library, playlist…)
- **Files** : Switch to next view (library, playlist…)
- **Up** : Scroll to previous track in library/playlist
- **Down** : Scroll to next track in library/playlist

Load track to Deck (9)

This button load track to the selected deck (A => Deck 1, B => Deck 2)

Headphone listen (PFL) (10)

This toggle the Pre Fader Listen for the selected Deck(s)

Rec (11)

Currently not mapped

Load selected track to sample (12)

This is done by pressing and holding the **Magic** button while pressing on the desired sample PAD.

SpinBack(13)

Currently not mapped

Sync (16)

Synchronize the tempo to the other deck one (One-time beat sync, tempo/phase).

Speed Adjustment (17)

Adjust speed slower [-] or faster [+] in Coarse mode.

17.1.42 Hercules DJControl Compact

- Manufacturer's product page
- MIDI mapping manual

The Hercules DJControl Compact is a simple controller for basic two-channel mixing. This device does not have a built in sound card, so it would require a *splitter cable* or *separate audio interface* to be able to preview tracks in headphones. It also does not have buttons for routing decks to headphones.

Thanks to Hercules for supporting the development of this mapping by providing a controller.

Nouveau dans la version 2.1.

Mapping description

Much of the Compact's behavior is hard-coded into its firmware, including shift button messages and button mode selections.

Shift + Play jumps to the beginning of the track and stops playback.

The cue button behaves differently depending on the *cue mode set in Mixxx's Preferences*.

The sync button synchronizes the tempo to the other deck. Press and hold sync to engage *Sync Lock*.

There is only one each of the Mode, Shift, and Scratch buttons, so they affect both decks.

Shift + Scratch (Automix) toggles AutoDJ on/off.

Jog Wheels

When Scratch is off, turning a jog wheel bends the pitch of the track. When Scratch is on, turning a jog wheel scratches that deck. Holding Shift and turning a jog wheel adjusts the playback rate (tempo). Enable keylock on a deck by clicking the music note button on screen if you do not want the pitch to change when adjusting the tempo.

Pad Grid

Press the MODE button to cycle through each pad mode.

Loop mode

In loop mode, the buttons are mapped in a way that's more artistically expressive:

- Button 1 enables and disables the loop
- Button 2 enables an 8 beat loop
- Button 3 divides the current loop in half
- Button 4 doubles the length of the current loop
- Shift + Button 1 performs an 1/8th beat roll
- Shift + Button 2 performs an 1/4th beat roll
- Shift + Button 3 performs an 1/2th beat roll
- Shift + Button 4 performs an 1 beat roll

FX mode

- Button 1 enables and disables the first FX chain for Channel 1
- Button 2 enables and disables the second FX chain for Channel 1
- Button 1 enables and disables the first FX chain for Channel 2
- Button 2 enables and disables the second FX chain for Channel 2

Shift-FX buttons are not mapped.

Sampler mode

- Left side buttons play Sample Decks 1 through 4
- Right side buttons play Sample Decks 5 through 8
- Shift + Buttons stops Sample Deck and puts the playhead at the cue point

Cue mode

- Each button activates the hotcue with that number
- Shift + button clears the hotcue with that number

17.1.43 Hercules DJControl Inpulse 200

- Manufacturer's product page
- Manufacturer's support and downloads page
- Forum thread

Nouveau dans la version 2.3.0.

Compatibility

This controller is a class compliant USB MIDI and audio device, so it can be used without any special drivers on GNU/Linux, Mac OS X, and Windows. However, if you wish to use the ASIO sound API under Windows, please install the latest driver package available from the Support page.

Sound Card Setup

This controller has built-in 4 channel output sound card, with MASTER output (RCA) and HEADPHONE output (3.5mm jack).

1. Open *Preferences > Sound Hardware*

2. Select the *Output* tab

3. From the *Main* drop-down menu, select the audio interface, then *Channels 1 - 2*

4. From the *Headphones* drop-down menu, select the audio interface, then *Channels 3 - 4*

5. Click *Apply* to save the changes.

Voir aussi:

The *example setups section* provides more details about the audio configuration in Mixxx.

Note: The MASTER and HEADPHONE knobs, as well as the MASTER button are hardware controls and interact directly with the integrated sound card's output. Although they also send MIDI messages, they have NOT been mapped in Mixxx, so do not expect an on-screen reaction when using them. This was done to prevent the knobs to adjust both the gain on the controller's sound card and in Mixxx.

Mapping description

All controls not mentioned behave as labeled.

Decks

Control	Function
SYNC button	Toggle *Sync Lock*.
SHIFT + SYNC button	Set deck as Sync leader.
CUE button	Specifies, plays or recalls temporary cue point.
SHIFT + CUE button	Return to the beginning of the track.
Play button	Play/Pause the current track.
SHIFT + Play button	Cue Stutter.
VINYL button	Toggle scratch mode (default: on)
Loop IN button	Enable Beatloop.
SHIFT + Loop IN button	Halve the current loop size.
Loop OUT button	Disable Beatloop.
SHIFT + Loop OUT button	Double the current loop size.
Beat Align LED	Track end warning (make sure BEATMATCH GUIDE is on for this to work)

Browser

Control	Function
BROWSER encoder (turn)	Move up/down list.
BROWSER encoder (press)	Switch focus between list and file view.
SHIFT + Encoder (press)	Maximize/Minimize library view.
ASSISTANT button	Toggle AutoDJ (be sure a playlist was created for AutoDJ before activating this function).

Performance Pads

Hot Cue Mode

Control	Function
Pad 1 - 4	Set and trigger *hotcue* 1 - 4
SHIFT + Pad 1 - 4	Delete *hotcue* 1 - 4.

Roll Mode

Control	Function
Pad 1	Set Beatloop of 1 beat size.
Pad 2	Set Beatloop of 2 beat size.
Pad 3	Set Beatloop of 4 beat size.
Pad 4	Set Beatloop of 8 beat size.

FX Mode

When using **Firmware v1.68 and earlier**, each FX pad will send multiple and different Note and CC messages. As these could not all be used properly with Mixxx current effect framework, a simplified configuration was assigned using the pad in SHIFT mode for convenience.

Control	Function
SHIFT + Pad 1 - 3	Toggle Effect 1 - 3.
SHIFT + Pad 4 (deck A)	Toggle Effect Rack 1.
SHIFT + Pad 4 (deck B)	Toggle Effect Rack 2.

However, after applying **Firmware v1.72**, each FX pad now sends a simple Note On/Note Off (as is the case in every other Pad mode). This makes it easier to use the pads to control effect and the latest mapping take advantage of this possibility by removing the use of the SHIFT button.

Control	Function
Pad 1 - 3	Toggle Effect 1 - 3.
Pad 4 (deck A)	Toggle Effect Rack 1.
Pad 4 (deck B)	Toggle Effect Rack 2.

Voir aussi:

Read the update guide for more details about updating the firmware.

Sampler Mode

Control	Function
Pad 1 - 4 (deck A)	Trigger Sampler 1 - 4.
Pad 1 - 4 (deck B)	Trigger Sampler 5 - 8.

Unmapped Controls

The following controls are not mapped because they are controlled by the hardware.

- MASTER knob
- HEADPHONE knob
- MASTER buttons
- BEATMATCH guide

17.1.44 Hercules DJControl Inpulse 300

- Manufacturer's product page
- Manufacturer's support and downloads page
- Forum thread

Nouveau dans la version 2.2.4.

Compatibility

This controller is a class compliant USB MIDI and audio device, so it can be used without any special drivers on GNU/Linux, Mac OS X, and Windows. However, if you wish to use the *ASIO sound API* under Windows, please install the latest driver package available from the Support page.

Note: Firmware upgrade (v1.72) is required for pads to work correctly in **FX Mode**.

When using **Firmware v1.68** and earlier, pads in FX Mode will not work as expected.

For more details about upgrading the Firmware.

Sound card setup

This controller has built-in 4 channel output sound card, with MASTER output (RCA) and HEADPHONE output (3.5mm jack).

- Open **Preferences > Sound Hardware**
- Select the **Output** tab
- From the **Master** drop-down menu, select the audio interface, then **Channels 1-2**
- From the **Headphones** drop-down menu, select the audio interface, then **Channels 3-4**
- Click **Apply** to save the changes.

Voir aussi:

The *example setups section* provides more details about the audio configuration in Mixxx.

Note: The **Master** and **Headphone** knobs, as well as the **Master** button are hardware controls and interact directly with the integrated sound card's output. Although they also send MIDI messages, they have NOT been mapped in Mixxx, so do not expect an on-screen reaction when using them. This was done to prevent the knobs to adjust both the gain on the controller's sound card and in Mixxx.

Mapping description

Decks

Control	Function
SYNC button	Toggle *Sync Lock*.
SHIFT + SYNC button	Set deck as Sync leader.
CUE button	Specifies, plays or recalls temporary cue point.
SHIFT + CUE button	Return to the beginning of the track.
Play button	Play/Pause the current track.
SHIFT + Play button	Cue Stutter.
VINYL button	Toggle scratch mode (default: on)
Loop IN button	Enable Beatloop 4 beats.
SHIFT + Loop IN button	Halve the current loop size.
Loop OUT button	Disable Beatloop.
SHIFT + Loop OUT button	Double the current loop size.
Beat Align LED	Track end warning (make sure BEATMATCH GUIDE is on for this to work).
SLIP	Toggles splip mode.
Q	Toggles quantize.
SHIFT + Q	Adjusts beatgrid so closest beat is aligned with the current playposition.

Browser

Control	Function
BROWSER encoder (turn)	Move up/down list.
SHIFT + BROWSER encoder (turn)	Move left/right (fold/unfold) list.
BROWSER encoder (press)	Switch focus between list and file view.
SHIFT + Encoder (press)	Maximize/Minimize library view.
ASSISTANT button	Toggle AutoDJ (be sure a playlist was created for AutoDJ before activating this function).

FX

Control	Function
ON pad	Toggle FX 3 on/off.
SHIFT + ON pad (select)	Cycle to the next effect after the currently loaded effect.

Performance Pads

Hot Cue Mode

Control	Function
Pad 1 - 8	Set and trigger *hotcue* 1 - 8
SHIFT + Pad 1 - 8	Delete *hotcue* 1 - 8.

Roll Mode

Control	Function
Pad 1	Activate Beatloop of 1/8 beat size.
Pad 2	Activate Beatloop of 1/4 beat size.
Pad 3	Activate Beatloop of 1/2 beat size.
Pad 4	Activate Beatloop of 1 beat size.
Pad 5	Activate Beatloop of 2 beat size.
Pad 6	Activate Beatloop of 4 beat size.
Pad 7	Activate Beatloop of 8 beat size.
Pad 8	Activate Beatloop of 16 beat size.

FX Mode

Control	Function
Pad 1 - 3	Toggle Effect 1 - 3.
Pad 5 - 7	Cycle to the next effect for Effect 1 - 3.
Pad 4	Toggle Effect Unit 1.
Pad 8	Toggle Effect Unit 2.
Shift + Pad 1 - 3	Toggle Effect 1 - 3. (Effect Unit 3 / 4 for deck A / B)
Shift + Pad 5 - 7	Cycle to the next effect for Effect 1 - 3 (Effect Unit 3 / 4 for deck A / B).
Shift + Pad 4	Toggle Effect Unit 3.
Shift + Pad 8	Toggle Effect Unit 4.

Sampler Mode

Control	Function
Pad 1 - 8 (deck A)	Trigger Sampler 1 - 8.
Pad 1 - 8 (deck B)	Trigger Sampler 9 - 16.

Beatjump Mode

Control	Function
Pad 1 - 2	Jump backward/forward by 1 beat.
Pad 3 - 4	Jump backward/forward by 2 beats.
Pad 5 - 6	Jump backward/forward by 4 beats.
Pad 7 - 8	Jump backward/forward by 8 beats.

Known issues

Controls not included in this mapping

- Master knob (Hardware control)

- Headphone knob (Hardware control)

- Master buttons (Hardware control)

- Beatmatch guide (Hardware control)

- PADS: Slicer/Slicer Loop

- PADS: Toneplay

17.1.45 Hercules DJControl Instinct (S)

This is the cheapest all-in-one controller with an integrated sound card. The DJControl Instinct S is functionally identical to the DJ Control Instinct, but has a brushed stainless finish.

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.10.1.

Setup

The controller is a class compliant MIDI controller, so you should be able to just plug it in and it should be recognized in Mixxx. No need for drivers.

Make sure to select the correct mapping for the controller and enable it.

Audio Channels

There are two outputs on the controller itself: the headphones output with builtin volume control on the side facing you and the speakers output.

In Mixxx the headphones output is on channels 3 and 4, so select the "Channels 3-4" item to get stereo output. The speakers output is on channels 1 and 2, so to get stereo output you want to select the "Channels 1-2" item.

Controls
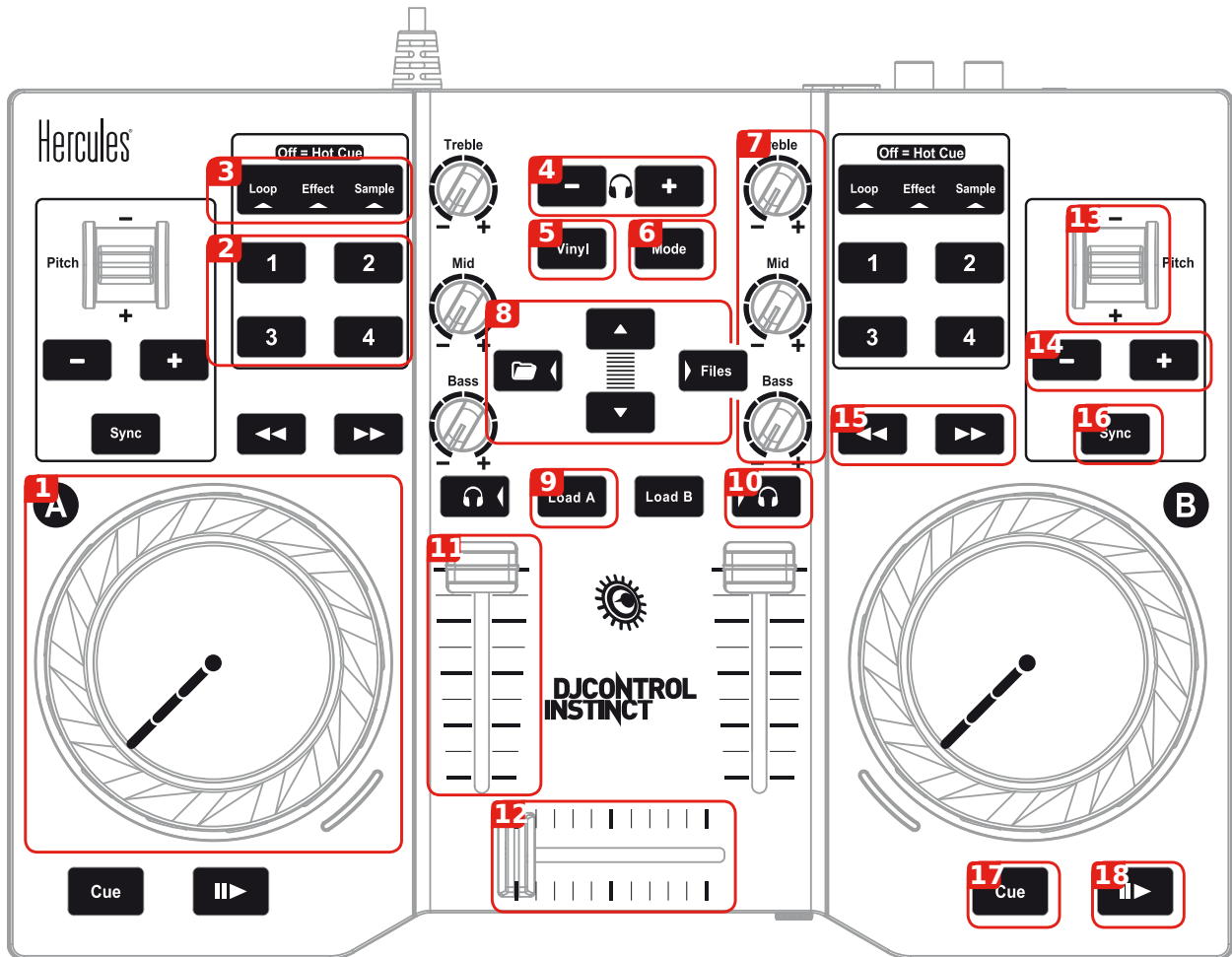
Figure20: Hercules DJControl Instinct (schematic view). This picture is taken from product poster (courtesy of Guillemot Corporation S.A.).

1. Jog Wheel for the deck on the side of the wheel

2. Action buttons for the deck on the side of the controls, depending on the mode they do the following:

   - Hot Cue:

     - **1:** Set and play (by holding it) from Hot Cue 1

     - **2:** Set and play (by holding it) from Hot Cue 2

     - **3:** Reset Hot Cue 1

     - **4:** Reset Hot Cue 2

   - Loop

     - **1:** Set Loop start

     - **2:** Set loop end

     - **3:** Shrink loop (halves it)

     - **4:** Exit loop

- Effect

  - **1:** Toggle Effect 1

  - **2:** Toggle Effect 2

  - **3:** Toggle Effect 3

  - **4:** Toggle Effect 4

- Sample

  - **1:** Play Sample 1

  - **2:** Play Sample 2

  - **3:** Play Sample 3

  - **4:** Play Sample 4

3. Mode status display. The current mode is glowing or if none is on, Hot Cues are enabled.

4. Headphone volume controls

5. No direct use, used as a button to add a second layer of controls

6. Switch the current mode for both decks

7. Knobs to adjust the EQ of the deck they are on. Top knob adjusts highs, middle knob the mids and bottom know the lows.

8. Buttons to browse your library. The up and down button go up and down in the current playlist, The folder/left button goes up in the playlist list and the Files/right button goes down in the playlist list.

9. Load the currently selected track to the respective deck (A is the left deck, B is the right deck)

10. Listen to this deck unmixed on the headphones

11. Deck volume adjusts the output volume of the respective deck

12. Crossfader

13. Temporary pitch shift. Pressing the Vinyl button increases the shift.

14. Adjust tempo. Pressing both buttons together resets to the original tempo. Pressing the Vinyl button takes the steps bigger.

15. Fast forward and backward buttons for the respective decks

16. Sync tempo of this deck to the tempo of the other deck

17. If pressed while paused sets the cue and when held plays from the cue, when pressed during playback jumps to the cue.

18. Play and pause playback of the respective decks

17.1.46 Hercules DJControl Jogvision

- Manufacturer's product page
- Manufacturer's support and downloads page
- Forum thread

Whether you're just getting started DJing or you've already refined your skills, you can let your creativity run wild. Enjoy excellent precision and comfort to create your mixes using the circular displays on the jog wheels to guide your movements and perfect your scratches, and have fun with the amazing contactless AIR Control sensor. Your adventure starts right here and now. It's your turn!

Compatibility

This controller is a class compliant USB MIDI and audio device, so it can be used without any special drivers on GNU/Linux, Mac OS X, and Windows. For Windows, please install the latest driver package available from the manufacturer's product page.

Sound card setup

This controller has built-in 4 channel output sound card, with:

Channel	Port
Master Output	RCA and 3.5mm jack
Booth Output	RCA and 3.5mm jack
Headphone Output	6.35mm and 3.5mm jack
Microphone Input	6.35mm jack
Auxiliary Input	3.5mm jack

- Open *Preferences* ‣ *Sound Hardware*
- Select the *Output* tab
- From the *Master* drop-down menu, select the audio interface, then *Channels 1-2*
- From the *Headphones* drop-down menu, select the audio interface, then *Channels 3-4*
- Click *Apply* to save the changes.

Please refer to the user manual for more details about the audio configuration in Mixxx.

Note: The MASTER and HEADPHONE knobs, as well as the MASTER button are hardware controls and interact directly with the integrated sound card's output.

Mapping configuration

Edit the `Hercules_DJControl_Jogvision-scripts.js`, and change the `CFG.(user|fine)` variables to fit your needs:

Indication: This controller mapping can be customized by editing the corresponding Javascript file and editing the configuration options at the top of the file.

All controls act as labeled, but there are some additional functionalities that have been added:

Control	Description
MODE + LOOP ON	Set a loop_in mark (with currently defined loop_size), activate it, and enable slip mode
MODE + LOOP X½ / LOOP X2	Do a beatjump backward/forward
MODE + LOOP SIZE knob	Decrease/Increase pitch (only key, not tempo!)
MODE + Jog Wheel plate (playing)	Scratch with "Slip" on (deactivate "Slip" when plate is released)
MODE + Jog Wheel plate (stopped)	Move song position backward/forward faster
MODE + BROWSER knob turn	Move library's selected position multiple elements forward/backward
MODE + LOAD buttons	Toggle "quantize" for deck where MODE button is pressed
SHIFT + LOAD buttons	Eject track from deck where SHIFT key is pressed
SHIFT + BROWSER knob press	Activate (double-click) currently selected item in browser
SHIFT + LOOP SIZE knob	Move existing loop forward/backward
SHIFT + Jog Wheel touch	Do a backspin
SHIFT + MULTI FX	Set beatgrid to current position
SHIFT + AIR CONTROL Filter	Do the reverse than standard, that is, high-pass filter

17.1.47 Hercules DJControl MP3

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.48 Hercules DJControl MP3 e2 / MP3 LE / Glow

The Hercules DJ Control MP3 e2, MP3 LE, and Glow are USB controllers that have identical controls and share the same mapping. These controllers do not have a built in sound card, so a *splitter cable* or *separate audio interface* is recommended for use with it.

Nouveau dans la version 1.11.

Modifié dans la version 2.3.0.

This new version is intended to work in a more intuitive way. Once you click on a button, it does its original function.

Note: These controllers are not class compliant *MIDI* devices. On Linux, older versions of Mixxx required using a custom Hercules kernel module. This is neither necessary not recommended anymore.
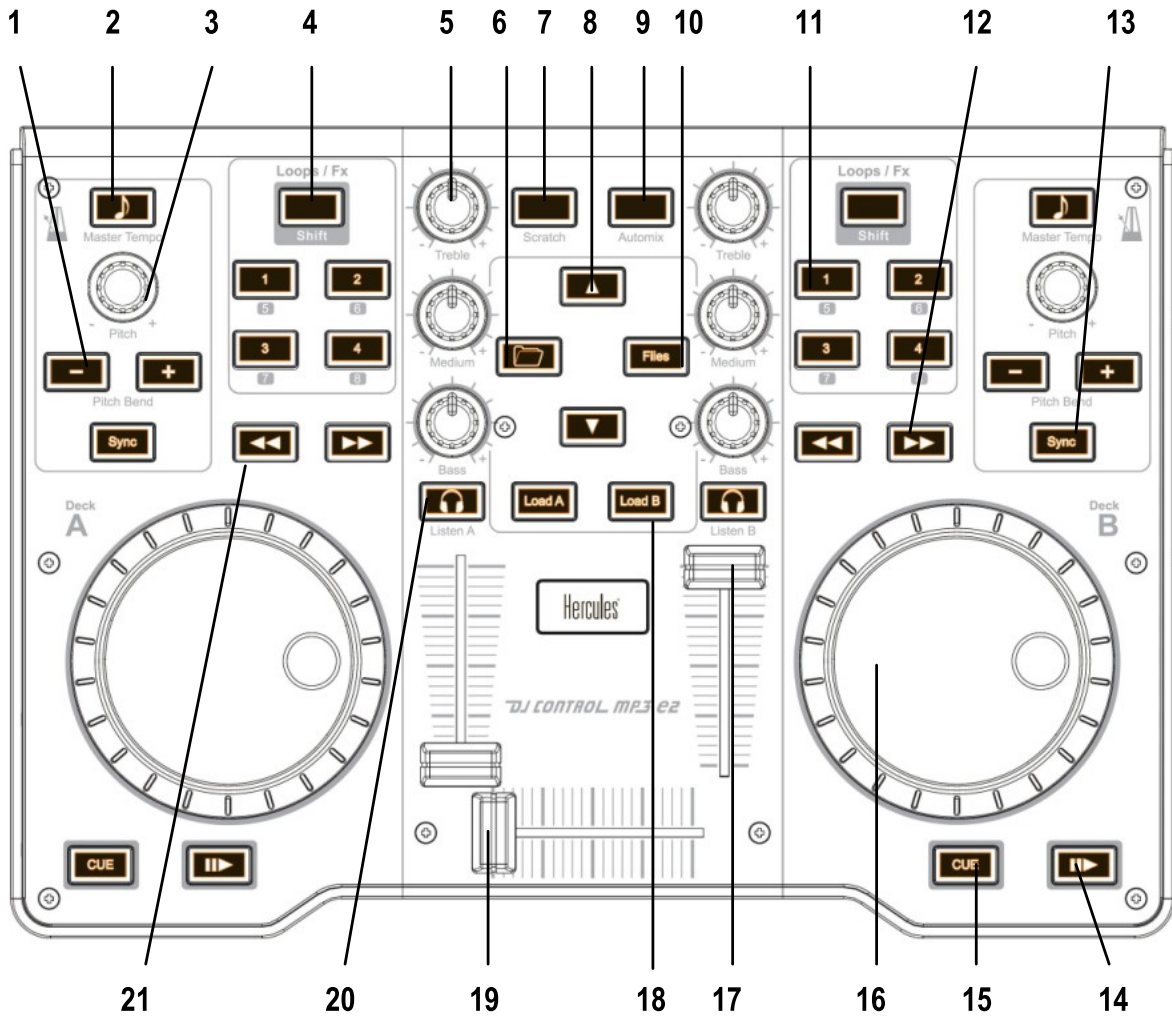
Figure21: Hercules DJControl MP3 e2 (schematic view)

Mapping description (by function)

Library

Number	Control	Function
6	Folder	Toggle playlist selection
10	Files	Toggle track selection
8	Up arrow	Go one playlst/track up
8	Down arrow	Go one playlst/track down
18	Load A/Load B	Loads the currently highlighted track into the corresponding deck (A or B)

Master/Headphones

Number	Control	Function
19	Crossfader	Fades between left (channel 1) and right (channel 2) deck
20	Headphone monitor	Toggles deck output to the headphones monitor on/off

Decks / Channels

Playing

Number	Control	Function
18	Load A/Load B	Loads the currently highlighted track into the corresponding deck (A or B)
14	Play	Starts or stop a loaded track
15	Cue	Sets the cue point if a track is stopped and not at the current cue point. Stops track and returns to the current cue point if a track is playing. Plays preview if a track is stopped at the cue point for as long as it's held down
12	Forward / Backward	Move Forward/Backward in track
7	Scratch	Enable or disable the scratch mode on all two decks
16	Jog wheel	Seeks forwards and backwards in a stopped track. Temporarily changes the playback speed for playing tracks. Absolute sync of the track speed to the jog wheel if scratch mode enabled

Volume / Equalizer / Effects

Number	Control	Function
17	Deck volume slider	Controls the deck output volume, with soft takeover on deck switch.
5	Equalizer knobs	Adjusts the gain of the low/medium/high equalizer filter. No soft takeover.
4	Shift	Toggle Effects Selection
11	Button 1/2/3	Toggle Effect 1/2/3 for corresponding deck (with shift activated)

Loops

Number	Control	Function
11	Button 1	Loop 1
11	Button 2	Loop 2
11	Button 3	Loop 4
11	Button 4	Loop 8

Pitch / Syncing

Number	Control	Function
1	Pitchbend -/+	Temporary Holds the pitch 4% lower or higher while pressed
3	Pitch knobs	Adjust playback pitch / speed
13	Sync	Automatically sets pitch so the BPM of the other deck is matched
2	Master Tempo	Enable and lock Sync Mode

Troubleshooting

Jog wheels not working or controller not responding

If your jog wheels doesn't work, or nothing works on the controller even when you have carefully read all other resources, you should be aware that this controller stores at least two configuration options in the controller:

- Enable/disable Jog Wheels

- MIDI channel to use

and maybe a third one: Jog wheel sensitivity

With factory default settings, the jog wheels are enabled and the MIDI channel used is channel 1. The mapping is made for channel 1 only. If your controller is configured for another channel, nothing will work and if you launch Mixxx with −`-controllerDebug` parameter, you will have lines like this one showing in the logs when you press a button on the controller :

```
Debug [Controller]: "DJ Control MP3 e2 : 3 bytes: B3 38 38 "
```

note the B3 here. it's B<MIDI Channel # - 1>. So this controller is configured on channel 4. controller configured on channel 1 will show B0, which is correct.

To change these parameters, you have to use the configuration tool that comes with the Hercules driver on on the Hercules support page. Unfortunately, the configuration tool is only available for Windows and Mac OS X. We are not aware of any solution for Linux. So if you normally use Linux, you will have to find a computer with Windows or Mac OS X, install the Hercules driver, plug-in the controller and change configuration. You will only need to do this once, then the controller should work with Linux.

Controller not recognized as bulk controller

It has been reported that when the Hercules drivers are installed on a Windows, the driver takes over the bulk communication with the controller so it cannot be recognized by Mixxx as a bulk controller. Uninstall the Hercules driver and use it as a USB bulk controller.

17.1.49 Hercules DJControl Starlight

Ultra-compact, ultra-light, ultra-practical and ultra-unique with its lights, the DJControl Starlight packs all the features needed to mix and scratch. With its built-in audio interface, the DJControl Starlight offers pre-listening in the headphones so you can then play your mix on speakers, which is perfect for learning or creating new mixes. The system is so comprehensive for its size that it boasts all the essential features such as bass equalization/filter knobs for smooth transitions or touch-sensitive jog wheels for easy scratching. The added bonus: the bright and powerful RGB backlighting.

- Manufacturer's product page

- Manufacturer's support and downloads page

- Forum thread

Nouveau dans la version 2.3.

Compatibility

This controller is a class compliant USB *MIDI* and audio device, so it can be used without any special drivers on GNU/Linux, macOS, and Windows. However, if you wish to use the ASIO sound *API* under Windows, please install the latest driver package available from the Support page.

Sound card setup

This controller has built-in 4 channel output sound card, with master and headphone output (both 3.5mm jack).

- Open **Preferences > Sound Hardware**

- Select the **Output** tab

- From the **Master** drop-down menu, select the audio interface, then **Channels 1-2**

- From the **Headphones** drop-down menu, select the audio interface, then **Channels 3-4**

- Click **Apply** to save the changes.

Voir aussi:

More details about audio configuration can be found in the *here*.

Note: The **Master** and **Headphone** knobs are hardware controls and interact directly with the integrated sound card's output. Although they also send *MIDI* messages, they have NOT been mapped in Mixxx, so do not expect an on-screen reaction when using them. This was done to prevent the knobs to adjust both the gain on the controller's sound card and in Mixxx.

The *gain staging section of this manual* explains how to set your levels properly when using Mixxx.

Mapping description

The base LED is linked to the VU Meter for light show effect on each deck respectively.

All controls not listed here work as labeled.

Decks

Button	Description
SYNC	Sync lock
SHIFT + SYNC	Set deck as sync leader
CUE	Cue point
SHIFT + CUE	Return to beginning of loaded song
PLAY	Play/Pause
SHIFT + PLAY	Cue Stutter
VINYL	Scratch On/Off (Default: on)

When Vinyl is on, turning a jog wheel scratches that deck. When Vinyl is off, turning a jog wheel bends the pitch of the track.

Pads

Pad Mode	Button	Description
Hot Cue	Pads 1-4	Set and trigger Hot Cue 1-4
Hot Cue	SHIFT + Pads 1-4	Pad = Delete Hot Cue 1-4.
Loop	Pad 1	Beatloop 1/2 beat
Loop	Pad 2	Beatloop 1 beat
Loop	Pad 3	Beatloop 2 beats
Loop	Pad 4	Beatloop 4 beats
FX	Pads 1-3	FX 1-3 on/off
FX	SHIFT + Pads 1-3	FX 1-3 select
FX	Pad 4	FX Rack 1/2 On/Off (Deck A/B respectively)
Sampler	Pads 1-4 (Deck A)	Sampler 1-4
Sampler	Pads 1-4 (Deck B)	Sampler 5-8

17.1.50 Hercules P32 DJ

- Manufacturer's product page
- Manufacturer's technical support page
- Forum thread

The Hercules P32 DJ is a relatively compact DJ controller with a built-in sound card. Rather than jog wheels, it has a 4 x 4 multicolor (red/blue/purple) pad grid for each deck. The pad grids can be switched between 4 different layers to perform a variety of functions.

Thanks to Hercules for supporting the development of this mapping by providing a controller.

Nouveau dans la version 2.1.

Modifié dans la version 2.3.0: Add pitch controls in loop mode and increased head mix knob precision.

Figure22: https://www.hercules.com/wp-content/uploads/2018/05/HerculesDJ_HerculesP32DJ_top-1400x747.jpg

Compatibility

This controller is a class compliant USB MIDI and audio device, so it can be used without any special drivers on GNU/Linux, Mac OS X, and Windows. However, it recommended to install the driver on Windows to be able to use the *ASIO sound API*.

Sound card setup

This device has a built in 4 channel output sound card. There are 2 RCA outputs for the main output and a 1/4 » TRS stereo headphone jack. There are buttons in the center of the controller that adjust the sound card's headphone output volume in hardware. These do not adjust the headphone gain in Mixxx.

> **Avertissement:** There is no master output volume control on the device, but the master output volume of the sound card can be controlled from the OS mixer. The device comes with the main output set to 45%. So, for the best *gain staging*, turn the volume of the main output all the way up in your operating system mixer.

Mapping description

User configurable options

There are a few user configurable options available for you to customize. You can change these by opening the `Hercules-P32-scripts.js` file with your text editor of choice (such as Notepad, TextEdit, Kate, or gEdit) and editing the lines at the very top of the file.

- **loopEnabledDot**: whether to use the dot on the loop size LED display to indicate that a loop is active. This restricts loop sizes to 2-32 beats and may be helpful if you never use loops less than 2 beats long. Otherwise the dot indicates a loop size equal to 1/(# on the LED display).

- **samplerCrossfaderAssign**: whether to assign the samplers to the crossfader. If true, the samplers controlled by the left pad grid are assigned to the left of the crossfader and the samplers controlled by the right pad grid are assigned to the right of the crossfader.

- **toggleEffectUnitsWithDecks***: whether to automatically toggle the effect unit controls between units 1 & 3 on the left and units 2 & 4 on the right when toggling decks between decks 1 & 3 and 2 & 4

Encoders

The encoders do not behave exactly as labeled.

- **Browse encoder**: scrolls through library. Pushing toggles big library view. Turning with shift controls the cue/main mix going to the headphone output. Pushing with shift toggles split cue mode (left ear of headphone output plays cue signal, right ear plays main signal).

The mapping of the encoders does not match their labels. They are labeled on the controller symmetrically, but they are mapped asymmetrically like the rest of the deck controls:

- **Left encoder**: Turning halves/doubles the loop size. Turning with shift beatjumps by 1 beat forward/backward, or if a loop is enabled, moves the loop 1 beat forward/backward. Pushing (de)activates a loop. Pushing with shift reactivates a disabled loop, or if a loop is enabled, jumps to the loop in point and stops the deck.

- **Right encoder**: Turning adjusts the pitch, or with keylock on, just the tempo. Pushing resets the pitch to the track's default. Turning with shift jumps forward/backwards by the beatjump size. If a loop is enabled, turning with shift moves the loop by the beatjump size. Hold shift, push, and turn to adjust the beatjump size, shown on the LED display on the controller. When the encoder is released, the LED display goes back to showing the loop size.

Effects

Refer to the Standard Effects Mapping page for details on how to use the effects sections.

When the pad grid is in Slicer mode, the pads in the top left of the grid assign the deck to Effect Units 1-4.

Pressing the headphone button with shift assigns the effect unit on that side to the headphone channel. This is useful for previewing an effect on a playing deck before using it. The headphone (PFL) button must also be pressed on the deck to hear the effect on it in headphones.

Other controls

- **Record button**: toggles recording on and off.

- **Slip button**: toggles slip mode on and off for all decks. With shift, toggles between decks 1 & 3 on the left and decks 2 & 4 on the right.

- **Pad grid**: Press the Hotcue/Loop/Slicer/Sampler buttons to activate different modes

- **Hotcue mode**: Press an unlit pad to set a hotcue. Press a red pad to activate a hotcue. Press a red pad with shift to delete a hotcue.

- **Loop mode**: Control manual loops and other miscellaneous functions. On the top row, from left to right, the pads set the loop in point, loop out point, and toggle the loop (without changing its size). Hold the loop in or loop out button while moving the waveform with the mouse to adjust the loop in/out point (new in Mixxx 2.1). On the bottom row, the two purple buttons temporarily decrease/increase the playback speed while they are held down for beatmatching. The button to the right of those shifts the beat grid to the current position. The right column is for pitch management, from top to bottom: match the key with the other track, pitch up, pitch down, and reset to the default key of the track.

- **Slicer mode**: refer to Effects section above

- **Sampler mode**: Press an unlit pad to load the track selected in the library to that sampler. Pads are blue when the sampler is loaded but not playing and red when playing. Press a blue pad to play the sample from its cue point. Press a red pad to jump back to the sample's cue point. Press a red pad with shift to stop a playing sample. Press a blue pad with shift to eject a sample. Note that samplers are independent from decks; the left grid controls samplers 1-16 and the right grid controls samplers 17-32.

- **Sync**: Short press to sync to other deck. Press and hold to enable master sync.

- **Shift + sync**: toggle quantize

- **Shift + cue**: jump to beginning of track and stop

- **Shift + play**: toggle reverse playback

- **Shift + load**: ejects a track from the deck

- **EQ knobs, volume faders, crossfader, headphone button, play, cue, sync, and load** all behave as labeled.

17.1.51 ION Discover DJ

The ION Discover DJ is a cheap budget MIDI controller meant to "discover DJ-ing" for people with a potential interest. It does not have a built in sound card, so a *splitter cable* or *separate audio interface* is required to use headphones with it.

- Manufacturer's product page

- Forum thread

Nouveau dans la version 1.8.

Compatibility

This controller is USB MIDI class compliant, so it is plug-and-play on all platforms without having to install any special drivers. The manufacturer's page only mentions Windows and Mac but it's confirmed working on Linux as well.

Library browsing

The controls for library browsing are in the center of the controller.

Control	Function
Rotary encoder	Track selection
Load buttons	Loads currently highlighted track to the corresponding deck (only if no audio is playing)
Pushing rotary encoder	Maximizes/minimizes the library

Jog wheels

The button in the center can be used to switch the jog wheels between search and scratch mode. In search mode, the jog wheels can be used to seek to different parts of a song when paused. When that deck is playing, the jog wheels can be pushed/pulled to speed up/slow down the playback. This is useful for beatmatching.

Pressing the center button will put the jog wheels in scratch mode, which means that the deck in Mixxx will follow the absolute movement of the jog wheels. In this mode the Scratch button is lit.

Equalizers

This controller only has a 2-band equalizer but Mixxx uses a 3-band EQ. Therefore, the volume knob has been mapped to the low EQ, the bass knob has been mapped to the mid EQ, and the treble knob has been mapped to the high EQ. For controlling the volume of the decks, use the crossfader.

Other buttons

The pitch buttons will control the tempo which also controls the pitch, except when keylock is on (padlock icon on screen).

Button	Function	Light
Sync	Matches the BPM of that deck to the song playing in the other deck	Blinks according to the beatgrid
Rev	While held the deck plays in reverse	only lights when pressed
CUE	Attached to the cue control in mixxx	follows cue button on screen
play/pause	Play/pause the deck	follows play button on screen

The behavior of the cue and play buttons can be configured *in Mixxx's preferences <interface-cue-modes>*.

17.1.52 ION Discover DJ Pro

Ion Discover DJ Pro is a 2-deck controller with integrated audio interface and iPhone dock.
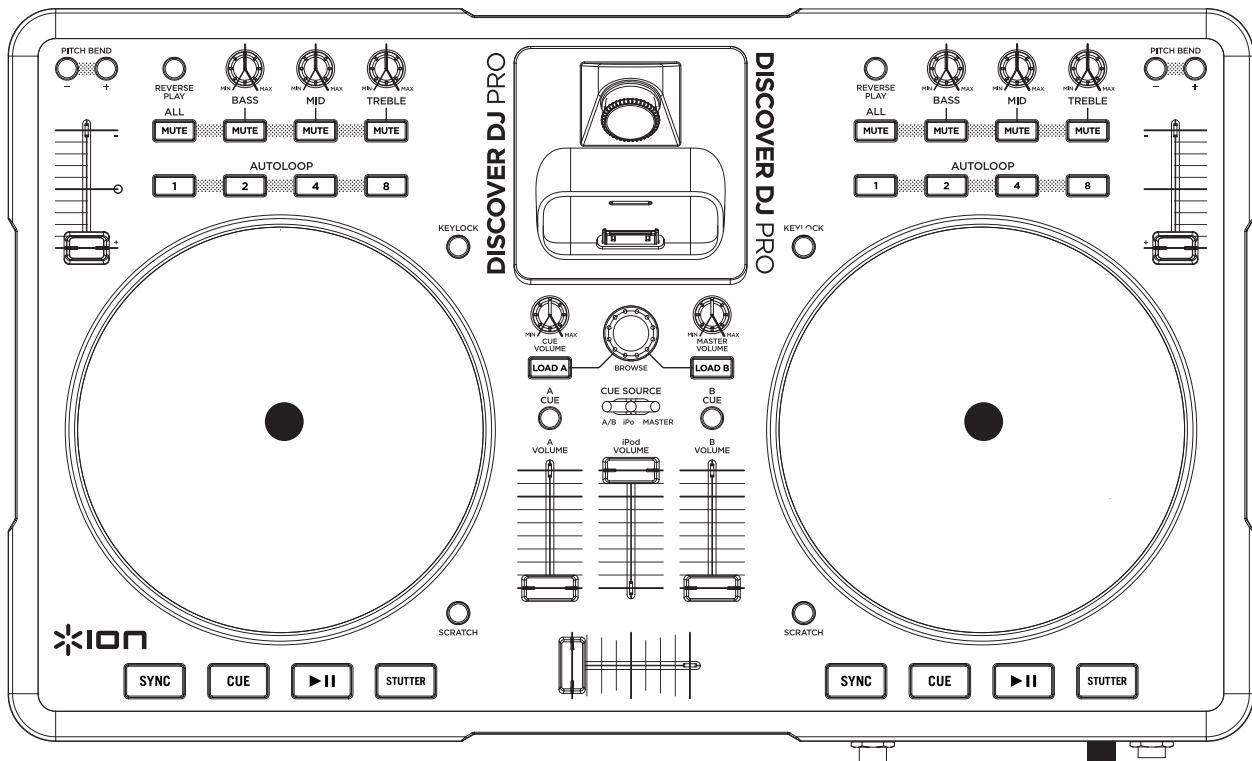
Figure23: ION Discover DJ Pro (schematic view)

- Mixxx User Forum

Nouveau dans la version 2.2.5.

Compatibility

This controller is USB MIDI class compliant, so it is plug-and-play on all platforms without having to install any special drivers. The manufacturer's page only mentions Windows and Mac but it's confirmed working on Linux as well.

Controller Mapping

Deck section
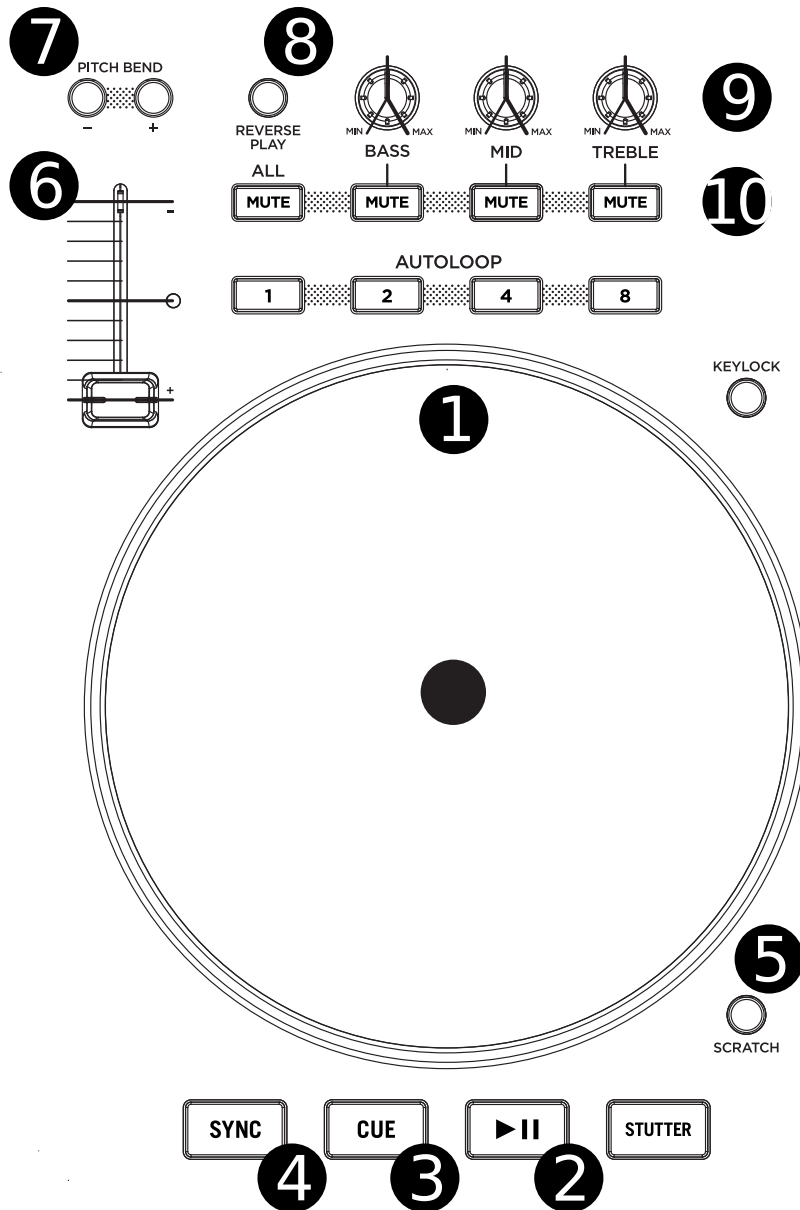
Figure24: ION Discover DJ Pro (deck section)

No.	Control	Function
1	JOG WHEEL	Scratches the track
2	PLAY/PAUSE button	Plays/pauses a track in the respective Deck
3	CUE button	While playing: go to cue point, while stopped: set cue point
4	SYNC button	Sync the tempo to other playing track
5	SCRATCH button	Toggle the scratch mode
6	TEMPO slider	Adjust the track playing speed
7	PITCH BEND buttons -/+	Lower (-) or Raise (+) the pitch temporarily
8	REVERSE PLAY button	Hold for reverse play
9	BASS/MID/TREBLE knobs	Adjust the low/mid/high-frequency regions of the song
10	MUTE buttons	Mute low/mid/high-frequency regions

Mixer section

No.	Control	Function
1	Channel faders	Adjust the output level for each channel
2	Cross fader	Fades between left and right deck.
3	A CUE / B CUE buttons	Sends the selected channel's audio to the headphone output
4	LOAD A / LOAD B buttons	Load the selected library track to deck A / B
5	CUE VOLUME knob	Control the output volume of the headphones output
6	BROWSE knob	Browse the library
7	MASTER VOLUME knob	Control the output volume of the master output

Known Issues

Controls not yet working:

- STUTTER button

- ALL MUTE button

- AUTOLOOP buttons

- iPod dock

17.1.53 Keith McMillen QuNeo

- Manufacturer's product page

Keith McMillen QuNeo is a USB multi purpose pad controller and features tactile pads, sliders, rotary sensors and switches. Works with USB, MIDI or OSC and will communicate most music software environments right out of the box.

Features

- 27 pads, sliders and rotary sensors are pressure, velocity, and location sensitive. Even the 17 switches respond to how hard you press.

- LED Light Feedback - variably diffusive elastomers with 251 multi-color LEDs, 16 square pads provide 127 levels of Velocity response, X-Y location and continuous pressure.

- 2 rotary sensors allow you to scrub, trigger, stretch, pinch and play phrases and sound files, manipulate continuous controllers and more .
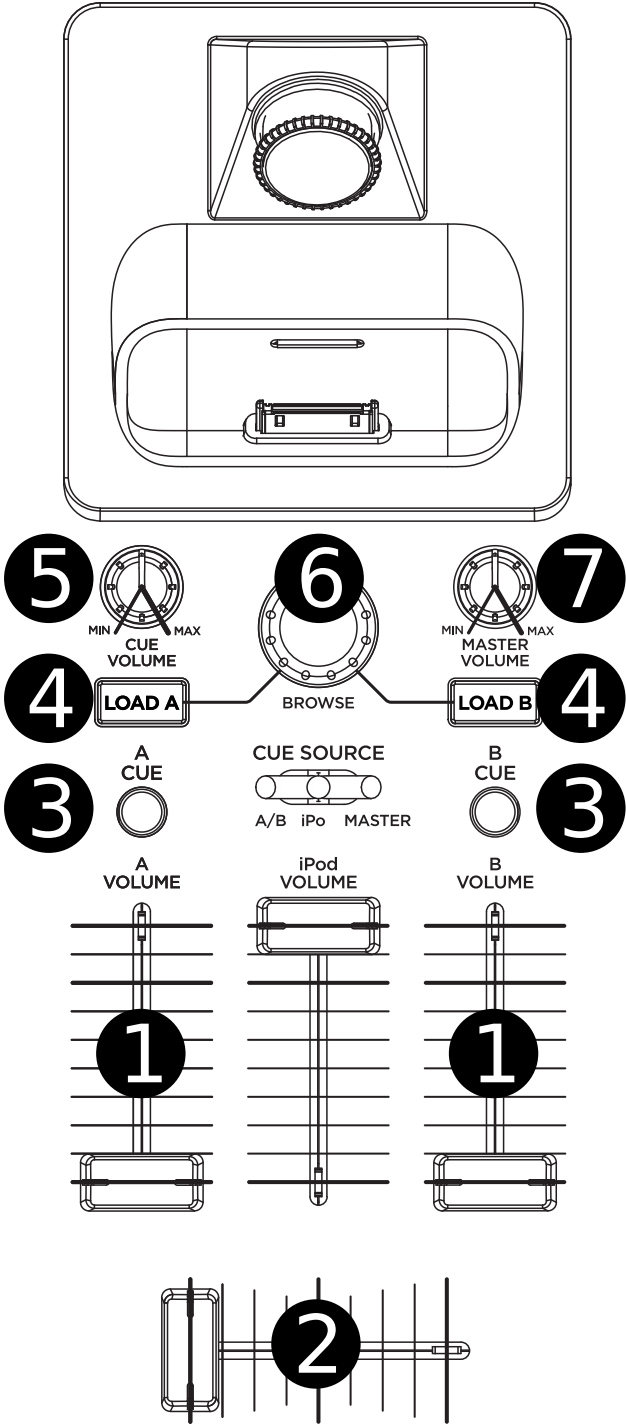
Figure25: ION Discover DJ Pro (mixer section)

- Each rotary sensor measures angle, pressure and distance from the center.

- 9 touch sensitive sliders can thomann be mapped to fader and effects controls.

- LEDs within each slider act as VU meters.

- QuNeo is the size of an iPad (V1) and can fit in iPad accessories such as mic clips, stands and more.

- Advanced users and programmers can use the development kit and API to create their own code to respond to QuNeo's sensor data. Hack away to control your world in ways never before possible!

Nouveau dans la version 1.11.

Mapping Description
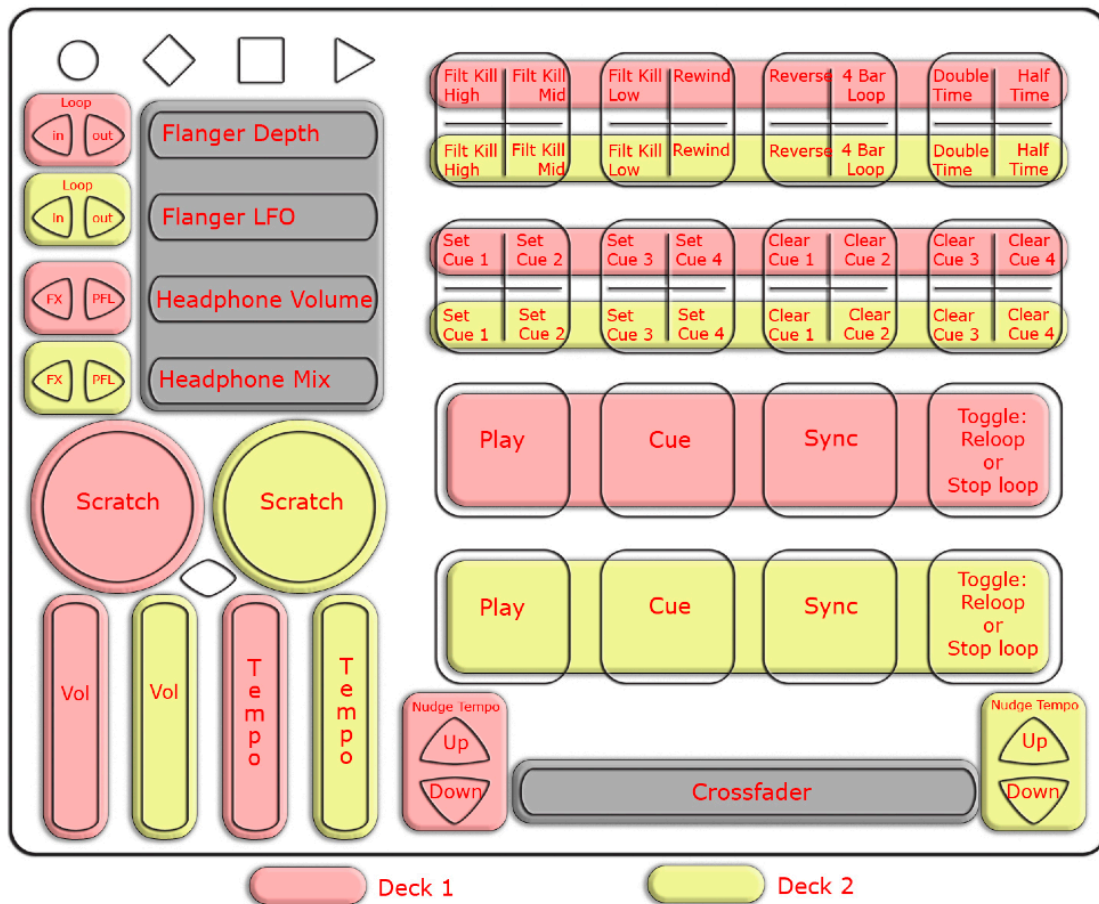
Figure26: Keith McMillen Quneo (schematic view)

The mapping is included with the QuNeo installer, make sure to click the "Mixxx" check box when prompted during the installation. Alternatively download the Installer from www.keithmcmillen.com. The MIDI mapping goes with QuNeo's factory preset number 12. To change the factory preset, select the blue MODE button on the device and press tab #12. Also see Youtube - Setting up Mixxx with QuNeo.

It turns QuNeo into a full fledged DJ controller using Mixxx. It includes controls for 2 players: play, sync, cue, tempo controls, crossfading, scratching, and various volume controls accessible from QuNeo.

17.1.54 Kontrol DJ KDJ500

- Forum thread

Nouveau dans la version 1.10.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.55 Korg Kaoss DJ controller

2-deck controller with touch controlled jogwheels, built-in 4-channel soundcard and a Korg Kaoss Pad as built-in effect section (can be switched off for using software effects).

- Manufacturer's product page
- Forum thread
- Pull request on Github

Nouveau dans la version 2.1.

Mapping
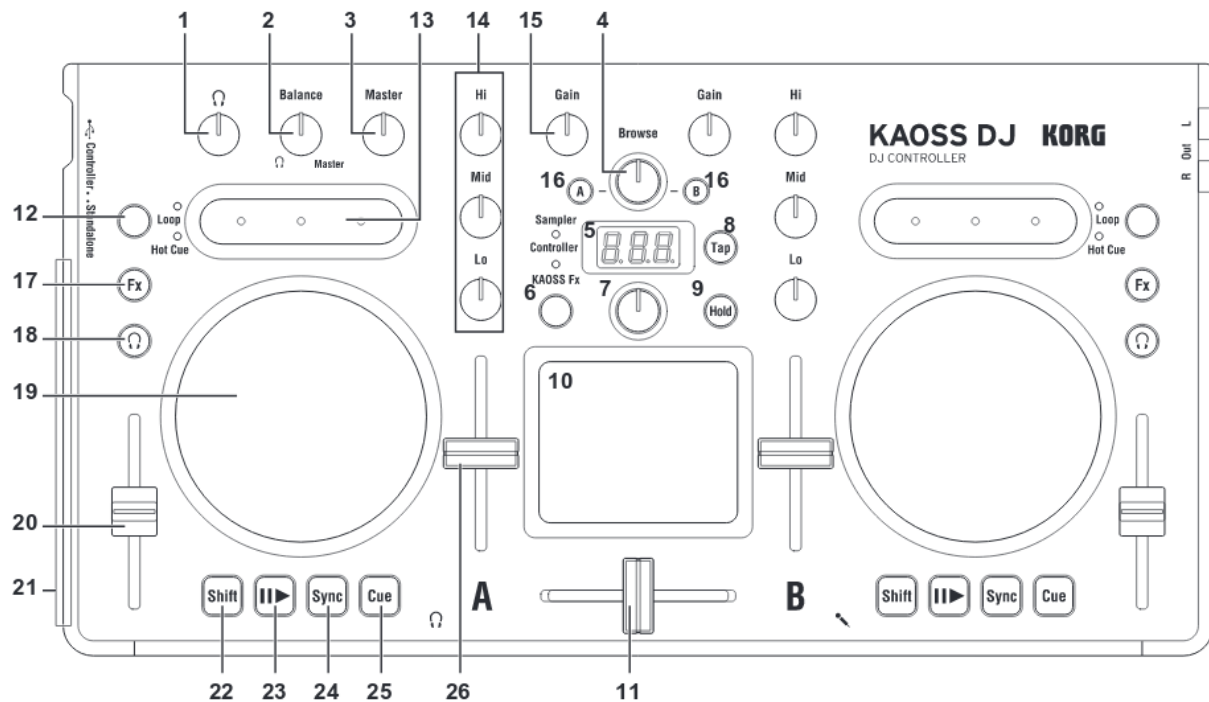
Figure27: Korg Kaoss DJ (schematic view)

No.	Name	Function
1	Headphone knob	Adjusts the headphone level
2	Balance knob	Adjusts the balance between the master level and the headphone monitor level
3	Master knob	Adjust the master volume level
4	Browse knob	Selects a song from the library
5	Display	Indicates the effect number or parameter
6	Touchpad Mode Button	Switches the touchpad between the Controller, KAOSS Effect, and Sampler modes (long press
7	Program/Value Knob	Selects an effect
8	Tap Button	Sets the tempo Long-press this button to access the auto BPM function
9	Hold Button	Enables/disables the touchpad's hold function
10	Touchpad (controller mode)	Controls the effects of the DJ software. The vertical axis controls the mix (dry/wet) knob and th
	Touchpad (Kaoss Effect mode)	Controls the KAOSS effect
	Touchpad (sampler mode)	Controls the sampler function of the DJ software
11	Crossfader	Adjusts the balance between Decks A and B
12	Touch Slider mode button	Switches between the three touch slider mode
13	Touch Slider (Normal mode)	Left Side - Nudges (pitch -) Center - Enables the touch wheel's Scratch mode Right Side - Nudg
	Touch Slider (Hot Cue mode)	Left Side - Sets Hot Cue 1, and moves to Hot Cue 1 Center - Sets Hot Cue 2, and moves to Hot
	Touch Slider (Loop mode)	Left Side - Auto Loop × 1/2 Center - Loop on/off Right Side - Auto Loop × 2
14	EQ	Boosts or Cuts the Hi EQ Boosts or Cuts the Mid EQ Boosts or Cuts the Lo EQ
15	Gain knob	Adjusts the gain
16	Load button	Loads the song into the selected deck
17	Fx button	Left - FX1 rack mix knob can be manipulated when enabled Right - FX2 rack mix knob can be
18	Headphone cue button	Turns the headphone monitor on/off
19	Touch wheel	Scratches (in scratch mode) or adjusts the pitch
20	Pitch fader	Adjusts the pitch
21	Level meter	Indicates the input level to deck A/B or the master level
22	Shift button	Holding this button provides access to the controllers SHIFT functions
23	Play / pause button	Starts/pauses the song
24	Sync button	Synchronizes the tempo of Deck A and Deck B
25	Cue button	Sets the cue point or moves to the cue point
26	Level fader	Adjusts the level of deck A/B

17.1.56 Korg nanoKONTROL

This controller has been discontinued in favor of the *Korg nanoKONTROL 2*.

- Forum thread

Nouveau dans la version 1.8.2.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.57 Korg nanoKONTROL2

There are two mappings for this controller included in Mixxx. The one labeled "Korg Nanokontrol 2 (alternative)" takes advantage of features introduced in Mixxx 2.0 such as master sync and cue modes.

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.58 Korg nanoPAD2

Nouveau dans la version 1.11.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.59 M-Audio X-Session Pro

This device has been discontinued. M-Audio discontinued its DJ products after the company was bought by inMusic in 2012.

Nouveau dans la version 1.6.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.60 M-Audio Torq Xponent

This device has been discontinued. M-Audio discontinued its DJ products after the company was bought by inMusic in 2012. This device is a class compliant USB audio and MIDI device, so it does not require a special driver on any OS that Mixxx runs on.

Nouveau dans la version 1.6.

Note for Windows users

Typically, the ASIO sound API is the best option on Windows and it requires an ASIO driver from the sound card manufacturer. However, it seems that the current version of the Xponent ASIO driver for Windows interferes with the ability to send MIDI control messages to the Xponent. As a result, if you are running M-Audio's Xponent ASIO drivers on Windows, the lights will not work. If you uninstall the drivers, the lights will work, but you can no longer use the Xponent's sound card with the ASIO sound API.

It is recommended to **use the WDM-KS sound API** instead. The sound card will appear as "Analog Connector 1 (Xponent Audio)" and "Analog Connector 2 (Xponent Audio)". Connector 2 is the main out, and Connector 1 is the headphones. The latency meter seems to run a bit higher than it did under ASIO, so keep this in mind, and test both setups with your own system to see how they compare. If you require low latency as well as a lot of effects or time stretching, you may want to run with the ASIO driver at the expense of the lights.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.61 Miditech Midicontrol

Nouveau dans la version 1.5.2.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.62 Mixman DM2

- Manufacturer's product page (archived)

Nouveau dans la version 1.7.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.63 MixVibes U-Mix Control (Pro) 2

The MixVibes U-Mix Control Pro 2 is a MIDI DJ controller with an **internal soundcard** and **two Inputs** for Turntables or any Audio-Source with RCA. It offers also a **changeable** Cross-fader, **adjustable** Cross-Fader **Curve** and **individual Touch-Level-Sensors**. The U-Mix Control **Pro** differs only in Cue-Button-Labels The U-Mix Control 2 (without "Pro" = internal soundcard) also. Both should work fine with this MIDI mapping.

- Manufacturer's product page (archived)
- Forum thread

Nouveau dans la version 1.10.1.
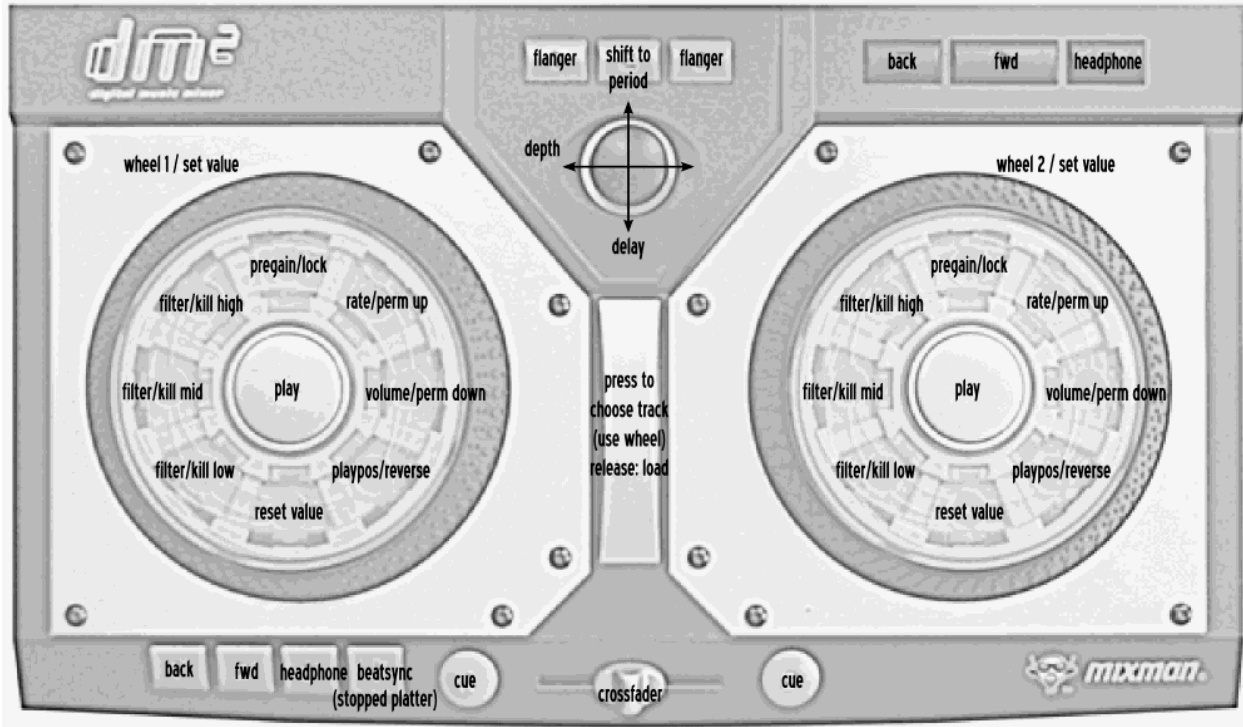
Figure28: Mixman DM2 (schematic view)

Mapping description

- Cross- Volume- and Pitchbend-Slider
- Master, Gain- and EQ-Nobs incl. Kill-Switches, Cue/Master-Mix (Headphone)
- Cue-, Play-, Sync-, Pitchbend-, HotCue-, Headphone, Load A/B-Buttions
- JogWheels (incl. Scratch & Jog)
- MediaKnob
- LEDs
    1. Clipping
    2. EQ-Kill
    3. CUE/PLAY(BPM)/SYNC
    4. HotCUEs
    5. Headphone (A/B)
    6. Load (A/B) - 20 Seconds end of Track
    7. Jog (Keylock)
    8. Bend

Special Functions

- BPM-Tap: Press "Shift" + "Sync"
- Keylock: Press "Jog"

Currently not working

- Sample-Deck-Management

- Loop-Knob & Loop-Setting

Not MIDI-mappable

- MIC-Level-Control (MIC is hardwired through master output)

- Headphone-Level Control (Level-Adjustment in Mixxx and the Hardware-Nob are independent)

- Touch Level sensitivity (only Hardware)

- C.F. Curve (turn to fully left and change in Mixxx, if needed)

17.1.64 Native Instruments Traktor Kontrol F1

The Traktor Kontrol F1 is a small versatile controller that is intended to be used for remix decks but can easily be repurposed for other uses such as hotcues.

- Manufacturer's product page

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.65 Native Instruments Traktor Kontrol S2 MK2

The Native Instruments Traktor Kontrol S2 MK2 is a 2 deck all-in-one controller with an integrated audio interface. It has a pair of balanced 1/4 » TRS outputs and a pair of unbalanced RCA outputs which both output the main mix, a 1/4 » TRS headphone jack, and a 1/4 » TRS microphone input. The microphone input is digitized and available to the computer for recording and broadcasting. The Kontrol S2 MK2 can run with only USB bus power and an optional power supply can be connected to make the LEDs brighter and the headphone output louder.

The Kontrol S2 MK2 can be distinguished from the Mk1 by the jog wheels. The top of the jog wheels on the MK2 are shiny aluminum; the top of the jog wheels on the Mk1 are black. The Kontrol S2 Mk3 does not have effects knobs at the top.

Nouveau dans la version 2.3.

Compatibility

The Kontrol S2 MK2 is a USB audio and HID class compliant device. It is fully compatible with Linux, Windows, and macOS. No proprietary driver is required on Linux or macOS. For Windows, download and install the latest driver from Native Instruments' website.

Audio routing

Output	Channels
Master	Channel 1 - 2
Headphones	Channel 3 - 4

Input	Channels
Microphone 1	Channel 1 - 2

Do *not* configure the *Record/Broadcast* input in Mixxx.

Mapping

Decks

Jog Wheels

Touch the top of the jog wheel and turn it to scratch. Move the jog wheel from the edge without touching the top to nudge the track. Hold SHIFT and spin the jog wheel to seek quickly.

Loop Section

The encoders work differently in Mixxx than in Traktor:

Left encoder Turning jumps forward/backwards by the beatjump size. If a loop is enabled, turning moves the loop by the beatjump size. Push and turn to adjust the beatjump size. Turning with SHIFT adjusts the musical key. Pushing with SHIFT resets the key to the track's default.

Right encoder Turning halves/doubles the loop size. Turning with SHIFT beatjumps by 1 beat forward/backward, or if a loop is enabled, moves the loop 1 beat forward/backward. Pushing (de)activates a loop. Pushing with SHIFT reactivates a disabled loop, or if a loop is enabled, jumps to the loop in point and stops the deck.

LOOP IN/LOOP OUT buttons Manually set the loop in and out points. Press and hold while moving the jog wheel to adjust the loop in or out point.

Top Pad Row

The top pad row has 3 different modes.

Hotcue mode This is the default mode when Mixxx starts. The pads control hotcues 1-4. The color of the hotcues is shown on the pads. Press an unlit button to set a new *hotcue*. Press a lit pad to seek to the hotcue. Press a lit pad with SHIFT to delete the hotcue.

Intro & Outro cue mode This mode is activated by pressing the FLUX button above the tempo fader. Pads 1 & 2 are used for the intro start & end cues and light up green. Pads 3 & 4 are used for the outro start & end cues and light up red.

Sampler mode This mode is activated by the button under the Remix knob in the center of the mixer. Press an unlit pad to load the selected track in the library to the sampler. Loaded and stopped sampler pads are lit white. Press a white pad to play a sampler. A playing sampler is lit magenta. Press a lit pad with SHIFT to stop a sampler, or if it is already stopped, unload the sample.

Transport Controls

The transport controls work mostly as labelled on the controller:

SYNC button Press to *sync tempo*. Press and hold to enable sync lock. Press again to disable sync lock. Press with SHIFT to enable sync lock without needing to hold.

CUE button Behavior depends on the *cue mode set in the Mixxx preferences*. Press with SHIFT to seek the beginning of the track and stop.

PLAY button Play or pause the deck. Press with SHIFT to toggle key lock.

TEMPO fader Adjusts the *tempo*.

FLUX button Mixxx does not yet have a very useful flux/slip mode, so instead this button toggles the top pad row to the intro/outro cues. Press the button when it is lit to return the top pad row to hotcue mode.

When slip mode is implemented in Mixxx in the future, this could be changed so SHIFT + FLUX button activates intro & outro mode for the pads.

Mixer

Deck Columns

GAIN|FILTER encoder Controls the Quick Effect superknob for the deck. With SHIFT, controls gain. Press to reset the Quick Effect superknob. Press with SHIFT to reset gain.

FX 1/FX 2 buttons Assign the deck to effect units 1 and 2.

HI/MID/LOW knobs Adjust the high, middle, and low frequencies.

CUE button Toggle whether the deck is routed to the *prefader headphone output*. With SHIFT, toggle quantize for the deck.

Fader Control the deck volume.

Center Column

MAIN LEVEL knob Adjust the volume of the main output. This acts on the controller's audio interface output in hardware, so it is not mapped to the main mix gain knob in Mixxx (otherwise the gain would be applied twice).

REMIX knob Adjusts the gain of samplers 1-8.

REMIX ON A/REMIX ON B buttons Toggles the top pad row of the corresponding deck to control samplers. Press when lit to return the pads to controlling *hotcues*.

BROWSE encoder Scroll through the music library. Push to maximize the library browser on screen. Turn with SHIFT to scroll 5 rows at a time.

LOAD A/LOAD B buttons Load the track selected in the library to the corresponding deck. Press with SHIFT to unload a track.

LEVEL meters The meters show the levels for each deck.

Crossfader Crossfade between the decks.

Effects

The Kontrol S2 MK2 uses the standard Mixxx effects mapping.

Front panel

The cue volume knob adjusts the volume of the controller's audio interface in hardware, so it is not mapped to Mixxx (otherwise the gain would be applied twice). The cue mix knob is mapped to Mixxx. The Mic Engage button toggles talkover for Microphone Input 1 in Mixxx.

17.1.66 Native Instruments Traktor Kontrol S2 MK3

The Kontrol S2 MK3 is a two-channel controller with an integrated sound card. It has two integrated stereo outputs (line and 1/8 » / 3.5 mm TRS), headphone outputs (1/8 » / 3.5 mm TRS) and microphone inputs (1/4 » / 6.3 mm TRS). The MK3 uses the standard HID protocol to send and receive signals from a computer, so it can work with Mixxx. The Kontrol S2 MK3 can run from USB bus power, and using a separate power supply has no impact on the output level or LED brightness (as opposed to the MK2).

- Manufacturer's product page
- Mapping forum thread

Nouveau dans la version 2.2.4.

Modifié dans la version 2.3: Unbind Master knob from Mixxx's Main Gain, because it controls the hardware volume.

Mixxx Sound Hardware Preferences

- Master output: channels 1-2
- Headphone output: channels 3-4

Mixxx mapping

Element	Primary function	Secondary function (+ SHIFT)
(1) REV Button	Reverse play while held	Reverse play + slip mode while held
(2) FLX Button	Enable and disable slip mode	
(3) Browse knob (turn)	Scroll vertically in library	Scroll horizontally in library
(3) Browse knob (press)	Load selected track into deck	Eject current track
(4) Preparation button	Add selected track to AutoDJ queue (bottom)	Add selected track to AutoDJ queue (top)
(5) List view button	Toggles maximizing the library	
(6) Sync button	Syncs the BPM and phase (depending on quantize). Press longer to activate master sync on that deck.	Syncs the phase to that of the other track
(7) Keylock button	Enable keylock for the deck	

Table 7 – suite de la page précédente

Element	Primary function	Secondary function (+ SHIFT)
(8) Loop knob (turn)	Halve or double loop size	
(8) Loop knob (press)	Set a loop of the defined number of beats and enables the loop	Toggles the current loop on or off
(9) Samples button	Active sampler mode (for the number buttons)	
(10) Hotcues button	Activate hotcue mode (for the number buttons)	
(11) Move knob (turn)	Beatjump backwards/forwards	Halve or double beatjump size
(11) Move knob (press)	Activates a rolling loop of the defined number of beats. Once disabled, playback will resume where the track would have been if it had not entered the loop	Activate current loop, jump to its loop in point, and stop playback
(12) Jog wheels	Control scratching when touched from the top *(Missing: temporarily bend the pitch when touched from the side)*	
(13) Grid button	Adjust beatgrid so closest beat is aligned with the current play position	Adjust beatgrid to match another playing deck
(14) Shift button	Activates secondary functions when pressed	
(15) CUE button	CUE default	If the CUE point is set, jump to it and stops
(16) Play button	Toggles playing	Seeks a player to the start and then stops it
(17) Number buttons	Function depends on current mode	
Hotcue mode	If hotcue is set, seeks the player to hotcue position. Otherwise set hotcue at current position	Clear the hotcue
Samples mode	If track is loaded into corresponding slot, go to CUE point and play	If track is playing, CUE default behaviour. Otherwise eject track
(18) Tempo fader	Speed control	
(19) Quantize button	Toggles quantization for both decks	
(20) Gain knob	*Unmapped* (adjusts the hardware gain)	
(21) Microphone button	Toggles microphone talkover, long press for permanent activation	
(22) Pre-Gain knob	Adjusts the pre-fader gain of the deck	
(23) HI knob	High frequency filter	
(24) MID knob	Middle frequency filter	

17.1. Controllers

Table 7 – suite de la page précédente

Element	Primary function	Secondary function (+ SHIFT)
(25) LOW knob	Low frequency filter	
(26) Effect Superknob	Quick effect superknob for the corresponding deck	
(27) Sample knob	Adjusts the pregain for all the sample decks combined	
(28) Headphone mix knob	Adjusts the cue/main mix in the headphone output	
(29) Headphone gain knob	Adjusts the headphone output gain	
(30) Effect buttons	Enable or disable effect units for both decks	
(31) Headphone buttons	Toggles headphone cueing	
(32) Volume fader	Adjusts the channel volume fader for the corresponding deck	
(33) VuMeter LEDs	Show the current instantaneous deck volume	
(34) Crossfader	Adjusts the crossfader between both decks	

17.1.67 Native Instruments Traktor Kontrol S3

The Kontrol S3 is an introductory 4 deck controller with good build quality and integrated sound card. This is the first controller released with the « S3 » name.

The Kontrol S3 can run from USB bus power. Using the separate power supply increases the brightness of the LEDs, which is helpful for using it in daylight, and increases the volume of the headphone output.

- Manufacturer's product page

Nouveau dans la version 2.3.0.

Compatibility

Controller

The Kontrol S3 is a USB class compliant audio and *HID* device, so it is compatible with Mixxx without any proprietary drivers on GNU/Linux and macOS. On Windows, it is recommended to install the driver from Native Instruments and select the ASIO *sound API* in the *Sound Hardware section of Mixxx's Preferences*.

With the S3 plugged in, the device is listed as an available controller in Mixxx's Preferences. The controller uses HID for the knobs, buttons, and other components on the device, so the mapping can only be loaded when you select the HID device on the left side of Mixxx's Preferences.
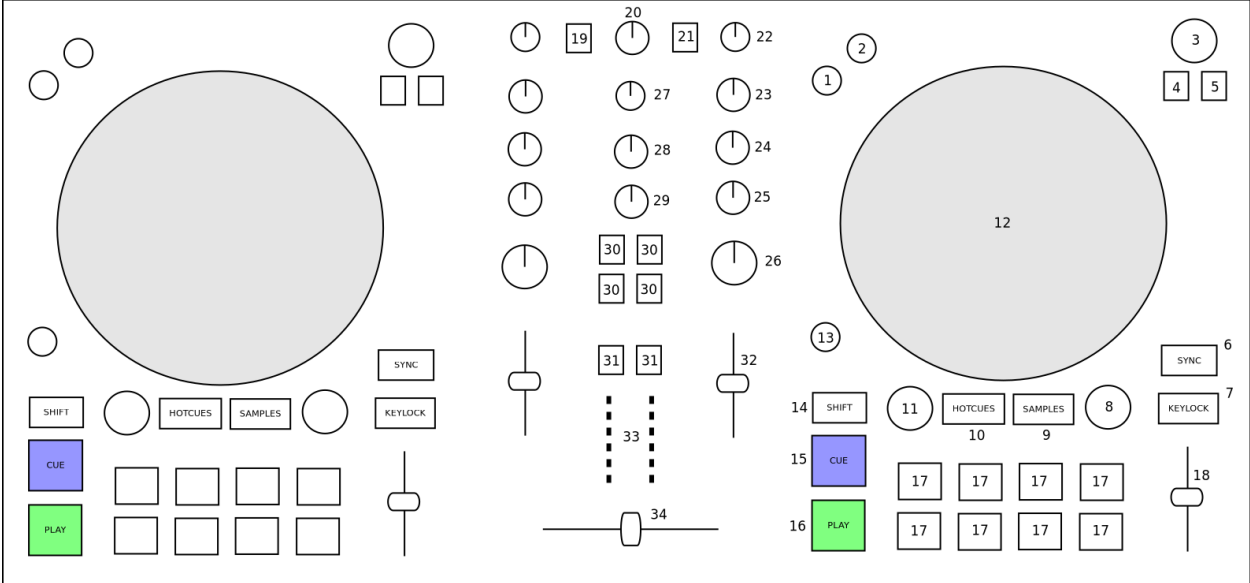
Figure29: Native Instruments Traktor Kontrol S2 MK3 (schematic view)

Audio Hardware setup

The S3 has a standard 4 channel sound card. You should configure the channels as follows:

Audio Output	Channel Configuration
Master	Channel 1-2
Headphones	Channel 3-4

Audio Inputs

The S3 has two sets of inputs, but only one can be active at a time. There is a set of line-level RCA inputs on the back of the controller, and a combo XLR / 1¼ » mic jack on the front. Use SHIFT + EXT to switch between these inputs.

Mapping description

Note that Mixxx doesn't have the concept of a single « leader » deck for sync. Instead, push and hold the SYNC button to « lock » sync on for all decks you want to remain in sync. Or you can push SHIFT + SYNC to lock sync on. Refer to *Sync Lock documentation* for details.

Indication: There are two SHIFT buttons, one for each side of the controller. Make sure you press the SHIFT button on the same side as the control you want to modify.

Mixer

- The GAIN and equalizer HIGH/MID/LOW knobs and the CUE (headphones) button behave as labelled.

- FX Enable buttons: See Effect section below.

- The FILTER knob controls the Quick Effect superknob. By default, this uses a high-/low-pass filter, but a different effect can be chosen in the *Equalizer section of Mixxx" Preferences*.

- EXT: The EXT button changes the fourth channel pregain (knob), pfl, and volume (slider) adjustments to operate with the Microphone input. The microphone does not respond to EQ or effects.

- SHIFT + EXT: Switches input sensitivity for the input connectors from Mic to Line and back again.

The Main Volume knob on the S3 controls the volume of the S3's main output in hardware, so it does not affect the software main output gain knob in Mixxx by default. You can hold SHIFT and turn the knob to adjust Mixxx" main output gain. Note that this will still also adjust the hardware gain, so after you release SHIFT you'll need to adjust the knob again.

Peak display is only generated from software. So if you see clipping indicated, lower the gain of the playing decks or use SHIFT + Main Volume knob.

Decks

Control	Description
Library encoder press	Load track selected in library to the deck.
SHIFT + Library encoder press	Eject track.
Small play button	While held, plays the current track in the preview deck. If you rotate the library encoder while you hold the PLAY button, Mixxx will scan through the track being previewed.
Star button	This button is not used.
List-plus button	Adds the current track to the Auto DJ list.
VIEW button	Move focus of library control between left-hand tree and main list.

Transport Mode Buttons

Control	Description
REV	Activates a reverse-roll (aka « censor ») effect.
SHIFT + REV	Turns on reverse playback mode.
GRID	Turns on Quantize mode.
FLUX	Turns on Slip mode.
JOG	When on, touching the jog wheels enables Scratch mode.
SHIFT + Wheels	Hold to use the wheels to quickly scroll through the track.

Looping

Control	Description
Right Encoder Turn	Double/halve loop size.
SHIFT + Right Encoder Turn	Move loop forward/backward by the beatjump size.
Right Encoder Press	Activate loop of set size from current position, or disable active loop
SHIFT + Right Encoder Press	Toggles the existing loop on and off.
Left Encoder Turn	Beatjump forward/backward.
SHIFT + Left Encoder Turn	Adjust beatjump size.
Left Encoder Press	Activates beatloop roll.
SHIFT + Left Encoder Press	Activates a loop and then stops.

Rate / Keylock

There are two ways the rate sliders can be mapped: Absolute, and Relative. Absolute mode is the default. In this mode, the position of the pitch slider matches the on-screen pitch slider position. If the sliders are misaligned, Mixxx engages « soft takeover mode » – Mixxx won't update the value of the slider until the controller matches the GUI. In Relative mode, moving the slider always adjusts the value of the pitch slider, even if they don't match.

- Absolute Mode:

    - KEYLOCK: Press to toggle keylock mode.

    - SYNC: Press to beatsync, or press and hold to activate Sync Lock Mode.

    - Pitch slider: Adjusts playback speed.

    - SHIFT + Pitch slider: Adjusts musical key

- Relative Mode:

    - KEYLOCK: Press to toggle keylock mode (toggles when releasing the button).

    - SYNC: Press to beatsync, or press and hold to activate Sync Lock Mode.

    - Pitch slider: Adjusts playback speed.

    - Keylock + Pitch Slider: adjusts musical key

    - SHIFT + Pitch Slider: Allows the user to move the slider without any effect.

Button Pads

The grid of 8 buttons have two possible trigger modes: Hotcues, and Samplers.

In Hotcues mode, pressing the number button will set the hotcue if none exists, and activate it if one does. If you hold SHIFT and press a button, it will clear that hotcue.

In Samplers mode, the buttons on the left side of the controller correspond to Samplers 1-8. The buttons on the right side of the controller correspond to Samplers 9-16. By default, pressing a number button will activate a sample. Pressing the button again will stop sample playback.

You can change this behavior by editing the javascript file to set *TraktorS3.SamplerModePressAndHold = true;*. In this mode, the sample will play while the button is held, and stop when you let go.

In both modes, holding SHIFT and pressing a button will eject the sample if it is not playing, and will rewind the sample back to the beginning if it was playing.

Effects

Because the S3 has limited effects controls, the FX setup is unusual and a little complex. Each deck has a single effect toggle button and one knob, and on the right-hand side of the mixer there are five buttons, one for each effect chain and one for the QuickEffect. These buttons and knobs are used in different ways depending on how they are pushed, and together allow the DJ to customize all of the effects.

There are three modes that the effect controls can be in: 1. The initial mode is Filter Mode. This mode is indicated when the FILTER ENABLE buttons have the same colors as the individual decks. This mode is used for adjusting QuickEffects and assigning Effect Chains to decks. 1. The next mode is Effect Chain Edit Mode. This mode is indicated when the FILTER ENABLE buttons are all the same color as one of the effect buttons. This mode is used for turning individual effects in a chain on and off, and adjusting each effect chain's mix knob. 1. The last mode is Effect Focus Mode. This mode is indicated when FILTER ENABLE buttons are all the same color as one of the effects, and one of the FX SELECT buttons is blinking. This mode is used for tuning individual parameters in an effect and enabling or disabling effect toggle buttons.

Switching Effect Modes

At any time, you can push the FILTER FX SELECT button to return to Filter Mode. If you get lost, try pusing the FILTER button to start over.

Press any FX SELECT button to enter Effect Chain mode for that number chain. If you press the same FX SELECT button again, you'll return to Filter Mode. Press a different FX SELECT button to enter Effect Chain mode for that other chain.

Press and hold an FX SELECT button, then press a FILTER ENABLE button to enter Effect Focus mode. The FX SELECT button will start blinking. From left to right, the FILTER ENABLE buttons will focus on the first through fourth effects in the chain. If you press any FX SELECT button, you'll return to Effect Chain mode.

Soft Takeover

The knobs have Soft Takeover mode enabled, which means you need to turn the physical knob to match the current position of the UI knob before the value will change. If you are wondering why it seems like the values aren't changing, you may need to rotate the knob more.

Assigning Effects

You can assign effect chains to individual decks in Filter Mode. Press and hold FILTER ENABLE, then press the desired FX SELECT button or buttons. The FX SELECT buttons that are bright are the effect chains that are selected for that deck.

Effect Chain Edit Mode

In Effect Chain Edit Mode, the FILTER ENABLE buttons change color to match the selected FX button. The lights will be dim if the effect is disabled, and bright if it is enabled. Tap the FILTER ENABLE button to enable or disable the effect. Turn the first three knobs to adjust the meta knob for each effect. The last filter knob adjusts the mix knob for the whole chain. This is to prevent sudden changes in sound when navigating between modes.

Effect Focus Mode

In Effect Focus Mode, the FILTER ENABLE buttons represent effect button parameters, while the four knobs adjust the first four parameters of the selected effect.

Mapping options

There are two user-friendly customizations possible on the S3:

1. Toggle between Absolute and Relative pitch slider mode.

2. Customize the colors for decks A, B, C, and D.

3. Change the Sampler playback mode.

4. Whether wheel touch scratching is on by default.

To make these changes, you need to edit to the mapping script file.

1. Open Mixxx Preferences and select the Kontrol S3 in the side list.

2. There will be a box labeled *Mapping Info*, and that box will have a section labeled *Mapping Files*.

3. Select `Traktor-Kontrol-S3-hid-scripts.js`.

4. Either the file should open in an editor, or you should see a file browser window with that file selected. If you see a file browser, right click the file and select an option to edit it.

5. At the top of the file will be short instructions explaining how to edit the file.

Changes you make will take effect as soon as you save the file.

17.1.68 Native Instruments Traktor Kontrol S4 MK2

The Kontrol S4 MK2 is a 4 deck all-in-one controller with a sturdy build quality and integrated sound card. The MK2 has substantial improvements over the S4 MK1, including large multicolor buttons. The MK1 is not supported and cannot be supported because it uses a proprietary communication protocol exclusive to Traktor. The MK2 uses the standard *HID* protocol (also used by keyboards & mice) to send and receive signals from a computer, so it can work with Mixxx. The easiest way to tell the MK1 apart from the MK2 is the appearance of the jog wheel. On the MK1, the top of the jog wheel is black plastic; on the MK2, the top of the jog wheel is shiny aluminum.

The Kontrol S4 Mk2 can run from *USB* power. Using the separate power supply increases the brightness of the LEDs, which is helpful for using it in daylight, and increases the volume of the headphone output.

- Manufacturer's product page

Nouveau dans la version 2.1.

Compatibility

Controller

The Kontrol S4 MK2 is a USB class compliant audio, *HID* and *MIDI* device, so it is compatible with Mixxx without any proprietary drivers on GNU/Linux and MacOS. On Windows, it is recommended to install the driver from Native Instruments and select the *ASIO sound API in the preferences*.

With the S4 plugged in, a MIDI device is listed as an available controller in Mixxx's Preferences. That is the MIDI input/output ports on the back of the S4 for connecting external MIDI gear; no mapping for the S4 will appear in the

menu for the MIDI device. The controller uses HID for the knobs, buttons, and other components on the device, so the mapping can only be loaded when you select the HID device on the left side of Mixxx's Preferences.

Timecode vinyl

The phono inputs on the S4 can be used with turntables for timecode vinyl control of Mixxx.

Voir aussi:

Read the *Vinyl Control section* for details.

Mapping Description

Push and hold the SYNC button to "lock" sync on for all decks you want to remain in sync. Push SHIFT + SYNC to enable *Sync Lock* for details.

Mixxx does not have remix decks, so the four remix slot buttons control the samplers. There are some more bonus actions that can be accessed by holding SHIFT and pressing certain buttons.

Mixer

Control	Description
FILTER knob	Controls QuickEffect superknob. This controls the Filter effect by default, but a different effect can be chosen in the Equalizer section of Mixxs's Preferences.
SNAP	Toggles library fullscreen
LOOP RECORD	Toggles recording
LOOP RECORDER PLAY	Hold down and press FLUX button on a deck to enable autoslip mode on that deck.
SHIFT + Gain	Up/down will move the beatgrid
LOOP RECORDER PLAY + GAIN	Increase / decrease the BPM of the track by 0.5. Press the encoder to round the track the nearest whole BPM. Best done to fix tracks with the wrong BPM with the pitch fader at 0.
BROWSE encoder	Up/down will browse in the focused library pane. Pressing acts like a double click on the mouse.

GAIN, effects routing, equalizer high/mid/low, and CUE (headphones) behave as labeled.

The Master Volume knob on the S4 controls the volume of the S4's master output in hardware, so it does not affect the software master gain knob in Mixxx. Peak display is only generated from software, however. So if you see or hear clipping, lower the gain of the playing decks; adjusting the master volume knob on the S4 will not help.

Decks

Control	Description
LOAD	Load track selected in library to the deck.
SHIFT + LOAD	Eject track
Small buttons with preview icons	Play a sampler from its cue point. If no track is loaded in the sampler, the track selected in the library will be loaded.
SHIFT + small buttons with preview icons	If sampler is playing, stop it. If sampler is not playing, the loaded track is ejected from the sampler.
1-4 numbered buttons	Set/activate *hotcue*
SHIFT + 1-4 numbered buttons	Clear hotcue
SHIFT + Wheel nudge	Fast search through track when not playing
FLUX button	Enable slip mode (if shift is held down this decreases the range of the BPM slider, if LOOP RECORDER PLAY is held down enter autoslip mode)
RESET button	Reset key (if shift is held down increase the range of the BPM slider

Looping

Control	Description
Right Encoder (turn)	Double/halve loop size. The loop size is shown on the controller. A dot on the right indicates a fractional loop size. Two dots indicates a loop size larger than 99 beats.
Right Encoder (press)	Activate loop of set size from current position
SHIFT + Right Encoder (turn)	Adjust key
SHIFT + Right Encoder (press)	Reset key
Left Encoder (turn)	Beatjump forward/backward by beatjump size (shown on screen but not on controller), or move the loop by beatjump size if there is a loop enabled
Left Encoder (press)	Re-enable a loop that has been set previously. Pressing this before a loop will keep playing until the loop is entered.
SHIFT + Left Encoder (turn)	Adjust beatjump size
SHIFT + Left Encoder (press)	Jump to loop in point, activate loop, and stop playback. This is helpful for preparing to mix a track in with a loop.
IN button	Set loop in point manually. Hold pressed while moving the jog wheel to finely adjust the loop in point.
OUT button	Set loop out point manually. Hold pressed while moving the jog wheel to finely adjust the loop out point.

Effects

The knob on the left of each effect unit controls the mix (dry/wet) knob for all 3 effects in the unit. The other knobs control the metaknobs of the effects. The buttons below the metaknobs control the effect enable buttons. When pressed with shift, they cycle through the available effects. The button below the mix knob toggles whether the effect parameters are showing on screen. This will be expanded in a future update to implement the Standard Effects Mapping.

The buttons at the top of each mixer column control which decks are routed to which effects units.

Mapping extras

Autoslip mode: Holding down LOOP RECORDER PLAY and pressing the FLUX on a deck will enable autoslip mode on that deck. Autoslip turns on slip mode automatically before doing certain actions and turns it off after the actions is finished. It works for beat loops, hot cues, and scratching (warning, can have weird effects when scratching).

Mapping options

If you choose, you can edit the controller script and change the Remix Slot buttons to perform loop rolls instead. Also by default, SHIFT + CUE rewinds the track to the beginning but you can change this to a Reverse Roll (or "Censor") effect instead.

Making these changes is still a little awkward and we will be making controller preferences easier to change in the future. For now you'll have to make a small change to the mapping script file. Don't worry, the actual edit only involves replacing a single word in a text file.

1. Open Mixxx Preferences and select the Kontrol S4 in the side list.

2. Select `Traktor-Kontrol-S4-MK2-hid-scripts.js`.

3. Click *Open Selected File*.

4. Either the file should open in an editor, or you should see a file browser window with that file selected. If you see a file browser, right click the file and select an option to edit it.

5. At the top of the file will be short instructions explaining what to do.

17.1.69 Native Instruments Traktor Kontrol X1

Nouveau dans la version 1.11.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.70 Nintendo Wiimote

The Wiimote is a motion-sensitive wireless game console controller.

- Forum thread

Nouveau dans la version 1.11.

17.1.71 Novation Dicer

- Manufacturer's product page (archived)

- Forum thread

The Novation Dicer is a small controller designed to be placed on the corner of turntables for use with timecode vinyl. They are sold in pairs.

Nouveau dans la version 1.10.

Mapping description

The mapping has all buttons mapped and mimics the overall layout of the DJ Tech Tools Dicer mapping for Traktor.

17.1.72 Novation Launchpad Mini

- Manufacturer's product page

- Forum thread

Nouveau dans la version 2.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.73 Novation Launchpad MK1

- Forum thread

Nouveau dans la version 1.11.

Modifié dans la version 2.1.

This device is not USB MIDI class compliant. Its signals are translated to MIDI by special drivers on Windows and Mac OS X. There is no driver available for Linux. It has been discontinued in favor of the *Novation Launchpad MK2* which is USB MIDI class compliant and has RGB pads.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.74 Novation Launchpad MK2

Novation Launchpad MK2 is an updated versions of the Launchpad. It introduces new features such as RGB, velocity sensitive pads, and a redesigned layout scheme.

Nouveau dans la version 2.1.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.75 Novation Twitch

Nouveau dans la version 2.1.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.76 Numark DJ2GO

- Manufacturer's product page

Nouveau dans la version 1.10.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.77 Numark DJ2GO2 Touch

The Numark DJ2GO2 Touch is a USB *MIDI* controller with an integrated audio interface. It is the successor to the DJ2GO2, and features touch capable wheels.

- Manufacturer's product page
- Mapping Forum Thread

Nouveau dans la version 2.3.1.

Audio Setup

The mapping relies on the following channel assignments:

Output Channels	Assigned to
1-2	Master
3-4	Headphones
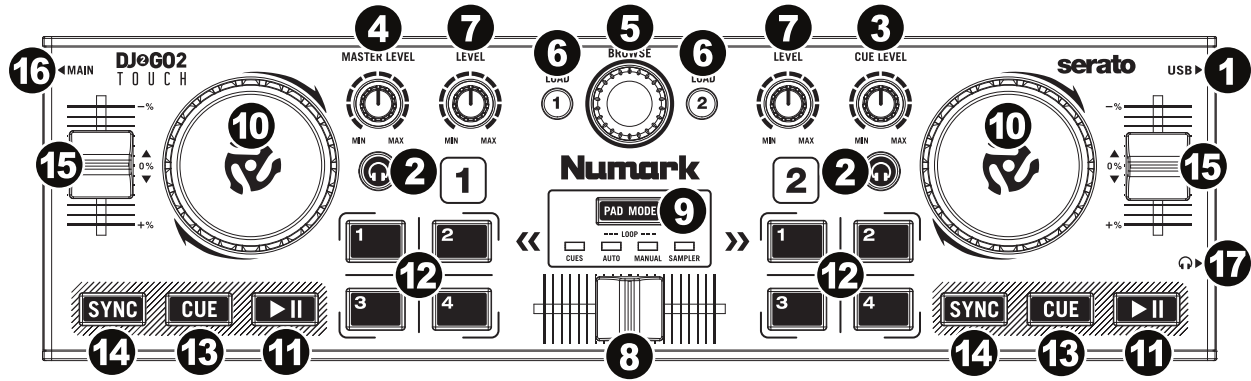
Figure30: Numark DJ2GO2 Touch (schematic view)

Controller Mapping

Decks

No.	Control	Function
2	HEADPHONES	Routes deck to headphones output
6	LOAD	Loads a track into the deck.
7	LEVEL	Hi / low pass filter effect.
9	PAD MODE	Switches between modes of operation for pad buttons on both decks.
10	Jog Wheel (top surface)	Perform scratch operation.
10	Jog Wheel (outer edge)	Rotate to lower/raise playback speed and pitch.
11	PLAY/PAUSE	Plays or pause the song.
12	Pads	4 buttons which can be used to control various features.
13	CUE	Specifies, plays or recalls temporary cue point.
14	SYNC	Match tempo and phase of other deck.
15	Tempo slider	Adjust song playback speed.

Pads

The pad mode is changed using the PAD MODE button.

Pad Mode	Function
CUES	Set cue points, and trigger them by clicking.
AUTO	Enable / disable beat loops, with pads 1, 2, 3, and 4 creating 1, 4, 8, and 16 bar loops respectively.
MAN-UAL	Set a custom loop: pad 1 sets the loop in point, pad 2 sets the loop out point, pad 3 enables / disables the loop, and pad 4 stops the loop and returns to the beginning.
SAM-PLER	Load / trigger sample tracks.

Mixer / Library

No.	Control	Function
3	CUE LEVEL	Adjusts the cue output level.
4	MASTER LEVEL	Adjusts the master output level.
5	Browse encoder	Scroll in the track list. Preview tracks when clicking on a track in a tracklist, scrolling the encoder allows seeking the previewed track. Clicking when a track is being previewed will stop the preview, allowing you to scroll the tracklist again.
8	Crossfader	Fades between left and right deck.

Inputs / outputs

No.	IO	Function
1	USB	Micro USB slot for data / power connection to the Mixxx host device.
16	Main (3.5mm)	Master audio output for the onboard interface.
17	Headphones (3.5mm)	Headphones audio output for the onboard interface.

17.1.78 Numark iDJ Live II

The Numark iDJ Live II is a budget MIDI controller similar to the *Discover DJ <ion-discover-dj>*. It does not have a built in sound card, so a *splitter cable* or a *separate audio interface* is required to use headphones with it.

- Manufacturer's product page

Nouveau dans la version 2.3.0.

Compatibility

This controller is USB *MIDI* class compliant, so it is plug-and-play on all platforms without having to install any special drivers.

Button mapping

Most of the mapping is self-explanatory and matches up to labels in the Mixxx *GUI*. The mapping script only handles the jog wheels and scratch button, so you can remap everything else using the learning wizard if you'd like.

Play/Cue/Sync buttons

Despite their appearance, the cue buttons don't seem to have LEDs. Only the play and sync buttons do.

The « SET » buttons set the cue point and the arrow buttons jump to the cue point. They do not change behavior depending on whether the track is playing or paused.

Jog wheels and scratch button

The scratch button in the middle changes the mode of the jog wheels. When the scratch LED is off, you can use the wheels to adjust the pitch of a playing track, or to quickly search through a paused track. The search mode moves exactly 32 beats for each revolution of the jog wheel.

Browse knob

The browse knob scrolls through your library, and the 1 and 2 buttons below it load a track into the corresponding deck. Pressing down on the Browse knob toggles fullscreen library view.

17.1.79 Numark Mixtrack

This controller as the same as the *Numark Mixtrack Pro* but without a built-in sound card. It has been discontinued and succeeded by the *Numark Mixtrack 3*.

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.8.2.

Mapping Description

1. USB cable
2. Channel Treble
3. Channel Mid
4. Channel Bass
5. Cue: send the corresponding track to the headphones
6. Cue Gain: adjust audio level of cue channel
7. Cue Mix: adjust mix between Cue and Audio out in the headphones.
8. Browser Knob: help browse through your collection without using a mouse or trackpad
9. Back: takes you up one level in your file hierarchy
10. Load A/Load B: Load the highlighted track to the corresponding Deck
11. Channel faders: control the volume of each channel
12. Master fader: adjust the output volume of mixxx
13. Crossfader
14. Jog Wheels (see below for details)
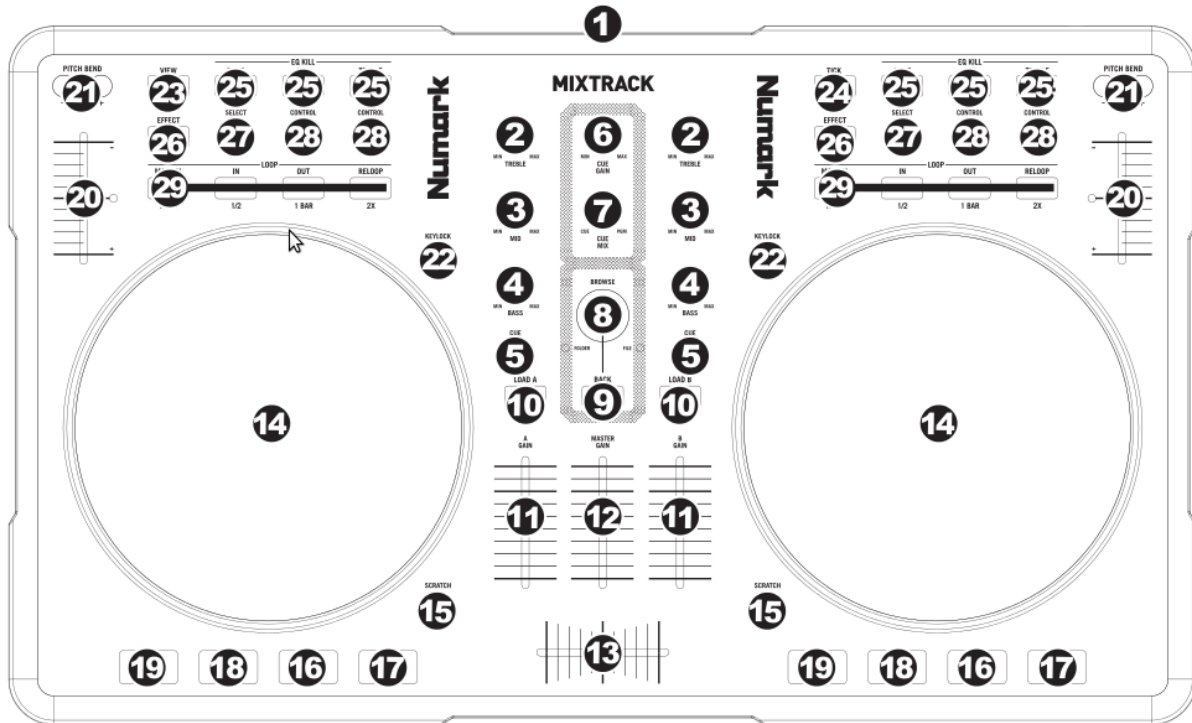
Figure31: Numark Mixtrack (schematic view)

15. Scratch mode (see below for details)

16. Play/Pause

17. Stutter: press while music is playing to jump back to the cue point

18. CUE: plays from the cue point if hold. When released, jumps back to the cue point

19. SYNC: automatically matches the corresponding Deck's tempo to the other Deck's tempo

20. Pitch Faders

21. Pitch Bend: when pressed, the pitch will adjust -/+4%, when released, the tempo will set back to the right one

22. Keylock

23. View: dynamically set cue point for Deck A

24. Tick: dynamically set cue point for Deck B

25. Eq Kill Switches

26. Effect On/Off: turn on/off the flanger effect

27. On Deck A: control the Flagner's LFO (unassigned on Deck B)

28. On Deck A: control the Flagner's Depth and delay (unassigned on Deck B)

29. Loop Mode: press to alternate between manual or autolooping

   • Manual Looping

      – In: set loop start

      – Out: set loop end

– Reloop: exit or reenter loop

- Auto Looping

    – 1/2 X: divide loop length by 2

    – 1 Bar: make a loop of just one bar (the current one)

    – 2 X: multiply loop length by 2

The Jogs

Not in scratch mode

When not in scratch mode, touching the jogs won't pause the song. Turning them will slightly adjust the tempo, which will resume slowly to its speed. This slowness to resume is somehow equivalent to what you would expect from drivebelt turntables. I hate it, and I have not found a way to correct it… This is why I mostly mix using the pitch bend buttons, which allow for an instant resume to the "pitch slider assigned" pitch for the track.

In scratch mode

In scratch mode, touching the jogs will pause the song. The jogs are very sensitive, and allow for scratching and launching tracks on a given moments when "cueing them in your headphones". Be very careful with this: never remain in scratch mode if not needed, you will touch the jogs by error and put your tracks out of sync because one has pause, or worse, produce a "blank".

Known problems

- The pitch on the controller has a very short run. Thus, having it configured as a +10/-10 (or more) is tricky because you will get a very low pitch precision. Configuring it as +8/-8 (Mk2 style) is highly recommended

- The autolooping functions, although implemented are quite flawed. The "loop one bar", which is present since the 1.0b version, is making a loop between two bars, which are rarely fitted on real "measures". As of mixxx 1.9, there is no possibility to adjust the bars to make them fit perfectly to the tempo

- Pressing play while "cue previewing" should start the track for real, CDJ style. This is not implemented yet, and is marked as a TODO in Mixxx code, so it is unlikely to get implemented on the controller mapping side. *NOTE: If you use the mapping included with the software, this feature is supported. Controls in this mapping are different than the community made one, so be careful.*

- Final remark on the hardware design: be very, very careful not to press the "Load A" or "Load B" button, instead of the corresponding track's "cue" button. They are very near, the error is easy and produces the most dire effect in a party: an awful blank !

17.1.80 Numark Mixtrack Platinum

- Manufacturer's product page

- Forum thread

The Numark Mixtrack Platinum is a 2 channel (with 4 channel layering) entry level DJ controller with an integrated audio interface. The stand out feature of the Mixtrack Platinum is the LCD displays integrated into the jog wheels. It is a USB Audio and MIDI Class compliant device and works with Linux, macOS, and Windows.

Nouveau dans la version 2.2.

Audio interface

Configure Mixxx's Master output for channels 1-2 and Headphones output for Channels 3-4.

The microphone input on this controller is not available to the computer through the controller's audio interface. It is mixed with the master output in hardware, so this controller's audio interface is not suitable for broadcasting or recording the inputs. If you want to use the controller for broadcasting or recording, a separate *audio interface* with a microphone input is suggested.

Configuration Options

Configuration options can be set in the mapping. You will need to edit the values below at the very top of the JavaScript file `Numark-Mixtrack-Platinum-scripts.js` and save changes. Allowed values are "true" or "false" unless specified.

- **EnableWheel:** if true, wheel/vinyl mode will be enabled by default (defaults to true)

- **ShowTimeElapsed:** if true, time elapsed will be show by default on the displays, otherwise time remaining will be displayed (defaults to true)

- **UseManualLoopAsCue:** if true, the manual loop controls will behave as hotcues 5-8. When enabled, the normal loop control behavior can be activated using shift+pad mode+mode button and pad mode+mode to use the hotcue behavior (defaults to false)

- **UseAutoLoopAsCue:** if true, the auto loop controls will behave as hotcues 5-8. When enabled, the normal loop control behavior can be activated using shift+pad mode+mode button and pad mode+mode to use the hotcue behavior (defaults to false)

- **UseCueAsSampler:** if true, the hotcues will control sampler slots 5-8 when sampler mode is active. When enabled, the normal hotcue control behavior can be activated using shift+pad mode+sampler while pad mode+sampler will activate the special behavior (defaults to false)

- **ShiftLoadEjects:** if true, pressing shift + load will eject a track (defaults to false)

Mapping

1. **Browse Knob:** Rotate this knob clockwise to scroll down, counter clockwise to scroll up. Press the Knob to load tracks into the inactive deck, expand entries in the library view, and select playlists and crates.
Shift + Turn: Page down/page up, allows you to scroll by page instead of by item.
Shift + Push: Focus next library pane, allows you to toggle between the left and right panes.

2. **Master Gain:** Adjusts the master volume in the software.
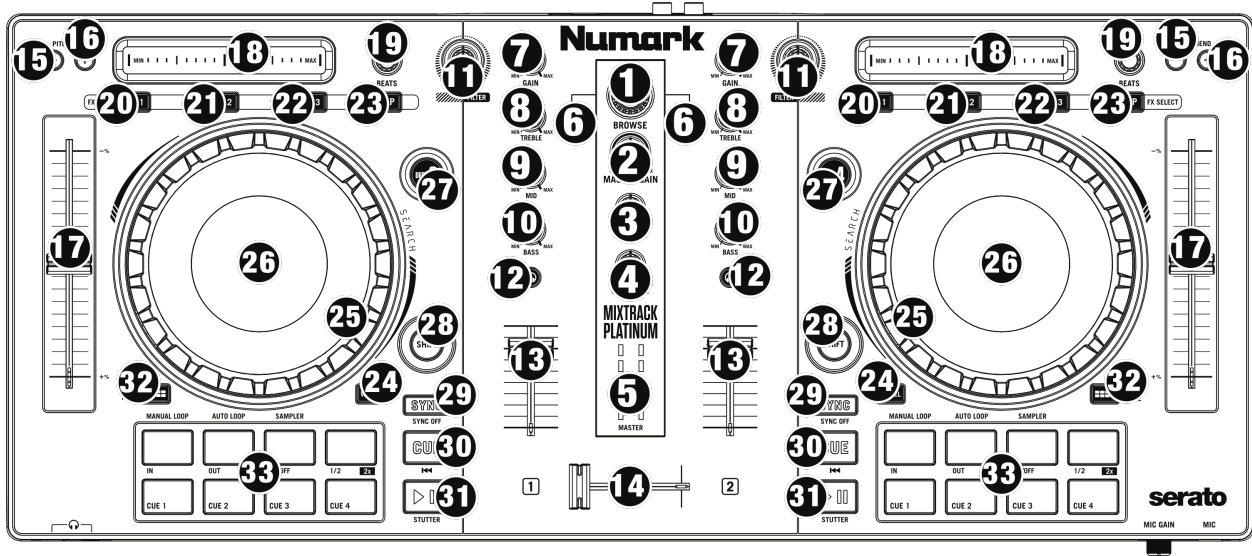
Figure32: Numark Mixtrack Platinum (schematic view)

Note: This control does not affect the microphone volume which is summed with the final output of the Master Gain to the Master Output. Use the Mic Gain knob to control the microphone volume.

3. **Cue Mix:** Adjusts the software's audio output to the headphones, mixing between the cue (PFL) output and the master mix output.

4. **Cue Gain:** Adjusts the volume for headphone cueing in the software.
Shift+Cue Gain: adjust the volume of the first 8 sampler banks

5. **VU Meter:** Monitor the volume levels of the master output and each channel. When cue/pfl is active on ANY channel, the meter shows the mono levels each channel (left meter shows the deck on the left, right meter for the deck on the right). Otherwise the meter shows the stereo levels of the master output.

6. **Load:** Press one of these buttons while a track is selected in the library window to assign it to Deck 1 and 2 (or 3 and 4), respectively, in the software.
Shift + Load: Load the track and play (or if the ShiftLoadEjects option is set, eject the track)

7. **Gain Knobs:** Adjust the gain of the deck.
Shift + Gain: Adjust parameter 2 of the currently focused effect on this deck.

8. **High EQ Knobs:** Adjust the volume of the high frequencies of the deck.
Shift + High: Adjust parameter 3 of the currently focused effect on this deck.

9. **Mid EQ Knobs:** Adjust the volume of the mid frequencies of the deck.
Shift + Mid: Adjust parameter 4 of the currently focused effect on this deck.

10. **Low EQ Knobs:** Adjust the volume of the low frequencies of the deck.

Shift + Low: Adjust parameter 5 of the currently focused effect on this deck.

11. **Filter:** Adjusts the amount of the filter effect. Turning the knob left controls the low pass filter; turning it right controls the high pass filter. The effect applied here can be configured (the Quick Effect option in the Equalizer preferences).

Shift + Filter: With no effect focused, this controls the Superknob of the effects unit. With an effect focused, this adjusts parameter 1 of the currently focused effect on this deck.

12. **Cue/PFL/Headphones:** Sends pre-fader audio to the headphone output. If any channels have the cue button active, the VU meter will show channel output levels instead of master output levels on all decks.

13. **Volume fader:** Adjusts the volume of the deck.

14. **Crossfader:** Controls the blend between the two decks.

15-16. **Pitch Bend Down/Up:** Press and hold to momentarily reduce the speed of the track.

Shift + Pitch Bend: adjust the key of the playing track up or down. Press both buttons to reset the key.

Pitch Bend Up + Pitch Bend Down: toggle keylock

17. **Pitch Fader:** Adjust the speed of the music (activate keylock to adjust tempo without affecting pitch). Note that moving the fader down *increases* speed, as marked by the "+" at the bottom of the fader on the controller. This can be reversed in Mixxx's preferences under Interface > Speed slider direction.

18. **Touch Strip:** Use the Touch Strip to adjust the deck's Effect Unit Superknob. When an effect is focused, the touch strip controls that effect's meta knob.

Shift + Touch Strip: search through a track's timeline

19. **Beats Knob:** Adjusts the Dry/Wet mix of the deck's Effect Unit.

20. **FX 1 On/Off:** Toggle FX 1 of the deck's Effect Unit

Shift + FX 1: Cycle to the next effect.

Hold + FX 1: Enable this effect in instant mode, after the button is released the effect will be disabled again.

Tap + FX 1: Focus this effect to allow adjusting its metaknob with the touch strip.

21. **FX 2 On/Off:** Toggle FX 2 of the deck's Effect Unit

Shift + FX 2: Cycle to the next effect.

Hold + FX 2: Enable this effect in instant mode, after the button is released the effect will be disabled again.

Tap + FX 2: Focus this effect to allow adjusting its metaknob with the touch strip.

22. **FX 3 On/Off:** Toggle FX 3 of the deck's Effect Unit

Shift + FX 3: Cycle to the next effect.

Hold + FX 3: Enable this effect in instant mode, after the button is released the effect will be disabled again.

Tap + FX 3: Focus this effect to allow adjusting its metaknob with the touch strip.

23. **Tap BPM:** Press this button several times on beat to manually enter a new BPM. The software will ignore the track's BPM and follow your manually entered tempo.

24. **Wheel button:** If active you can use the platter/jog wheel to grab and move the audio, scratching the track like a vinyl record.

Shift + Wheel: Toggle elapsed time or time remaining on the deck's display.

25. **Platter/Jog Wheel:** If Wheel is enabled, touching the platter will result in vinyl scratching, when disabled, nothing will happen and the entire jog wheel behaves as if the side was touched.

Touch side: Pitch bend (nudging) if track is playing

Shift + Touch platter: Quickly scroll through the track

Shift + Touch side: Beat jump

26. **Jog Wheel Display:** The display is fully functional with this mapping. It will display the position of the spinner, play position, bpm, and keylock status.

27. **Deck Switch:** Allows switching between decks 1/3 and 2/4.

28. **Shift:** Allows alternate options to be activated for various controls.

29. **Sync:** Set the BPM of this deck to match the opposite deck. **Press:** Press once to synchronize the tempo (BPM) to that of to that of the other track

Long Press: Enable master sync. Press again to disable.

Shift + Sync: Toggle quantize mode.

30. **Cue (Transport Control):** Behavior depends on the *cue mode* set in the Mixxx preferences.

Shift + Cue: return the play head to the start of the track and stop the deck.

31. **Play/Pause:** Starts and stops playback.

Shift + Play/Pause: stutter the track from the last set cue point. If a cue point has not been set, the play head will return to the start of the track.

32. **Pad Mode:** Hold this button to see the currently selected pad mode, while holding select between Manual Loop, Auto Loop, and Sampler modes. Additionally control of hotcues 5-8 can be activated using shift+pad mode+loop mode (either manual or auto loop). Setting either of the **UseManualLoopAsCue** or **UseAutoLoopAsCue** options will reverse the selection of hotcue vs loop mode when shift is held.

Pad Mode+Manual Loop: set the top row of pads to manual loop control mode (see below)

Pad Mode+Auto Loop: set the top row of pads to auto loop/loop roll control mode (see below)

Pad Mode+Sampler: set the top row of pads to sampler control mode (see below)

Shift+Pad Mode+Manual Loop: set the top row of pads to control hotcues 5-8 (see below)

Shift+Pad Mode+Auto Loop: set the top row of pads to control hotcues 5-8 (see below)

Shift+Pad Mode+Sampler: set the bottom row of pads to control sampler banks 5-8 (see below)

33. **Performance Pads:**

The top row of pads is for controlling loops and samples. To select a mode, hold down the Pad Mode button and press one of the upper pads. An LED under the pad section indicates the currently selected mode. See the subsections below for details about each mode.

The bottom row of pads is used to trigger hotcue points. If a hotcue point has not already been set for the loaded track, this control will mark the hotcue point. If a hotcue point has already been set, this control will jump to it.

Shift + Hot Cue: Deletes the assigned hotcue point

Note: the top row can be made to control hotcues 5-8 using shift+pad mode+loop mode (being Auto Loop or Manual Loop). This can also be made the default using a config option (see documentation above and below).

Manual Loop Mode

Hold Pad Mode and press the pad marked Manual Loop (silkscreened above the pad) to assign the upper 4 pads to the functions listed below:

- **Loop In** – Sets the beginning of a loop: When assigned, the Pad LED will light blue

- **Loop Out** – Sets the end point for the loop: When assigned, the Pad LED will light blue

- **On/Off** – (De)activate the loop. If a loop has not been set, this button will have no effect.: When assigned, the Pad LED will light blue

- **Loop x1/2** – Halve the length of the loop. Press Shift + Loop x1/2 to double the length of the loop. Note that this does not update the beatloop size shown on screen.

If Manual Loop is selected with Shift and Pad Mode held down this will activate control of hotcues 5-8 on the upper row instead of the looping controls. Select Manual Loop again while holding Pad Mode to restore the default behavior. There will be no indication of which mode is selected (beyond the LEDs on the keys themselves, which will vary depending on loop and hotcue status). The **UseManualLoopAsCue** config option can be set in the mapping file (see above) to swap the default "shadow" mode of the looping controls such that hotcue control will be the default and manual loop control with be selected when Shift is used.

Auto Loop Mode

Hold Pad Mode and press the pad marked Auto Loop to assign the upper 4 pads to the functions listed below:
* **Auto 1:** – Sets and starts playback of a 1-beat autoloop.

- **Auto 2:** – Sets and starts playback of a 2-beat autoloop.

- **Auto 3:** – Sets and starts playback of a 4-beat autoloop.

- **Auto 4:** – Sets and starts playback of a 8-beat autoloop. * **Shift + Auto 1:** – When held, starts a 1/16-beat loop roll.

- **Shift + Auto 2:** – When held, starts a 1/8-beat loop roll.

- **Shift + Auto 3:** – When held, starts a 1/4-beat loop roll.

- **Shift + Auto 4:** – When held, starts a 1/2-beat loop roll.

Note: loop rolls activate slip mode so the play position continues to advance normally, such that when the loop is released, play continues from the place it would have been if no loop had been activated.

If Auto Loop is selected with Shift and Pad Mode held down this will activate control of hotcues 5-8 on the upper row instead of the looping controls. Select Auto Loop again while holding Pad Mode to restore the default behavior. There will be no indication of which mode is selected (beyond the LEDs on the keys themselves, which will vary depending on loop and hotcue status). The **UseAutoLoopAsCue** config option can be set in the mapping file (see above) to swap the default "shadow" mode of the looping controls such that hotcue control will be the default and auto loop control with be selected when Shift is used.

Sample Mode

Hold Pad Mode and press the pad marked Sampler to enter sampler mode (hold down shift as well to control slots 5-8 using the hotcue buttons). A press of any of the sample buttons will load a sample if the sampler is not loaded. Shift + sample pad will unload a sample if it is not playing. Pressing a pad when a sample is loaded will play the sample, pressing shift + sample pad while a sample is playing will stop it.

Use **shift+cue gain** to adjust the volume of the sampler. When switching to the pad mode to sampler, hold down shift to control slots 5-8 using the hotcue buttons.

Note: the 8 sample slots on each deck all control the same 8 slots in Mixxx no matter which deck the sampler is active on. This is because the controller sends the same MIDI codes for button presses on each side, so there is no way for Mixxx to tell whether a sampler button was pressed on the left or right side of the controller.

17.1.81 Numark Mixtrack Pro

This is the same as the *Numark Mixtrack* with the addition of an integrated sound card. This product has been discontinued and succeeded by the *Numark Mixtrack Pro 3*.

- Manufacturer's product page

Nouveau dans la version 1.8.2.

Mapping Description
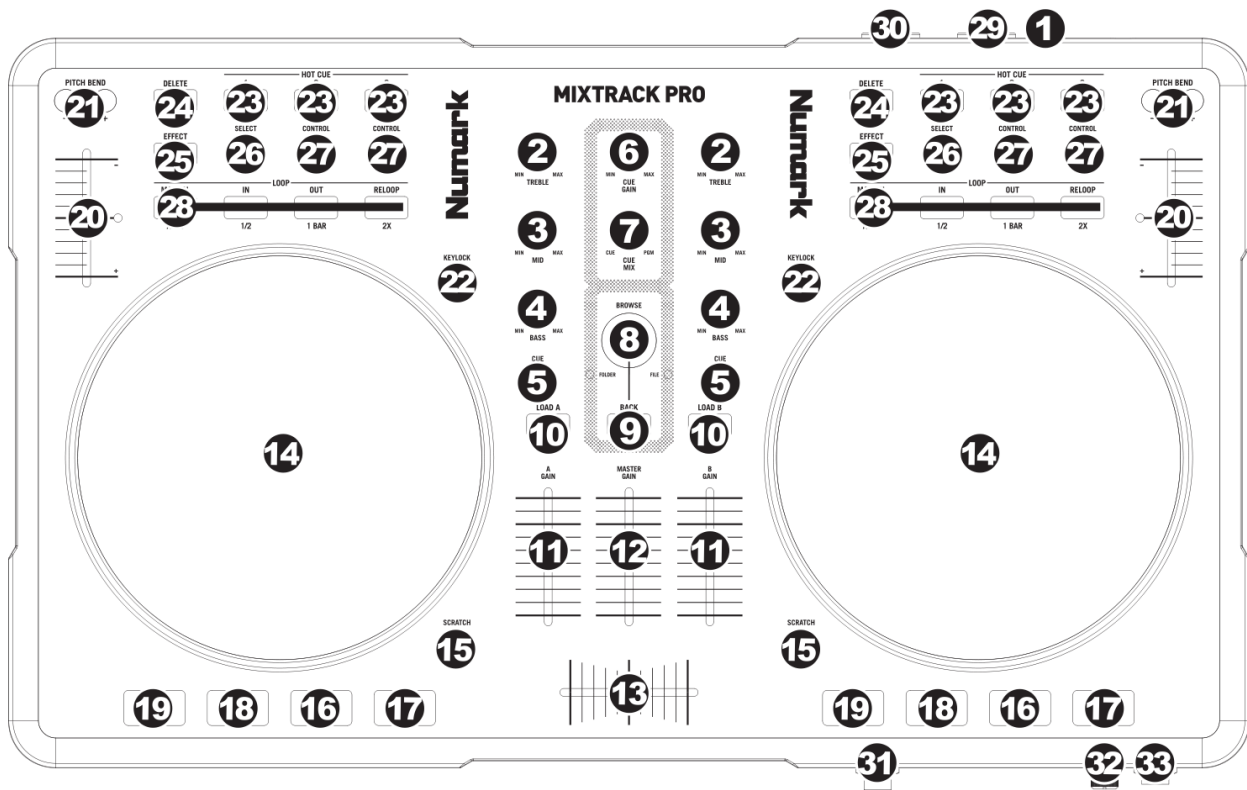
Figure33: Numark Mixtrack Pro (schematic view)

1. **USB:** This USB connection sends and receives control information to/from a connected computer.

2. **CHANNEL TREBLE:** Adjusts the high (treble) frequencies of the corresponding channel.

3. **CHANNEL MID:** Adjusts the mid-range frequencies of the corresponding channel.

4. **CHANNEL BASS:** Adjusts the low (bass) frequencies of the corresponding channel.

5. **CUE:** Sends pre-fader audio to the Cue Channel for headphone monitoring.

6. **CUE GAIN:** Adjusts the audio level of the Cue channel.

7. **CUE MIX:** Turn to mix between Cue and Program in the Headphone channel. When all the way to the left, only channels routed to CUE will be heard. When all the way right, only the Program mix will be heard.

8. **BROWSE KNOB:** Turn this knob to scroll through lists of tracks / library. When a file is selected, press the knob to load the currently highlighted song into the first stopped deck.

9. **BACK:** This button will switch the Browse Knob to scroll into the track list (FILE LED will illuminate) or into the library section (FOLDER LED will illuminate).

10. **LOAD A / LOAD B:** Press one of these buttons while a track is selected to assign it to Deck A or Deck B, respectively. ***Only if the track is paused. Put the pitch in 0% at load***(without mattering where the slider is)*.

11. **CHANNEL FADER:** Adjusts the audio level on the corresponding channel.

12. **MASTER FADER:** Adjusts the output volume of the Program mix.

13. **CROSSFADER:** Blends audio playing between Decks A and B. Sliding this to the left plays Deck A and sliding to the right plays Deck B.

14. **JOG WHEEL:** When the deck is playing, the JOG WHEEL will bend the track's pitch. When the SCRATCH button is on, touching the top of the JOG WHEEL will scratch the selected track **(can do backspin effect)**, and touching the border of the JOG WHEEL will bend the track's pitch. When the deck is not playing, rotating the JOG WHEEL will scan through the track.

15. **SCRATCH:** Turns Scratch Mode on or off. If Scratch Mode is on, the button will light up and the JOG WHEEL will scratch like a turntable when you spin it.

16. **PLAY / PAUSE:** Starts or resumes playback if the Deck is paused. Pauses playback if the Deck is playing. LED ON when playing. LED OFF when stopped.

17. **STUTTER:** Adjust BeatGrid in the correct place (useful to sync well). ***LED Blink at each Beat***of the grid*.

18. **CUE:** The CUE button will return and pause the track at the last set cue point. For temporary play of the cue point, you can hold down the CUE button. The track will play for as long as the button is held down and will return to the cue point once it has been released (Until it has been pressed PLAY before release CUE, then playback will continue). LED ON when stopped. LED OFF when playing. ***LED Blink at each Beat in the last 30 seconds of song. *Don't set Cue accidentally at the end of the song (return to the latest cue).**

19. **SYNC:** Automatically matches the corresponding Deck's tempo and phase with the other Deck. ***If the other deck is stopped, only sync tempo (not phase). *LED Blink at Clip Gain***(Peak indicator).* *******Pressing DELETE*******before SYNC: Set Pitch to 0%.*

20. **PITCH FADER:** Controls the track's playback speed. An LED next to the fader will light up when set at 0%. *** Pitch slide are inverted, to match with the screen***(Up: +, Down: -, otherwise is very confusing).* ******* Soft-takeover to prevent sudden wide parameter changes*******when the on-screen control diverges from a hardware control. The control will have no effect until the position is close to that of the software, at which point it will take over and operate as usual.*

21. **PITCH BEND (+ / −):** Press or hold down either of these buttons to temporarily adjust the track's playback speed. When released, the track playback will return to the speed designated by the PITCH FADER.

22. **KEYLOCK:** This feature allows you to change the speed of the song without changing the key.

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23. **HOT CUE BUTTONS (1-3):** Assigns a Cue Point or returns the track to that Cue Point. When a HOT CUE BUTTON is unlit, you can assign a Cue Point by pressing it at the desired point in your track. Once it is assigned, the HOT CUE BUTTON will light. To return to that Cue Point, simply press it. ***Pressing DELETE** before HOT CUE: Clear Hotcue.

24. **DELETE:** Press this to enable second functions to some buttons (LED on). On having pressed another button, it is deactivated and LED turn off. Combinations: **Delete + EFFECT:** Brake Effect (maintain pressed). Flanger Delay (Left. EFFECT CONTROL): Adjust the speed of Brake. **Delete + HOTCUE:** Clear Hotcue. **Delete + RELOOP:** Clear Loop. **Delete + MANUAL:** Set Quantize ON (for best manual loop) or OFF. **Delete + SYNC:** Set Pitch to 0%.

25. **EFFECT:** Activate / deactivate Flanger. SELECT modify the Depth and LEFT. EFFECT CONTROL change the Delay. ***Pressing DELETE** before EFFECT: Brake (maintain pressed). Adjust Speed with Flanger Delay (Left. EFFECT CONTROL).

26. **EFFECT SELECT:** Modify the Depth of Flanger effect, which will be displayed in the software.

27. **LEFT EFFECT CONTROL:** Modify the Depth of Flanger effect, which will be displayed in the software. ***Used for change the speed of Brake effect too. RIGHT EFFECT CONTROL:** Gain control of the deck (up to clip).

28. **MODE:** Press this to switch between Autoloop Mode and Manual Mode, which changes the functions of the LOOP CONTROL buttons. ***Pressing DELETE** before MODE: Set Quantize ON (for best manual loop), or OFF. **Autoloop Mode (LED ON):** • 1/2 X: Press this to halve the length of the loop. • 1 BAR: Press this to set a 4 beat loop automatically and enable it (LED ON). **Press again to exit loop.** • 2 X: Press this to double the length of the loop. **Manual Mode (LED OFF):** • IN: Press this to set a "Loop In" point where your loop will begin (LED ON). • OUT: Press this to set a "Loop Out" point where your loop will end, and enable it (LED ON). • RELOOP: If the Deck is already looping when you press it (LED ON), exit loop. If not, jump to the start of the loop and enable it. (If no loop is set, nothing will happen.) ***Pressing DELETE** before RELOOP: Clear Loop.

29. **OUTPUT 1** (RCA): This stereo RCA connection will output the Master Mix from your computer. Please use a stereo RCA cable to connect this output to a powered speaker or amplifier system.

30. **OUTPUT 2** (RCA): This stereo RCA connection will output the Cue Channel from your computer for monitoring purposes. Please note that the Cue Channel is also output through the HEADPHONES output on the front panel.

31. **HEADPHONES:** This stereo 1/4 » output will output the signal being routed to the Cue Channel.

32. **MIC GAIN:** This knob controls the microphone level being sent to the Master Mix.

33. **MIC THROUGH:** This is a 1/4 » microphone input. The signal from this input will be sent directly to the Master Mix.

Known problems

- The pitch on the controller has a very short run. Thus, having it configured as a +10/-10 (or more) is tricky because you will get a very low pitch precision. Configuring it as +8/-8 (Mk2 style) is highly recommended.

- Each slide/knob needs to be moved on Mixxx startup to match levels with the Mixxx UI.

17.1.82 Numark Mixtrack (Pro) 3

- Manufacturer's product page

- Manufacturer's User Manual

- Forum thread

The Numark Mixtrack 3 and Numark Mixtrack Pro 3 are the same controller except that the Pro version has an integrated 4 channel output sound card and costs $50 more. If you use the non-Pro version, you would need a *splitter cable* or *separate audio interface* to be able to preview tracks in headphones.

The microphone input on the Pro version is not available to the computer through the controller's sound card. It is mixed with the master output in hardware, so this controller's sound card is not suitable for broadcasting or recording the inputs. If you want to use the controller for broadcasting or recording, getting the non-Pro version with a separate *audio interface* with a microphone input is suggested.

Nouveau dans la version 2.1.

Configuration options

Configuration options can be set in the mapping. You will need to edit the values below at the very top of the JavaScript file "Numark-Mixtrack-3-scripts.js" and save changes. Allowed values are "**true**" or "**false**" unless specified.

- **TrackEndWarning**: whether the Wheel button flashes near the end of a track

- **iCutEnabled**: whether to enable iCut with the jog wheel. See *#platter/jog wheel* section for details

- **fastSeekEnabled**: whether to enable fast seeking with the jog wheel. See *#platter/jog wheel* section for details

- **smartPFL**: When the Load button is used, the Cue/PFL button is automatically activated on the deck being loaded and deactivated on the other deck

- **beatlooprollActivate**: Use beatlooproll (slip mode loop) instead of beatloop command when using pads in Autoloop mode

- **DarkMetalSkin**: Specify if Dark Metal skin is used for your installation. This is required in order for Expand Library feature to work properly.

- **FXMode**: Select FX Mode based on skin used:

    - value "**1**": (Deere skin): Each deck is assigned its own Effect Unit with 3 effects per deck (e.g. Deck 1 = Effect Unit 1, Deck 2 = Effect Unit 2, etc…\

    - value "**2**": (other skins): FX button 1 = Effect Unit 1, Effect 1, FX Button 2 = Effect Unit 2, Effect 1, FX button 3 = Effect Unit 3, Effect 1. Effect settings are shared by each deck.\

- **PitchBendOnWheelOff**: allow nudge with wheel when wheel is not active.

- **noPlayOnSyncDoublePress**: Specify if Play is disabled on Sync button Double Press.

- **ShiftFilterFX4**: Specify Shift+Filter control behavior - FX parameter 4 (true) or Channel Gain (false)

Mapping Description
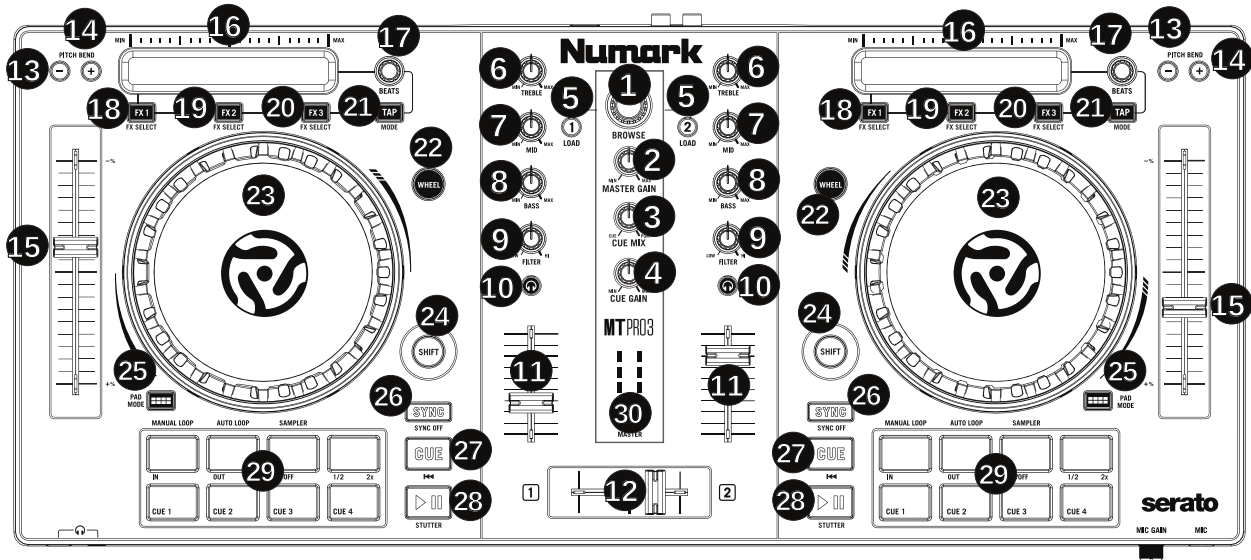
Figure34: Numark Mixtrack (Pro) 3 (schematic view)

1. Browser Knob

Rotate this knob to cycle through tracks in main library window. Press the Knob to expand library view.

SHIFT **+ Turn:** allows selecting Play Lists and side navigation bar items.

SHIFT **+ Push:** opens / closes selected side navigation bar item.

2. Master Gain

Adjusts the master volume in the software.

Note: This control does not affect the microphone volume which is summed with the final output of the Master Gain to the Master Output. Use the Mic Gain knob to control the microphone volume.

3. Cue Mix

Adjusts the software's audio output to the headphones, mixing between the cue (PFL) output and the master mix output.

4. Cue Gain

Adjusts the volume for headphone cueing in the software.

5. Load

Press one of these buttons while a track is selected in the library window to assign it to Deck 1 and 2, respectively, in the software.

SHIFT + LOAD: Activates Fader Start mode for the corresponding (PFL Button is then blinking). Fader start guide: In fader start mode, not only you can press the play/pause button to play/pause the track, but if you move up the level fader (the volume fader if you prefer) of the deck, the track will be played and if you close it to zero, the track will be paused.

Configurable option:

If the *smartPFL option* is set to true, the Cue/PFL button is automatically activated on the deck being loaded and deactivated on the other deck.

6. High EQ Knobs

Adjust High frequencies of the deck
SHIFT + HIGH: Adjust parameter 1 of the currently focused effect on this deck.

7. Mid EQ Knobs

Adjust Mid frequencies of the deck
SHIFT + MID: Adjust parameter 2 of the currently focused effect on this deck.

8 Low EQ Knobs

Adjust Low frequencies of the deck
SHIFT + LOW: Adjust parameter 3 of the currently focused effect on this deck.

9. Filter

Adjusts the amount of the filter effect. Turning the knob left controls the low pass filter; turning it right controls the high pass filter.

SHIFT + FILTER: Adjust parameter 4 of the currently focused effect on this deck.

If effect is unfocused then;

SHIFT + FILTER Adjust the gain of the deck.

10. Cue/PFL/Headphones

Sends pre-fader audio to the headphone output

SHIFT + CUE/PFL: Toggle quantize mode

11. Volume fader

Adjusts the volume of the deck

12. Crossfader

Controls the blend between the two decks

13-14. Pitch Bend Down/Up

Press and hold to momentarily reduce the speed of the track.

SHIFT + **PITCH BEND** -/+: Jump 1 beat backward/forward

    - If loop is activated, move loop by beatjump amount instead.

15. Pitch Fader

Adjust the speed of the music (activate keylock to adjust tempo without affecting pitch). Note that moving the fader down *increases* speed, as marked by the "+" at the bottom of the fader on the controller. This can be reversed in Mixxx's preferences under Interface > Speed slider direction

16. Touch Strip

Use the Touch Strip to adjust the deck's Effect Unit Superknob. If Effects are assigned to Instant FX , they will be enabled instantly on touch, and disabled on finger lift.

SHIFT + **Touch Strip**: search through a track's timeline

17. Beats Multiplier

Adjusts the Dry/Wet mix of the deck's Effect Unit

TAP + BEATS: Moves the beat grid left (turn counterclockwise) or right (turn clockwise)

SHIFT + BEATS: Adjust beatjump amount

PADMODE + BEATS: Adjust Sampler Volume. Left beat knob will adjust Samplers 1-4; Right knob will adjust Samplers 5-8

18. FX 1 On/Off

Turns FX1 on and off

SHIFT + FX1: Select from the list of available effects for the respective effect.

PADMODE + FX1: Assign / unassign FX 1 to Instant FX. When assigned to Instant FX, the FX is instantly activated by touching the Strip and stopped when finger is lifted.

TAP + FX1: Focus this effect to allow adjusting its metaknob with the touch strip.

19. FX 2 On/Off

Turns FX2 on and off

SHIFT + FX2: Select from the list of available effects for the respective effect.

PADMODE + FX2: Assign / unassign FX 1 to Instant FX. When assigned to Instant FX, the FX is instantly activated by touching the Strip and stopped when finger is lifted.

TAP + FX2: Focus this effect to allow adjusting its metaknob with the touch strip.

20. FX 3 On/Off

Turns FX3 on and off

SHIFT + FX3: Select from the list of available effects for the respective effect.

PADMODE + FX3: Assign / unassign FX 1 to Instant FX. When assigned to Instant FX, the FX is instantly activated by touching the Strip and stopped when finger is lifted.

TAP + FX3: Focus this effect to allow adjusting its metaknob with the touch strip.

21. Tap BPM

Press this 8 or more times on beat to manually enter a new BPM. The software will ignore the track's BPM and follow your manually entered tempo.

SHIFT + TAP: Toggles deck between deck 1-3 (left side) or deck 2-4 (right side). TAP LED will be RED when deck 3 is active (Left Tap) or deck 4 is active (Right Tap)

TAP + HOTCUE 1: Activates Brake effect

TAP + HOTCUE 2: Activates Spinback effect

22. Wheel button

Activate this button to use the platter/jog wheel to grab and move the audio, scratching the track like a vinyl record.
SHIFT + WHEEL: Toggle slip mode on/off

23. Platter/Jog Wheel

Touch side: Pitch bend (nudging) if track is playing (Wheel On (always) & Wheel Off - if *PitchBendOnWheelOff*
configuration option is true) and / track positioning (Wheel On)

WHEEL **On** + **Touch platter**: scratching: touch the platter and move it

WHEEL **Off** + **Touch platter**: If track is not playing, allows positioning the track

SHIFT + WHEEL **Off** + **Touch platter**: fast seek through track

SHIFT + WHEEL **On** + **Touch platter**: iCut mode: simulates a scratch routine with the jog wheel. When the jog
wheel is turned back, the crossfader closes; when the jog wheel is turned forward the crossfader will open. As a visual
reference, TAP LED and Wheel button LED will be ON.

Configuration Options: The *iCutEnabled* and *fastSeekEnabled* options can be used to turn off iCut and fast seeking.
These options may be helpful to avoid accidentally using these features when touching the platter with shift lock on.

24. Shift

Allows multiple control commands to be triggered when pressed first along with other buttons

25. Pad Mode

This is used to change the operation mode of the *top 4 performance pads*. Pressing this button will light the pad indicating
the currently active mode (Manual Loop, Auto Loop or Sampler).

26. Sync

Enables BPM syncing between decks.

Short Press: Press once to synchronize the tempo (BPM) to that of to that of the other track

Double Press: press twice QUICKLY to play the track immediately synchronized to the tempo (BPM) and to the phase
of the other track, if the track was paused

Long Press (Sync Lock): Hold for at least half of a second to enable sync lock for this deck. Decks with sync locked
will all play at the same tempo, and decks that also have quantize enabled will always have their beats lined up. If the
Sync Lock was previously activated, it just deactivates it regardless of the Short press/Double Press

SHIFT + SYNC: Toggle Key Lock

Configuration Options: The *noPlayOnSyncDoublePress* option can be used to turn off Play on Sync Double Press.

27. Cue (Transport Control)

Behavior depends on the *cue mode* set in the Mixxx preferences.

SHIFT + CUE: Return the play head to the start of the track.

28. Play/Pause

Starts and suspends playback. If no track is loaded, loads the selected track (if any) and play.

SHIFT + PLAY/PAUSE: Stutter the track from the last set cue point. If a cue point has not been set, the play head will return to the start of the track.

29. Performance Pads

The top row of pads is for controlling loops and samples. To select a mode, hold down the Pad Mode button and press one of the upper pads. An LED under the pad section indicates the currently selected mode. See the subsections below for details about each mode.

The bottom row of pads is used to trigger hotcue points. If a hotcue point has not already been set for the loaded track, this control will mark the hotcue point. If a hotcue point has already been set, this control will jump to it.

SHIFT + HOTCUE: Deletes the assigned hotcue point

Manual Loop Mode

Hold PADMODE and press the pad marked Manual Loop (silkscreened above the pad) to assign the lower 4 pads to the functions listed below:

- **Loop In** – Sets the beginning of a loop: When assigned, the Pad LED will light blue

- **Loop Out** – Sets the end point for the loop: When assigned, the Pad LED will light blue

- **On/Off** – (De)activate the loop. If a loop has not been set, this button will have no effect.: When assigned, the Pad LED will light blue

- **Loop x1/2** – Halve the length of the loop. Press SHIFT + **Loop x1/2** to double the length of the loop. x1/2 button is disabled unless the corresponding deck is set to be quantized

Auto Loop Mode

Hold Pad Mode and press the pad marked Autoloop to assign the lower 4 pads to the functions listed below: When assigned, the respective Pad LED will blink Yellow

- **Auto 1** – Sets and starts playback of a 2-beat autoloop.

- **Auto 2** – Sets and starts playback of a 4-beat autoloop.

- **Auto 3** – Sets and starts playback of a 8-beat autoloop.

- **Auto 4** – Sets and starts playback of a 16-beat autoloop.

- SHIFT **+ Auto 1** – Sets and starts playback of a 1/8-beat autoloop.

- SHIFT **+ Auto 2** – Sets and starts playback of a 1/4-beat autoloop.

- SHIFT **+ Auto 3** – Sets and starts playback of a 1/2-beat autoloop.

- SHIFT **+ Auto 4** – Sets and starts playback of a 1-beat autoloop.

If the pad is held down more than .5 second (Long Press), the Autoloop will be disabled once pad is released. On Short Press, the pad will behave as a normal button (ON on first press, OFF on second press)

Sample Mode

Hold Pad Mode and press the pad marked Sampler to assign the lower 4 pads to the functions listed below. When assigned, the respective Pad LED will blink Purple
Shift + Sample X will play loaded sample, but with Sampler unit Sync disabled

- **Deck 1 - Sample 1** – Plays the sample assigned to Sample Pad 1 with the unit Sync activated.

- **Deck 1 - Sample 2** – Plays the sample assigned to Sample Pad 2 with the unit Sync activated.

- **Deck 1 - Sample 3** – Plays the sample assigned to Sample Pad 3 with the unit Sync activated.

- **Deck 1 - Sample 4** – Plays the sample assigned to Sample Pad 4 with the unit Sync activated.

- **Deck 2 - Sample 1** – Plays the sample assigned to Sample Pad 5 with the unit Sync activated.

- **Deck 2 - Sample 2** – Plays the sample assigned to Sample Pad 6 with the unit Sync activated.

- **Deck 2 - Sample 3** – Plays the sample assigned to Sample Pad 7 with the unit Sync activated.

- **Deck 2 - Sample 4** – Plays the sample assigned to Sample Pad 8 with the unit Sync activated.

If the pad is held down more than .5 second (Long Press), the sampler will be disabled once pad is released. On Short Press, the pad will behave as a normal button (ON on first press, OFF on second press)

- Load sample by selecting track and pressing **Sample X**

- Pressing sample button when sample is already playing goes back to cue and plays

- Shift + sample to stop sample

- Eject sample by TAP + **Sample X**

30. Master Output LEDs

Displays the audio level going to the Master Output.

17.1.83 Numark Mixtrack Pro FX

Manufacturer's product page · Manufacturer's user manual · Forum thread

Nouveau dans la version 2.3.1.

Overview
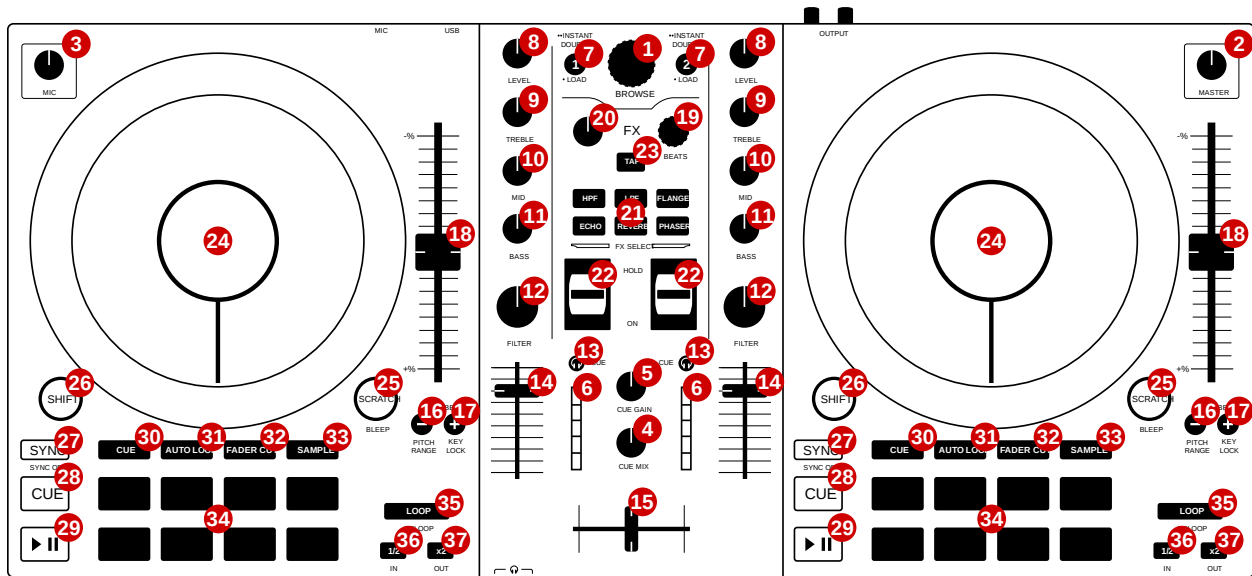
See the tables below for controls descriptions.

Misc

#	Name	Function
1	BROWSE (rotate)	Browse library
1	SHIFT + BROWSE (rotate)	Zoom in/out *waveform summary*
1	BROWSE (press)	Switch between tree and track list
1	SHIFT + BROWSE (press)	Select item (collapse/extend tree branch or load track)
2	MASTER	Adjust the volume level of *master output*. Does not affect the microphone volume (adjusted separately with the MIC knob)
3	MIC	Adjust the volume level of microphone input. Note that the microphone input is mixed in hardware, so the corresponding *GUI* knob does not reflect the hardware knob state.
4	CUE MIX	*Head/mix knob*. Adjust the audio output to the headphones, mixing between the cue output and the main mix output
5	CUE GAIN	Adjust the headphone volume
15	Crossfader	Controls the mix between the two decks
23	BPM	Tap repeatedly to enter a new *BPM* on both decks

Deck

Each of those controls exists in both *decks* and affects only the corresponding deck.

#	Name	Function
6	Main level meter	Displays the audio level going to the main output
7	LOAD	Load selected track
7	·· INSTANT DOUBLES (2x LOAD)	Load track from the opposite deck and seek to the same position. Deck cloning must be enabled in Mixxx settings (Settings -> Preferences -> Decks -> Double-press Load button to clone playing track).
8	LEVEL	Adjust the pre-fader, pre-EQ audio level
9	TREBLE	Adjust high frequencies
10	MID	Adjust middle frequencies
11	BASS	Adjust low frequencies
12	FILTER	Adjust the filter effect
13	CUE	*Headphone button*. Toggle sending channel to the cue (headphone) channel
14	Channel fader	Adjust volume level
16	PITCH BEND - (hold)	Temporarily reduce the speed of the track
16	PITCH RANGE (SHIFT + PITCH BEND -)	Change pitch range. Ranges are configurable in the script file, see *Adjustable values* section.
17	PITCH BEND + (hold)	Temporarily increase the speed of the track
17	KEYLOCK (SHIFT + PITCH BEND +)	Toggle *key lock*
18	Pitch fader	Adjust the speed of the track
24	Jog wheel (top)	If scratch mode is enabled (see the SCRATCH button below): scratch If scratch mode is disabled: pitch bend The behavior of jogwheel can be fine-tuned, see the *Adjustable values* section.
24	Jog wheel (edge)	*Pitch bend*
24	SHIFT + jog wheel	Seek track
25	SCRATCH	Toggle scratch mode. Enabled by default.
25	BLEEP (SHIFT + SCRATCH) (hold)	Play the track in reverse, then release to continue playback from a point where the track would have been if it had not been reversed
26	SHIFT	Hold and then manipulate other controls to activate their secondary functions
27	SYNC	If sync lock is disabled: set BPM to the other deck's BPM If sync lock is enabled: disable sync lock
27	SYNC (hold, then release)	Enable *sync lock*
27	SYNC OFF (SHIFT + SYNC)	Toggle *quantization*
28	CUE	If track is playing: stops the track and resets position to the main cue point If playback is stopped: sets the main cue point
28	CUE (hold)	Play the track from main cue point, release to stop playback and return to the main cue point. Playback must be initially stopped on main cue point.
28	SHIFT + CUE	Stop the playback and return to the beginning of the track
29	Play/Pause	Play/pause playback
29	SHIFT + Play/Pause	Toggle reverse playback
35	LOOP	If loop is disabled: enable loop, starting at current position If loop is enabled: disable loop

Table 8 – suite de la page précédente

#	Name	Function
35	RELOOP (SHIFT + LOOP)	If loop is enabled: jump to loop IN point and stop playback If loop is disabled: enable loop, without moving it
36	1/2	Decrease loop size by half
36	IN (SHIFT + 1/2)	Set the loop IN point
37	x2	Double the loop size
37	OUT (SHIFT + x2)	Set the loop OUT point

Indication: The actual behavior of CUE and Play/Pause buttons depends on Mixxx settings. See *The Mixxx User Interface* for more info.

FX

#	Name	Function
19	BEATS	Adjust FX param 1 of Effect 1 on Effect Unit 1 and 2
19	SHIFT + BEATS	Adjust FX param 2 of Effect 1 on Effect Unit 1 and 2
20	Dry/Wet knob	Adjust the Dry/Wet rate of Effect Unit 1 and 2
21	FX select buttons	See below
22	FX toggle switches	Toggle Effect 1 on Effect Unit corresponding to deck number

FX select buttons have different functions than what is printed on them. Below is the original layout (not used), and two tables presenting button functions (and SHIFT + buttons functions).

Table9: Original layout of FX select buttons (**not used**)

HPF	LPF	FLANGER
ECHO	REVERB	PHASER

Table10: FX select/bonus functions buttons

Effect Unit 1 Effect 1 previous FX	Adjust *beatgrid* on deck 1	Effect Unit 2 Effect 1 previous FX
Effect Unit 1 Effect 1 next FX	Adjust beatgrid on deck 2	Effect Unit 2 Effect 1 next FX

Table11: FX select/bonus functions buttons (SHIFT)

Pitch up on deck 1	–	Pitch up on deck 2
Pitch down on deck 1	–	Pitch down on deck 2

Pitch up/down buttons change pitch by one semitone.

Indication: For more info about Effect Units see *Effets*.

Pads

The 8 pads in each deck have multiple functions, depending on the selected *pad mode*. Default pad mode is *hotcues*. Current mode is selected by pressing one of the buttons above the pads. The button for currently active pad mode is lit up (or blinking, when secondary pad mode is selected - secondary pad modes are: beatjump and sampler 2).

Pads support secondary (shift) actions in most pad modes. 4 bottom pads with « special » functions printed on them (STUTTER, etc.) act the same as the top 4 pads, i.e. don't perform any special functions.

#	Name	Function
30	CUE	Change pad mode to *hotcues*.
		Pad press: set hotcue if not set. If set, go to hotcue position and start playback
		SHIFT **+ pad press**: remove hotcue (if set)
		Pad lights indicate if a particular hotcue is set or not.
30	SHIFT + CUE	Change pad mode to beatjump.
		Pad press: beatjump forwards
		SHIFT **+ pad press**: beatjump backwards
		If loop is active, loop is moved forwards/backwards instead.
		Default beatjump values are: 1/16, 1/8, 1/4, 1/2, 1, 2, value set in Mixxx GUI (4 by default), 8. Values can be adjusted, see the *Adjustable values* section.
31	AUTO LOOP	Change pad mode to auto-loop.
		Pad press: activate auto-loop
		SHIFT **+ pad press (hold)**: activate beatlooproll. When released, playback will resume where the track would have been if it had not entered the loop.
		Default auto-loop sizes are: 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8. Loop sizes can be adjusted, see the *Adjustable values* section.
32	FADER CUTS	Change pad mode to fader cuts
		This pad mode emulates rapid crossfader movements.
		Pad press (hold): activate a fader cut. The crossfader will rapidly move in one of the 8 available patterns. The crossfader will return to the position of hardware crossfader after the pad is released.
		Note: this function is controlled by the hardware or firmware
33	SAMPLE	Change pad mode to sampler 1 (samples 1-8)
		Pad press: play a sample
		SHIFT **+ pad press**: stop sample playback
33	SHIFT + SAMPLE	Change pad mode to sampler 2 (samples 9-16)
34	Performance pads	Various functions, depending on selected pad mode
34	SHIFT + Performance pads	Various functions, depending on selected pad mode

Adjustable values

There are a few configurable values at the top of the script (`Numark-Mixtrack-Pro-FX-scripts.js`).

Variable	Default value	Description
`pitchRanges`	[0.08, 0.16, 1]	For adjusting the range of pitch fader. Pressing PITCH RANGE (SHIFT + PITCH BEND -) cycles through available values. Number of values in the array can be changed without further script modifications. Note that the default (first) pitch range must be also selected independently in Mixxx settings (Settings -> Preferences -> Decks -> Slider range).
`waveformsSynced`	true	This variable should reflect the corresponding Mixxx option (Settings -> Preferences -> Waveforms -> Synchronize zoom level across all waveforms). This affects waveform summary zooming.
`jogScratchSensitivity`	1024	Scratching sensitivity
`jogScratchAlpha`	1/8	For controlling the alpha-beta filter used in scratching
`jogScratchBeta`	1/32	For controlling the alpha-beta filter used in scratching
`jogPitchSensitivity`	10	Jogwheel pitch bend sensitivity
`jogSeekSensitivity`	–10000	Jogwheel seek sensitivity
`enableBlink`	true	Enable blinking of pad mode buttons when in secondary mode (beatjump or sampler 2)
`blinkDelay`	–700	Blinking frequency of pad mode buttons when in secondary mode (in ms)
`autoLoopSizes`	[« 0.0625 », « 0.125 », « 0.25 », « 0.5 », « 1 », « 2 », « 4 », « 8 »]	Loop sizes for the auto-loop pad mode, each value corresponds to one of the pads.
`beatJumpValues`	[« 0.0625_ », « 0.125_ », « 0.25_ », « 0.5_ », « 1_ », « 2_ », « », « 8_ »]	Beatjump values for the beatjump pad mode, each value corresponds to one of the pads. The empty value (« ») means the value set in Mixxx (4 by default). Underscores (_) are needed because of that control, which has one underscore in the name, as opposed to beatjump controls with predetermined values which have two underscores.

Indication: See here for more info about constants used in scratching.

Notes

- Pressing either SHIFT button will cause both decks to shift (e.g. when pressing SHIFT on deck 1 and then some control on deck 2, the secondary function will be executed). This approach was chosen to be consistent with the behavior of hardware - i.e. pressing either SHIFT changes midi codes of some controls on *both* decks.

- SHIFT + TAP does not trigger BPM rescan, as there is no Mixxx control for this action.

17.1.84 Numark Mixtrack Pro II

The Numark Mixtrack Pro II is the successor of *Numark Mixtrack Pro* and features the same hardware with some minor design changes.

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.11.

Mapping Description

1. Browser Knob

Rotate the knob to cycle through folders and tracks.
Press: Same as Back button.

2. Load

Load the track selected in the library to the deck.

3. Back

Cycles between the file structure and the music library in the software.

4. Shift

Allows multiple control commands to be triggered when pressed and held first along with other buttons.

5. Play/Pause

Starts and suspends playback.
Shift + Play/Pause: Activates *soft start* effect if paused or *brake* effect if playing.

6. Headphone Cue

Sends pre-fader audio to the Cue Channel for headphone monitoring.

7. Cue (Transport Control)

The behavior depends on the *cue mode* set in the Mixxx preferences. **Shift + Cue:** return the play head to the start of the track.

8. Platter/Jog Wheel

This capacitive, touch-sensitive jog wheel controls the audio when the wheel is touched and moved. When the Scratch button is not active, use the wheel to bend the pitch of the track. When the Scratch button is active, use the wheel to grab and move the audio, "scratching" the track as you would with a vinyl record. You can also grab the non-touch-sensitive outer wheel to bend the pitch of the track.

9. Scratch

Controls the behavior of the platters. When not active, the platter will function as Pitch Bend. When active, the platter will have the ability to scratch.

10. Pitch Fader

Controls the tempo (speed) of the individual decks.

11. Pitch Bend -

Press and hold to momentarily reduce the speed of the track.
Shift + Pitch Bend -: Toggles keylock on/off.

12. Pitch Bend +

Press and hold to momentarily increase the speed of the track.
Shift + Pitch Bend +: Changes pitch fader range.

13. Sync

Enables BPM syncing between decks.

14. Effect Control

Adjusts effect metaknobs.

Shift + Effect Control: Selects effect.

15. Beats

Adjusts the Dry/Wet mix of the EffectUnit.

Shift + Beats: Adjust the deck's QuickEffect.

16. Loop In

Function of this button depends on the current Pad Mode.

Shift + Loop In: Sets the current Pad Mode to "Loop Mode".

Loop Mode: Press this pad to set the beginning of a loop.

Sample Mode: Plays the sample assigned to Sampler 1 (left deck) or Sampler 5 (right deck).

Cue Mode: If Hotcue 1 has not already been set for the loaded track, this control will set Hotcue 1 at current position in the track. If Hotcue 1 has already been set, this control will jump to Hotcue 1.

17. Loop Out

Function of this button depends on the current Pad Mode.

Shift + Loop Out: Sets the current pad mode to "Sample Mode".

Loop Mode: Set the end of a loop.

Sample Mode: Plays the sample assigned to Sampler 2 (left deck) or Sampler 6 (right deck).

Cue Mode: If Hotcue 2 has not already been set for the loaded track, this control will set Hotcue 2 at current position in the track. If Hotcue 2 has already been set, this control will jump to Hotcue 2.

18. Reloop

Function of this button depends on the current Pad Mode.

Shift + Reloop: Sets the current pad mode to "Cue Mode".

Loop Mode: Deactivate an active loop. If no loop is active, this will activate the loop and start playback from its Loop In point.

Sample Mode: Plays the sample assigned to Sampler 3 (left deck) or Sampler 7 (right deck).

Cue Mode: If Hotcue 3 has not already been set for the loaded track, this control will set Hotcue 3 at current position in the track. If Hotcue 3 has already been set, this control will jump to Hotcue 3.

19. Loop x1/2

Function of this button depends on the current Pad Mode.

Loop Mode: Half the loop size.

Shift + Loop x1/2 when in Loop Mode: Double the loop size.

Sample Mode: Plays the sample assigned to Sampler 4 (left deck) or Sampler 8 (right deck).

Cue Mode: Toggles Hotcue Delete Mode. Press this button, and then press one of the other pads in the row to delete that Hotcue.

Note: This button is lit when in Hotcue Delete Mode.

20. FX 1 On/Off

Toggle the 1st effect in the unit on/off.

Shift + FX 1: Sets and starts playback of a 1-beat autoloop.

21. FX 2 On/Off

Toggle the 2nd effect in the unit on/off.

Shift + FX 2: Sets and starts playback of a 2-beat autoloop.

22. FX 3 On/Off

Toggle the 3rd effect in the unit on/off.

Shift + FX 3: Sets and starts playback of a 4-beat autoloop.

23. Tap

Allows manual entry of song's BPM by repeated pressing along the beats of the track.

Shift + Tap: Sets and starts playback of a 16-beat autoloop.

Note: This button will blink at each detected beat in the track.

24. Channel Volume

Adjusts the volume of the deck.

25. Master Gain

Adjusts the volume of the master mix coming from the software.
Note: This does not affect the microphone volume. Use the Mic Gain knob to control the microphone volume.

26. Crossfader

Controls the blend between the two decks.

27. High EQ

Controls the treble frequencies for the deck.

28. Mid EQ

Controls the mid range frequencies for the deck.

29. Low EQ

Controls the bass frequencies for the deck.

30. Cue Gain

Adjusts the volume for headphone cueing in the software.

31. Cue Mix

Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.

32. Stutter

Press this button while the music is playing to jump back to the last set cue point, creating a "stutter" effect.

17.1.85 Numark N4

The Numark N4 is a 4-deck DJ controller with seamless integration of external devices.

- Manufacturer's product page
- Wiki page

Nouveau dans la version 1.10.

Mapping Description
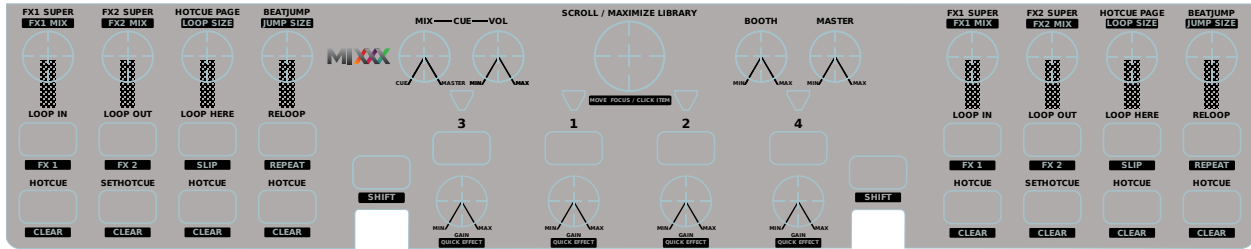
Figure35: Numark N4 (schematic view)

This mapping has some unusual features like per Deck shift buttons and multiple pages of hotcues. An annotated, ready-to-print overlay of this mapping can be downloaded for `DIN A3` and `DIN A4` printers.

Definable Settings

Some settings in the script can be changed by editing them at the top of the script.

searchAmplification Defines the speedup-factor used when using the searchbutton and scrolling.
type: number
range:]0;+∞[

warnAfterTime Time in seconds before the end of the track in which the controller should warn you.
type: number
range: [0;+∞]

blinkInterval Timeinterval for the triangular Leds in ms
type: number
range: [20;+∞[

encoderResolution Percent how much the value changes with each encoder tick
type: number
range:]0;1]

resetHotCuePageOnTrackLoad The Hotcuepage should be reset to 1 when a new Track is loaded into the Deck

type: boolean
range: true or false

cueReverseRoll If [SHIFT]+[CUE] should trigger a reverse_roll

type: boolean
range: true or false

rateRanges An array of rateRanges in percent

type: array
range:]0;3]

Deck

The Deck consists of the jogwheel, play, cue, the topContainer (which hold the eight square buttons and the four encoders), pitchslider, pitchrange, search, keylock, tap, sync and pitchbend ±.

Special Features

The mapping features some peculiar features which might not be discoverable by standard trial-and-error.

Shift

A shift button is bound to its Deck, which means that you can't use the shift button of Deck1 to access a shifted function on any of the other three Decks. Moreover the shiftbuttons can also work as toggle switches instead of pushbuttons (enabled via components.js Button.type.powerWindow). This means that if the shiftbutton is pressed for a longer period than 275ms it will bounce back to its original state (like a regular shift-/pushbutton). If the Button was pressed for a shorter period than 275ms, the button will remain in that state until it is pressed again (like a toggling button).

Hotcues

The four lower buttons of the topContainer are hotcues. They can be changed by using the corresponding Encoder [HOTCUE PAGE]. The current assignment will then be shown for one second in the upper row. Currently up to 4 Pages are supported (with 4 hotcues each). A demo of how this looks can be seen on JsFiddle (not done yet) (the slider represents the Encoder).

Controls

Most of these controls behave as expected but they are listed in detail for the sake of completeness anyways.

Play

Default: Starts regular Play.

Shifted: Plays Track in reverse.

Cue

Default: Standard Cue.

Shifted: reverse roll if shift is enabled (plays in reverse end enables slip) otherwise standard cue.

Pitchbend ±

Default: Change rate temporarily.

Shifted: Change rate temporarily small.

Sync

Default: Momentary BPM Sync

* Short Press: Momentary BPM & Phase Sync

  • Long Press: Toggle Master Sync (Sync Lock)

Shifted: Toggles magnet (quantize)

Tap

Default: Tap the desired BPM of the Channel

Shifted: ^^

Note: This functionality is broken until #1811 gets merged

Search/Scratch

Default: Enable Scratching (otherwise it just works just like moving the Jog without the platter)

Shifted: Speeds up platter movement for searching within the track

Keylock

Default: Toggles track keylock

Shifted: Syncs Key

Pitch Range

Default: Cycles Through pitchranges
Shifted: ^^

Pitch/Bpm slider

Default: Normal Pitchslider (Down plays faster; can be changed in the global mixxx preferences)
Shifted: ^^

TopContainer

The TopContainer holds four assignable Hotcue buttons, four loop buttons, which can enable FX via Shift, and four Encoderknobs.

Hotcues

Default: set/active Hotcue_X
Shift: clear Hotcue_X
visit#special_featuresfor more info on how these work

Loop In

Default: Presses the Loop In button like in the UI
Shifted: Toggles EffectRack1

Loop Out

Default: Presses the Loop Out button like in the UI
Shifted: Toggles EffectRack2

Loop Here

Default: Creates a loop at the current position of current Loop Size.
Shifted: Toggles Slip

Reloop

Default: De-/Re-activates the last loop
Shifted: Jumps to start of last loop and stops playback there

FX1 Knob

Default: Controls the Super Knob on EffectRack1.
Shifted: Controls the Mix Knob on EffectRack1.

FX2 Knob

Default: Controls the Super Knob on EffectRack2.
Shifted: Controls the Mix Knob on EffectRack2.

Hotcue Page

Default: visit *#special_features* for more info on what this encoder does
Shifted: Double/Halve current Loop Size

Beat Jump

Default: Jump in the direction turned
Shifted: Double/Halve current Beat Jump Size

Mixer

The Mixer features four channels with identical functionality and controls for the library and other miscellaneous features.

Channel

A channel consists of a volume fader, a gain knob, knobs for low,mid,high EQ a Loadbutton and a pflButton. These are internally still part of the Deck which is why the shiftbutton of Deck 1 won't work with the Loadbutton or gainknob of Deck2/3/4.

Volume

Default: Channel Volume

CUE

Default: Channel Pre-Fader-Listening
these work as usual on the N4: Clicking another one deselect all other. Press multiple at the same Time to PFL multiple Channels

BASS

Default: EQ Low

MID

Default: EQ Mid

TREBLE

Default: EQ High

GAIN

Default: Gain
Shifted: QuickEffect1 (Usually Filter)

LOAD

Default: Load Track into Deck
Shifted: Eject Track from Deck

Library

The Library is managed via the Library Encoder. **Any** shiftbutton can be used to access shift functionanly

Turn

Default: Move Library Cursor Vertically

Shifted: Move Focus between panes

sometimes the focus is stuck somewhere (eg when using the searchbox) and is only recoverable with user intervention via a pointing device.

Button Default: Open/Close Folder / Load Item into first available Deck (Context-dependent)

Shift: Maximize Library

Miscellaneous

Crossfader

The Crossfader and its assignment buttons are integrated seamlessly with Mixxx.

Line/PC Input Source

Function as expected: Mutes the corresponding Deck in Mixxx if set to Line.

Crossfader Contour

Normal: Uses the crossfader parameters that were present when the mapping was loaded Scratch: Uses Scratch typical parameters for hard cuts

Cue-Master Mix

Doesn't manipulate the mixxx controls. Make sure the head gain is not zero and the mix is set to 100% PFL

Cue Volume

Make sure its high enough within mixxx

Booth/Gain Volume

Behaves as espected (but doesn't manipulate any mixxx controls).

17.1.86 Numark NS7

This all-in-one controller features motorized jogwheels. This device is not USB MIDI class compliant and requires a special driver which is only available for Windows and Mac OS X. There is no Linux driver. This controller has been discontinued in favor of the NS7III.

- Manufacturer's product page

Nouveau dans la version 1.9.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.87 Numark Omni Control

- Manfacturer's product page

Nouveau dans la version 1.10.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.88 Numark Total Control

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.6.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.89 Numark V7

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.10.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.90 Pioneer CDJ-2000

This is a CD and USB media player that can control Mixxx over USB with MIDI or HID. It can also control Mixxx by playing timecode from a CD or USB drive and running that signal into Mixxx through a sound card.

- Manufacturer's product page

Nouveau dans la version 1.10: Support for *MIDI* mode.

Nouveau dans la version 1.11: Support for *HID* mode.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.91 Pioneer CDJ-350

This is a CD and USB media player that can control Mixxx via USB with MIDI. The device can also send HID signals to computers, but no Mixxx mapping has been made for this device's HID signals. It can also control Mixxx by playing timecode from a CD or USB drive and running that signal into Mixxx through a sound card.

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.8.2: Support for *MIDI* mode.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.92 Pioneer CDJ-850

This is a CD and USB media player that can control Mixxx via USB with MIDI or HID. It can also control Mixxx by playing timecode from a CD or USB drive and running that signal into Mixxx through a sound card.

- Manufacturer's product page

Nouveau dans la version 1.10: Support for *MIDI* mode.

Nouveau dans la version 1.11: Support for *HID* mode.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.93 Pioneer DDJ-200
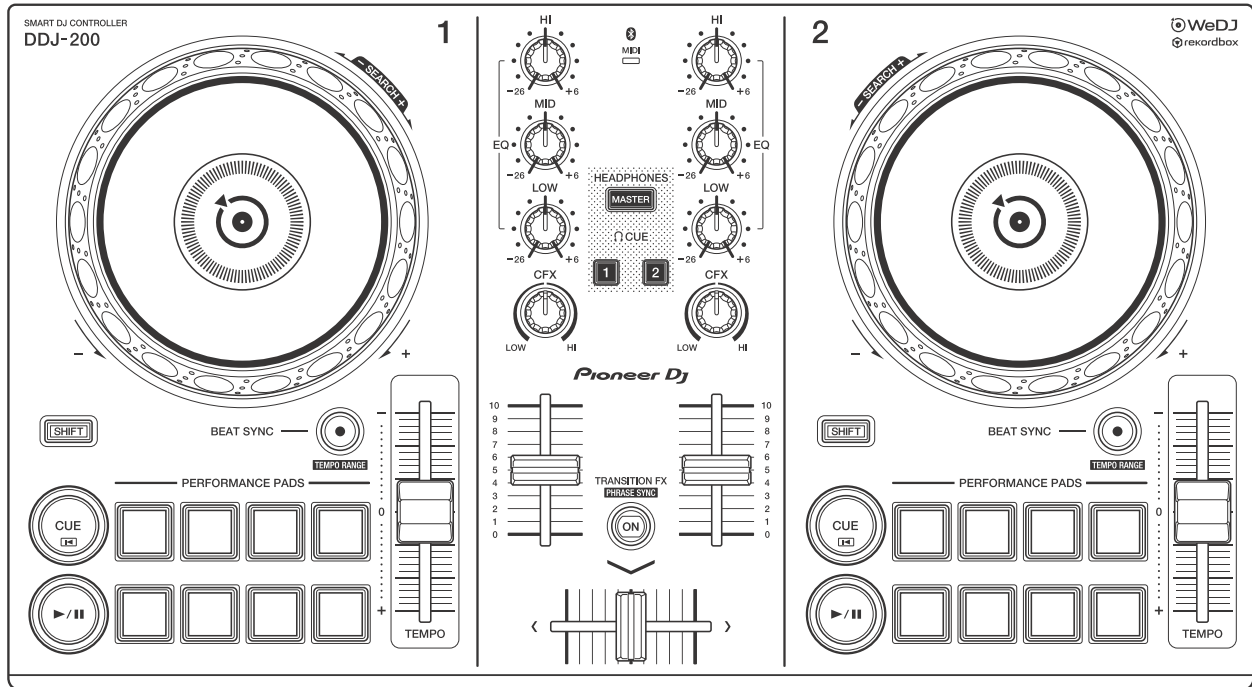
Figure36: Pioneer DDJ-200 (schematic view)

The Pioneer DDJ-200 is a 2 deck USB and Bluetooth DJ controller designed for WeDJ, djay, edjing Mix and Rekordbox.

- Manufacturer's Product Page
- Manufacturer's User Manual
- Manufacturer's Firmware Update
- Mixxx User Forum

Nouveau dans la version 2.2.5.

Controller Mapping

A schematic drawing with the control numbers that are used here can be found on the specified page in the User Manual in the Links section.
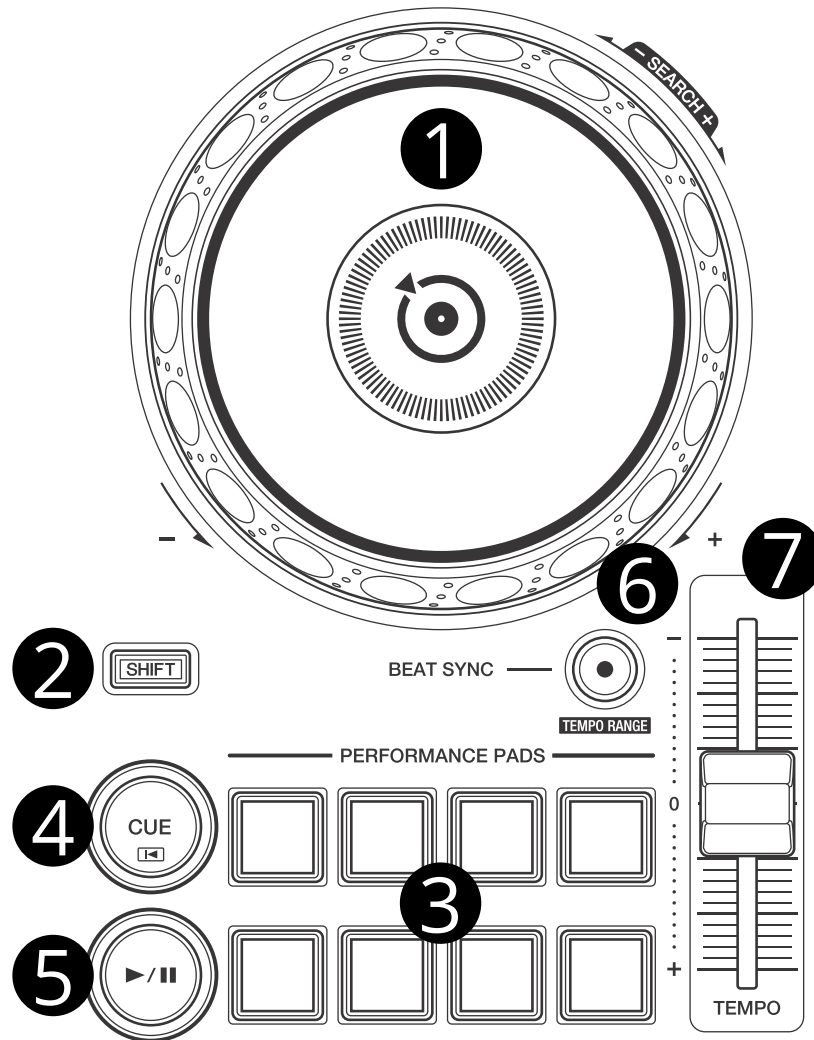
Figure37: Deck section (p. 8)

Deck section (p. 8)

No.	Control	Function
1	Jog Wheel (top)	Scratch (move play position)
1	Jog Wheel (outer)	Pitch bend (nudge)
1	SHIFT + Jog Wheel (top)	Scratch (move play position) faster
1	SHIFT (left) + Jog Wheel (outer)	Move track selection in library
2	SHIFT button	Switch function of controls
3	Pad 1 - 8	Set (if empty) or play (if set) hot cue point / loop 1 - 8
3	SHIFT + Pad 1 - 8	Unset / delete hot cue 1 - 8
4	CUE button	Set or play cue point, change cue point with JOG WHEEL (top) + cue point
4	SHIFT + CUE button	Return to cue point and stop
5	PLAY/PAUSE button	Play / pause
6	BEAT SYNC button	Match tempo and phase of other deck, long press to enable master sync
7	TEMPO slider	Adjust track playing speed (can be adjusted via SHIFT + BEAT SYNC)

Mixer section (p. 10)

No.	Control	Function
1	MASTER button	Toggle Master/Cue knob of headphones between left and right
1	SHIFT + MASTER button	Toggle between 2- and 4-deck mode
2	HI/MID/LOW knobs	Adjust high/mid/low-frequencies
3	CFX knobs	Turns on the selected effects
4	HEADPHONE CUE 1 button	Toggle headphone pre-fader listening of left deck.
4	HEADPHONE CUE 2 button	Toggle headphone pre-fader listening of right deck.
4	SHIFT (left) + HEADPHONE CUE 1	Load selected track to left deck.
4	SHIFT (left) + HEADPHONE CUE 2	Load selected track to right deck.
4	SHIFT (right) + HEADPHONE CUE 1	Toggle between left deck between 1 / 3 in 4-deck mode (if LED is lit, deck 3 is active). If 4-deck mode is disabled, this behaves the same as SHIFT (left) + HEADPHONE CUE 1.
4	SHIFT (right) + HEADPHONE CUE 2	Toggle between right deck between 2 / 4 in 4-deck mode (if LED is lit, deck 4 is active). If 4-deck mode is disabled, this behaves the same as SHIFT (left) + HEADPHONE CUE 2.
5	Channel faders	Adjust the output level for each channel
6	Transition FX Button	Turns on *AutoDJ*
7	Cross fader	Fade between left and right deck
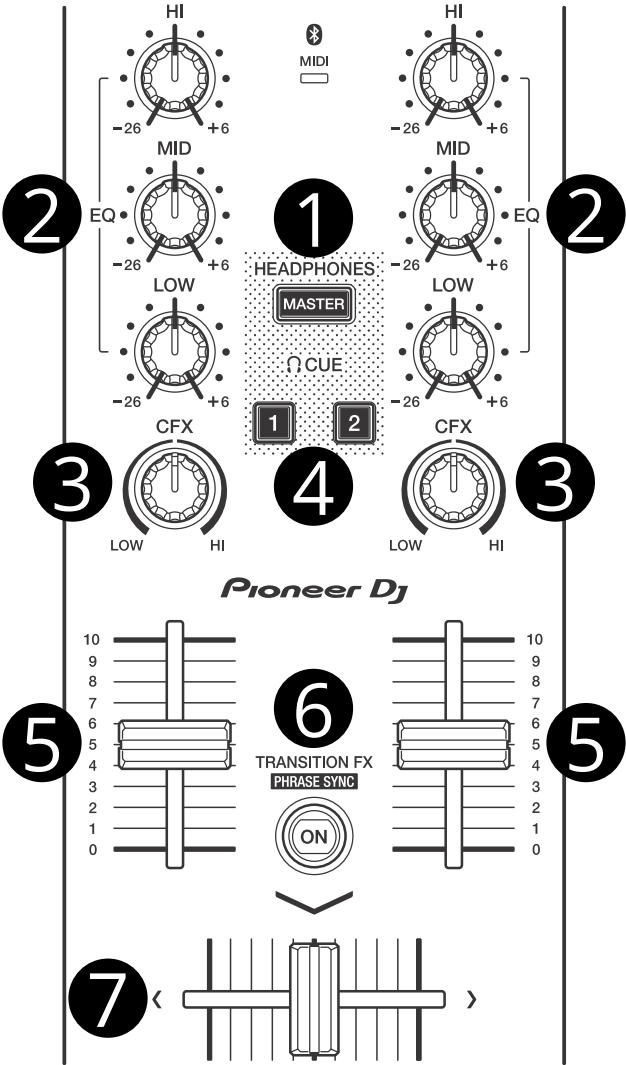
Figure38: Mixer section (p. 10)

17.1.94 Pioneer DDJ-400
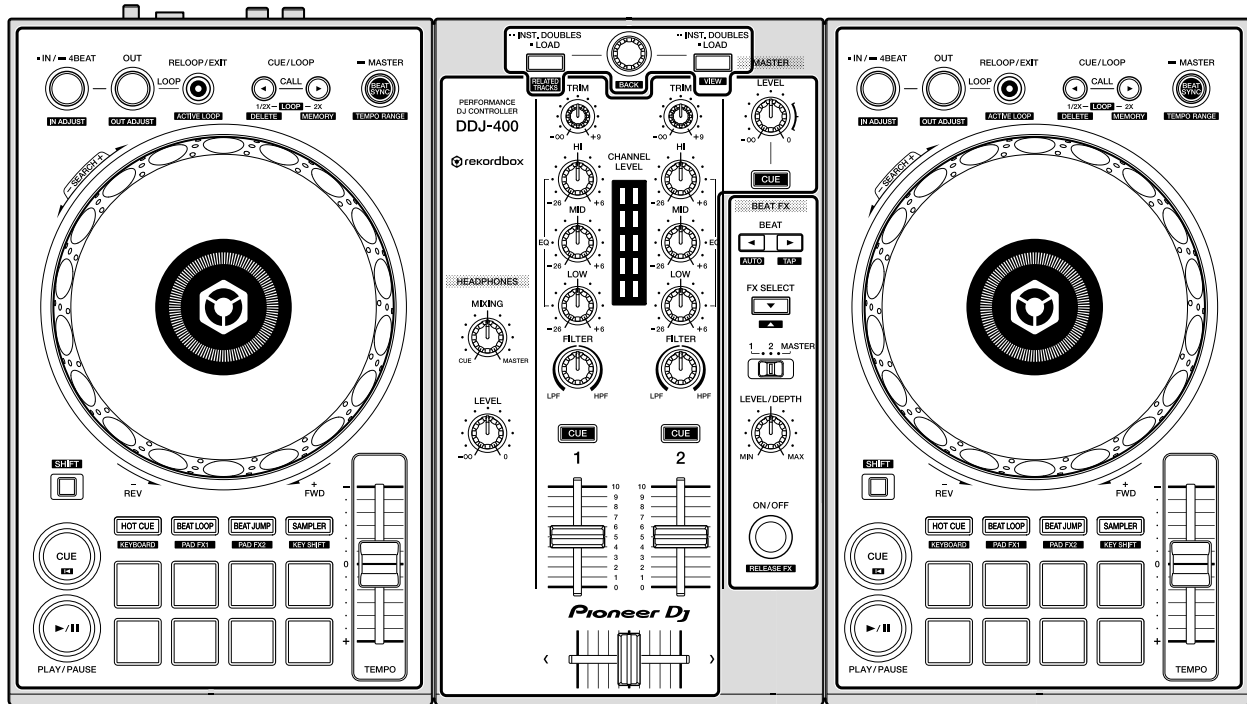
Figure39: Pioneer DDJ-400 (schematic view)

The Pioneer DDJ-400 is a 2 deck USB controller with an integrated audio interface designed for rekordbox.

- Manufacturer's Product Page
- Manufacturer's User Manual
- Manufacturer's Firmware
- Midi Mappings
- Hardware Diagram
- Mapping Forum Thread

Nouveau dans la version 2.3.0.

Firmware

Note: The release version of the firmware contains a bug which causes signals from the tempo sliders to be sent without the sliders being touched.

It is therefore highly recommended that you update your controller's firmware.

You can download the latest firmware from the manufacturer's website.

Unfortunately Pioneer only offers a Windows and Mac firmware installer, so to update your controller you will need access to such a machine. Simply download the appropriate file for that OS, attach your device and run the installer.

Compatibility

The Pioneer DDJ-400 is USB audio and MIDI class compliant and works with Linux, Windows, and macOS without needing to install any drivers. However, updating the firmware is recommended as described above.

Audio Setup

Configure Mixxx's *sound hardware settings* as follows:

Output	Channel
Master	1-2
Headphones	3-4

Note: It is not possible to record or broadcast input sent from the 1/4 » unbalanced TS microphone jack on the controller, as it is not routed back to the computer and cannot be configured as an input device.

Controller Mapping

The schematic drawings used here can be referenced in the manufacturer's manual on the given page number.

Browser section (p. 6)
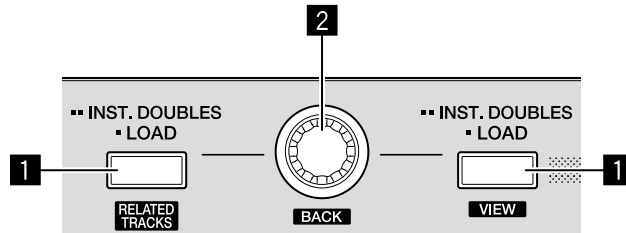
Figure40: Pioneer DDJ-400 (browser section)

No.	Control	Function
1	LOAD buttons	Load track selected in library into deck.
2	Rotary Selector	Press to toggle focus between the library sidebar and associated panels. Turn to move focus up or down.

Deck sections (p. 6)
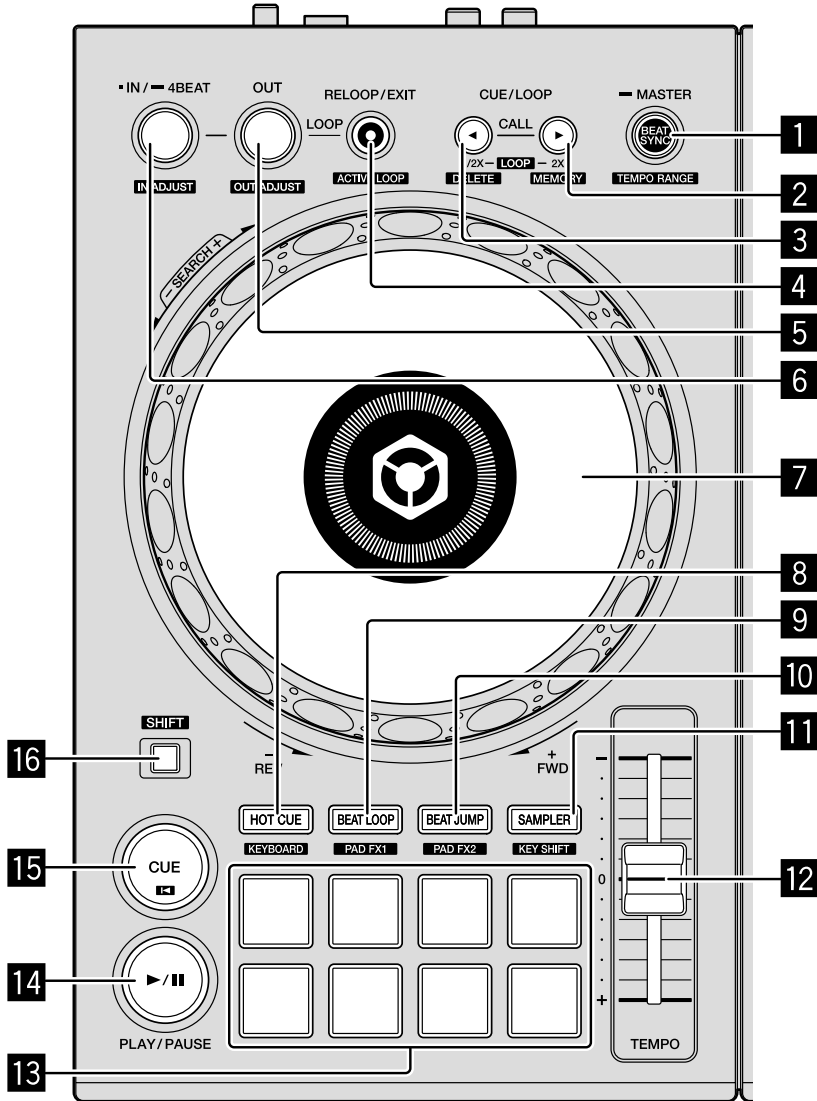
Figure41: Pioneer DDJ-400 (deck section)

No.	Control	Function
1	BEAT SYNC	Press to sync tempo to the other playing track. Hold to enable sync lock.
1	SHIFT + BEAT SYNC	Cycles through tempo ranges: +/-6%, +/-10%, +/-16%, +/-25%
2	CUE/LOOP CALL>	Doubles the current loop size.
2	SHIFT + CUE/LOOP CALL>	Jumps 32 beats forwards.
3	CUE/LOOP CALL<	Halves the current loop size.
3	SHIFT + CUE/LOOP CALL<	Jumps 32 beats backwards.
4	RELOOP/EXIT	Enables/disables currently set loop.
4	shift + RELOOP/EXIT	Jump to loop start, enable loop, and stop playback.
5	OUT	Sets end of loop to the current playback position. If quantize is enabled, it is set to the closest beat. If held during an active loop, sets the new end point when released.
5	shift + OUT	When a loop is enabled, press to adjust the loop's end position with the jog wheel.
6	IN/-4BEAT	Sets start of loop to the current playback position. If quantize is enabled, it is set to the closest beat. If held during an active loop, sets the new start point when released.
6	shift + IN/-4BEAT	When a loop is enabled, press to adjust the loop's start position with the jog wheel.
7	Jog Wheel (top)	Scratch (move play position).
7	Jog Wheel (outer)	Nudge tempo up or down temporarily.
8	HOT CUE mode	Sets pads to *hot cue mode*.
9	BEAT LOOP mode	Sets pads to *beat loop mode*.
10	BEAT JUMP mode	Sets pads to *beat jump mode*.
11	SAMPLER mode	Sets pads to *sampler mode*.
12	TEMPO slider	Adjust playback speed.
13	Performance pads	Functionality differs depending on the pad mode selected by 8-11.
14	PLAY/PAUSE	Play/pauses a track).
15	CUE	Behavior depends on the *cue mode*.

Pad Modes

The pad mode buttons change between different modes in which the performance pads operate. The main pad modes described below are similar to those found in rekordbox.

Note: The secondary pad modes described in the manufacturer's manual (KEYBOARD PAD FX1 PAD FX2 and KEYSHIFT) are not currently implemented by this mapping.

Hot Cue Mode

Bookmark positions in the track and jump to them.
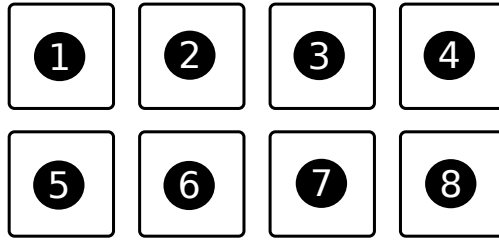
Figure42: Pioneer DDJ-400 (hot cue pads)

No.	Control	Function
1-8	Pad (unlit)	Save current position as hot cue.
1-8	Pad (lit)	Jump to hot cue. If the track is stopped, holding the pad will preview the hot cue until the pad is released.
1-8	SHIFT + Pad (lit)	Clear hot cue.

Beat Loop Mode

Press a pad to enable a loop from the current position. Press the pad again to disable the loop. The size of the loop is assigned to the pads as follows:
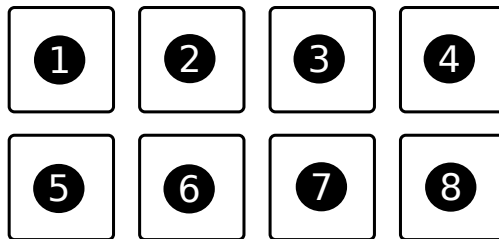
Table12: Pioneer DDJ-400 (beat loop sizes)

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

Beat Jump Mode

Press a pad to jump forwards or backwards by the number of beats assigned to the pads below.

Press SHIFT + pad 7 to decrease or SHIFT + pad 8 to increase the jump values by a factor of 16.

Table13: Pioneer DDJ-400 (beat jump defaults)

1 beat back	1 beat forward	2 beats back	2 beats forward
4 beats back	4 beats forward	8 beats back	8 beats forward
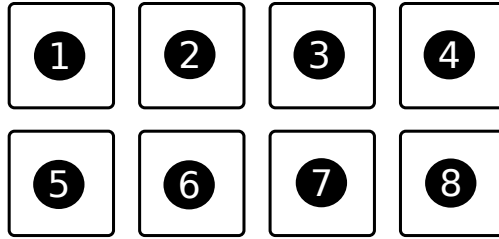
Sampler Mode

Load and play samples from the library. The pads on decks 1 and 2 correspond to the first and second sampler rows in Mixxx respectively.
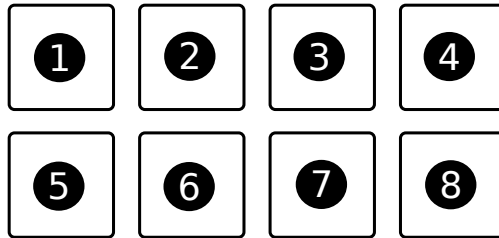
Figure43: Pioneer DDJ-400 (sampler pads)

No.	Control	Function
1-8	Pad (unlit)	Load sample selected in library.
1-8	Pad (lit)	Play a loaded sample. If the sample is already playing, playback starts from the beginning.
1-8	SHIFT + Pad (lit)	Stop a loaded sample from playing. If the sample is already stopped, unload it.
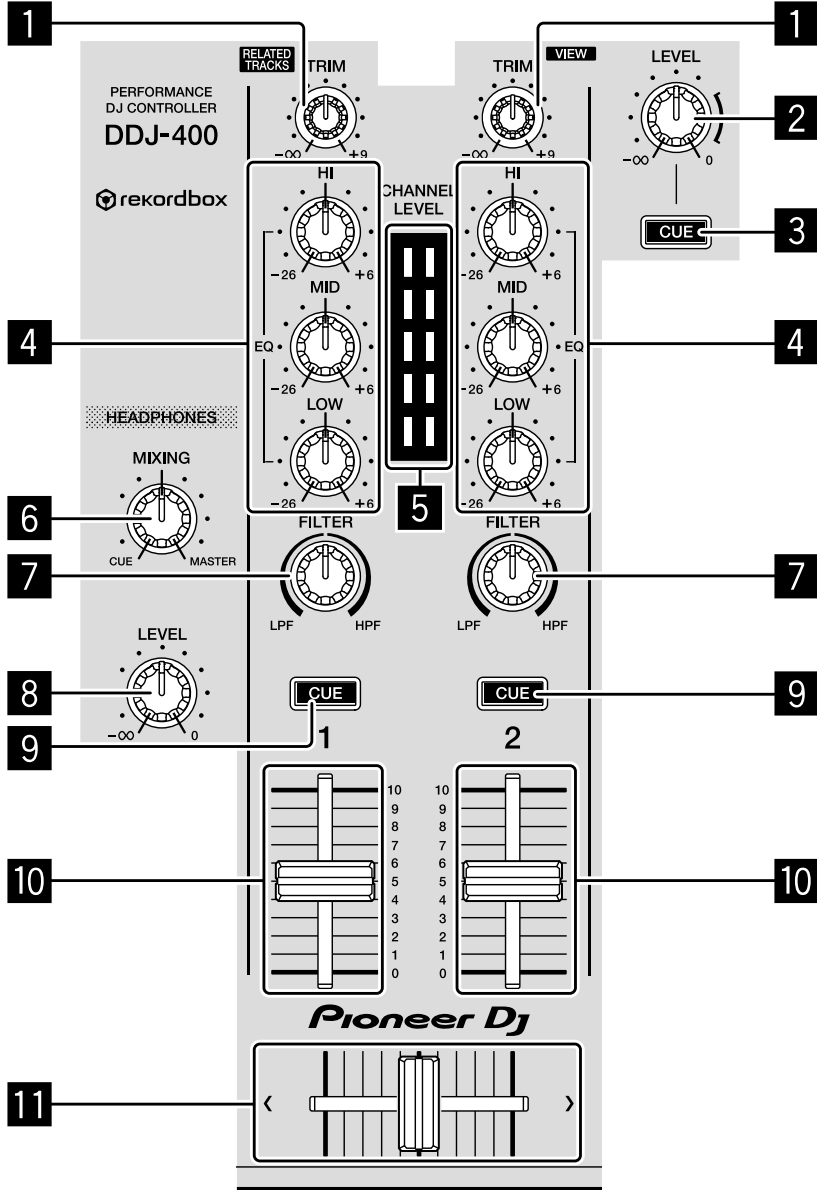
Figure44: Pioneer DDJ-400 (mixer section)

Mixer section (p. 8)

No.	Control	Function
1	TRIM	Adjusts deck prefader gain
2	MASTER	Adjusts master output (this is hardware implemented and is not mapped to the software gain in Mixxx).
3	MASTER CUE	Sends master output to headphones (this is hardware implemented and is not visible in the Mixxx interface).
4	EQs (LOW MID HIGH)	Boosts or cuts channel frequencies
5	Channel level indicators	Displays channel levels (before being sent through channel faders)
6	HEADPHONES MIXING	Adjusts between headphone CUE and MASTER levels sent to headphones
7	FILTER	QuickEffect superknob (by default controls a Filter, but this can be changed in the *preferences*)
8	HEADPHONES LEVEL	Adjusts output level from PHONES jack
9	Headphone CUE (Channel)	Turn on to output channel to headphones
9	SHIFT + Headphone CUE	Toggles quantize for the current channel
10	Channel fader	Adjusts channel levels output to master
11	Crossfader	Fade between left and right channels

Effect section (p. 9)

The BEAT FX controls above are mapped to Mixxx's first effect unit as follows:

No.	Control	Function
1	BEAT <	Focus effect 1
1	SHIFT + BEAT <	Load previous effect
2	BEAT >	Focus effect 2
2	SHIFT + BEAT >	Load next effect
3	FX SELECT	Focus effect 3
4	Channel select switch	Route deck 1, deck 2 or master mix to effect unit 1
5	LEVEL/DEPTH	Controls the wet/dry mix knob
5	SHIFT + LEVEL/DEPTH	Controls the metaknob of the currently focused effect
6	ON/OFF	Enable/disable the currently focused effect
6	SHIFT + ON/OFF	Disables all effects in the chain and kills the wet/dry mix

Note: Soft takeover is enabled on the LEVEL/DEPTH knob to prevent sudden changes to the wet/dry mix or effect metaknob when changing between the two.
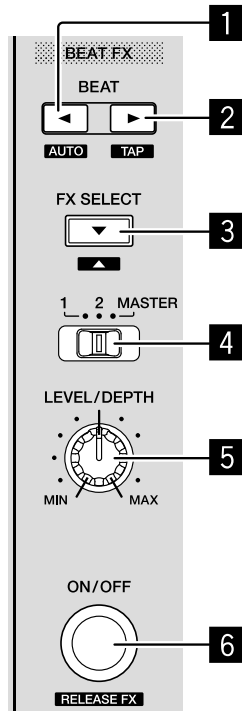
Figure45: Pioneer DDJ-400 (effect section)

17.1.95 Pioneer DDJ-SB

The Pioneer DDJ-SB is an all-in-one 2 deck USB *MIDI* controller with a built in soundcard. Mixxx allows it to control 4 decks.

- Manufacturer's product page
- Forum thread
- GitHub pull request

Nouveau dans la version 2.0.

Drivers

Windows

Windows Vista, Windows 7 and Windows 8 are supported. You can download the latest drivers and firmware from http://www.pioneerdj.com/en/support/software/ddj-sb.

Note: If you're using Windows and have problems getting both sound outputs to work properly, please try using a different Sound *API* in the *preferences*. DirectSound seems to have issues with this controller. WASAPI seems to work fine, as does MME, although only with higher latencies. On Windows 10, only MME works.

Mac OS X & Linux

You don't need any drivers on Mac OS X and Linux.

The controller supports Mac OS X 10.6 and up.

Usage

Library browsing

The controls for library browsing can be found in the center top of the controller.

Control	Function
Rotary knob	Track selection
Load buttons	Loads currently highlighted track to the corresponding deck
Pushing rotary knob	Push: Loads currently highlighted track to the preview deck and plays it. – Release: jump to 30% position – Push again without rotary: Stop preview
Shift + rotary knob	Library section selection
Shift + pushing rotary knob	toggle expanding library section

Switching between decks

Pressing Shift + "Key Lock / Tempo Range" allows the left deck to switch between decks 1 and 3 and the right deck to switch between decks 2 and 4.

Volume, equalizers & filters

Between the decks the usual faders, crossfader and EQ knobs can be found. A filter knob is also available.

Knobs are available for the master and headphones level. These are functional but are not reflected in Mixxx, as they control the controller's soundcard directly.

The filter fade button allows to use the crossfader in an innovative way that fades across songs through filtering instead of fading.

There is no trim/gain knob, but the same effect can be achieved by using the filter knobs while holding shift.

Jogwheels, tempo & vinyl mode

When a deck is paused, the jogwheel allows you to browse through a track. If you want to browse faster, hold shift while using the jogwheel.

When a deck is playing, using the jogwheel allows you to temporarily change the tempo of the playing track. Again, holding shift exaggerates this effect.

The tempo slider allows changing the tempo of each deck. This normally changes the pitch of a track, you can make the pitch stay constant by pressing the "key lock / tempo range" button.

Vinyl mode makes the jogwheels emulate the way turntables work. Vinyl mode can be toggled by pressing the "vinyl / slip" button. Touching the outer plastic ring of the jogwheel will make it behave as with vinyl mode off. Touching the

metal disc simulates touching the vinyl record, so just putting your hand on it will stop the "vinyl". You can scratch in a similar way as with turntables in vinyl mode.

Slip mode

By pressing shift + "vinyl / slip" you can toggle slip mode. When entering slip mode, Mixxx remembers what point exactly of the track should be playing even if, for example, you scratch or make a loop. This allows to return to the original pace of the track.

Pads - lower row

The play and cue pads should be self-explaining. The sync pad toggles master sync for a deck, which tries to beatmatch the deck with the others, and also syncs the tempo between them, even when the tempo of one deck is changed.

Additional functions can be accessed by holding shift

Control	Function
Shift + play	Plays the track in reverse and enables slipping (see slip mode)
Shift + cue	Brakes the track as if the power of the motor on a turntable was turned off
Shift + sync	Enables quantize mode (this makes most actions, e.g. setting the cue point, fall to the nearest beat)

Pads - hot cue mode

In hot cue mode the upper row of pads control the hotcues. Pressing a pad that is not lit sets a hotcue. Pressing a pad that is lit makes the track jump and play from that hotcue. Pressing a pad while holding shift deletes that hotcue.

You can control a set of 4 more hotcues by pressing shift + hot cue. The hot cue button will start blinking. The pads will behave in the same way, but controlling hotcues 5 to 8.

Pads - auto loop mode

Pressing the pads in auto loop mode will make loops of a specific length measured in beats.

Control	Function
Pad 1	1 beat loop
Pad 2	2 beat loop
Pad 3	4 beat loop
Pad 4	8 beat loop
Shift + pad 1	16 beat loop
Shift + pad 2	32 beat loop
Shift + pad 3	64 beat loop

Pads - manual loop mode

This mode will make the pads control looping in the way labeled on them.

Control	Function
Pad 1	Set loop in
Pad 2	Set loop out
Pad 3	Toggles loop
Pad 4	Halve loop length
Shift + pad 4	Double loop length
Shift + pad 1	Move loop one beat backward
Shift + pad 2	Move loop one beat forward

Pads - sampler mode

In sampler mode the sampler can be controlled. To load a file into a sampler, first press the sampler button while holding shift, so that the sampler button starts blinking. Now pressing a pad will load the currently highlighted track on the library into the corresponding sampler. Pressing a pad while holding shift will eject the sample.

To play samples, press the sampler button without holding shift (it should not blink). Pressing a pad will start playing the corresponding sample, pressing a pad while holding shift will stop it.

Pads - loop roll (shift + auto loop)

By pressing the auto loop button while holding shift (it should start blinking) you can make loop rolls. This mode combines auto loops with slip mode. The pads will start a loop in the current position with a determinate beat length while simultaneously enabling slip mode, so that when releasing the pad the track will continue playing as if the loop never happened.

Control	Function
Pad 1	1/16th beat loop roll
Pad 2	1/8th beat loop roll
Pad 3	1/4th beat loop roll
Pad 4	1/2 beat loop roll
Shift + pad 1	1 beat loop roll
Shift + pad 2	2 beat loop roll
Shift + pad 3	4 beat loop roll
Shift + pad 4	8 beat loop roll

Pads - kill (shift + manual loop)

By pressing the manual loop button while holding shift (it should start blinking) you can make the pads behave as kill switches.

Control	Function
Pad 1	Kill low
Pad 2	Kill mid
Pad 3	Kill high
Pad 4	Mute

Effects

Over the jogwheels there are sections allowing to control effects.

Turning the knobs will control the wet/dryness of an effect.

Turning the knobs while holding one of the three FX buttons will control the first, second or third parameter of an effect, respectively.

If holding shift when using the knobs the "super" parameter can be controlled.

Pressing the central FX button (number 2) while holding shift will toggle the effect for the headphones, while the left and right buttons (number 1 and 3) will toggle the effect for the active deck in the left and right sides of the controller respectively.

You can choose between effects by entering "kill mode" and using pads 1 and 2 while holding shift.

Channel fader start

By moving a channel fader up from the very bottom while holding shift when a deck is paused, the deck will start playing. Moving the fader back to the bottom without releasing shift stops the deck and moves it back to its original position.

17.1.96 Pioneer DDJ-SB2

The Pioneer DDJ-SB2 is an all-in-one USB *MIDI* controller with a built in sound card. It has controls for 2 decks that can be toggled between decks to play with 4 decks.

- Manufacturer's product page

- Forum thread

Nouveau dans la version 2.0.

Audio

The sound card has 2 RCA jacks for the main output. There are two headphone jacks, one small (1/8") and one large (1/4") connector (each jack plays the same channels, they cannot be used for independent signals). There is a 1/4 » microphone input with an adjustable gain knob. The microphone input is mixed directly with the main RCA outputs in hardware. It is not available to the computer, so cannot record or broadcast with the microphone input on the controller. You could use the controller with a separate USB *audio interface* that has a microphone input for that purpose. The microphone preamplifier is very noisy, so it is recommended to keep the microphone gain knob all the way down when not using a microphone, otherwise there will be noise added to the main RCA outputs.

Windows

Pioneer has a driver for Windows versions 7 and newer. Select the ASIO sound *API* in Mixxx's Sound Hardware Preferences.

Mac OS X & Linux

The DDJ-SB2 is a USB class compliant *MIDI* and audio device, so it works with Mac OS X and Linux without any special drivers.

User Options

There are some user configurable options for this mapping. To change the options, open the `.js` file in your controller for your Pioneer DDJ-SB2 with a text editor such as KWrite or GEdit on GNU/Linux, Notepad on Windows, or TextEdit on Mac OS X.

- **blinkingSync**: If true the sync button blinks with the beat, if false led is lit when sync is enabled.
- **invertVinylSlipButton**: If true, the vinyl button activates slip. Vinyl mode is then activated by using shift. Allows toggling slip faster, but is counterintuitive.
- **jogwheelSensivity**: Sets the jogwheels sensitivity. 1 is default, 2 is twice as sensitive, 0.5 is half as sensitive.
- **jogwheelShiftMultiplier**: Sets how much more sensitive the jogwheels get when holding shift. Set to 1 to disable jogwheel sensitivity increase when holding shift.
- **speedRateToNormalTime**: Time per step (in ms) for pitch speed fade to normal
- **showVumeterMaster**: If true Level-Meter shows VU-Master left & right. If false shows level of channel: 1/3 2/4 (depending active deck)
- **cutVumeter**: Cut's Level-Meter low and expand upper. Fore example, at 0.5 only signals greater 50% show on the meter, expanded to full range
- **twinkleVumeterAutodjOn**: If true VU-Level twinkle if AutoDJ is ON.
- **jumpPreviewEnabled**: If true, when releasing the browser knob, the preview deck jumps forward to "position".
- **jumpPreviewPosition**: The place in the track to jump to, on a scale from 0 (beginning of track) to 1 (end of track).

Usage

Library browsing

The controls for library browsing can be found in the center top of the controller.

Control	Function
Rotary knob	Track selection
Load buttons	Loads currently highlighted track to the corresponding deck
Pushing rotary knob	Loads currently highlighted track to the preview deck and plays it
Pushing rotary knob again without rotate	Stop the preview deck
Shift + rotary knob	Library section selection (scroll through left pane of library)
Shift + pushing rotary knob	Toggle expanding library section

Pushing the rotary knob to start playing a track in the preview deck then releasing it jumps forward in the preview deck. This behavior can be disabled in the mapping's user options and the place in the track it jumps to can also be configured.

Addition functions not belonging to library:

- Shift & load left -> toggle effects view in/out
- Shift & load right -> toggle sampler view in/out

Switching between decks

Press the deck button. It lights when deck 3-4 is active.

Volume, equalizers & filters

Between the decks the usual faders, crossfader and EQ knobs can be found. A filter knob is also available.

Knobs are available for the master and headphones level. These control the controller's built in sound card; they do not control the software gains in Mixxx, so moving them does not move the master and headphone gain knobs on screen.

The filter fade button changes the crossfader from fading the volumes between decks to using filters to fade between decks.

The TRIM knob controls the deck's gain.

Jogwheels, tempo & vinyl mode

When a deck is paused, the jogwheel allows you to browse through a track. If you want to browse faster, hold shift while using the jogwheel.

When a deck is playing, using the jogwheel allows you to temporarily change the tempo of the playing track. Again, holding shift exaggerates this effect.

The tempo slider allows changing the tempo of each deck. This normally changes the pitch of a track, but you can make the pitch stay constant by pressing the "key lock / tempo range" button. Additionally, with shift, the "key lock / tempo range" will fade the tempo slowly to 0. The fading speed can be customized with the speedRateToNormalTime mapping option.

Vinyl mode makes the jogwheels emulate the way turntables work. Vinyl mode can be toggled by pressing the "vinyl / slip" button. Touching the outer plastic ring of the jogwheel will temporarily change the tempo like when vinyl mode is off. Touching the metal disc simulates touching the vinyl record, so just putting your hand on it will stop the "vinyl". You can scratch in a similar way as with turntables in vinyl mode.

Slip mode

By pressing shift + "vinyl / slip" you can toggle slip mode. When entering slip mode, Mixxx remembers what point exactly of the track should be playing even if, for example, you scratch or make a loop. When you press shift + slip again, Mixxx will jump back to that point.

Pads - lower row

The play and cue pads should be self-explaining. The sync pad toggles master sync for a deck, which tries to beatmatch the deck with the others, and also syncs the tempo between them, even when the tempo of one deck is changed.

Additional functions can be accessed by holding shift

Control	Function
Shift + play	Plays the track in reverse and enables slipping (see slip mode)
Shift + cue	Brakes the track as if the power of the motor on a turntable was turned off
Shift + sync	Enables quantize mode (this makes most actions, e.g. pressing play or setting the cue point, fall to the nearest beat)

Pads - hot cue mode

In hot cue mode the upper row of pads control the hotcues. Pressing a pad that is not lit sets a hotcue. Pressing a pad that is lit makes the track jump and play from that hotcue. Pressing a pad while holding shift deletes that hotcue.

You can control a set of 4 more hotcues by pressing shift + hot cue. The hot cue button will start blinking. The pads will behave in the same way, but controlling hotcues 5 to 8.

Pads - auto loop mode

Pressing the pads in auto loop mode will make loops of a specific length measured in beats.

Control	Function
Pad 1	set a loop of the selected number of beats
Pad 2	halve the selected loop length
Pad 3	double the selected loop length
Pad 4	reloop (reactivate a pre-existing loop)
Shift + pad 1	set a rolling loop of the selected number of beats
Shift + pad 2	beatjump backwards by the beatjump size, or move the loop backwards by the beatjump size if the loop is enabled
Shift + pad 3	beatjump forwards by the beatjump size, or move the loop forwards by the beatjump size if the loop is enabled
Shift + pad 4	enable loop, jump to loop in marker, and stop playback

Pads - manual loop mode

This mode allows you to set loops different from the fixed lengths of beats in auto loop mode.

Control	Function
Pad 1	Set loop in
Pad 2	Set loop out
Pad 3	Toggles loop
Pad 4	Halve loop length
Shift + pad 4	Double loop length
Shift + pad 1	Move loop one beat backward
Shift + pad 2	Move loop one beat forward

Pads - sampler mode

In sampler mode the sampler can be controlled. To load a file into a sampler, first press the sampler button while holding shift, so that the sampler button starts blinking. Now pressing a pad will load the currently highlighted track on the library into the corresponding sampler. Pressing a pad while holding shift will eject the sample.

To play samples, press the sampler button without holding shift (it should not blink). Pressing a pad will start playing the corresponding sample, pressing a pad while holding shift will stop it.

Pads - loop roll (shift + auto loop)

By pressing the auto loop button while holding shift (it should start blinking) you can make loop rolls. This mode combines auto loops with slip mode. The pads will start a loop in the current position with a determinate beat length while simultaneously enabling slip mode, so that when releasing the pad the track will continue playing as if the loop never happened.

Control	Function
Pad 1	1/16th beat loop roll
Pad 2	1/8th beat loop roll
Pad 3	1/4th beat loop roll
Pad 4	1/2 beat loop roll
Shift + pad 1	1 beat loop roll
Shift + pad 2	2 beat loop roll
Shift + pad 3	4 beat loop roll
Shift + pad 4	8 beat loop roll

Pads - kill (shift + manual loop)

By pressing the manual loop button while holding shift (it should start blinking) you can make the pads behave as EQ kill switches.

Control	Function
Pad 1	Kill low
Pad 2	Kill mid
Pad 3	Kill high
Pad 4	Mute

Effects

The knob controls the dry/wet knob of the whole effect chain when no effect is focused. When an effect is focused, the knob controls the metaknob of the focused effect. Focus an effect by pressing one of the effect buttons. To switch the controller's knob back to manipulating the dry/wet knob, unfocus by pressing the button of the focused effect again.

Press and hold an effect button to toggle the enable switch for that effect. The enable switches for each effect are not shown on the controller's LEDs, so you need to look at the screen to check whether an effect is on. All effects are off when Mixxx starts.

Use shift and the mixer knobs to control the parameters of the focused effect. The trim knob controls parameter 1, the equalizer knobs control parameters 2-4, and the filter knob controls parameter 5.

The DDJ-SB2 does not have enough buttons to control assigning effect units to different decks. You may want to set up a *custom keyboard mapping* to have easy access to those switches. Otherwise, you can use your mouse to click the buttons on screen.

Auto DJ

Start/stop Auto DJ: Shift + DECK 4. If enabled in the user options enabled, the level meter LEDs twinkle.

Skip Track: Shift + DECK 3

Channel fader start

By moving a channel fader up from the very bottom while holding shift when a deck is paused, the deck will start playing. Moving the fader back to the bottom without releasing shift stops the deck and moves it back to its original position.

17.1.97 Pioneer DDJ-SB3
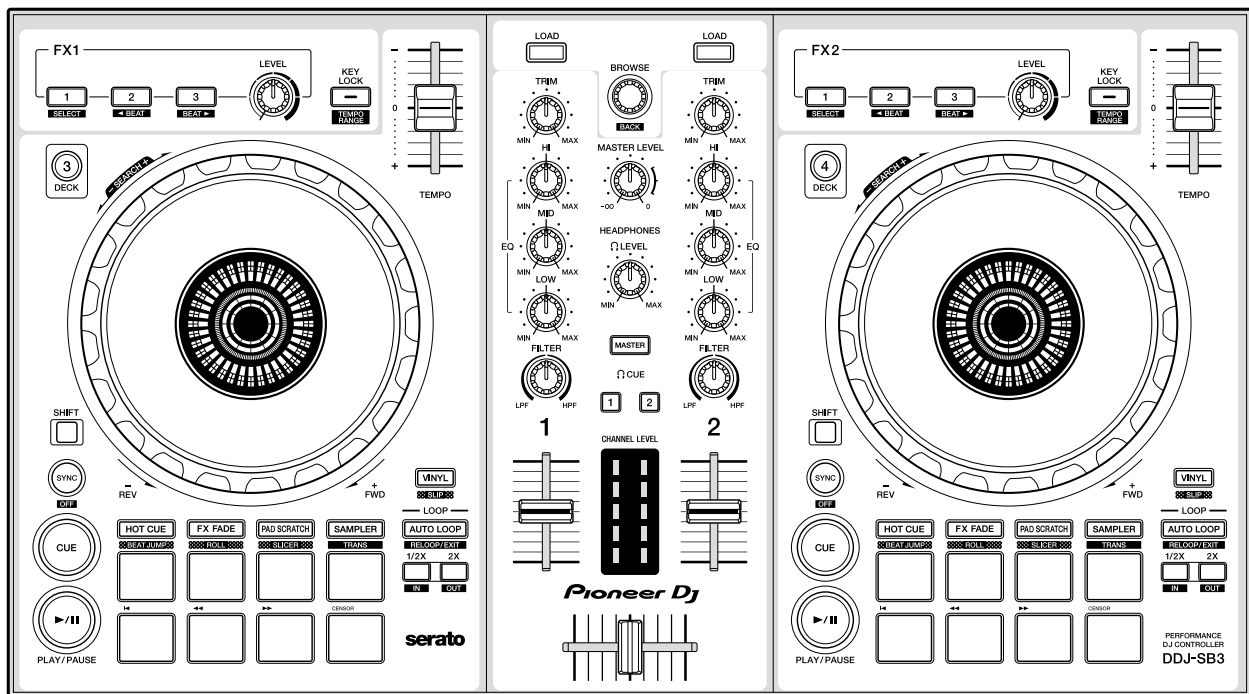
Figure46: Pioneer DDJ-SB3 (schematic view)

The Pioneer DDJ-SB3 is a 4 deck USB DJ controller.

- Manufacturer's Product Page
- Manufacturer's User Manual
- Manufacturer's Firmware Update
- Mixxx User Forum

Nouveau dans la version 2.3.2.

Audio Setup

The mapping relies on the following channel assignments:

Output Channels	Assigned to
1-2	Master
3-4	Headphones

This controller mapping does not support any inputs. The controller itself has a microphone input, but that cannot be controlled via MIDI or routed to the computer.

Controller Mapping

A schematic drawing with the control numbers that are used here can be found on the specified page in the User Manual in the Links section.

Deck section (p. 6)

No.	Control	Function
1	TEMPO slider	Adjust track playing speed (can be adjusted via SYNC)
2	Jog Wheel (top)	Pitch bend (nudge) or scratch when vinyl mode is enabled
2	Jog Wheel (outer)	Pitch bend (nudge)
2	SHIFT + Jog Wheel (top)	Fast-forward or fast reverse track
3	HOT CUE	Set hot cue mode
3	SHIFT + HOT CUE	Set BEAT JUMP mode
4	FX FADE	Set FX fade mode
4	SHIFT + FX FADE	Set roll mode
5	PAD SCRATCH	Set pad scratch mode
5	SHIFT + PAD SCRATCH	Set slicer mode
6	SAMPLER	Set sampler mode
6	SHIFT + SAMPLER	Set trans mode
7	VINYL	Toggle vinyl mode
7	SHIFT + VINYL	Toggle slip mode
8	AUTO LOOP	Toggle auto loop
8	SHIFT + AUTO LOOP	Cancel loop or reloop
9	2X	Double loop length
10	1/2X	Halve loop length
11	Pad 1 - 8	Perform different functions depending on current mode
12	PLAY/PAUSE button	Play / pause
12	SHIFT + PLAY/PAUSE button	Return to temporary cue point
13	CUE button	Set, play and call out cue points
13	SHIFT + CUE button	Return to the beginning of the song
14	SYNC button	Match tempo and phase to currently playing deck
15	SHIFT + button	Switch function of controls
16	DECK X	Switch deck
17	KEY LOCK	Toggle key lock
17	SHIFT + KEY LOCK	Toggle tempo slider range

17 KEY LOCK TEMPO RANGE

1 TEMPO

16 3 DECK

SEARCH +

2

3

4

5

6

15 SHIFT

7 VINYL SLIP

14 SYNC OFF

REV + FWD

LOOP

8 AUTO LOOP RELOOP/EXIT

13 CUE

HOT CUE BEAT JUMP

FX FADE ROLL

PAD SCRATCH SLICER

SAMPLER TRANS

1/2X IN

2X OUT

9

10

12 PLAY/PAUSE

serato

11
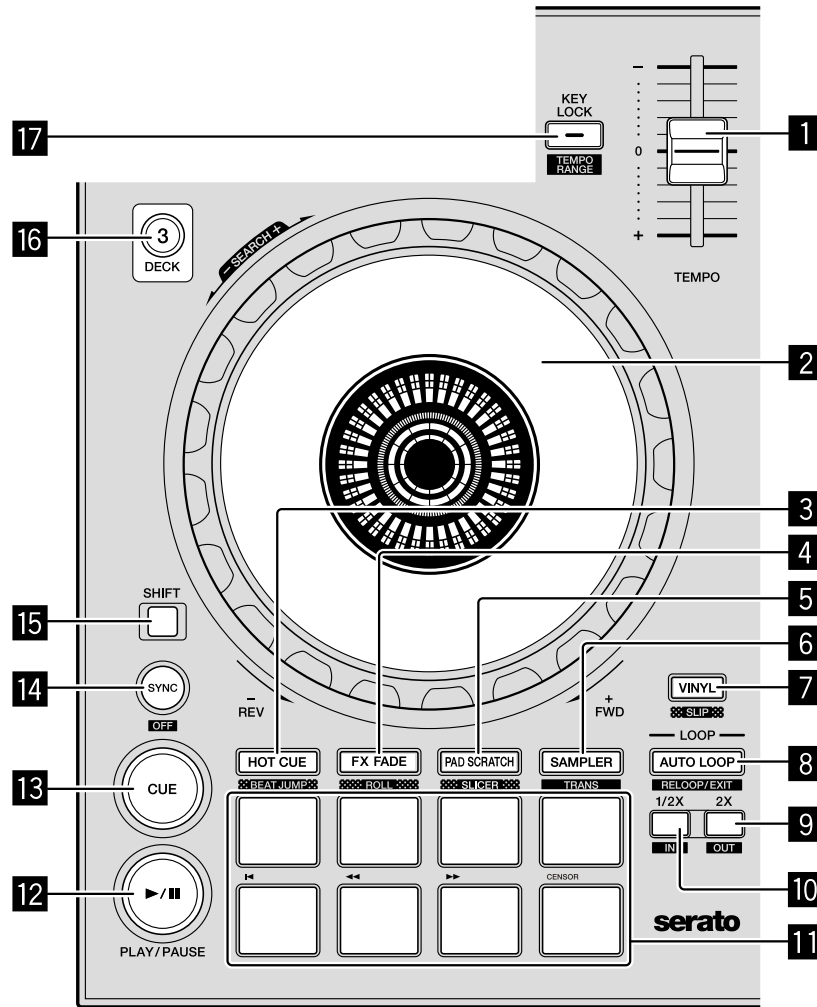
Figure47: Deck section (p. 6)

Mixer section (p. 8)
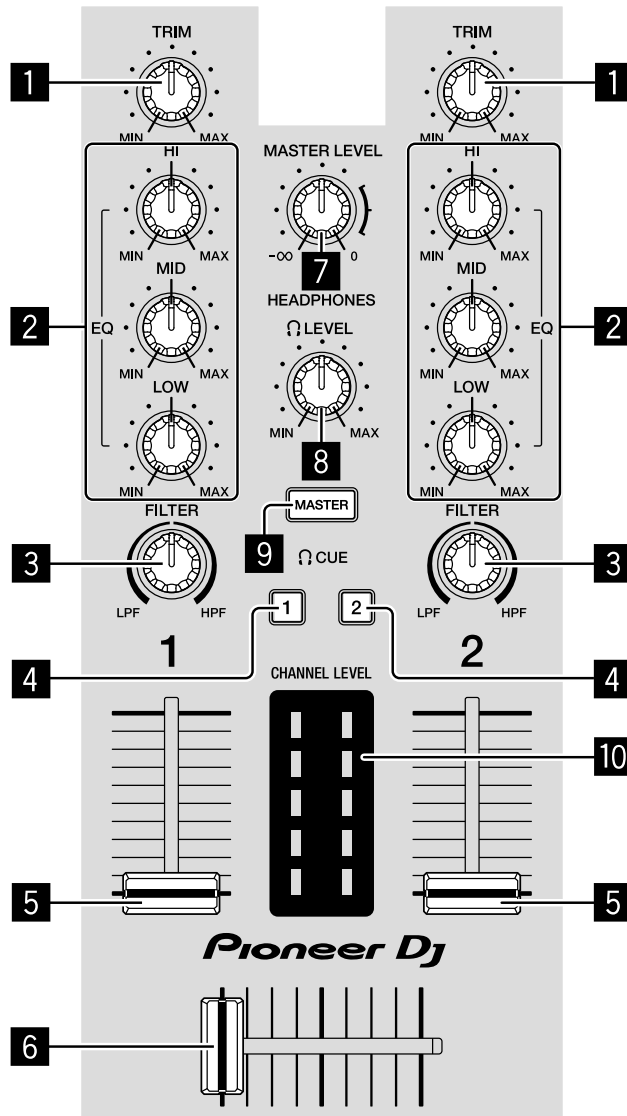
Figure48: Mixer section (p. 8)

No.	Control	Function
1	TRIM knob	Adjust individual channel output gain
2	HI/MID/LOW knobs	Adjust high/mid/low-frequencies
3	FILTER knob	Low pass / high pass filter for each channel
4	HEADPHONE CUE 1 button	Toggle headphone pre-fader listening of left deck.
4	HEADPHONE CUE 2 button	Toggle headphone pre-fader listening of right deck.
5	Channel faders	Adjust the output level for each channel
5	SHIFT Channel faders	Fader start and adjust the output level for each channel
6	Cross fader	Fade between left and right deck
7	MASTER knob	Adjust master output level. This changes the master output level directly on the controller's audio interface. The MAIN knob on the Mixxx UI will not change.
8	HEAD-PHONES knob	Adjust headphones output level. This changes the headphones" output level directly on the controller's audio interface. The HEAD knob on the Mixxx UI will not change.
9	MASTER button	Output master to headphones

Effect section (p. 8)
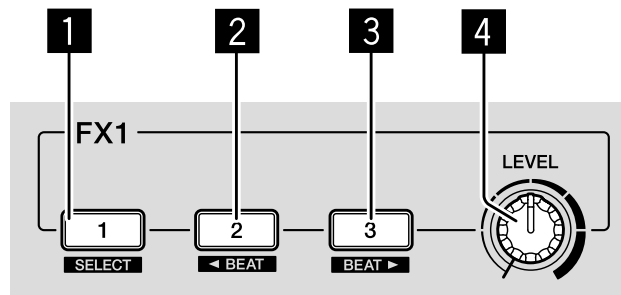
Figure49: Effects section (p. 8)

No.	Control	Function
1	1 button	Turns the effect on/off
1	SHIFT1 button	Focuses the effect
2	2 button	Turns the effect on/off
2	SHIFT2 button	Focuses the effect
3	3 button	Turns the effect on/off
3	SHIFT2 button	Focuses the effect
4	LEVEL knob	Adjusts the mix of the dry and wet signal of the effect unit

Browser section (p. 13)
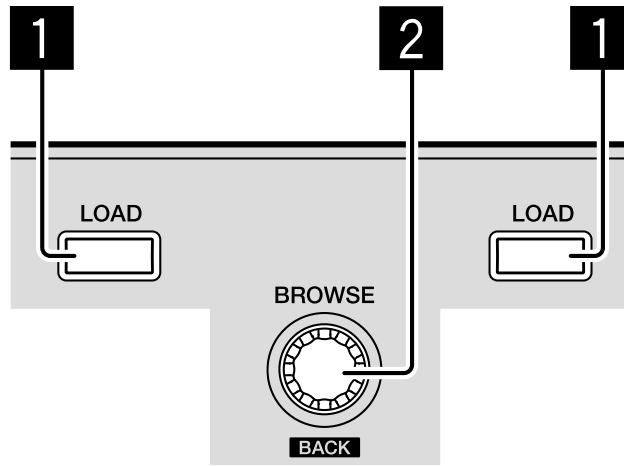
Figure50: Browser section (p. 13)

No.	Control	Function
1	LOAD button	Loads track highlighted in the library to the left or right deck
2	BROWSE knob (rotate)	Rotate the knob left or right highlights the previous or next track in the library
2	BROWSE knob (press)	Starts / stops track preview of highlighted track

Performance Pads

You can use the Pad Mode Select buttons to select a mode for the performance pads. Performance pads are numbered from top left to bottom right. First row is 1-4 and the second row is 5-8. Press shift and the pad mode select button to access other pad modes.

Hot Cue Mode

Hot Cue mode is enabled by pressing the HOT CUE button. The button will light up when selected.
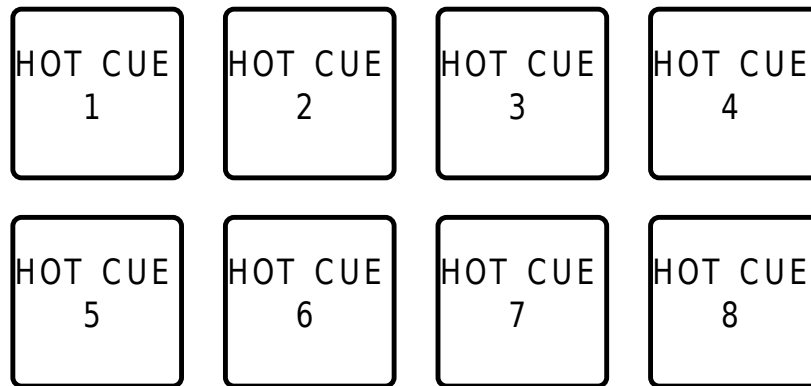
Figure51: Pioneer DDJ-SB3 (performance pads in hot cue mode)

Bookmark positions in the track and jump to them.

No.	Control	Function
1-8	Pad (unlit)	Save current position as hot cue.
1-8	Pad (lit)	Jump to hot cue.
1-8	SHIFT + Pad (lit)	Clear hot cue.

Beatjump Mode

Beatjump mode is enabled by holding SHIFT down and pressing the HOT CUE button. The button will flash when selected. Use beatjump mode to jump back or forward on the track by a certain number of beats.
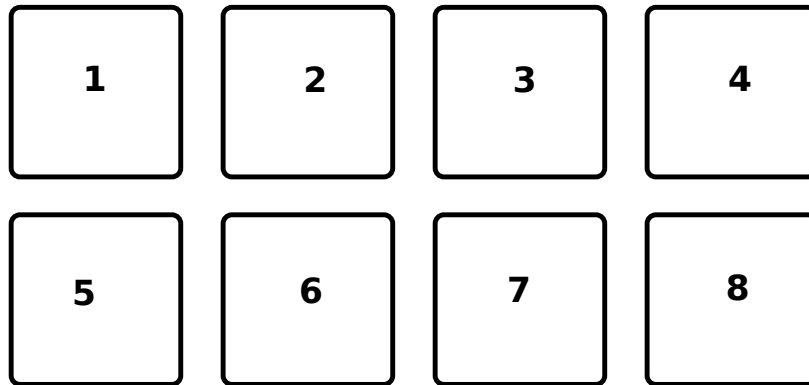
Figure52: Pioneer DDJ-SB3 (performance pads in beatjump mode)

No.	Control	Function
1	Pad	Decrease beatjump size
2	Pad	Increase beatjump size
3	Pad	Jump left
4	Pad	Jump right
5	Pad	Go back to beginning of track
6	Pad	Search left
7	Pad	Search right
8	Pad	Censor

FX Fade Mode

FX Fade mode is enabled by pressing the FX FADE button. The button will light up when selected. FX fade is a set of functions built-in to the controller.
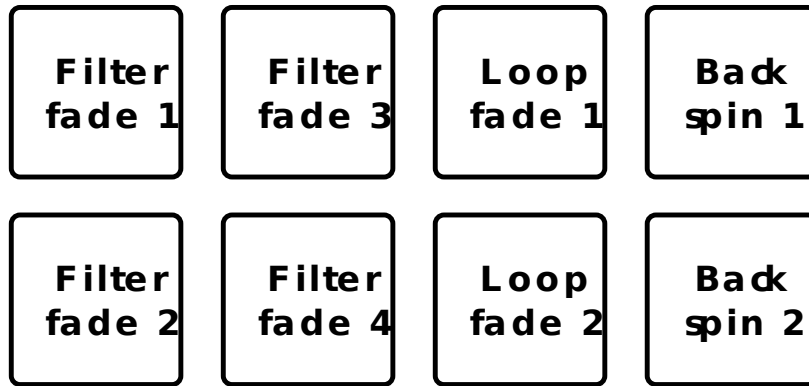
Figure53: Pioneer DDJ-SB3 (Fade mode performance pads)

No.	Control	Function
1	Pad (unlit)	Applies a high-pass filter from off to max
1	Pad (blinking)	Turn off filter
2	Pad (unlit)	Applies a low-pass filter from off to max
2	Pad (blinking)	Turn off filter
3	Pad (unlit)	Apply 1 beat auto-loop and lower volume
3	Pad (blinking)	Turn off loop and restore volume
4	Pad	Perform a back-spin and resume
5	Pad	Same as pad 1 but over more time
6	Pad	Same as pad 2 but over more time
7	Pad	Auto-loop with exponential size reduction
8	Pad	Same as 4 but with a longer back-spin

Loop Roll Mode

Loop roll mode is enabled by holding SHIFT down and by pressing the FX FADE button. The button will blink when selected. Press one of the pads to trigger a momentary loop roll. Once the pad is released, the track will resume playing.
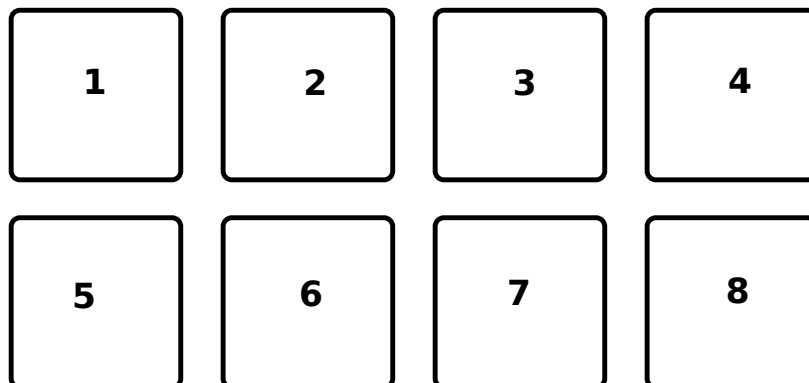
Figure54: Pioneer DDJ-SB3 (performance pads in loop roll mode)

No.	Control	Function
1	Pad	1/16 beat loop roll
2	Pad	1/8 beat loop roll
3	Pad	1/4 beat loop roll
4	Pad	1/2 beat loop roll
5	Pad	1 beat loop roll
6	Pad	2 beat loop roll
7	Pad	4 beat loop roll
8	Pad	8 beat loop roll

Pad Scratch Mode

Pad scratch mode is enabled by pressing the PAD SCRATCH button. The button will light up when selected. Press one of the pads to trigger one of the built in scratches.
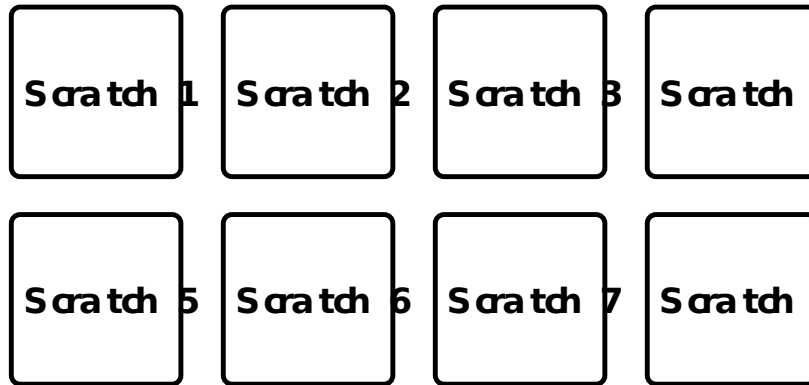
Figure55: Pioneer DDJ-SB3 (performance pads in pad scratch mode)

Slicer Mode

Slicer mode is enabled by holding SHIFT down and by pressing the PAD SCRATCH button. The button will blink when selected. In this mode every pad represents a marker in the beat grid. Each pad will light up as each slice is played. Press a pad to repeat the slice and hold the pad down to loop it.
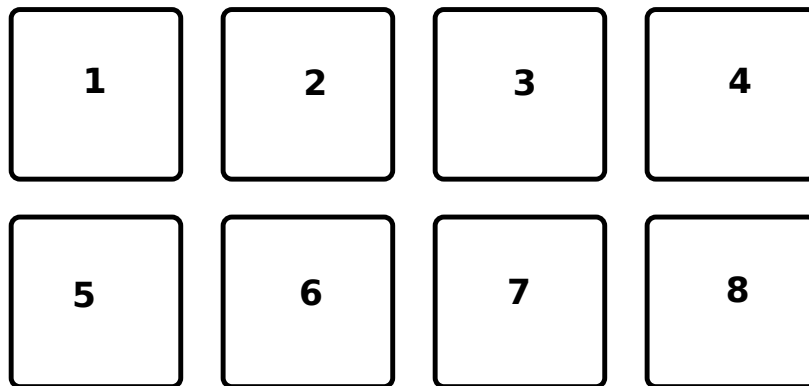
Figure56: Pioneer DDJ-SB3 (performance pads in slicer mode)

Sampler Mode

Sampler mode is enabled by pressing the SAMPLER button. The button will light up when selected.

| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
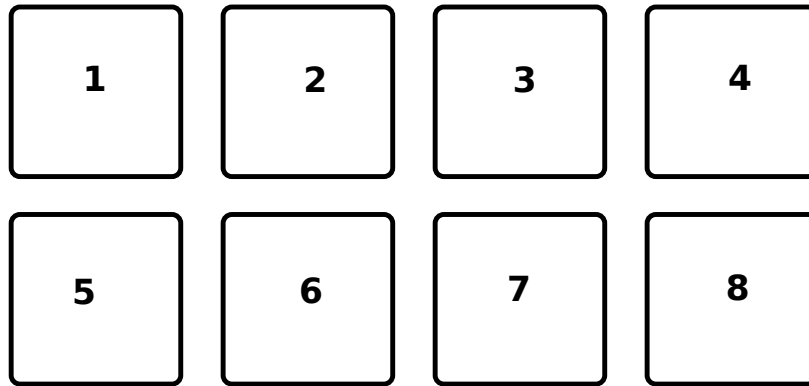
Figure57: Pioneer DDJ-SB3 (performance pads in sampler mode)

No.	Control	Function
1	Pad	Play sample 1
1	SHIFT + Pad	Stop sample 1
2	Pad	Play sample 2
2	SHIFT + Pad	Stop sample 2
3	Pad	Play sample 3
3	SHIFT + Pad	Stop sample 3
4	Pad	Play sample 4
4	SHIFT + Pad	Stop sample 4
5	Pad	Load sample 1
5	SHIFT + Pad	Unload sample 1
6	Pad	Load sample 2
6	SHIFT + Pad	Unload sample 2
7	Pad	Load sample 3
7	SHIFT + Pad	Unload sample 3
8	Pad	Load sample 4
8	SHIFT + Pad	Unload sample 4

Trans Mode

Trans mode is enabled by holding SHIFT down and by pressing the SAMPLER button. The button will blink when selected. Press one of the pads to trigger one of the built in cut effects. This mode is driven entirely by the controller's firmware, so there is no equivalent in the Mixxx UI. In this mode, pressing and holding a pad triggers a Cut Effect, where the deck's fader volume is toggle from 0 to max at the rate described in the table below. For example, pressing and holding pad 5 will cause the volume to toggle from max to min every one beat.

Figure58: Pioneer DDJ-SB3 (performance pads in trans mode)

No.	Control	Function
1	Pad	1/16 beat cut effect
2	Pad	1/8 beat cut effect
3	Pad	1/4 beat cut effect
4	Pad	1/2 beat cut effect
5	Pad	1 beat cut effect
6	Pad	2 beat cut effect
7	Pad	1/3 beat cut effect
8	Pad	Manual cut effect

17.1.98 Pioneer DDJ-SX

The Pioneer DDJ-SX is a 4 deck all-in-one controller that provides intuitive control of all of Mixxx's features. The DDJ-SX mapping reportedly works with the DDJ-SX2, but it does not use the new features of the DDJ-SX2 hardware.

- Manufacturer's product page

- Forum thread

- User Manual

Nouveau dans la version 2.1.

User Options

To change the mapping's user options, you have to open the script file (*.js*). *At the top of the file under **USER OPTIONS** the following settings can be made:

- **PioneerDDJSX.jogwheelSensivity**: Sets the jogwheel sensitivity. 1 = default, 2 is twice as sensitive, 0.5 is half as sensitive.

- **PioneerDDJSX.jogwheelShiftMultiplier**: Sets how much more sensitive the jogwheels get when holding SHIFT. Set it to 1 to disable jogwheel sensitivity increase when holding SHIFT.

- **PioneerDDJSX.twinkleVumeterAutodjOn**: If true, level-meter twinkles if *AutoDJ* is enabled.

- **PioneerDDJSX.autoDJAddTop**: If true, the selected track will be added to *AutoDJ* queue-top on pressing RO-TARY SELECTOR, else the selected track will be added to *AutoDJ* queue-bottom.

- **PioneerDDJSX.autoDJTickInterval**: Sets the duration of sleeping between *AutoDJ* actions if *AutoDJ* is enabled [ms].

- **PioneerDDJSX.autoDJMaxBpmAdjustment**: Sets the maximum adjustment of BPM allowed for beats to sync if *AutoDJ* is enabled.

- **PioneerDDJSX.autoDJShuffleAfterSkip**: If true, *AutoDJ* queue is being shuffled after skipping a track.

- **PioneerDDJSX.jumpPreviewEnabled**: If true, by releasing the Rotary Selector, track in preview player jumps forward to `jumpPreviewPosition`.

- **PioneerDDJSX.jumpPreviewPosition**: Sets the preview player absolute position, being set at releasing Rotary Selector and if `jumpPreviewEnabled` enabled.

- **PioneerDDJSX.samplerCueGotoAndPlay**: If true, pad press in SAMPLER PAD MODE repeatedly causes *sampler* to play loaded track from cue-point, else it causes to play loaded track from the beginning.

- **PioneerDDJSX.autoPFL**: If true, PFL / Cue (headphone) is being activated by loading a track into certain deck.

General Functions

Group	Fig-ure	Control	Description
5 - BROWSER	2, 3, 4, 5	LOAD	Loads the selected track into the specific deck
5 - BROWSER	2	SHIFT + LOAD	AutoDJ - Toggle BPM sync
5 - BROWSER	3	SHIFT + LOAD	AutoDJ - Toggle Key sync
5 - BROWSER	1	Rotary Selector	Move UP or DOWN the specified number of locations in Library (MoveVertical function)
5 - BROWSER	1	Rotary Selector (press)	Equivalent to double clicking the currently selected item in Library (GoToItem function)
5 - BROWSER	1	SHIFT + Rotary Selector	Move LEFT or RIGHT the specified number of locations in Library (MoveHorizontal function)
5 - BROWSER	1	SHIFT + Rotary Selector (press)	Add track from Library to AutoDJ queue at top/bottom (see user options: default = at bottom)
5 - BROWSER	6	BACK	Currently focused pane changes in Library - previously focused pane will be focused (MoveFocusBackward function)
5 - BROWSER	6	SHIFT BACK	Maximize view of Library
5 - BROWSER	7	LOAD PREPARE	Load selected track into PreviewDeck, jump to position (see user options) and play, else stop already playing track
3 - MIXER	1	Crossfader	Controls Mixxx crossfader, fades between deck 1, 3 and 2, 4
3 - MIXER	2	Channel fader	Controls deck volume
3 - MIXER	2	SHIFT Channel fader	Fader start (starts playing deck when rising deck volume)
3 - MIXER	3	TRIM	Controls deck gain
3 - MIXER	4	EQ HIGH	Controls deck's equalizer/filter high frequencies
3 - MIXER	5	EQ MID	Controls deck's equalizer/filter mid frequencies
3 - MIXER	6	EQ LOW	Controls deck's equalizer/filter low frequencies
3 - MIXER	7	CUE	Toggles PFL/Cue (headphones) for specific deck
3 - MIXER	7	SHIFT CUE	BPM Tab function for specific deck
3 - MIXER	8	MASTER LEVEL	Controls the master output volume
3 - MIXER	9	MASTER CUE	Toggles master cue
3 - MIXER	9	SHIFT MASTER CUE	Toggles split cue (headphones)
3 - MIXER	10	Crossfader Assign	Crossfader assignment - deck to crossfader (left (A), right (B) or center (THRU))
3 - MIXER	13	HEADPHONES MIX	Controls headphone's audio source (cue, master)
3 - MIXER	14	SAMPLER VOL-UME	Controls volume of all available Sampler decks
3 - MIXER	15	BOOTH MONI-TOR LEVEL	Controls the booth output volume
4 - FRONT PANEL	1	Crossfader curve	Controls Mixxx crossfader curve
4 - FRONT PANEL	2	INPUT SELECT	Controls deck source (PC, MIC, CD, PHONO, LINE)
1 - DECK	25	PANEL SELECT	Show/hide Sampler decks / Effect rack

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Note: The MASTER LEVEL, MASTER CUE, HEADPHONE MIX, BOOTH MONITOR LEVEL and INPUT SE-LECT controls directly affect the controller's sound card, so adjusting these will not change anything on screen in Mixxx.

Deck Functions

The controls listed here are documented in Section 1 (« Deck ») of the owner's manual.

Figure	Control	Description
1	PLAY/PAUSE	Toggles play/pause (hold pressed while playing: starts brake effect -> release: pause track, pr
1	SHIFT + PLAY/PAUSE	Toggles play stutter
2	CUE	Toggles default cue (sets cue point/ goes to cue point)
2	SHIFT + CUE	Jump to the beginning of the track and stop
3	Jog Wheel (platter)	Vinyl-Mode enabled: performs scratching when pressed and rotated, Vinyl-Mode disabled: p
3	SHIFT + Jog Wheel (platter)	Vinyl-Mode enabled: performs scratching considering user-options multiplier when touched a
3	Jog Wheel (side)	Performs pitch bend when rotated
3	SHIFT + Jog Wheel (side)	Performs pitch bend when rotated considering user-options multiplier
4	TEMPO	Controls pitch/tempo ratio
5	KEYLOCK	Toggles keylock
5	SHIFT + KEYLOCK	Changes TEMPO slider range: Doubles the *rateRange*, starting from the value set up in the M
5	KEYLOCK (long press)	Toggles pitch/tempo reset
6	NEEDLE SEARCH	Jumps to equivalent absolute position in track if track is stopped.
6	SHIFT + NEEDLE SEARCH	Jumps to equivalent absolute position in track while track is playing.
7	DECK 1	Switches left deck to DECK 1 control and illumination
8	DECK 2	Switches right deck to DECK 2 control and illumination
9	DECK 3	Switches left deck to DECK 3 control and illumination
10	DECK 4	Switches right deck to DECK 4 control and illumination
11	DUAL DECK	Toggles left deck to dual deck control and illumination (DECK 1 and 3)
12	DUAL DECK	Toggles right deck to dual deck control and illumination (DECK 2 and 4)
13	SYNC	Toggles deck sync
13	SHIFT + SYNC	Toggles quantize function
14	AUTO LOOP	Set and enable beat loop
14	SHIFT AUTO LOOP	Activates / Deactivates current loop
15	LOOP 1/2X	Halves active loop
15	SHIFT LOOP 1/2X	Moves active loop one beat backward (left)
16	LOOP 2X	Doubles active loop
15	SHIFT LOOP 2X	Moves active loop one beat forward (right)
17	LOOP IN	Toggles loop in
17	SHIFT LOOP IN	Activates current loop, jumps to its loop in point and stops playback.
18	LOOP OUT	Toggles loop out
18	SHIFT LOOP OUT	Toggles reloop / exit loop
19	VINYL	Toggles vinyl (scratch) mode
20	CENSOR	Toggles reverse roll play
20	SHIFT CENSOR	Toggles reverse play
21	SLIP	Toggles slip mode
22	GRID ADJUST	Hold and touch/rotate Jog dial to adjust beats faster/slower
22	SHIFT GRID ADJUST	Set/translate beat grid to current track position (adjust position with Jog dial)
23	GRID SLIDE	Hold and touch/rotate Jog dial to set/translate beat grid earlier/later
24	SHIFT	Switches to shifted controls, no direct function

Performance Pads

The performance pads support multiple different modes. The controls listed here are documented in Section 6 (« Performance Pads ») of the owner's manual.

Figure	Control	Description
9	HOT CUE mode	Switches pad control and illumination to *HOT CUE mode*
10	ROLL mode	Switches pad control and illumination to *BEATLOOP ROLL mode*
10	SHIFT + ROLL mode	Switches pad control and illumination to *GROUP2 (BEATLOOP) mode*
11	SLICER mode	Switches pad control and illumination to *SLICER mode*, in SLICER mode switches between continuous slice mode and loop slice mode
12	SAMPLER mode	Switches pad control and illumination to *SAMPLER mode*
12	SAMPLER mode (long press)	Toggles sampler pad velocity mode (velocity ~ volume)

HOT CUE Mode

Figure	Control	Description
1	PAD 1	Set/activate Hot cue 1
1	SHIFT + PAD 1	Clear Hot cue 1
2	PAD 2	Set/activate Hot cue 2
2	SHIFT + PAD 2	Clear Hot cue 2
3	PAD 3	Set/activate Hot cue 3
3	SHIFT + PAD 3	Clear Hot cue 3
4	PAD 4	Set/activate Hot cue 4
4	SHIFT + PAD 4	Clear Hot cue 4
5	PAD 5	Set/activate Hot cue 5
5	SHIFT + PAD 5	Clear Hot cue 5
6	PAD 6	Set/activate Hot cue 6
6	SHIFT + PAD 6	Clear Hot cue 6
7	PAD 7	Set/activate Hot cue 7
7	SHIFT + PAD 7	Clear Hot cue 7
8	PAD 8	Set/activate Hot cue 8
8	SHIFT + PAD 8	Clear Hot cue 8
13	PARAMETER LEFT	Jump *beatjump_size* beats backward
13	SHIFT + PARAMETER LEFT	Increase *beatjump_size*
14	PARAMETER RIGHT	Jump *beatjump_size* beats forward
14	SHIFT + PARAMETER RIGHT	Decrease *beatjump_size*

BEATLOOP ROLL Mode

By using the PARAMETER LEFT and PARAMETER RIGHT buttons in BEATLOOP ROLL (default parameter set: 2), you can change the pad-assigned loop size. The following table shows the possible assignments (unit: beats).

Set No.	Pad 1	Pad 2	Pad 3	Pad 4	Pad 5	Pad 6	Pad 7	Pad 8
0	1/4	1/2	1	2	4	8	16	32
1	1/8	1/4	1/2	1	2	4	8	16
2	1/16	1/8	1/4	1/2	1	2	4	8
3	1/32	1/16	1/8	1/4	1/2	1	2	4

Figure	Control	Description
1	PAD 1	Toggle Beatloop roll length index 1 (according parameter set)
2	PAD 2	Toggle Beatloop roll length index 2 (according parameter set)
3	PAD 3	Toggle Beatloop roll length index 3 (according parameter set)
4	PAD 4	Toggle Beatloop roll length index 4 (according parameter set)
5	PAD 5	Toggle Beatloop roll length index 5 (according parameter set)
6	PAD 6	Toggle Beatloop roll length index 6 (according parameter set)
7	PAD 7	Toggle Beatloop roll length index 7 (according parameter set)
8	PAD 8	Toggle Beatloop roll length index 8 (according parameter set)
13	PARAMETER LEFT	Decrement active looproll-interval parameter set (0-3), button LED is illuminated at parameter set 2, 3
14	PARAMETER RIGHT	Increment active looproll-interval parameter set (0-3), button LED is illuminated at parameter set 1, 3

SLICER Mode

For a detailed explanation of the slicer mode, take a look at the controller's manual. A limited slicer functionality is implemented into the controller mapping as described below.

There are two slicer modes, continuous slice and loop slice, which can be selected by pressing the SLICER mode button. If none or only one pad (beat) is lit, continuous slice mode is active. If you press SLICER mode button again, loop slice mode will be activated and all pads, except one for the beat, will light up.

Starting with the first beat marked on a playing track, the track is divided into sections of 8 equal parts (not visible in waveform). If the first 8 parts are reached, the next section starts. The pads are assigned to one section, each time the active section changes, the pads will be assigned to the new active section (pad 1..8 = section part 1..8). The section size is dependent of the selected slicer domain, changeable by pressing SHIFT + PARAMETER LEFT or PARAMETER RIGHT. The default slicer domain is 8 beats, so each part represents the part between one beat and the following beat. Possible slicer domains are 8, 16, 32, 64 beats.

Figure	Control	Description
1	PAD 1	Press: Jumps to beat position 1 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
2	PAD 2	Press: Jumps to beat position 2 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
3	PAD 3	Press: Jumps to beat position 3 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
4	PAD 4	Press: Jumps to beat position 4 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
5	PAD 5	Press: Jumps to beat position 5 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
6	PAD 6	Press: Jumps to beat position 6 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
7	PAD 7	Press: Jumps to beat position 7 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
8	PAD 8	Press: Jumps to beat position 8 in 8-beat-section and beat loops according quantization index (default: 1/4 beat), Release (continuous slice only): Jumps to actual play position in the background (slip).
13	PARAMETER LEFT	Decrement active slicer quantization (1/8, 1/4, 1/2, 1 beat loop), button LED is illuminated at quantization 1/2, 1
13	SHIFT + PARAMETER LEFT	Decrement active slicer domain (8, 16, 32, 64 beats), button LED is illuminated at domain 32, 64
14	PARAMETER RIGHT	Increment active slicer quantization (1/8, 1/4, 1/2, 1 beat loop), button LED is illuminated at quantization 1/4, 1
14	SHIFT + PARAMETER RIGHT	Increment active slicer domain (8, 16, 32, 64 beats), button LED is illuminated at domain 16, 64

Continuous slice mode

The pad lights show the active part in the active section: The active part pad is lit, all other pad lights are off.

Continuous slice mode moves to the next section if the end of the previous active section is reached.

By pressing pad X, the play position jumps to the beat X of the active section. If you have pressed the pad on-beat and hold it, the play position is playing in loop. The beat loop length depends on the selected slicer quantization (changeable by pressing PARAMETER LEFT or PARAMETER RIGHT). If you release the pad, the playback will resume where the track would have been if the slicer wouldn't have been activated (slip mode).
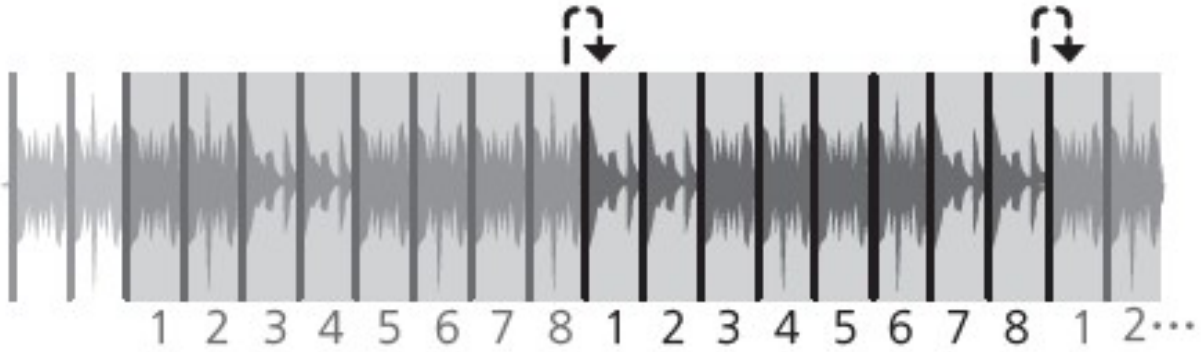
Figure59: Pioneer DDJ SX Slicer (type 1)

Loop slice mode

The pad lights show the active part in the active section: The active part pad light is off, all other pads are lit.

As soon as loop slice mode is activated, the active section is played in loop (not visible in waveform). If the end of the active section is reached, the play position jumps back to the beginning of the active section.
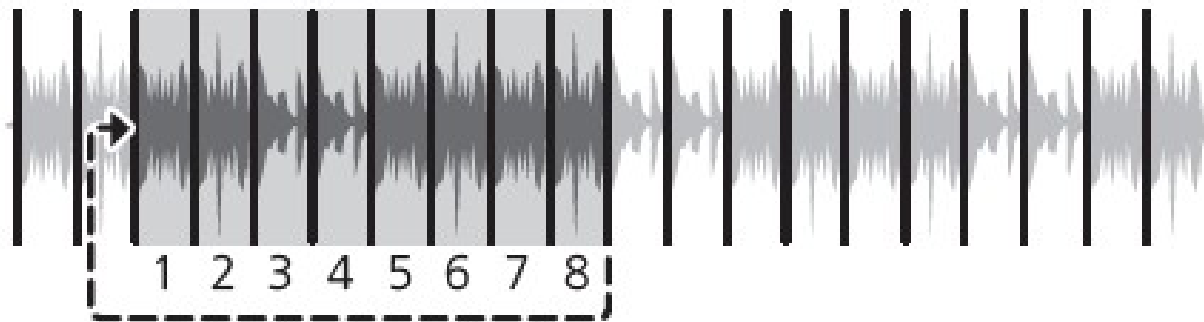
Figure60: Pioneer DDJ SX Slicer (type 2)

By pressing pad X, the play position jumps to the beat X of the active section. In loop slice mode beat loop is not possible.

As soon as loop slice mode is deactivated (by pressing SLICER mode button again), the playback will resume where the track would have been if the slicer wouldn't have been activated (slip mode).

SAMPLER Mode

Fig-ure	Control	Description
1	PAD 1	Sample deck index 1 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
1	SHIFT + hwlabel:*PAD 1*	Sample deck index 1 (according sampler bank) - playing: stop deck, stopped: eject track
2	PAD 2	Sample deck index 2 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
2	SHIFT + hwlabel:*PAD 2*	Sample deck index 2 (according sampler bank) - playing: stop deck, stopped: eject track
3	PAD 3	Sample deck index 3 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
3	SHIFT + hwlabel:*PAD 3*	Sample deck index 3 (according sampler bank) - playing: stop deck, stopped: eject track
4	PAD 4	Sample deck index 4 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
4	SHIFT + hwlabel:*PAD 4*	Sample deck index 4 (according sampler bank) - playing: stop deck, stopped: eject track
5	PAD 5	Sample deck index 5 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
5	SHIFT + hwlabel:*PAD 5*	Sample deck index 5 (according sampler bank) - playing: stop deck, stopped: eject track
6	PAD 6	Sample deck index 6 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
6	SHIFT + hwlabel:*PAD 6*	Sample deck index 6 (according sampler bank) - playing: stop deck, stopped: eject track
7	PAD 7	Sample deck index 7 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
7	SHIFT + hwlabel:*PAD 7*	Sample deck index 7 (according sampler bank) - playing: stop deck, stopped: eject track
8	PAD 8	Sample deck index 8 (according sampler bank) - empty: Load selected track into sample deck, track loaded: start play (default, see user options) sample deck
8	SHIFT + hwlabel:*PAD 8*	Sample deck index 8 (according sampler bank) - playing: stop deck, stopped: eject track
13	PARAM-ETER LEFT	Decrement active sampler bank (0-3), button LED is illuminated at sampler bank 2, 3. Sampler bank 0: sampler 1-8, sampler bank 1: sampler 9-16 sampler bank 2: sampler 17-24, sampler bank 3: sampler 25-32
14	PARAM-ETER RIGHT	Increment active sampler bank (0-3), button LED is illuminated at sampler bank 1, 3. Sampler bank 0: sampler 1-8, sampler bank 1: sampler 9-16, sampler bank 2: sampler 17-24, sampler bank 3: sampler 25-32

BEATLOOP Mode (GROUP2)

By using the PARAMETER LEFT and PARAMETER RIGHT buttons in BEATLOOP mode (default parameter set: 0), you can change the pad-assigned loop size. The following table shows the possible assignments (unit: beats).

Set No.	Pad 1	Pad 2	Pad 3	Pad 4	Pad 5	Pad 6	Pad 7	Pad 8
0	1/4	1/2	1	2	4	8	16	32
1	1/8	1/4	1/2	1	2	4	8	16
2	1/16	1/8	1/4	1/2	1	2	4	8
3	1/32	1/16	1/8	1/4	1/2	1	2	4

Figure	Control	Description
1	PAD 1	Toggle Beatloop length index 1 (according parameter set)
2	PAD 2	Toggle Beatloop length index 2 (according parameter set)
3	PAD 3	Toggle Beatloop length index 3 (according parameter set)
4	PAD 4	Toggle Beatloop length index 4 (according parameter set)
5	PAD 5	Toggle Beatloop length index 5 (according parameter set)
6	PAD 6	Toggle Beatloop length index 6 (according parameter set)
7	PAD 7	Toggle Beatloop length index 7 (according parameter set)
8	PAD 8	Toggle Beatloop length index 8 (according parameter set)
13	PARAMETER LEFT	Decrement active loop-interval parameter set (0-3), button LED is illuminated at parameter set 2, 3
14	PARAMETER RIGHT	Increment active loop-interval parameter set (0-3), button LED is illuminated at parameter set 1, 3

Effect Functions

This controller mapping uses the standard Mixxx mapping for effects sections on controllers. The controls listed here are documented in Section 2 (« Effects ») of the owner's manual.

Figure	Control	Description
1 (L)	FX1-1	Focused effect none: Controls EffectRack1-EffectUnit1/3-Effect1 meta, Focused effect 1..3: Controls effect parameter 1 of effect in EffectRack1-EffectUnit1/3
1 (L)	SHIFT + FX1-1	Controls effect selection for EffectRack1-EffectUnit1/3 effect 1
1 (R)	FX2-1	Focused effect none: Controls EffectRack1-EffectUnit2/4-Effect1 meta, Focused effect 1..3: Controls effect parameter 1 of focused effect in EffectRack1-EffectUnit2/4
1 (R)	SHIFT + hwlabel:*FX2-1*	Controls effect selection for EffectRack1-EffectUnit2/4 effect 1
2 (L)	FX1-2	Focused effect none: Controls EffectRack1-EffectUnit1/3-Effect2 meta, Focused effect 1..3: Controls effect parameter 2 of focused effect in EffectRack1-EffectUnit1/3
2 (L)	SHIFT + hwlabel:*FX1-2*	Controls effect selection for EffectRack1-EffectUnit1/3 effect 2
2 (R)	FX2-2	Focused effect none: Controls EffectRack1-EffectUnit2/4-Effect2 meta, Focused effect 1..3: Controls effect parameter 2 of focused effect in EffectRack1-EffectUnit2/4
2 (R)	SHIFT + hwlabel:*FX2-2*	Controls effect selection for EffectRack1-EffectUnit2/4 effect 2
3 (L)	FX1-3	Focused effect none: Controls EffectRack1-EffectUnit1/3-Effect3 meta, Focused effect 1..3: Controls effect parameter 3 of focused effect in EffectRack1-EffectUnit1/3
3 (L)	SHIFT + hwlabel:*FX1-3*	Controls effect selection for EffectRack1-EffectUnit1/3 effect 3
3 (R)	FX2-3	Focused effect none: Controls EffectRack1-EffectUnit2/4-Effect3 meta, Focused effect 1..3: Controls effect parameter 3 of focused effect in EffectRack1-EffectUnit2/4
3 (R)	SHIFT + hwlabel:*FX2-3*	Controls effect selection for EffectRack1-EffectUnit2/4 effect 3
4 (L)	FX1 BEATS	Controls EffectRack1-EffectUnit1/3 mix
4 (R)	FX2 BEATS	Controls EffectRack1-EffectUnit2/4 mix
4 (L)	SHIFT + hwlabel:*FX1 BEATS*	Controls EffectRack1-EffectUnit1/3 super1 knob
4 (R)	SHIFT + hwlabel:*FX2 BEATS*	Controls EffectRack1-EffectUnit2/4 super1 knob
5 (L)	FX1-1 ON	EffectFocusButton press and hold: focus EffectRack1-EffectUnit1/3-Effect1, else: Toggles EffectRack1-EffectUnit1/3-Effect1
5 (R)	FX2-1 ON	EffectFocusButton press and hold: focus EffectRack1-EffectUnit2/4-Effect1, else: Toggles EffectRack1-EffectUnit2/4-Effect1
6 (L)	FX1-2 ON	EffectFocusButton press and hold: focus EffectRack1-EffectUnit1/3-Effect2, else: Toggles EffectRack1-EffectUnit1/3-Effect2
6 (R)	FX2-2 ON	EffectFocusButton press and hold: focus EffectRack1-EffectUnit2/4-Effect2, else: Toggles EffectRack1-EffectUnit2/4-Effect2
7 (L)	FX1-3 ON	EffectFocusButton press and hold: focus EffectRack1-EffectUnit1/3-Effect3, else: Toggles EffectRack1-EffectUnit1/3-Effect3
7 (R)	FX2-3 ON	EffectFocusButton press and hold: focus EffectRack1-EffectUnit2/4-Effect3, else: Toggles EffectRack1-EffectUnit2/4-Effect3
8 (L)	FX1 TAP	EffectFocusButton of EffectRack1-EffectUnit1/3
8 (R)	FX2 TAP	EffectFocusButton of EffectRack1-EffectUnit2/4
8 (L)	SHIFT + hwlabel:*FX1 TAP*	Switch EffectUnit 1 <-> 3
8 (R)	SHIFT + hwlabel:*FX2 TAP*	Switch EffectUnit 2 <-> 4
9, 10, 11, 12	FX1 ASSIGN	Assign EffectRack1-EffectUnit1/3 to specific deck
13, 14, 15, 16	FX2 ASSIGN	Assign EffectRack1-EffectUnit2/4 to specific deck
17, 18, 19, 20	FILTER	Control QuickEffectRack1 super1 knob (e.g. moog filter)

Troubleshooting

If you experience any strange behavior of a button or a LED (e.g. wheel LEDs not working), make sure your controller is set up correctly to work with Mixxx. The DDJ-SX provides several settings, which can be changed in a special *Utility-Mode*.

Utility-Mode

- Disconnect USB-cable.

- Switch off STANDBY/ON the unit.

- Hold SHIFT button and PLAY/PAUSE button at the left deck while switching on the unit STANDBY/ON.

- Now *Utility-Mode* is activated.

- For saving and exiting *Utility-Mode*, switch off the unit again STANDBY/ON.

Setting for usage of Serato DJ

To use the DDJ-SX with Mixxx, the controller must be configured for the usage of Serato DJ. You can check/change this setting by pressing the KEY LOCK button at the left deck.

- KEY LOCK button off: Controller is configured for using Serato DJ (default).

- KEY LOCK button on (lit): Controller is configured for using different DJ-software.

17.1.99 Reloop Beatmix 2

The **Reloop Beatmix 2** is a performance-oriented 2-channel pad controller with integrated soundcard. **Beatmix 2** offers an ergonomically designed 2-channel mixer layout, optimized for the club allowing you to work intuitively: Dedicated equalizer and gain dials, high-quality line-faders, an extremely smooth-running crossfader, 16 multi-colour drum pads, as well as two extensive FX units are the foundation for your creativity.

This controller is a midi and audio class compliant device so it is compatible as-is with Linux, MacOS and Windows. However, on Windows, the manufacturer ship an ASIO low-latency driver that can be found on the manufacturer's product page.

The mapping for the *Reloop Beatmix 4* should be compatible with this controller, but hasn't been tested. See the *Reloop Beatmix 4* page for the complete mapping description.

- Manufacturer's product page

- Forum thread

Nouveau dans la version 2.1.

17.1.100 Reloop Beatmix 4

The Reloop Beatmix 4 is a performance-oriented 4-channel pad controller with integrated soundcard. It offers an ergonomically designed 4-channel mixer layout, optimized for the club allowing you to work intuitively: Dedicated equalizer and gain dials, high-quality line-faders, an extremely smooth-running crossfader, 16 multi-colour drum pads, as well as two extensive FX units are the foundation for your creativity.

- Manufacturer's product page

- Forum thread

Nouveau dans la version 2.1.

Audio

This controller is a MIDI and audio class compliant device so it is compatible as-is with Linux, MacOS and Windows. On windows, the manufacturer ships an *ASIO* low-latency driver that can be found on the Manufacturer's product page.

The MIC input is hardware-mixed and is not digitized so Mixxx can not have any control on the mic and you can not use ducking in Mixxx. The MASTER volume and PHONES volume knobs directly control hardware and don't change Mixxx controls.

Mixer Section

Control	Description
MASTER	Controls the master volume to your main sound system. This controls the built in sound card and has no effect on the master gain knob in Mixxx.
PHONES	Controls your headphones volume. This controls the built in sound card and has no effect on the headphone gain knob in Mixxx.
CUE MIX	Mixes the headphones CUE signal between your selected channel and the master output.
TRAX SELECT	Use the *Trax selector* to navigate through your song library.
TRACK LOAD (short press)	Load tracks on either channel. These buttons are lit when a track is loaded into the associated deck.
TRACK LOAD (long press)	Eject the selected deck.
SHIFTTRACK LOAD	Enable and launch a track using your linefader (FADER-START, hardware function)
CUE	Pre-listen the selected channel in your headphones. This buttons lights-up when activated
BACK	Switch *Trax action* between playlists (sidebar), tracks and Preview Deck.
SAMPLER VOLUME	Controls the volume of all samplers.
LINE FADERS	Controls your channel volume.
CROSSFADER	Enables you to fade between your decks.
GAIN	Adjust the gain for each deck.
EQ	Tweak the high, mid or low frequencies when mixing your track.
DECK	Press the deck button to swap between decks 1 & 3 on the left and 2 & 4 on the right.

Indication: You can replace the fader cap of the SAMPLER VOLUME fader with a custom colored fader cap to make it visually stand out from the channel volume faders.

Trax selector and Back button

The trax selector let you navigate through your library (playlist and tracks) as well as preview tracks.

The trax selector has three modes:

Track mode (default) Turning the trax selector will select tracks (one by one), turning with shift will select tracks faster (10 by 10). Pressing the Back button will switch to Playlist mode and pushing the trax selector will load the selected track into the preview deck, start playing and switch to Preview mode.

Playlist mode Turning the trax selector will select sidebar item (one by one), turning with shift will select sidebar item faster (10 by 10). Pressing the trax selector will expand/collapse the selected sidebar item and pressing the Back button will return to Track mode.

Preview mode Turning the trax selector let you navigate through the track loaded in the PreviewDeck (faster with shift), pushing the trax selector will play/pause the preview deck and pushing the back button return to Track mode.

Transport Section

Control	Description
PLAY/PAUSE	Press to launch and pause your track.
SHIFT + PLAY/PAUSE	Reverses the direction of the track playing.
CUE	Sets a temporary *cue point*. It is set by pausing the track and pressing the CUE button. While the track is playing, press the button to return to that point, where it will pause.
SHIFT + CUE	Takes you back to the start of your track.
CUP	Takes you directly to your cue point and starts playback instantly. If no cue point is set, it will jump to the beginning of the track.
SHIFT + CUP	Changes the pitch range, cycling through 8%, 10%, 12% and 16%
SYNC	Syncs the BPM and phase to that of the other track (if *BPM* is detected on both).
SHIFT + SYNC	Turn on master sync, keeping sync enabled

Jog wheel and pitch slider

Touch and move the jog wheel to scratch (either deck playing or not).

When playing, use the side of the wheel, without touching the metallic platter, to temporarily bend the pitch (speed up/slow down playback). When the deck is not playing, using the side of the wheel let you quick search through your track.

Hold SHIFT and turn the jog wheel to quick search through your track. SHIFT ignores touch sensitive platter so holding it and turning jogwheel is the same as using the side of the jog wheel.

When a deck is playing, jog led will turn around at 33.3 RPM. When track time left is below 30 seconds, jog leds will blink slowly, and when track time remaining is below 15 seconds, jog leds will blink quickly. These delays can be changed by editing the two variables at the beginning of the JavaScript file and eventually set to -1 to disable jog led blink.

The pitch slider let you adjust pitch.

PITCH +/- buttons let you temporarily adjust the the speed one step higher/lower. These buttons, when used with shift, let you *control effects*.

Effects Section

The effect section let you control the first two EffectUnits. There are two different effect modes mapped:

- Multi Effect mode (the default), where you can load up to three effects in each EffectUnit and control then with the super knob

- Single Effect mode, where you can load a single effect in the Effect Unit and control the first 6 parameters

Control	Multi Effect mode	Single Effect mode
FX1	Turn left to disable effect 1	Effect parameter 1
FX2	Turn left to disable effect 2	Effect parameter 2
FX3	Turn left to disable effect 3	Effect parameter 3
SHIFT + FX1	select effect 1	Effect parameter 4
SHIFT + FX2	select effect 2	Effect parameter 5
SHIFT + FX3	select effect 3	Effect parameter 6
BEATS (turn)	SuperKnob	dry/wet knob
BEATS (push)	Toggle Effect Unit	
SHIFT + Beats (turn)	Dry/Wet knob	Select Effect Chain
SHIFT + Beats (push)	Eject Effect Chain	

You can choose which deck you want to apply EffectUnit 1 and 2 by pressing SHIFT + PITCHBEND - / SHIFT + PITCHBEND + on that deck (short press).

To switch from Single Effect mode to Multi Effect mode, hold down SHIFT and press PITCHBEND - for more than a second to switch to "Single Effect mode" or PITCHBEND + for more than a second to switch to "Multi Effect mode". The corresponding led will blink three times, indicating which mode you switched to.

Pad Section

Mode A - Cue points and Loops

Control	Description
Pads 1-4 (top row)	Press an unlit pad to set a new *cue point*. If it is already set, jump to this cue point.
SHIFT + Pads 1-4 (top row)	Deletes cue points.
Pads 5-8 (bottom row)	Press the pad to activate a loop. Loop length (in beats) is respectively 1, 2, 4 and 8 beats.
SHIFT + Pads 5 (bottom row)	Sets a loop length. Push to define loop start, release to define loop end.
SHIFT + Pads 6 (bottom row)	Shortens (half) the loop.
SHIFT + Pads 7 (bottom row)	Lengthens (double) the loop.
SHIFT + Pads 8 (bottom row)	Replays the loop.

Mode B - Samplers

Mode B let you control 8 samplers. Top row is for sampler 1-4 and bottom row is for sampler 5-8, each sampler controlled by a pad button.

Press an unlit pad to load the track selected in the library to that sampler. Pads are red when the sampler is loaded but not playing and purple when playing.

Press a red pad to play the sample from its cue point. Press a purple pad to jump back to the sample's cue point.

Press a purple pad with shift to stop a playing sample. Press a red pad with shift to eject a sample.

Split mode

Split mode is activated by pressing mode A and mode B buttons simultaneously. The two leds A and B are lit together. In this mode, to top row is configured in mode A, and the bottom row if configured as the top row of mode B.

So in this mode, you can control 4 cue points and 4 samplers.

17.1.101 Reloop Beatpad

The **Reloop Beatpad** is a conventional 2 channel controller that is primarily designed to work with algoriddim's djay on the iOS platform and more recently on the Android platform, but can also be used with Mixxx by sending MIDI signals to a computer with a USB cable.

- Manufacturer's product page
- Forum thread

Nouveau dans la version 2.0.

Mixer Section

Crossfader

Blends audio between left and right mixer channels.

Volume Faders

Adjust the Volume of each channel. If *Fader Start <reloop-beatpad-trackselect>* is enabled the deck will stop at the previously used Cue if the Volume Fader reaches the minimum position and will start playing if the Volume fader moves from the minimum position.

1 and 2 (Track select buttons)

- **Load a track:** Press these buttons to load the selected track from the Browser to left or right deck. The LED of the button will be on if the deck is loaded.

- **Eject:** Hold the same button for more than half of a second to unload the same deck.

- **Fader Start:** Hold *SHIFT* down and then press one of these buttons to enable the **Fader Start** on a deck. The LED of the button will blink if Fader Start is enabled. If Fader Start is enabled the deck will stop at the previously used Cue if the Volume Fader reaches the minimum position and will start playing if the Volume fader moves from the minimum position.

PFL (symbolized by a headphone)

- ****PFL: ****Press these buttons to send each channel to the Headphones Output channel for pre-listening.

- ****Slip mode: ****Hold *SHIFT* down and then press these buttons to activate/deactivate Slip Mode. When active, the playback continues muted in the background during a loop, scratch etc. Once disabled, the audible playback will resume where the track would have been.

- **Quantize mode:** Hold *SHIFT* down and then press these buttons to activate/deactivate the Quantize mode. When active, it aligns Hot-cues and Loops to the next beat from the current position.

Equalizer

- **LOW:** Adjust the Low (Bass) frequencies for each mixer channel.

- **MID:** Adjust the Mid frequencies for each mixer channel.

- **HIGH:** Adjust the High (Treble) frequencies for each mixer channel.

- **GAIN:** Adjust the Gain of each mixer channel.

- **MASTER:** Adjust the level of the Master Output.

- **Cue Mix (Hadphones mixing):** Adjust how the Channels and the Master Output blend at the Headphones Channel.

- **Phones (Hadphones level):** Adjust the Volume Output of the Headphones Channel.

- **AUX:** Adjust the Volume of the AUX Input.

The MASTER, Phones, and AUX knobs adjust the levels of the Beatpad's sound card; they do not control the software gains in Mixxx so the changes are not visible on screen.

REC

- **Record:** Use this button to start/stop recording your mixing session.

- **End track warning:** Hold *SHIFT* down and then press this button in order to toggle **on** or **off** the red flashing of the *jog wheels* when the playback reaches the end of the track.

Browse Knob

Scroll through your library.

- **Turn** to select a track in the song list.

- **Push** to load the selected track into first stop deck.

- *SHIFT*+**Turn** to select a folder or subfolder in the left item list sidebar.

- *SHIFT*+**Push** to open/close folders and subfolders in the left item list sidebar.

Deck Controls Section

SHIFT

Press and hold one of those buttons to access secondary functions of other controls on the Beatpad. The secondary functions can be accessed while the **SHIFT** button is held down. If the **SHIFT LOCK** switch on the back side of the Reloop Beatpad is on, the secondary functions can be accessed after the button **SHIFT** button is released and until the **SHIFT** is pressed again.

PLAY/PAUSE

- **Play/pause:** Press to play/pause the track. If there was no track loaded into the deck and a track is selected in the library, it is loaded and starts playing.

- **Censor:** Hold *SHIFT* down and then press this button to play the track in reverse. When released the track will continue to play from the position it would have been if the button was never pressed. In other words, it enables reverse and slip mode while held.

JUMP

- **While playing, or stopped:** If the Cue point is set, seeks the player to it and starts playback.

- **Brake:** Hold *SHIFT* down and then press this button to stop the track with a gradual brake. If the **JUMP** button is released before the track has completely stopped, the track is then played back to its regular speed.

- **Spinback:** see the *Instant FX* usage.

SET

- **While playing:** Seeks the track to the cue-point and stops.

- **While stopped:** Sets the cue point (Pioneer/Mixxx mode) OR preview from it (Denon mode). If the Cue point is already set at the current position of the track, hold this button to play the track and release it to return to the Cue point and pause it. To continue playback without returning to the Cue Point, press and hold the **SET** Button, then press and hold the *Play/Pause* Button and then release both buttons.

- **Key lock:** Hold *SHIFT* down and then press this button to enable/disable the Key-lock.

Indication: Change the default cue mode in Preferences -> Interface. The Pioneer mode is the more consistent with the Reloop Beatpad.

SYNC

- **Press once** to synchronize the tempo (BPM) and phase to that of the other track.

- **Press twice quickly** to play the track immediately, synchronized to the tempo (BPM) and to the phase of the other track, if the track was paused.

- **Sync Lock:** Hold for at least half of a second to enable **sync lock** for this deck. Decks with sync locked will all play at the same tempo, and decks that also have **quantize** enabled (which is enabled by default by the mapping) will always have their beats lined up. **Note :** the **quantize** mode is not mapped on the controller but can be enabled/desabled from Mixxx.

Jogwheel

Touch sensitive platters for scratching (Scratch mode/iCut mode), bending (Scratch mode/CD mode) or Seek mode.

The jogwheel offers multi-color leds, which will show the playing marker (Scratch mode), the song progress bar (in Seek mode), and other colored combinations depending on the applied effect, loop, loop roll or Filter. If no track is loaded, the jogwheel displays a red cross. At the end of a track, the jogwheel is flashing red faster and faster until it reaches the end of the track (full steady red).

You can toggle on/off this behavior with *SHIFT* + *REC*.

Scratch mode

Toggle with the **JOG SCRATCH** button.

Use the jogwheel to scratch and the outer ring to bend (like in *CD mode*).

- **iCut mode:** Hold *SHIFT* down and scratch to scratch in "automagic" scratch mode. When the jog wheel is turned back, the crossfader is closed. When the jog wheel is turned forward, the crossfader opens. (Note that the Algoriddim djay mapping actually closes/opens the crossfader quickly without taking into account the direction of the wheel, contrary to what the Beatpad's Quick Start guide says.)

Seek mode

Toggle with the **JOG SEEK** button.

Use the jogwheel to navigate through the track.

CD mode

Deactivate both the *Scratch mode* and the *Seek mode* to enable this mode.

Use the jogwheel to temporarily bend the pitch of the track (which only affects the tempo with keylock on).

PITCH BEND

- **Pitch bend:** Use these buttons temporary slow-down/speed up the tempo of the track. Once the buttons are released the track will continue to play at the tempo designated by the pitch fader.

- **Beat Jump:** Hold *SHIFT* down and then use these buttons to jump 1 beat backwards or forward.

PITCH

Controls the track's pitch. With keylock on, this only changes the tempo. The red LED indicates that the pitch fader of the unit is on zero (center) position.

Loops Section

- **Loop size:** Turn the encoder to select the number of beats for a loop. Turn it counterclockwise to half the size of the loop and clockwise to double it.

- **Loop move:** Hold *SHIFT* down and then use the encoder to move the triggered loop forward or backwards by 1 beat.

- **Activate/deactivate:** (Acts exactly like the *LOOP* Button)

- **Regular loop mode:** Push (and release) the encoder to trigger a loop of the selected size

- **Roll loop mode:** Press (and hold down) to trigger a momentary rolling loop of the selected size. While the encoder is held down, the track will keep moving forward as if it was not looping, so when the encoder is released, it will jump forward to where the track would have been if the rolling loop was never enabled. In other words, this is a regular loop in slip mode.

- **Toggle loop mode:** Hold *SHIFT* down and then push the encoder to toggle between Regular and Roll Loop mode.

Voir aussi:

Rolling loops can be set using the *Bounce Loop (Roll) mode*.

Effects Section

FX ON

Push (and release) this button to trigger the selected effect chain for the corresponding deck (toggle function).

FX SELECT

- **Select:** Use this encoder to select an effect for the current selected rack.

- **Temporary effect:** Push and hold the encoder to temporarily apply the effect of the current selected rack for the corresponding deck (while pressed).

- **Quick Effect:** Hold *SHIFT* down and then push the encoder Activate or Kill the **Quick Effect**. You can change the Quick effect assigned in Mixxx, via Options -> Settings-> Equalizers -> Quick Effect.

FX PARAM

- **SUPER:** Use this knob to control the **SUPER** parameter of the effect for the current selected rack.

- **MIX:** Hold *SHIFT* down and then use this knob to control the **MIX** parameter of the effect for the current selected rack.

FILTER

- **Quick Effect:** Use this knob to apply the Quick effect (by default, this is Filter, but you can change it) to the deck. In middle position no effect is applied for filter.

- **Key:** Hold SHIFT down and use this knob to adjust the key (pitch) of the track without changing the tempo. In middle position the track will have its original key.

Pads Section

The 4 Performance Pads offer 4 different modes, depending on the 4 PAD MODE buttons just above.

HotCues mode

CUE

Press the **CUE** mode button to set the PADs to HOT CUE mode.

Pads

- **Press** each one of the 4 pads to assign a Hot Cue Point (1 to 4) or returns the track to that Hot Cue Point. When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light up blue.

- ** *SHIFT* + Press** to delete its assigned Hot Cue Point.

Bounce Loop (Roll) mode

BOUNCE LOOP

Press the **BOUNCE LOOP** mode button to set the PADs to Loop Roll mode.

Pads

Press (and keep down) any of the 4 pads to trigger a momentary *Loop Roll* of a different size (in beats) as per the table.

===================+++++===================== === === === === Pads 1 2 3 4 Press 1/8 1/4 1/2 1 *SHIFT* + Press 2 4 8 16 ==========++============================ === === === ===

Once the PAD is released the track will continue to play from the position it would have been if the Loop Roll was never triggered. The size of the applied Loop Roll can be adjusted with the *LOOP SIZE* encoder as well. Pads change the "selected loop size" introduced in *LOOP SIZE* and *LOOP* sections.

Instant FX mode

Instant FX

- **Press** this button to set the PADs to Effects mode.

- **Spinback:** Hold *SHIFT* down and then press this button down in order to stop the track with a backward brake effect. If the Instant FX button is released before the track has completely stopped, the track is then played back to its regular speed, in the forward direction.

- **Brake :** see *JUMP* button usage

Pads

- **Instant FX:** Press (and keep down) any of the 4 pads to apply momentarily the effect of the corresponding effect rack. The parameters of these effects can be adjusted from the *FX PARAM* knob.

- **Current effect rack selection:** Hold *SHIFT <reloop-beatpad-shift>* down and then press any of the 4 pads to select the current effect rack for this deck that will be used for effect selection or for the corresponding effect to be triggered later on (see *Effects Section*). this can also be done with a visual feedback in *Sampler mode*.

Sampler mode

Note: On account of the Reloop Beatpad limitations (bug ?), lights will not show on in Sampler mode when the controller is in *SHIFT* mode.

Press the SAMPLER mode button to set the PADs to cycle between 4 sub modes:

- **Sampler mode** (orange LEDs): each pad triggers a sample from the selected Sampler bank. The PADs wgich are lit indicate which samples are loaded and ready to use. While a sample is playing, the corresponding PAD changes its color to pink.

- **Sampler bank selection mode** (pink LED): each pad selects 1 of the 4 sampler banks. The PAD that is lit indicates which bank is active.

- **Loop mode** status and selection (magenta LEDs): press any pad to toggle between *regular loop mode* and *roll loop mode*. **Regular loop mode** is symbolized by the left PAD lit, representing the loop), and all the others switched off. **Roll loop mode** is symbolized by both the left (representing the loop) and the right PADs lit (symbolizing the position after the loop where the track will continue to play when the loop will be triggered off).

- **Effect rack selection** mode (purple LED): each pads selects 1 of the 4 effect racks. The PAD which is lit indicates which effect rack is active (see *Effect Section*).

Troubleshooting

Grounding problem

If your controller randomly freezes or your iPad or Android tablet acts weirdly (screen flashing, bad sound), make a home made, grounded power cable.

Controller not detected by Windows

If you see a yellow exclamation point (!) in the Windows Device Manager indicating that the drivers did not start, unplug the power cable from your laptop then unplug/replug the USB cable from your controller. If that does not work, restart your laptop without the power cable plugged in.

17.1.102 Reloop Digital Jockey 2 Controller Edition

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.8.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.103 Reloop Digital Jockey 2 Master Edition

- Manufacturer's product page
- Forum thread

Nouveau dans la version 1.8.

> **Avertissement:** This device is not USB *MIDI* class compliant. Its signals are translated to *MIDI* by special drivers on Windows and macOS. There is no driver available for Linux.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.104 Reloop Jockey 3 Master Edition

The Reloop Jockey 3 Master Edition is a 2 Channel Controller with the option to control 4 Channels. It has a built-in sound card with 6 channels in and 4 channels out. It features both balanced 1/4 » and unbalanced RCA master outputs plus RCA booth outputs with an independent volume control. It can also be used as a stand-alone mixer, or used to mix an analog source with music files in Mixxx. This device requires a power adapter in addition to the USB cable.

- Mixxx Forum Thread
- Manufacturer's product page
- Manufacturer's manual

Nouveau dans la version 2.1.

> **Avertissement:** This device is not USB *MIDI* class compliant. Its signals are translated to *MIDI* by special drivers on Windows and macOS. There is no driver available for Linux.

Setup

The Mixxx mapping uses the same settings as Reloop's Traktor mapping. Leave the MIDI channels as the default 1-4. If you have problems with the jogwheels, set the jogwheel resolution to 2048. (Please read the manual of this Controller section **5.1** and **5.1.2**)

Set the Input 1 and Input 2 switches on the front side of the Jockey 3 ME to SW.

Mixxx Sound Hardware Preferences

- Master output: channels 1-2

- Headphone output: channels 3-4

- Auxiliary or vinyl input 1: channels 1-2

- Auxiliary or vinyl input 2: channels 3-4

- Microphone input: channels 5-6

Mapping Description

Mixer Section

- **Trax encoder**: scroll through library. With shift, scroll through sections on the left side of the library. Push to toggle big library.

- **Load button**: load selected track into active deck

- **Deck switches**: select between controlling deck 1/3 or analog input 1 on the left; select between controlling deck 2/4 or analog input 2 on the right. Note that the analog inputs are only affected by the mixer controls but not the other deck controls.

- **Gain**: set *deck gain*

- **High/mid/low**: adjust EQ for high/mid/low frequencies

- **Master/booth/phones**: control the Jockey 3 ME's sound card. These knobs do not send MIDI messages or adjust values in Mixxx, so turning them will not change anything on screen. Use these but *don't change the software knobs on screen in Mixxx*.

- **Headphones**: play deck on headphone output

- **Cuemix**: Fade between PFL and master output on headphones

- **Vertical faders**: deck volume

- **Level meter LEDs**: show the level of the deck

- **Crossfader**: fade between decks

- **Crossfader curve** (front side of controller): Adjust crossfader curve between fade and cut.

Transport Section

- **Play/pause**: play/pause or, with shift, toggle keylock
- **Cue**: behavior depends on *cue mode set in Mixxx preferences*. With shift, it does not work as labeled; it toggles quantize.
- **Cup**: Like Cue, but it plays only after releasing the button.
- **Sync**: toggle master sync. With shift, it does not work as labeled; it toggles microphone talkover.

Jogwheels

Set the jog wheel mode by pressing one of the 4 buttons beside the jog wheel, below the trash and 5-8 buttons.

- **Off**: By default, all mode buttons are off. In this default mode, moving the jogwheel temporarily bends the pitch, regardless of whether it is moved from the top or the side.
- **Scratch**: Move the wheel from the top to scratch. Touch the outside rubber ring to temporarily bend the pitch.
- **Pitch bend**: Move the wheel to control the SuperKnob on EffectUnit of this Deck. FIXME (Maybe a Touch Control?)
- **Search**: Search position in file quickly. Touch stops the Deck.
- **Trax**: Not Mapped. FIXME (No Plans)

Hotcue Section

Press an unlit hotcue button to set that hotcue at the current position. Press a lit hotcue button to jump to that hotcue. To delete a hotcue, hold the Trash button while pressing a hotcue. To toggle between hotcues 1-4 and 5-8, press the 5-8 button.

Loop Section

- **Length encoder**: Press to activate a 4 beat loop. Double or half the beats of the loop by turning
- **Move encoder**: Move a track 4 Beats forward or backward. Push, hold and Turn it to halve or double the value of 4 Beats.
- **Loop button**: Turn on/off a Loop that is set from Length encoder. With shift, sets the start position of a loop.
- **Reloop button**: Repeat the entire file. With shift, sets the end position of a loop.

Other controls

- **Filter**: turn to apply a highpass or lowpass filter. On Deck A, press Shift and turn Filter to adjust the Gain of the Microphone
- **Pan**: On Deck A, turn to fade between the left and right speakers on the master output. (Balance)
- **< Beat**: Beatjump by one beat back. With shift, moves the beatgrid lines further from each other (lower BPM by 0.01)
- **Beat >**: Beatjump by one beat forward. With shift, moves beatgrid lines closer to each other (raise BPM by 0.01)
- **Pitch fader**: adjust playback rate of deck (with keylock, only adjusts tempo and not pitch)

- **+/-**: Pitch temporarily faster or slower.

- **FX 1**: Shift - (Minus) does not function as labeled. It aligns the beatgrid with the current play position.

Effect Section

The effect section controls the effect chain with the same number as the deck selected by the deck switch, although any effect chain can be applied to any deck.

- **Dry/wet**: adjust how much the effect is applied. With shift, turn to select different effect chain presets

- **FX Param**: adjust effect parameters 1-3 for the first effect in the chain.

- **Press FX Param 1-3 + Shift**: edit how effect parameters are linked to the superknob. The effect selected corresponds to the number of the FX Param encoder pressed. For example, pressing FX Param 2 with shift on deck 3 edits Effect2 of the EffectRack3. Each encoder press with shift changes what is being edited:

    - Select which effect parameter to edit

    - Select a [[effects framework#linking values|superknob link type between 0 and 4]] for the parameter selected on the first press

    - Select whether the [[effects framework#linking values|superknob link is inverted]] for the parameter selected on the first press

    - Close superknob link editing mode

- **FX on**: enable/disable effect chain

- **FX B1/2/3**: enable/disable effect 1/2/3 on this chain

- **Preset 1-4** (shift+effect buttons): apply effect chain to that deck number

17.1.105 Reloop Terminal Mix 2/4

- Terminal Mix 2 product page

- Terminal Mix 4 product page

The Reloop Terminal Mix 2 and Terminal Mix 4 use the same mapping in Mixxx.

Nouveau dans la version 1.11.

Sound hardware

The Reloop Terminal Mix 2 and Terminal Mix 4 have integrated multichannel sound cards. Usually, the TerminalMix runs very well with USB power only. If you experience issues especially when powering both Master and Booth outputs at high levels you should use the additional power supply (6v/1.5A). The official manual from Reloop states not to operate the unit at temperatures below 5°C/41°F as it might damage A/D converters and other components. However, the audio output may already start crackling if the temperature drops below 10°C.

Inputs

Both TerminalMix 2 and 4 have a microphone and a switchable line/phono input that can be routed into Mixxx. The Microphone jack is at the front side of the controller, the RCA line jacks are at the back next to the line/phono switch. For both inputs there is a gain knob and a switch on the controller's front side that toggles between routing the signal to the computer (SW) or mixing it directly with the master output (MST). MST allows to play music from external sources without any software, for example while setting up Mixxx software. Switch to SW if you want to use the line signal for vinyl control or AUX input, or if you want to record the microphone input with Mixxx, broadcast it, or put on effects.

Outputs

At the front, there are two headphone jacks (1/8 » and 1/4"), both affected by the hard-wired TONE knob. At the back, there are unbalanced outputs for booth and master (RCA), as well as a balanced master output (1/4"). The output level of both master outputs, booth and headphone outputs are all controlled by respective hard-wired knobs in the center column which can't be mapped to software.

Controller hardware / Maintenance

The jog wheels' touch sensitivity can be adjusted separately. Refer to the official manual for instructions.

When used in dusty environment for a while you might find the MIDI LED flickering although you didn't touch any of the controls. This is mostly due to dust/fuzz particles in the 'comb' at the jog wheels' underside that is distracting the IR light barriers that detect platter movement. Remove the particles with a vacuum cleaner, or blow into the gap between wheel and housing.

After a few years of heavy usage the buttons and sliders may start to wear out. Then, buttons need to be pressed harder or in a different manner than what was working before, and sliders may send false values when they are actually in the 'off zone'. Luckily, the buttons are standard parts and relatively easy to replace, and the sliders' conductive surface can be cleaned with Q-tips and alcohol.

Mapping options

The mapping the following customization variable at the top of the script you can set to your liking:

- `pitchRanges`: Set the pitch slider range each time you toggle it.

Just open the `Reloop Terminal Mix 2-4.js` file in your favorite text editor and you'll see these variables right near the top. Edit and save and Mixxx will automatically reload the mapping.

Deck controls

The controls are the same on both sides of the controller. The left side controls Deck 1 or 3 and the right side controls Deck 2 or 4.

- RANGE button - Toggles the pitch slider range. See *Mapping Options*.
- KEYLOCK* button - Toggles key lock.

FX Controls

This mapping uses the Standard Effects Mapping to control the FX units.

Note: These knobs and buttons don't switch to decks 3 and 4.

- FX1/2/3 knobs
  - control the Meta knob of each effect
  - focused effect: control the first three knob parameters of the focused effect
- ON buttons
  - Press: toggle the effects
  - Press + hold: temporarily toggle an effect
  - focused effect: control the first three button parameters of the focused effect
- BEATS encoder
  - Turn: adjust the Wet/Dry knob of the effect unit
  - Press repeatedly: adjust the BPM (not the pitch/speed!) of the loaded track
  - SHIFT + Press: move the nearest beat marker to the current play position
- TAP button
  - LED flashes on each beat
  - Press + hold, then press any ON button to focus the respective effect
  - SHIFT + Press: switch between FX units 1/3 (left FX section) and 2/4 (right FX section)

Loop Controls

- LENGTH knob
  - Turn: double or halve the current *loop size* (beats) visible in loop size spinbox in each skin.
  - Press: set and activate a loop of *loop size*
- SHIFT + Press: re-activate the previous loop
  - play position behind loop-out: jump to loop-in point and play loop from there
  - play position before loop: activate loop, keep playing and enter loop when play position crosses loop-in marker
- IN / 1/2x button
  - Press: set the loop in point, flashes when a loop is active
  - Press + hold: drags the loop in point of an active loop
- OUT / 2x button
  - Press: set the loop out point, flashes when a loop is active
  - Press + hold: drags the loop out point of an active loop
- MOVE knob
  - Press + turn: adjust the //beatjump size// visible in beatjump spinbox in each skin

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- Turn with no active loop: jump back or forth in the track by beatjump size

- Turn with active loop + Quantize OFF: move the loop position by 1/8 beat per detent (helpful to correct the loop in point in case it's set slightly too early or too late)

- Turn with active loop + Quantize ON: move the loop position by one beat per detent (helpful to correct the loop in point in case it snapped to the wrong beat marker)

- SHIFT + turn with active loop: shift the loop back or forth by beatjump size

Hot cues / Sampler buttons

- Hot cue buttons 1-4

  - LED: lit if a hot cue is set

  - Press: set or recall a hot cue

  - Press + hold when deck is stopped: play from hot cue as long as button is pressed. Press Play to continue playing after releasing hot cue button

  - Press + hold when deck is playing: jump to hot cue and play from there

  - SHIFT + press: delete the hot cue

- ▶ 1-4 Sampler buttons

- LED: lit when a sample is loaded to the corresponding sampler, flashes when that sampler is playing.

- Press: play the sample from the beginning

- SHIFT + Press: stop the sample

- ✂ (scissors) button - Switches hot cues 5-8 and samplers 5-8

Wheel & Vinyl button

- Vinyl/Search button

- Press + release: toggle scratching with the wheel (LED On)

- Hold down + turn the wheel: seek through the track

- Wheel

- Vinyl mode ON

  - Touch the top black area + turn: scratch the current track like a vinyl record

  - Touch gray rim only + turn: perform a temporary pitch bend

- Vinyl mode OFF

  - Touch wheel anywhere + turn: perform a temporary pitch bend

Transport buttons

- ▶◀ (Sync) - Synchronizes the tempo and beat phase of this deck to that of the other.

- CUP (Cue-Play) Start playback from the cue point (also known as stutter play)

- Q (Cue)

    – LED: lit or flashes when play position is at cue point, depending on the *cue mode*.

    – Press: Set or recall the main cue point on the track

    – Press + hold: play from Cue point. Release stops playback

- ▶|| (Play/Pause) Toggle playback of the track

- SHIFT + ▶◀ (left deck) / SHIFT + ▶|| (right deck)

    – initiate the brake effect for the respective deck: track slows down to full stop.

- Touch wheel, Vinyl mode ON: track speed jumps back to normal (considering the pitch slider) and playback continues as soon as the wheel is released. Open the `controllers/Reloop Terminal Mix 2-4.js` file and look for `TerminalMix.brake` to adjust parameters.

- 3 / 4 button - When lit all deck buttons (except FX controls) control deck 3 (deck 4 respectively).

Mixer controls

Channel strips

The below controls adjust the specified parameter of the respective virtual deck.

- GAIN knob - Adjusts the pre-fader gain

- HIGH/MID/LOW EQ knobs - Adjust the volume of the respective frequency range

- FILTER knob - Adjust the QuickEffect Meta knob (default: filter)

- Headphone button - Toggles hearing the deck in the headphone output

- 1 / 2 / 3 / 4

    – Press: load the currently highlighted song into that deck.

    – SHIFT + press: toggle fader-start (on the channel fader and cross-fader when applicable.) The button flashes when fader-start is enabled on that deck.

- Channel slider - Adjust the output volume

The below controls are not deck-specific.

- MASTER knob - Adjust the master output volume of the internal sound card. *(Hard-wired knob, does not send MIDI messages)*

- BOOTH knob - Adjust the booth output volume of the internal sound card. *(Hard-wired knob, does not send MIDI messages)*

- PHONES knob - Adjust the headphone output volume of the internal sound card. *(Hard-wired knob, does not send MIDI messages)*

- CUE MIX knob - Adjust how much of the headphone bus vs the master output you hear in the headphones.

- SAMPLER VOLUME knob - Adjusts the volume of all of the samplers at once.

- CRATES button - Does nothing at the moment. (Mixxx's library doesn't yet support direct panel selection.) Use the MIDI Learning Wizard to assign an action.*

- VIEW button - Does nothing at the moment. Use the MIDI Learning Wizard to assign an action.* - PREP button - *Does nothing at the moment. Use the MIDI Learning Wizard to assign an action.*

- BACK button

    - Press: move the highlight in the active library panel to the right

    - SHIFT + Press: move the highlight to the left

- TRAX knob

    - Turn: move the highlight up/down by one line

    - SHIFT + turn: move the highlight one page up/down

    - Press while Tree panel has focus: expand an item if possible. If item can't be expanded further, it is selected and and highlight is shifted rightwarde to the respective tracks table.

    - Press while tracks table has focus: perform the Track Load Action specified in *Preferences ▸ Library* (default: load track to next empty deck)

- Volume Level Meter

    - LEDs display the hardware (!) volume of the Master output (2 blue LEDs at the top indicate clipping)

    - *Attention:* the Master volume might already clip in Mixxx before the hardware LEDs light up. You can adjust the hardware Master volume knob and target loudness in *Preferences ▸ Normalization ▸ ReplayGain* to keep enough headroom for the Master volume in Mixxx and make the lower blue LEDs light up when the Master volume clips in Mixxx

- POWER LED (red)

- MIDI LED (blue)

    - Flashes when a MIDI messages was sent

    - When it flashes although no control is touched, it's probably due to dust in the jogwheels (See *Controler Hardware / Maintenance*)

- Shift Lock switch at the back side

    - ON: press SHIFT buttons once to switch to secondary button/knob actions

    - OFF: press & hold SHIFT buttons to switch to secondary button/knob actions

Cross-fader section

Move the cross-fader to smoothly fade between the decks assigned to either side.

Deck assign switches (Terminal Mix 4 only)

Use the four switches on the front of the unit to choose on which side of the cross fader that deck will be heard. (Note that the fader-start functionality correctly follows this assignment.) If "thru" is selected, the cross-fader will not affect the audio from that deck and it will always be heard.

Curve adjust

Use the knob to adjust the curve from a smooth fade to a fast cut.

The remaining controls on the front of the unit adjust hardware parameters and are not MIDI-mappable.

17.1.106 Roland DJ-505
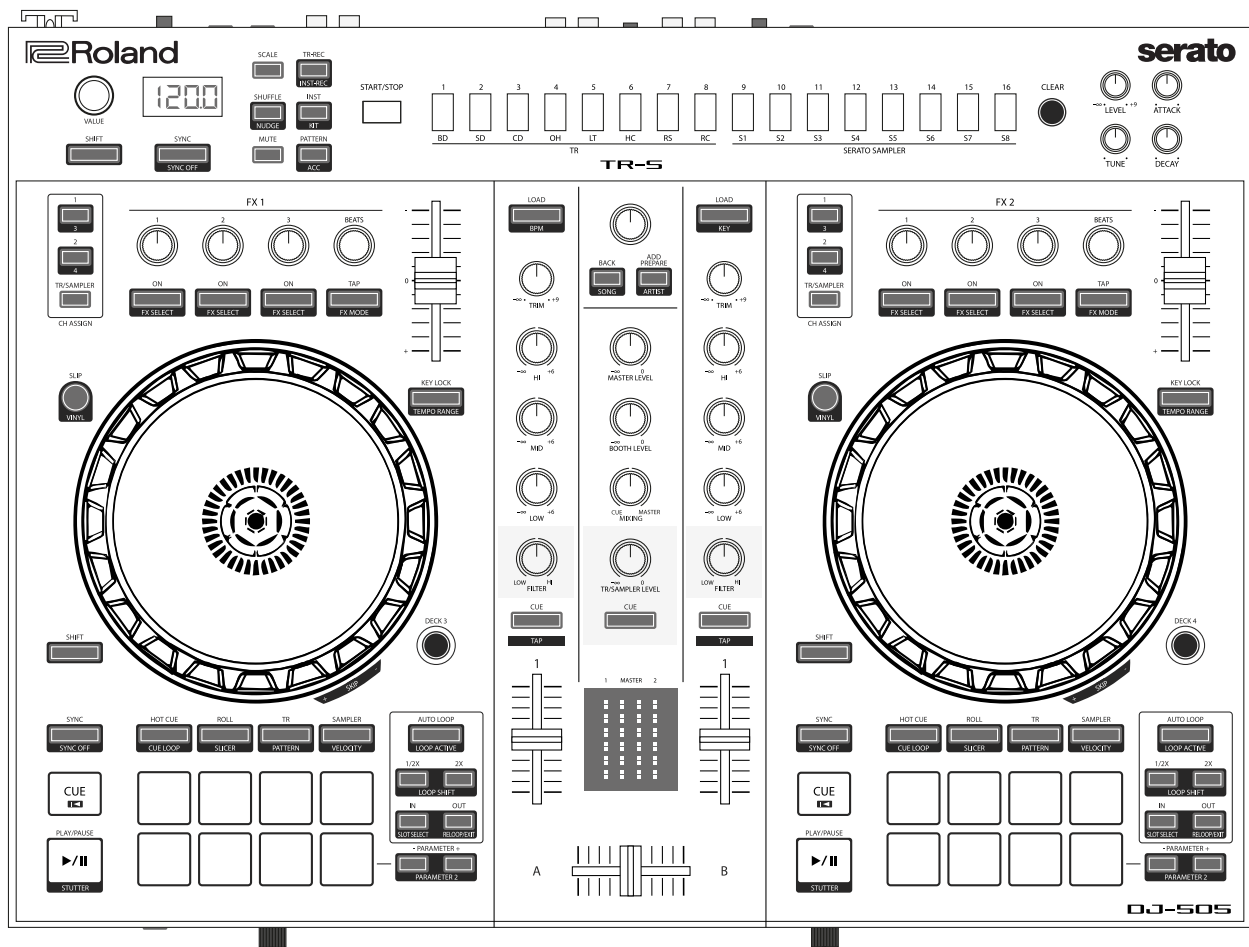
Figure61: Roland DJ-505 (schematic view)

The Roland DJ-505 is an all-in-one USB *MIDI* controller with an integrated audio interface. It has controls for 2 decks that can be toggled between decks to play with 4 decks. It also features a TR-S step sequencer with sounds from the TR-808 and the TR-909 drum machines (TR-606 and TR-707 are available via firmware update).

- Manufacturer's product page

- Serato DJ Hardware Page

- Owner's Manual

- Driver/Firmware/TR-S Samples Download Page

- Mapping Forum Thread

Nouveau dans la version 2.3.0.

Drivers

You can download the latest Windows & MacOS drivers and firmware from the manufacturer's website. Since the DJ-505 is a USB class compliant MIDI and audio device, the device is plug-and-play on Linux.

Audio Setup

The mapping relies on the following channel assignments (for line/phono input support, applying effects to the TR-S output, etc.):

Output Channels	Assigned to
1-2	Master
3-4	Headphones

Input Channels	Assigned to
1-2 (CH 1 Line/Phono)	Vinyl Control 1
3-4 (CH 2 Line/Phono)	Vinyl Control 2
5-6 (Mix)	Record/Broadcast
7-8 (TR-S output)	Auxiliary 1

The microphone, TR-S drum machine, and external inputs are mixed together in input channels 5-6, so Mixxx can record and broadcast them.

The knobs for MASTER LEVEL, BOOTH LEVEL, PHONES VOLUME, MIC LEVEL, TR/SAMPLER LEVEL and CUE/MASTER MIXING are controlling the hardware mixer of the built-in audio interface. Hence, turning the knobs will not change values in the Mixxx *GUI* and you'll need to set the Mixxx knobs to their default values when using the controller:

- Set the master/booth/headphones/microphone/aux channel levels to 100% (knob center position)

- Set cue/master mixing to cue-only (leftmost position)

Note: You should assign the *Vinyl Control* input channels even if you do not intend to use timecode vinyl. These channel assignments are also needed to make the CH 1/2 PC/LINE/PHONO switches work (i. e. passing through line or phono input to the left/right deck).

Controller Mapping

The control numbering in the schematic drawings matches the those found on the specified page in the Owner's Manual.

Browser Section (p. 4)
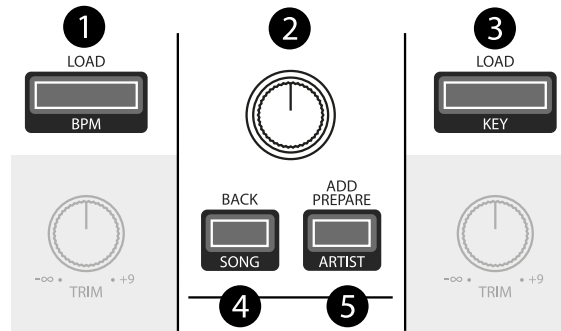
Figure62: Roland DJ-505 (browser section)

No.	Control	Function
1	LOAD buttons	Load song into deck.
1	SHIFT + LOAD button (left)	Sort library by BPM (press repeatedly to toggle ascending/descending order).
1	SHIFT + LOAD button (right)	Sort library by key (press repeatedly to toggle ascending/descending order).
2	Rotary Selector	Turn to move tracklist cursor up/down. Press to load and play/pause currently selected track on preview deck. Hold and turn to seek in track on preview deck.
2	SHIFT + Rotary Selector	Turn to move sidebar cursor up/down. Hold and turn to change track color of currently selected track.
3	BACK button	*Not yet mapped.*
3	SHIFT + BACK button	Sort library by title (press repeatedly to toggle ascending/descending order).
4	ADD PREPARE button	(Un-)Maximizes the library view.
4	SHIFT + ADD PREPARE button	Sort library by artist (press repeatedly to toggle ascending/descending order).
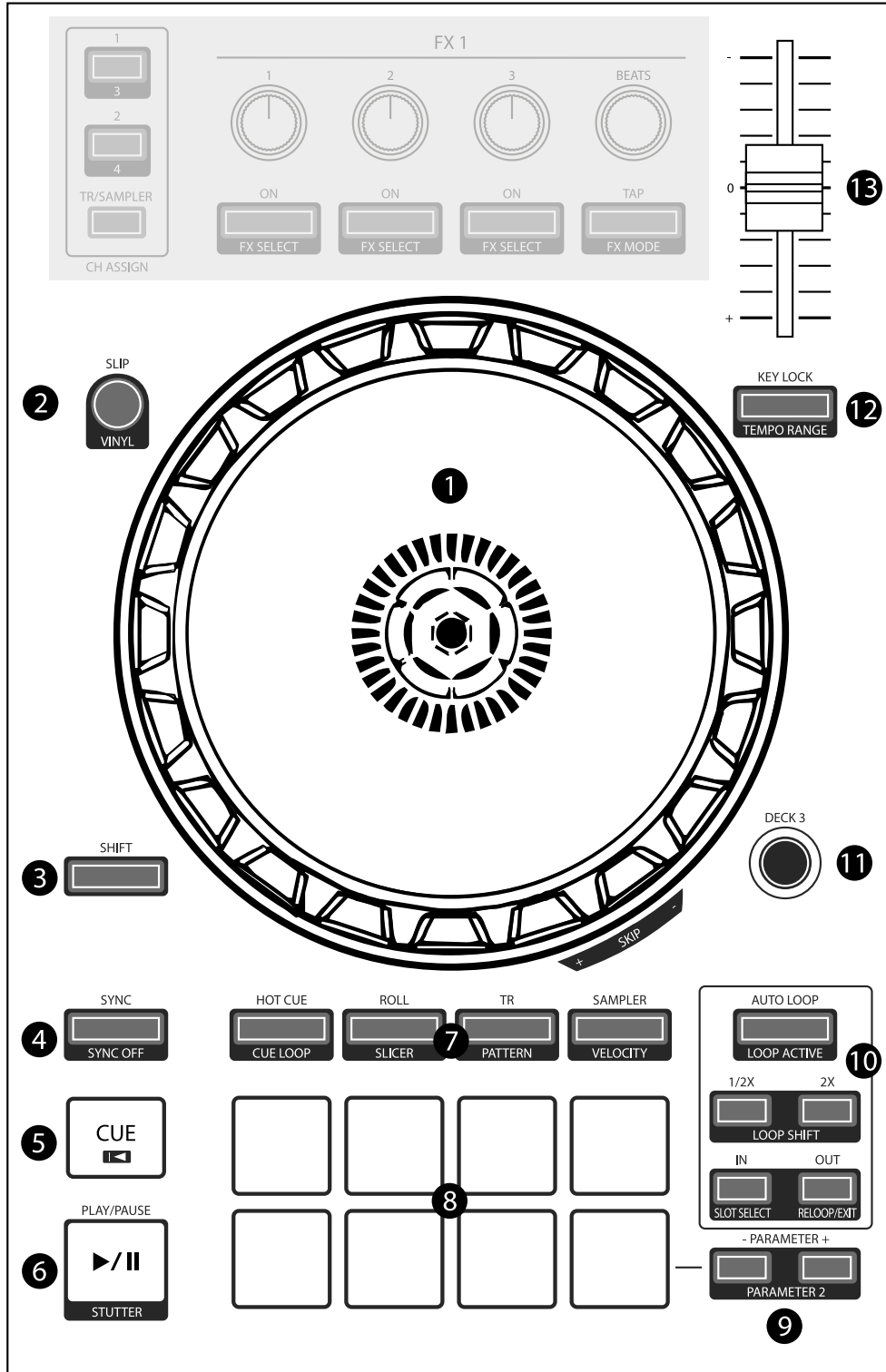
Figure63: Roland DJ-505 (deck section)

Deck Section (p. 5-6)

No.	Control	Function
1	Jog Wheel (top surface)	Perform scratch operation.
1	Jog Wheel (outer edge)	Rotate to lower/raise playback speed and pitch if key lock is off).
1	SHIFT + Jog Wheel (top surface)	Search fast through the track location.
2	SLIP button	Hold to turn on slip mode temporarily or double press to turn it on permanently.
2	SHIFT + SLIP button	Toggle vinyl control mode.
3	SHIFT button	Hold down to access other functions.
4	SYNC button	Short press to match tempo and phase of other deck once. Long press to enable *Sync Lock*.
4	SHIFT + SYNC button	Short press to disable *Sync Lock*. Long press to toggle *quantization*.
5	CUE button	Specifies, plays or recalls temporary cue point.
5	SHIFT + CUE button	Returns to the beginning of the song.
6	PLAY/PAUSE button	Plays or pause the song.
6	SHIFT + PLAY/PAUSE button	Hold to play backwards.
7	Pad Mode Select	See *Performance Pads*.
8	Performance Pads	See *Performance Pads*.
9	PARAMETER area	See *Performance Pads*.
10	LOOP area: AUTO LOOP button	Set a beatloop at the current play position.
10	LOOP area: SHIFT + AUTO LOOP button	Toggle looping.
10	LOOP area: 1/2X/2X buttons	Set the loop playback length to half/double.
10	LOOP area: SHIFT + 1/2X button	Move the loop by it's length toward the left.
10	LOOP area: SHIFT + 2X button	Move the loop by it's length toward theright.
10	LOOP area: IN/OUT button	Specify loop-in/loop-out points.
10	LOOP area: SHIFT + IN button	Toggle beats quantization.
10	LOOP area: SHIFT + OUT button	Toggle looping, go to loop-in point and resume playback.
11	DECK 3/DECK 4 buttons	Switches the deck (left: decks 1 and 3, right: decks 2 and 4)
12	KEY LOCK	Toggle key lock.
12	SHIFT + KEY LOCK	Cycles through tempo slider range (8%, 16%, 50%).
13	Tempo slider	Adjust song playback speed (and pitch if key lock if off).
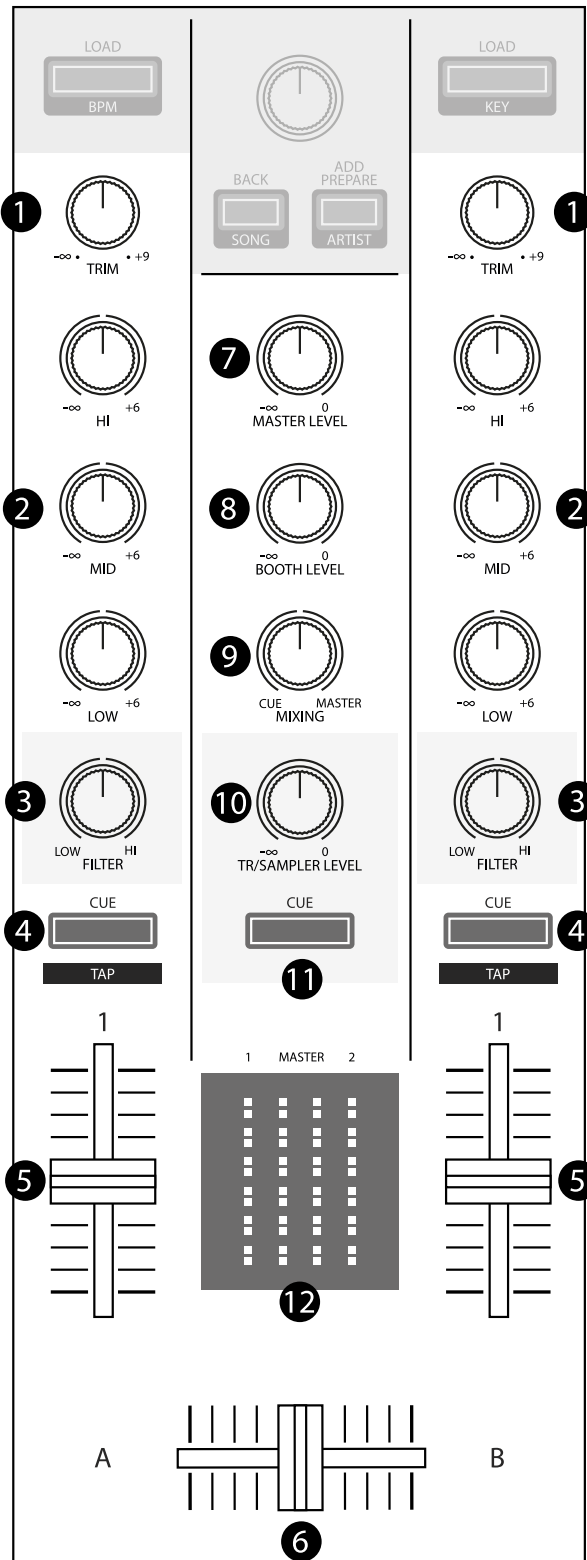
Figure64: Roland DJ-505 (mixer section)

Mixer Section (p. 7)

No.	Control	Function
1	TRIM knobs	Adjust the deck gain (prefader)
2	HI/MID/LOW knobs	Adjust the high/mid/low-frequency regions of the song.
3	FILTER knobs	QuickEffect superknob (filter by default, can be changed to a different effect in Mixxx preferences)
4	Channel CUE buttons	Toggle PFL for each channel.
4	SHIFT + CUE buttons (short press)	Adjust beatgrid so that the closest beat is set to the current cursor position.
4	SHIFT + CUE buttons (long press)	Adjust beatgrid to match another playing deck.
4	SHIFT + CUE buttons (tap repeatedly)	Set tempo by tapping on each beat.
5	Channel faders	Adjust the output level for each channel.
6	Cross fader	Fades between left and right deck.
7	MASTER LEVEL knob	Adjusts the master output level.
8	BOOTH LEVEL knob	Adjusts the output level of the BOOTH OUT jacks.
9	MIXING knob	Fades between PFL and master output in headphones
10	TR/SAMPLER LEVEL knob	Adjusts output of the TR-S (Aux 3) and Samplers 1-16.
11	TR/SAMPLER CUE button	Toggle PFL of the TR-S (Aux 3) and Samplers 1-16.
12	Level indicator	Indicate the output level of each channel and master.

Effects Section (p. 7)
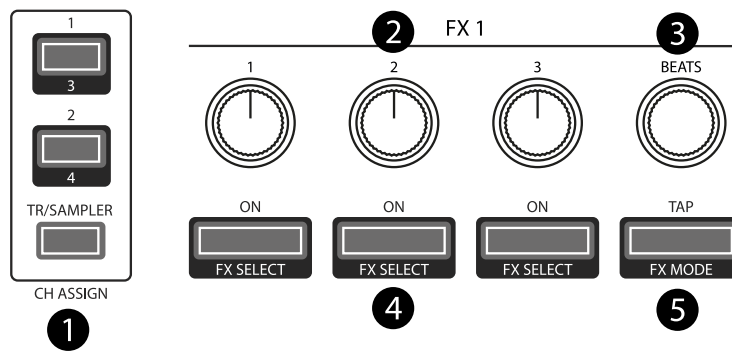
Figure65: Roland DJ-505 (effects section)

No.	Control	Function
1	CH ASSIGN area	Toggle effect units 1/2 for decks 1/2 (3/4 if SHIFT is pressed) or the TR-S (Aux 3) and Samplers 1-16.
2-5	*Various*	See Standard Effects Mapping.

TR-S Section (p. 8)
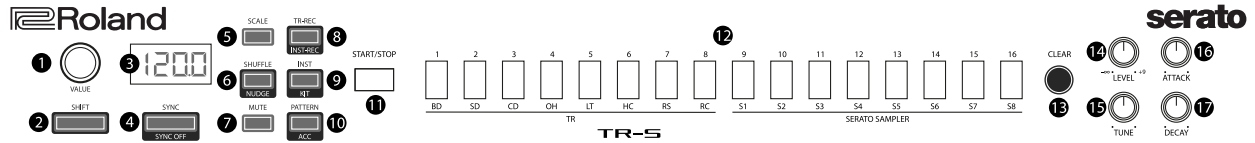
Figure66: Roland DJ-505 (TR-S section)

No.	Control	Function
1	VALUE knob	*See Owner's Manual.*
2	SHIFT button	Hold down to access other functions.
3	Display	*See Owner's Manual.*
4	SYNC button	Match tempo of playing deck (phase matching is not implemented yet, use the NUDGE button instead).
4	SHIFT + SYNC button	*Currently not mapped.*
5-17	*Various*	*See Owner's Manual.*

Front Panel (p. 8)

No.	Control	Function
1	PHONES jacks	Connect headphones here.
2	VOLUME knob	Adjust the volume of the headphones.
3	CROSS FADER switch	Switch the cross fader response curve.
4	REVERSE switch	Switch cross fader reverse (hamster) mode on/off.
5	CH1/CH 2 switches: PC	Selects Mixxx deck as input source (Unmute the Mixxx deck and mute Aux 1/2).
5	CH1/CH 2 LINE/PHONO	Selects Line/Phono input source (Mute the Mixxx deck and unmute Aux 1/2).
6	MIC LEVEL knob	Adjust the microphone volume.

Performance Pads

You can use the Pad Mode Select buttons to select a mode for the performance pads.

Control	Mode	LED Color
HOT CUE button	Hot Cue Mode	White
SHIFT + HOT CUE button	Cue Loop Mode	Blue
SHIFT + HOT CUE button (press twice)	Prepare Mode	Red
ROLL button	Roll Mode	Light blue
ROLL button (press twice)	Loop Mode	Green
TR button	TR Mode	Red
SHIFT + TR button	Pattern Mode	Green
TR button (press twice)	TR Velocity Mode	Orange
SAMPLER button	Sampler Mode	Magenta
SHIFT + SAMPLER button	Velocity Sampler Mode	Purple
SAMPLER button (press twice)	Pitch Play Mode	Green

Most pad modes are similar to those found when used with Serato. A notable exception is the Loop Mode, which replaces the Serato's Saved Loop Mode. In this mapping, the Loop Mode is similar to the Roll mode, but sets a non-rolling beatloop instead.

Modes that are described in the owner's manual (Slicer, Slicer Loop, Saved Loop, Flip) but not listed below are currently not mapped.

Hot Cue Mode
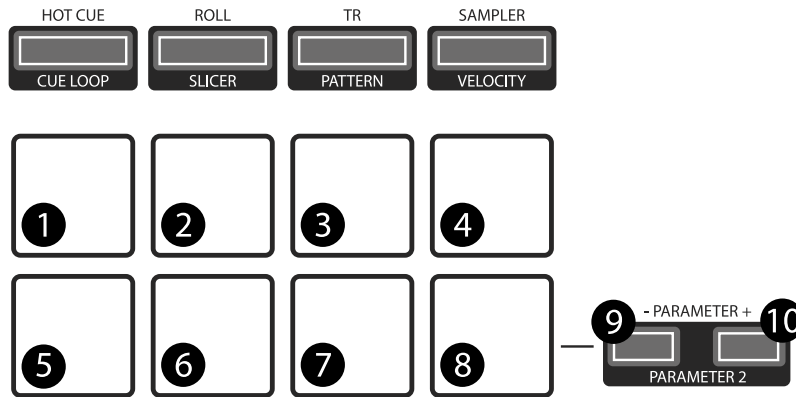
Figure67: Roland DJ-505 (performance pads)

Bookmark positions in the track and jump to them.

No.	Control	Function
1-8	Pad (unlit)	Save current position as hot cue.
1-8	Pad (lit)	Jump to hot cue. If the track is stopped, holding the pad will preview the hot cue until the pad is released.
1-8	SHIFT + Pad (lit)	Clear hot cue.
9	PARAMETER - button	Change color of last used hotcue to the previous color in the palette.
10	PARAMETER + button	Change color of last used hotcue to the next color in the palette.
9	SHIFT + PARAMETER - button	Move beatgrid left.
10	SHIFT + PARAMETER + button	Move beatgrid right.

Cue Loop Mode

Set beatloop from a hot cue point.

No.	Control	Function
1-8	Pad (lit)	Set a beatloop at the position of the hotcue and jump to it.
1-8	Pad (unlit)	Save the current position as hot cue and set a beatloop.
9	PARAMETER - button	Halve the size of the current loop.
10	PARAMETER + button	Double the size of the current loop.
9-10	SHIFT + PARAMETER -/+ buttons	*Currently not mapped*.
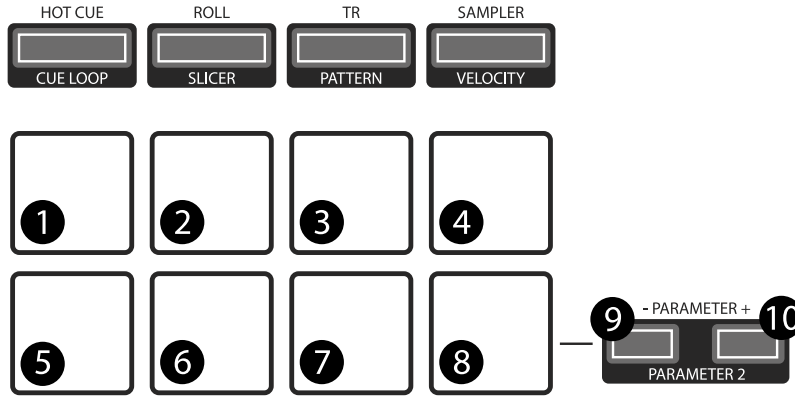
Figure68: Roland DJ-505 (performance pads)

Prepare Mode
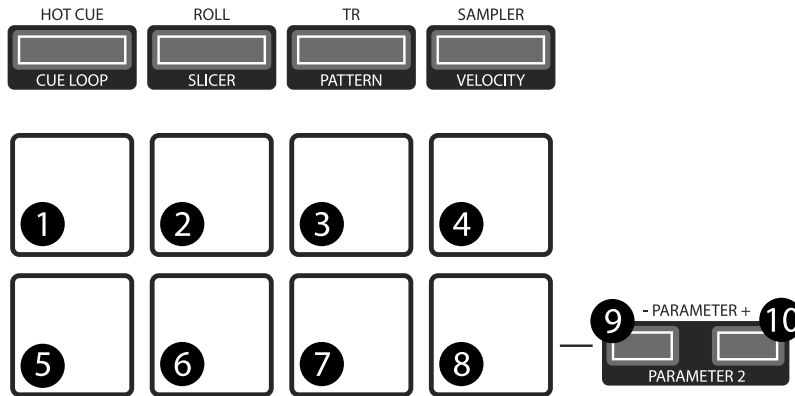
Figure69: Roland DJ-505 (performance pads)

This mode allow you to prepare tracks by setting intro/outro cues.

No.	Control	Function
1	Pad (unlit)	Set current position as intro start.
1	Pad (lit)	Jump to intro start position.
2	Pad (unlit)	Set current position as intro end.
2	Pad (lit)	Jump to intro end position.
3	Pad (unlit)	Set current position as outro start.
3	Pad (lit)	Jump to outro start position.
4	Pad (unlit)	Set current position as outro end.
4	Pad (lit)	Jump to outro end position.
5-8	Pad	*Currently not mapped*.
9-10	SHIFT + PARAMETER -/+ buttons	*Currently not mapped*.

Note: This mode has been added by the Mixxx developers and is not available in Serato.

Roll Mode
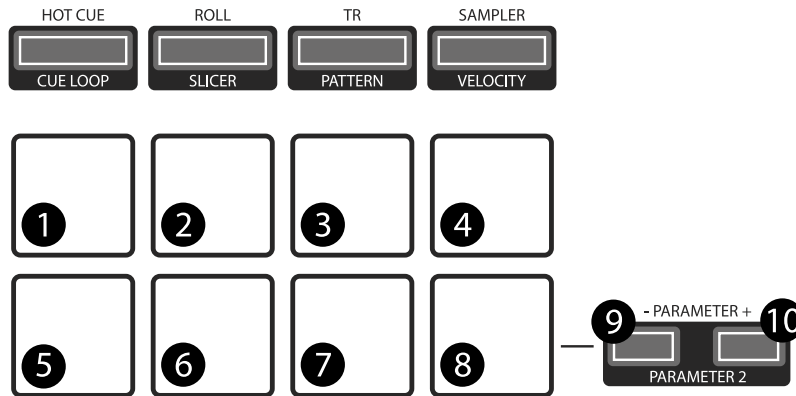
Figure70: Roland DJ-505 (performance pads)

The Roll Mode provides quick access to rolling loops and beatjumps.

No.	Control	Function
1-4	Pad (hold)	Play a rolling loop with the beatlength that is assigned to the pad.
5	Pad (press)	Beatjump left.
6	Pad (press)	Decrease beatjump size.
7	Pad (press)	Increase beatjump size.
8	Pad (press)	Beatjump right.
9	PARAMETER - button	Halve the size of the current loop.
10	PARAMETER + button	Double the size of the current loop.
9-10	SHIFT + PARAMETER -/+ buttons	*Currently not mapped*.

TR/Pattern/TR Velocity Modes

These modes are hardcoded in the device firmware, so they work exactly as described in the Owner's Manual.

Sampler/Velocity Sampler Play Modes

The sampler modes allow you to load, play and stop samples in the first 8 sample slots.

No.	Control	Function
1-8	Pad (unlit)	Load currently selected track into the sample slot associated with the pad.
1-8	SHIFT + Pad (lit)	If the sample is playing, stop the playback. If the sample is not playing, eject the sample from the sample slot.
1-8	Pad (lit)	Play the sample in the sample slot associated with the pad. *Velocity Sampler Mode*: The playback volume of the sample depends on the pressure (velocity).
9-10	PARAMETER -/+ buttons	*Currently not mapped*.
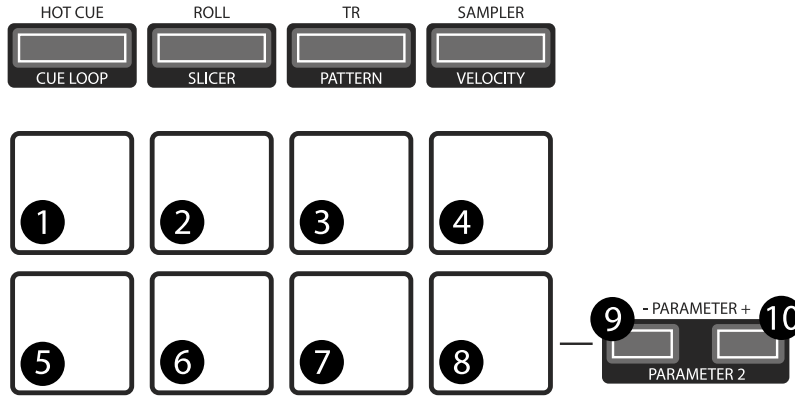
Figure71: Roland DJ-505 (performance pads)

Pitch Play Mode
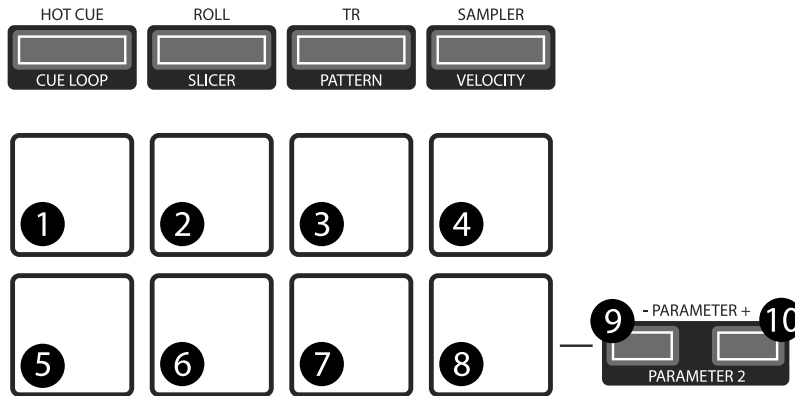
Figure72: Roland DJ-505 (performance pads)

Play the track from a hot cue position and change the pitch in semitone steps. Pads right of the white lit pad raise the pitch, pads left of it lower it.

No.	Control	Function
1-8	Pad	Play currently selected hotcue with modified pitch.
1-8	SHIFT + Pad (dimly lit)	Select hot cue for pitch play. The pad of the currently selected hotcue pad is lit.
9-10	PARAMETER -/+ buttons	Cycles through semitone ranges (Up, Mid, Down).

Known Issues

- TR-S Syncing currently works at the *BPM* level, but phase syncing is not implemented yet. As a workaround, the NUDGE button can be used to adjust the phase. This depends on *MIDI* clock I/O (Launchpad Bug #682221).

- Some performance pad modes are missing (Slicer [Launchpad Bug #1828886], Slicer Loop, Saved Loop [Launchpad Bug #1367159, PR #2194], Flip [Launchpad Bug #1768113])

- Some buttons are not mapped yet (e.g. BACK)

- LEDs on BACK/ADD PREPARE do not work (this seems to be a hardware/firmware bug and does not work in Serato either)

- Controller does not send current cross fader value on Serato SysEx Message (this seems to be a hardware/firmware bug and does not work in Serato either)

17.1.107 Sony Sixxaxis

The Sony Sixaxis is a motion-sensitive wireless game console controller.

- Forum thread

Nouveau dans la version 1.11.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.108 Soundless Studio joyMIDI

The joyMIDI is a portable 4-in-1 MIDI controller with 4 operating modes: Keyboard (MIDI), DrumPad (MIDI), DJ (MIDI) and GamePad (HID joystick). The case is 3D printed and the design files are open source on Onshape.

- User Manual (See the chapter 7.3 , DJ controller mode)

- Forum thread

Nouveau dans la version 2.2.4.

Mapping Description

After powering on the device, press the right button to enter the DJ controller mode.

Bank 1

Bank 2

Bank 3

Figure73: Soundless Studio joyMIDI (top view)
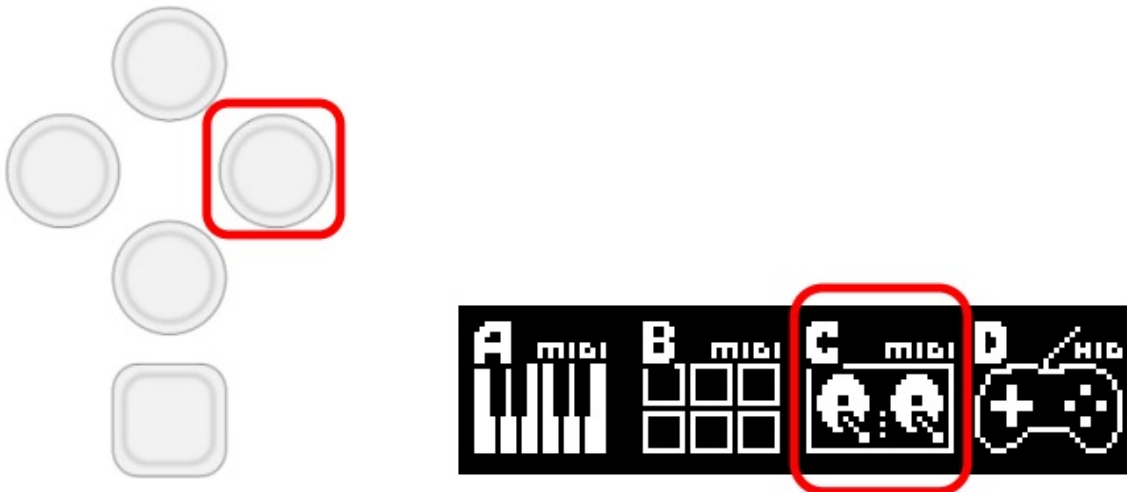
Figure74: Entering the DJ controller mode on the joyMIDI.
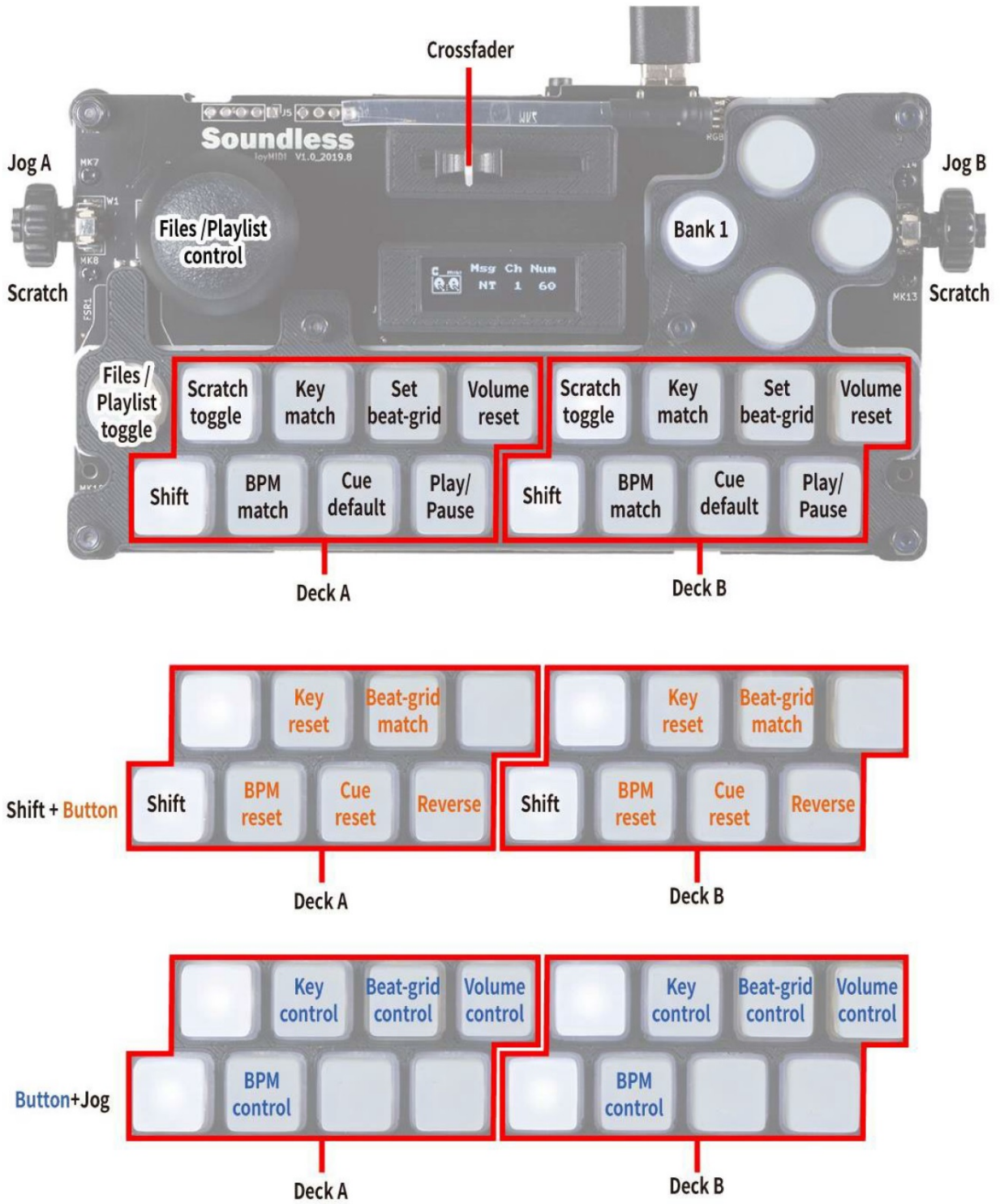
Figure75: Soundless Studio joyMIDI (bank 1)
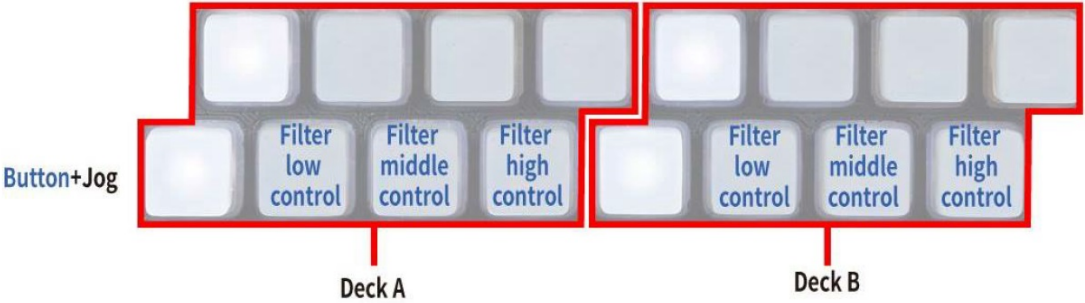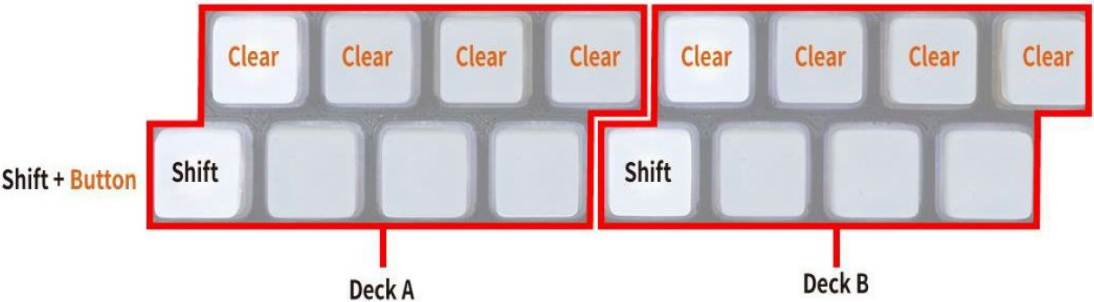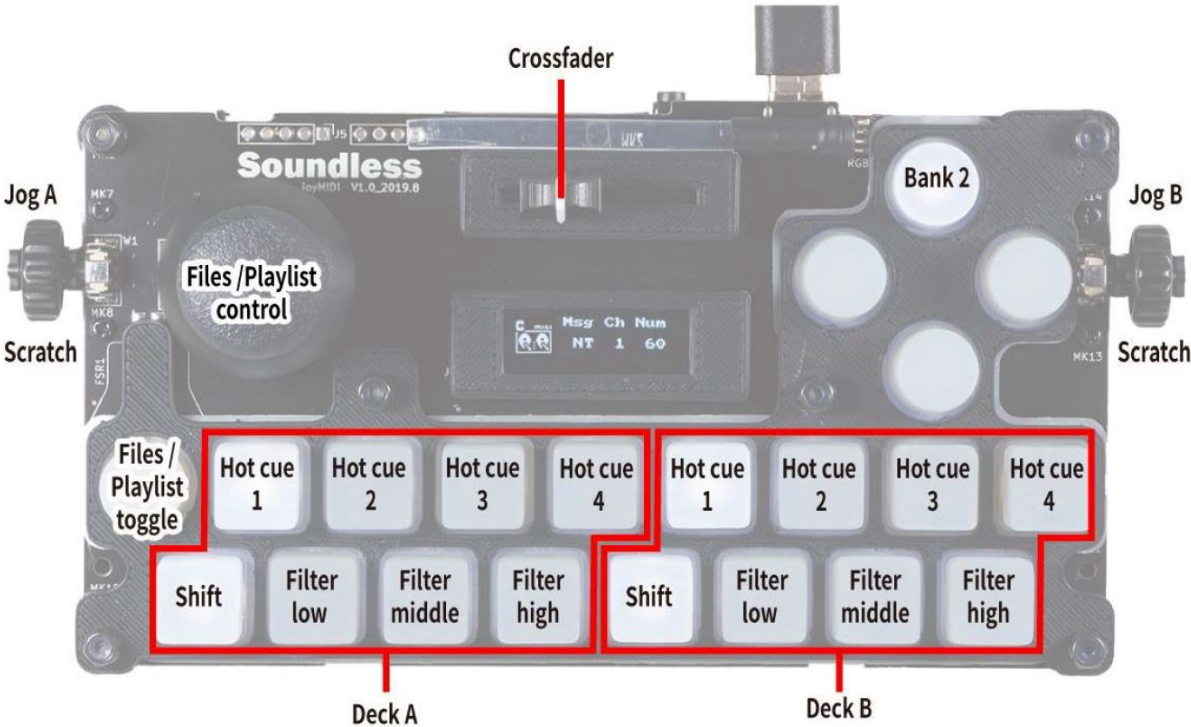
Figure76: Soundless Studio joyMIDI (bank 2)
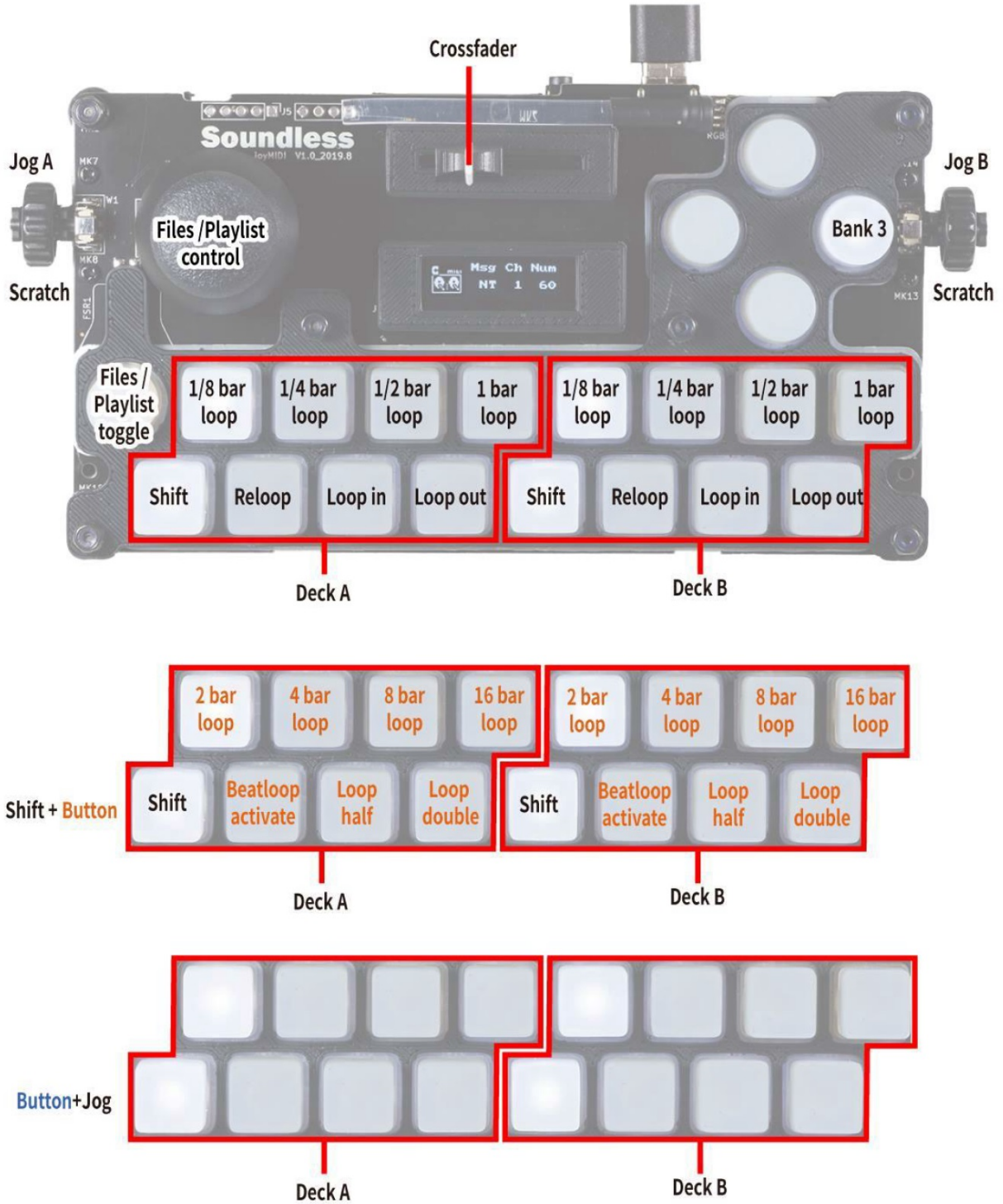
Figure77: Soundless Studio joyMIDI (bank 3)
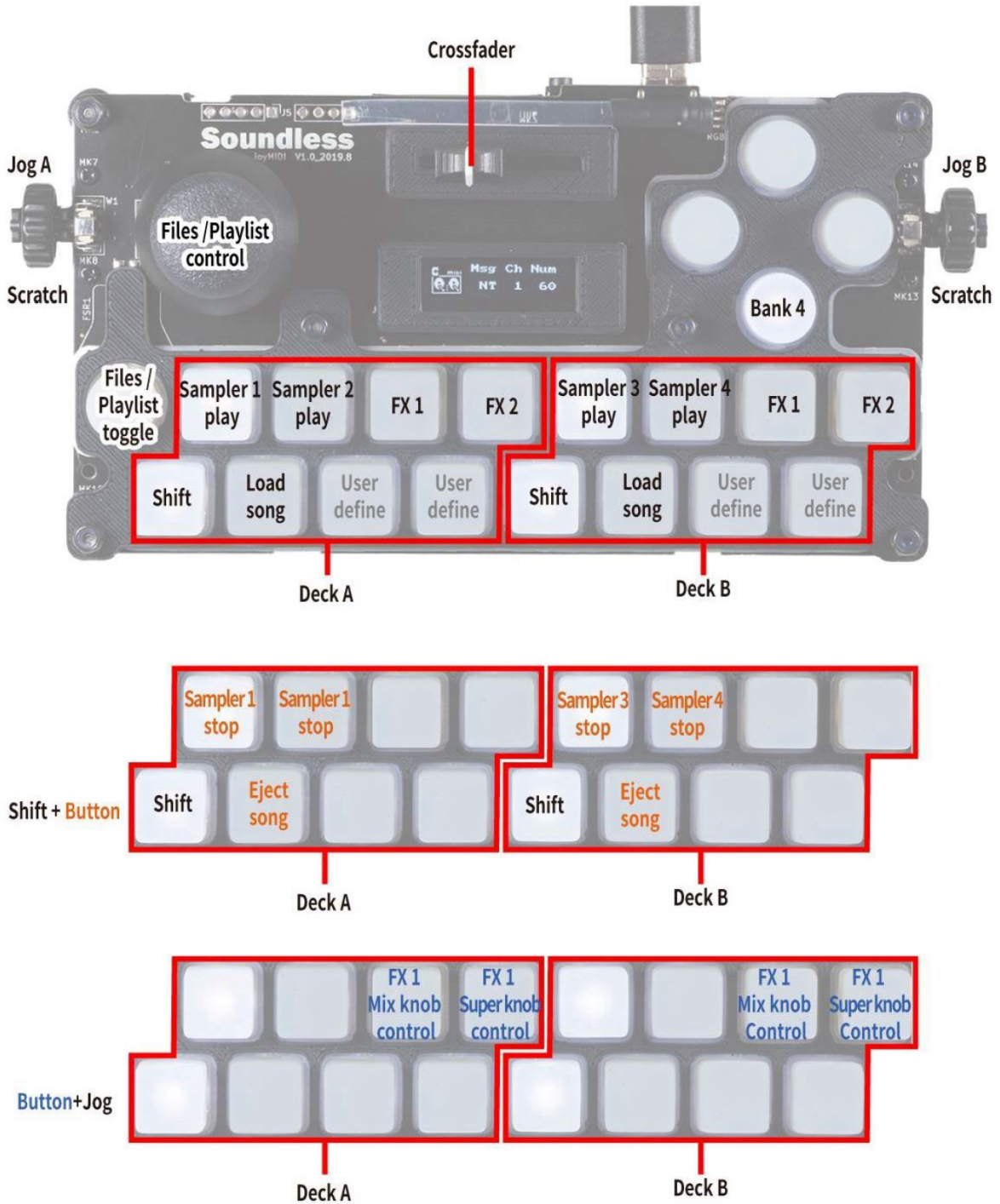
Figure78: Soundless Studio joyMIDI (bank 4)

Bank 4

17.1.109 Stanton DJC.4

- Manufacturer's product page

- Manual / Midi commands

- Forum thread

Nouveau dans la version 2.2.4.

Compatibility

This controller is a class compliant USB MIDI and audio device, so it can be used without any special drivers on GNU/Linux, Mac OS X, and Windows. However, if you wish to use the *ASIO sound API* under Windows, please install the latest driver package available from the Product page.

Sound card setup

This controller has a built-in 4 channel sound card, with MASTER output (RCA and balanced 6.3 mm TRS) and HEAD-PHONE output (6.3 and 3.5mm jack).

Output Channels	Assign to
1-2	Master
3-4	Headphones

Input Channels	Assign to
1-2 (Input 1)	Vinyl Control 1 or Aux 1
3-4 (Input 2)	Vinyl Control 2 or Aux 2

Above the **Gain** knobs are switches to select which input should be sent to the PC. For input 1 this can be Aux (3.5 mm TRS) or Line/Phono 1/2 (RCA) and for input 2 this can be microphone (6.3 mm TRS on front) or Line/Phono 3/4 (RCA).

Input 1 routing

On the rear side is a small switch to select if Input 1 is routed to the PC or directly to the master output (through). It is therefore possible to include the microphone into a recording/stream or to exclude it.

Voir aussi:

The *example setups section* provides more details about the audio configuration in Mixxx.

Hardware controls

The **Master** and **Mic Level** are hardware controls and interact directly with the integrated sound card and are not mapped to Mixxx.

Voir aussi:

The *gain staging documentation* explains how to set your levels properly when using Mixxx.

Mapping description

The knobs for MASTER LEVEL, MIC LEVEL and the MIC ON/OFF switch are controlling the hardware mixer of the built-in audio interface. Hence, turning the knobs will not change values in the Mixxx *GUI* and you'll need to set the Mixxx knobs to their default values when using the controller.

Controls

Center section

No.	Control	Function
1	SAMPLER VOLUME knob	Change the volume of all eight samplers at the same time. If the SAMPLER VOLUME is at zero hide the sampler bank.
2	BROWSER Rotary encoder	Turn to move tracklist/sidebar cursor up/down. Press to toggle between sidebar and tracklist.
2	SHIFT + BROWSER Rotary encoder	Turn to move tracklist/sidebar cursor page wise up/down. Press to (Un-)Maximizes the library view.
3	LOAD buttons	Load song into active deck (Depending on Deck select).
3	SHIFT + LOAD buttons	Open/close a tree view. Equivalent to pressing the LEFT/RIGHT key on the keyboard

Mixer section

No.	Control	Function
1	GAIN knobs	Adjust the deck gain (prefader)
2	HI, MID, LOW knobs	Adjust the high/mid/low-frequency regions of the song. Press to kill this frequency region.
3	SHIFT + LOW knob	QuickEffect superknob (filter by default). Press to (de-)activate QuickEffect.
4	Channel CUE buttons	Toggle PFL for each channel.
5	Channel faders	Adjust the output level for each channel.
6	Cross fader	Fades between left and right deck.
7	Level indicator	Indicate the output level of master.
8	CROSSFADER CURVE (front side of controller)	Adjust crossfader curve between fade and cut.
9	HEADPHONES MIX (front side of controller)	Adjusts the cue/main mix in the headphone output.
10	HEADPHONES LEVEL (front side of controller)	Adjusts the headphone output gain.

Deck section

No.	Control	Function
1	Jog dial (top surface)	Perform scratch operation if Scratch is enabled.
1	Jog dial (outer edge)	Rotate to lower/raise playback speed if Scratch is enabled (and pitch if key lock is off).
1	SHIFT + Jog dial (top surface)	Search fast through the playback location.
2	SCRATCH button	En-/Disable scratch function
3	SHIFT button	Hold down to access other functions.
4	SYNC button	Match tempo and phase of other deck.
4	SHIFT + SYNC button	Plays the track reverse as long as pressed.
4	TAP button (tap repeatedly)	Set tempo by tapping on each beat.
5	CUE button	Specifies, plays or recalls temporary cue point.
5	SHIFT + CUE button	Jumps to the cue point and stops.
6	PLAY/PAUSE button	Plays or pause the song.
11	DECK select buttons	Switches the deck (left: decks 1 and 3, right: decks 2 and 4)
12	KEY LOCK	Toggle key lock.
12	SHIFT + KEY LOCK	Toggle beats quantization.
13	Tempo slider	Adjust song playback speed (and pitch if key lock if off).
14	PITCH BEND +	Holds the speed one step (4 % default) higher while pushed.
15	PITCH BEND -	Holds the speed one step (4 % default) lower while pushed.
14, 15	SHIFT + PITCH BEND	*Not mapped.*
16	HOT CUE	Set (if empty) or Play Hot Cue Point.
16	SHIFT + HOT CUE	Unset/Delete Hot Cue Point

Loop section

No.	Control	Function
1	IN	If loop is disabled, sets the player loop in position to the current play position. If loop is enabled, press and hold to move loop in position to the current play position.
1	SHIFT + IN	Seek to the loop in point.
2	OUT	If loop is disabled, sets the player loop out position to the current play position. If loop is enabled, press and hold to move loop out position to the current play position.
2	SHIFT + OUT	Seek to the loop out point.
3	ON	Toggles the current loop on or off. If the loop is ahead of the current play position, the track will keep playing normally until it reaches the loop.
3	SHIFT + ON	Activate current loop, jump to its loop in point, and stop playback.
4	DELETE	Not mapped.
5	LOOP LENGTH /	Halves beatloop size.
6	LOOP LENGTH X	Doubles beatloop size.
7	BEAT MULTIPLIER encoder	Turn to move the loop left or right by 1 beat per click.
7	BEAT MULTIPLIER button	Sets a loop using the current beatloop size long and enable the loop.
7	SHIFT + BEAT MULTIPLIER button	Activates a rolling loop using the current beatloop size.

Sampler section

No.	Control	Function
1	SAMPLER 1-4 (left deck)	Controls Samplers 1-4 (independent of deck selection)
2	SAMPLER 1-4 (right deck)	Controls Samplers 5-8 (independent of deck selection)

Effect section

No.	Control	Function
1	ON	Toggle FX 1 for decks 1/3 (both on the left) and FX 2 for decks 2/4 (both on the right).
2-5	*Various*	See Standard effects mapping.

Tweakables

At the top of the file file:*Stanton-DJC-4-scripts.js* there are a few customizable options to change the default mapping.

Variable	Function	Default
`autoShowFour-Decks`	If a track gets loaded into deck 3 or 4, automatically show four decks in Mixxx	`false`
`showMasterVu`	If set to false, show channel VU meter instead of Master L/R	`true`
`dryWetAdjust-Value`	Amount the dryWetKnob changes the value for each increment	0.05

Known Issues

The following controls are currently not mapped:

- Loop Delete button (no matching function in Mixxx)

- X-Fader Link button

- Smart Fade button

- Smart button (Shift + Scratch)

- Video button (Shift + Smart Fade)

- FX Ctrl 1/2 fader (Shift + Channel fader)

- TX/FX Select rotary encoder

- TX/FX Action rotary encoder button

17.1.110 Stanton SCS.1d

- Manufacturer's product page

Nouveau dans la version 1.9.1.

Mapping description

Easy customization: We have provided the following customization variables at the top of the script you can set to your liking:

- **pitchRanges** - The pitch ranges selectable with the Range button. You can add more as you like but they must be in ascending order.

- **fastDeckChange** - If set to true, changes decks instantly by skipping the flashing lights. Useful for beat juggling on one unit.

- **globalMode** - If true, the unit will stay in the current section modes on virtual deck changes (instead of switching to the modes you were in the last time you controlled that virtual deck.) The trigger pad section always stays in the current mode regardless of this setting.

- **platterSpeed** - The speed of the platter at 0% pitch: 0=33 RPM, 1=45 RPM

- **deckChangeWait** - Time in milliseconds to hold the Deck Select button down to avoid changing decks

- **padVelocity** - If set to true, uses the velocity values when recalling cues on the trigger pads (this is toggle-able with a button on the unit as well.)

- **crossFader** - If true, uses the pitch slider to adjust the cross-fader while the Pitch Range button is held down

- **browseDamp** - Number of platter ticks to move the highlight one item when browsing the library. Set higher for slower movement. (Defaults to 3.)

- **looseLoops** - If true (default,) causes the loop buttons to set new loop points each time you press them (good for loop rolls.) If set to false, you must explicitly delete one before you can set another.

Just open the `midi/Stanton-SCS1d-scripts.js` file in your favorite text editor (Wordpad works too) and you'll see these variables right near the top. Edit & save, then restart Mixxx and enjoy.

Now let's take a look at how the controls operate, starting in the upper left and moving counter-clockwise:

Mode switch buttons

- **Setup***: unused by Mixxx but will enter the deck's internal setup menu*

- **Control***: unused*

- **Browse**: Allows browsing the library with the platter. Press additional times to change the category (Library, Playlists, Crates, etc.) To go backwards, press another mode button (Vinyl or Control) then Browse again.

- **Vinyl**: Take a guess! :-)

- **⇒/Enter**: Loads the currently selected track into the currently selected virtual deck

- **Deck Select**: Switches to the other virtual deck

- **⇐/Cancel***: unused*

Transport section

- **circle button**: Toggles headphone cue

- **«**: Fast rewind

- **»**: Fast forward

- **|«***: unused*

- **»|***: unused*

- **Cue, Sync, Play/Pause**: as labeled

- **BPM**: BPM tap

Trigger Pad section

The trigger pads are used to set and recall hot cues. You can use them as you would a sampler if the target deck is stopped (where it will only play as long as you are pressing the pad) or as hot cues (if the target deck is playing.) You set a cue simply by pressing an unlit pad at the desired point. It lights green when there's a cue set and the corresponding display shows the cue point in `minutes:seconds.centiseconds` format.

- **circle buttons***above the displays: unused*

- **circle button** at the top right of the section:

- Velocity toggle: When lit red, the target deck's volume will be adjusted by how hard you strike the pads. Press this button to toggle the feature.

- Delete cues: Hold this button down and press a pad to delete the cue stored there

- **circle buttons** at the bottom right of the section: These select the cue bank for each deck. The top button chooses the bank for deck one and the bottom for deck two. There are three banks for each deck denoted by the button color: green (1), red (2), and amber (3). In this way you can recall cues/play samples on either deck at any time regardless of what the rest of the controller is doing.

Pitch slider section

- **Pitch slider**:

- Pitch adjust: directly corresponds to the slider on screen for the currently selected virtual deck. Since the slider is motorized, it will move on its own if you change decks or adjust the slider on the screen.

- Cross-fader adjust: will move to and allow adjustment of the on-screen cross-fader while the Range button is held down.

- **Range button**:

- Toggles between the pitch range values specified in the **pitchRanges** global variable mentioned at the top of this page

- When held, allows the pitch slider to be used to adjust the cross-fader (if the **crossFader** variable is set to true.) If you do this, the pitch range will not be changed when you release the button.

- **Reset button**: Resets the slider to the center position when adjusting pitch or the cross-fader.

Preset section

This section has three banks, selected by the three circle buttons at the bottom of the section.

Loop mode

Press the top circle button (Bank 1) at the bottom of the section to get into this mode. The 12 preset buttons are grouped in pairs with the left one adjusting the loop in point and the right one adjusting the loop out point.

There are two modes of operation selectable by the **looseLoops** global variable described at the top of this page:

1. **Loose Loops mode** - Works just like a CDJ and the on-screen loop controls. Use this for loop rolls.

   - **Left loop button** - Sets loop in point any time you press it

   - **Right loop button** - Sets loop out point any time you press it

   - Reloop/Exit: Hold the **Bank 1** button and press either Left or Right loop buttons to toggle the loop on and off

2. **Protected Loops mode** - Works like the hot cue section in that you must first delete a loop point before you can set another. Use this when you want to return to a pre-set loop and not worry about accidentally losing it.

   - **Left loop button** - Sets loop in point only when none is already set

   - **Right loop button** - Sets loop out point only when none is already set

   - Reloop/Exit: **Both loop buttons together** - Toggles the loop on and off

   - Delete: Hold the **Bank 1** button and press a Left or Right loop button to delete that loop point.

Instant pitch changes

The bottom two banks are used for instant pitch changes for the current virtual deck. These are useful when using the pads as samplers to further vary the sounds.

They offer the following arrangements, increasing from left to right, top to bottom:

- **circle buttons** at the bottom:

- **Middle: Key change** - Center row buttons are one semitone away from their vertical neighbors and the outside ones are three semitones away (for harmonic key changes.)

- **Bottom: Notes** - Buttons correspond to major scale notes (ala Vestax Controller One.) This is most useful with a constant-pitch sound or chord. (You can generate one in Audacity, or use the time code sound. :-))

Remember you can return to the original pitch (tonic) by pressing Reset just above the pitch slider.

Note that when you use one of these buttons, the pitch range is automatically set to 100% in order for the values to be set correctly.

Key change and Note modes were tuned with respect to 440Hz A (above middle C.)

Encoder section

Pressing any of the encoders returns the parameter to the default value.

- **circle button** to the left of the section: changes the parameter bank the encoders adjust:
- **Green**:
    - **1st encoder** (from the left): adjusts low frequency equalizer
    - **2nd encoder**: adjusts mid frequency equalizer
    - **3rd encoder**: adjusts high frequency equalizer
    - **4th encoder**: adjusts deck volume
    - **circle buttons** under each display: momentary kill buttons for the corresponding parameter
- **Red**:
    - **1st encoder** (from the left): adjusts flanger depth
    - **2nd encoder**: adjusts flanger delay
    - **3rd encoder**: adjusts flanger period (Low Frequency Oscillator)
    - **4th encoder**: adjusts pre-fader track gain
    - **circle button** under the 1st display: toggles the flange effect for the current deck.
    - //**circle button** under the 2nd display: unused//
    - //**circle button** under the 3rd display: unused//
    - **circle button** under the 4th display: toggles key lock for the current deck.
- When holding down the **Deck Select** button:
    - **1st encoder** (from the left): adjusts the cue/main headphone mix
    - **2nd encoder**: adjusts the headphone volume
    - **3rd encoder**: adjusts the master balance (pan)
    - **4th encoder**: adjusts the master volume

17.1.111 Stanton SCS.1m

- Manufacturer's product page

Nouveau dans la version 1.7.

Easy customization: We have provided the following customization variables at the top of the script you can set to your liking:

1. **faderStart**: If set to *true*, it allows decks to start when their channel or the cross-fader is opened. (This is also toggleable with the topmost button on the controller. See below.)

2. **scratchFactor**: Adjusts the speed of scratching with the select knob. (Defaults to **2**.)

Just open the `controllers/Stanton-SCS1m-scripts.js` file in your favorite text editor (Wordpad works too) and you'll see these variables right near the top. Edit & save.

Figure79: Stanton SCS.1m (top/schematic view). Image courtesy of Stanton Magnetics, Inc., overlay (c) 2009 Sean M. Pappalardo.

Deck controls

Refer to the image above, top to bottom

- **a** buttons: Sync function: change the pitch of the deck so that its BPM matches that of the other deck (assuming the pitch range is sufficient)
- **b** buttons: Toggle headphone cue
- **Gain, High, Mid, Low** knobs: as labeled
- **Pan** *knob: unused*
- **c** encoders
- Rotate to increase or decrease the pitch range in 1% steps
- Press to toggle the flange effect
- **c** displays: Show the current pitch adjustment percentage. The back light color changes with the pitch range:
- Green = 1%-25%
- Orange = 25%-50%
- Red = 50% and above
- **c** A buttons: Permanently lower the pitch by 1%
- **c** B buttons: Permanently raise the pitch by 1%
- **e** sliders: Pitch adjust
- **e** buttons: Temporarily raise the pitch by 4% for as long as held (pitch bend up.)
- **g** buttons: Temporarily lower the pitch by 4% for as long as held (pitch bend down.)
- **d** encoders
- Rotate to nudge the track either direction (akin to twisting a record spindle)
- Press to toggle reverse playback
- LEDs show current track position
- **d** displays: Show the current track time remaining. They will flash slowly when less than 30 seconds remain, quickly when less than 15 seconds remain.
- **d** A buttons: Rewind
- **d** B buttons: Fast-forward
- **f** sliders: Volume adjust
- **f** buttons: Play/pause
- **h** buttons: Cue

Global controls

Refer to the image above, top to bottom

- **z** button: Toggle fader start/cue

- **Master, Headphones, Cue Mix** knobs: as labeled

- **Zone***knob: unused*

- **Gain***knob: unused*

- **i** knob: Adjust flange effect depth

- **j** knob: Adjust flange effect delay

- **k** knob: Adjust flange effect period (Low Frequency Oscillator)

- **l** knob: Adjust master pan (balance)

- **p***button: unused*

- **m** button: BPM tap for Deck 1

- **n***button: unused*

- **o** button: BPM tap for Deck 2

- **Preset** buttons: Hot cue points for the selected deck (**q** button)

- **Bank Down** button: select backward between Library, Playlist, and Browse views

- **Bank Up** button: select forward between Library, Playlist, and Browse views

- **q** button: Change which deck's hot cues are active (**Preset** buttons.) Off is Deck 1, On (red) is Deck 2.

- **r** jog wheel:

- **Browse mode**:

    - Rotate to move the track select highlight

    - Press to load the selected track into the first stopped deck, if any. //(This is [[https://bugs.launchpad.net/mixxx/+bug/734713|not working]] in 1.9.x for some reason.)//

- **Control mode**:

    - Rotate to scratch the song on the selected deck

    - //Pressing does nothing//

- **Cancel** button:

- **Browse mode**: Press to load the highlighted song onto deck 1, if it's not currently playing.

- **Control mode**: hold down to enable scratching on deck 1

- **Enter** button:

- **Browse mode**: Press to load the highlighted song onto deck 2, if it's not currently playing.

- **Control mode**: hold down to enable scratching on deck 2

- //**Setup** button: unused by Mixxx but will enter the mixer's internal setup menu//

- **Control** button: Selects scratching mode for the jog wheel

- **Browse** button: Selects track browse mode for the jog wheel

(Any unlabeled controls are not currently used.)

17.1.112 Stanton SCS.3d "DaScratch"

- Manufacturer's product page
- Walk-through video!

Nouveau dans la version 1.7.

Nouveau dans la version 2.0: Alternate mapping with many more visual effects (flashing lights) and different behavior.

Default Mapping

Figure80: Stanton SCS.3d (layout). *Images courtesy of Stanton Magnetics, Inc.*

Easy customization: We have provided the following customization variables at the top of the script you can set to your liking:

- **pitchRanges** - Set the pitch slider range when the Pitch LED is off, blue, purple and red (in decimal values. E.g. 0.08 = 8%, 0.5 = 50%)

- **fastDeckChange** - If set to true, changes decks instantly by skipping the flashing lights. Useful for beat juggling on one unit.

- **spinningPlatter** - If set to true, uses the circle LEDs to *accurately* (*no sticker drift!*) show the track position in record revolutions, also useful for juggling.

- **spinningPlatterOnlyVinyl** - If set to true, only shows the spinning platter LED in vinyl modes. Otherwise shows in all modes except Loop, Instant Pitch Change and TRIG (because they're used for other things in those modes.)

- **spinningLights** - The number of lights used for the spinning platter effect, 1 or 2. (1 is best for juggling.)

- **VUMeters** - If set to true, shows a VU meter in the circular area for the currently selected deck when in vinyl mode. (Left for deck 1, right for deck 2.)

- **markHotCues** - Set to `"blue"` or `"red"` (with quotes) to choose which LEDs mark the stored positions in TRIG & LOOP modes

- **jogOnLoad** - If true, the unit will automatically change to Vinyl (jog) mode after loading a track (from Track Select mode)

- **globalMode** - If true, the unit will stay in the current mode on deck changes (instead of switching to the mode you were in the last time you controlled that deck.)

- **singleDeck** - If you've got more than one MIDI controller, set this to true to have the SCS.3d stay on one deck and make Deck mode non-temporary. *More on this here*.

- **deckChangeWait** - Time in milliseconds to hold the DECK button down to avoid changing decks

- **pitchAdjustment** - Adjusts the coarseness of the pitch slider (1=coarse, 3=normal, 5=fine)

- **finePitchAdjustment** - Adjusts the coarseness of the pitch slider in fine mode (1=coarser, 3=normal, 5=finer)

- **finePitchDefault** - If true, swaps normal and fine pitch modes so you can use fine pitch mode unshifted

Just open the `controllers/Stanton-SCS3d-scripts.js` file in your favorite text editor and you'll see these variables right near the top. Edit & save.

Mode buttons

- FX - Adjust & toggle Flanger effect, toggle reverse effect

- EQ - Adjust channel EQ parameters

- Loop - Loop controls and Instant pitch changes

- Trig - Hot cues

- Vinyl - Toggle between pitch bend, vinyl manipulation & scratching, and track selection

- Deck - Adjust global controls and switch to another virtual deck
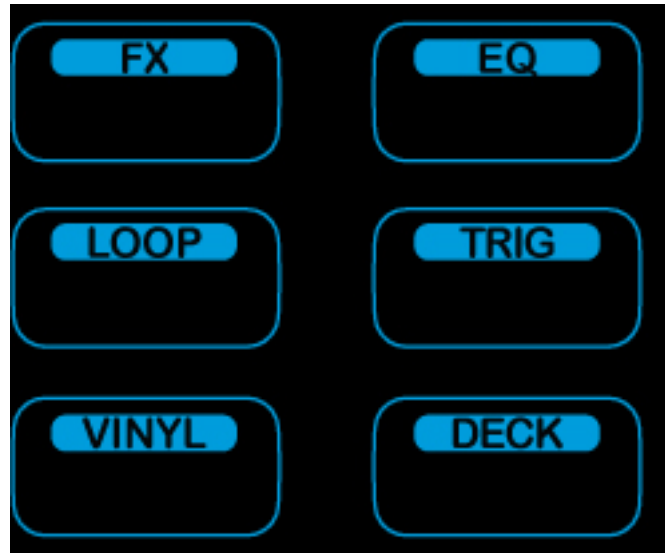
Figure81: Stanton SCS.3d (mode buttons)

Common to all modes:

(except where noted)

- Gain slider (S1) adjusts deck volume
- Pitch slider (S2) adjusts deck pitch control
- B11 toggles headphone cue
- B12 toggles pitch range (black=8%, blue=12%, purple=50%, red=100%)
- B13 Rewind (REW)
- B14 Fast Forward (FFWD)
- PLAY starts or pauses track playback.
- CUE will jump to the cue point or set it, depending on your settings and whether the track is playing.
- SYNC synchronizes the tempo of the current deck to another. Holding SYNC for more than 1/3 of a second will enable Master SYNC lock. (Press SYNC again to disable it.)
- Pressing TAP repeatedly will change the speed of the current deck to match your tap tempo (useful for synchronizing with an external music source.)

While holding down the current mode button:

- Gain slider (S1) adjusts pre-fader gain
- Pitch slider (S2) finely adjusts pitch control
- B11 resets pre-fader gain to center
- B12 resets pitch to center 0%
- SYNC toggles the *Quantize* function (where Cue and Loop points snap to the nearest beat and triggering them happens in time with the beat.)

FX Modes

These modes let you adjust the effect unit parameters. The FX button will be red when adjusting effect unit 1, purple for unit 2, and black for unit 3. (In Mixxx versions below 2.0.1, there is only one mode that adjusts the Flanger effect.)
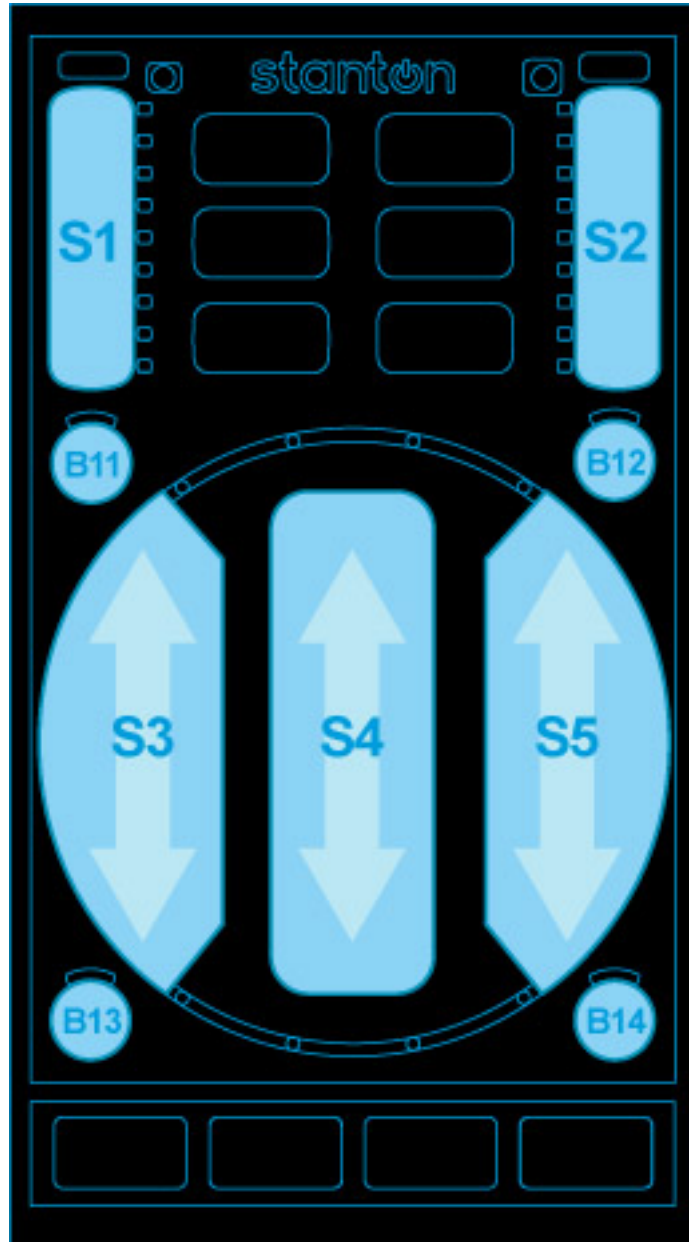
Figure82: Stanton SCS.3d (slider mode)

- Left slider (S3) adjusts the first effect parameter
- Center slider (S4) adjusts the second effect parameter
- Right slider (S5) adjusts the third effect parameter
- B11 performs a reverse-roll (censor) while held down
- B12 toggles this effect on the current deck

Hold the FX button down and touch any slider to reset it to center.

EQ Mode
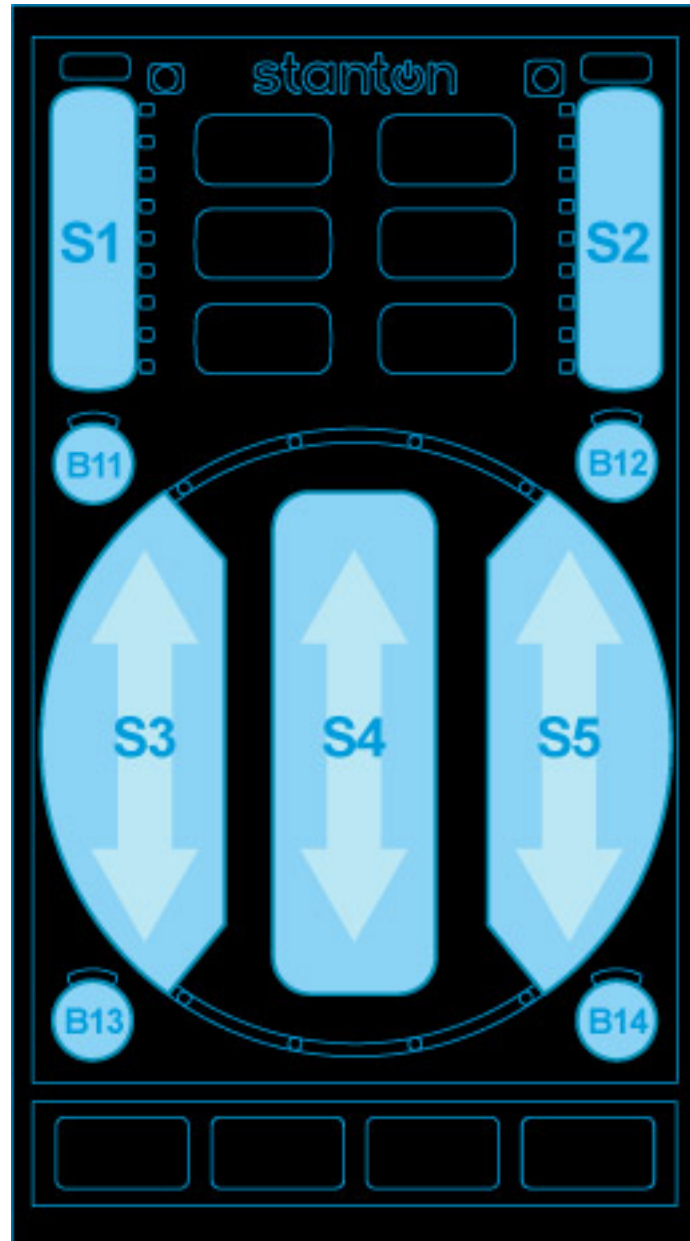
Figure83: Stanton SCS.3d (slider mode)

- Left slider (S3) adjusts low frequency equalizer
- Center slider (S4) adjusts mid frequency equalizer
- Right slider (S5) adjusts high frequency equalizer

Hold the EQ button down and touch any slider to reset it to center.

Loop mode (red)

The surface is configured as 11 buttons:

Left	Middle	Right
1/8-beat loop	Loop In	2-beat loop
1/4-beat loop	Reloop/Exit	4-beat loop
1/2-beat loop	Reloop/Exit	8-beat loop
1-beat loop	Loop Out	16-beat loop

Mixxx v2.0.1 and above have the left column flipped so you can adjust the loop size sequentially when moving along the circle:

Left	Middle	Right
1-beat loop	Loop In	2-beat loop
1/2-beat loop	Reloop/Exit	4-beat loop
1/4-beat loop	Reloop/Exit	8-beat loop
1/8-beat loop	Loop Out	16-beat loop

The Reloop/Exit button lights up when a loop is active. If it happens to be an exact number of beats, the corresponding beat loop button will light up as well.

Also:

- **B11** (under the Gain slider) halves the length of the current loop
- **B12** (under the Pitch slider) doubles the length of the current loop

You can exit any loop by pressing Reloop/Exit (or a lit beat loop button.)

Instant-pitch change modes (Loop button)

This offers instant pitch change buttons in the following arrangements:

Key change (purple) - Center buttons are one semitone away from their vertical neighbors and the outside ones are three semitones away (for harmonic key changes.)

Notes (black) - Buttons correspond to major scale notes (ala Vestax Controller One.) This is most useful with a constant-pitch sound or chord. (You can generate one in Audacity.)

Remember you can return to the original pitch (tonic) by pressing B12 (under the pitch slider.)

Note that when you use one of these buttons, the pitch range is automatically set to 100% in order for the values to be set correctly.

Key change and Note modes were tuned with respect to 440Hz A (above middle C.)

1.7 also offered the following since looping was not available:

Fixed increment (red) - Each button sets the pitch 3.33% above or below its vertical neighbors.

Trig Modes

These modes configure the surface as three separate banks of 12 buttons (lit up dim red for visibility) giving you a total of THIRTY-SIX hot cues! (Mixxx 1.8.0-1.9.0 internally supports just 32, so the center 4 buttons and the lower right one in the third bank (black) are inoperative. Mixxx 1.9.1+ supports 36 again.) The TRIG button will be red in bank 1, purple in bank 2, and black in bank 3.

The red LEDs flash when you press the corresponding button. The outer blue LEDs light when a cue point is set on that button. (Changeable with the **markHotCues** option mentioned at the top of this page.)

- To set a cue, just press a free button at the desired time.

- To recall a cue, just press a button that has a cue point set

- To erase a cue, hold TRIG while pressing the button(s) you want to erase

Vinyl Modes

Vinyl mode (red)

- Outer circle (C1) and Center slider (S4) allow you to bend the song's pitch, akin to dragging your finger on the record

Vinyl2 Mode (purple)

- Outer circle (C1) allows you to "scratch" the song and perform juggles

- Center slider (S4) allows you to "scratch" the song

- Scratch & cue toggle: Hold the VINYL button and press CUE when in Vinyl2 mode to toggle recalling the cue point when you touch either C1 or S4. This makes juggling really easy since you don't have to back-cue.

Track Select Mode (black)

- Outer circle (C1) allows you to scroll through your Library

- Center button (anywhere on S4) loads the currently highlighted song into the current deck, as long as it's not live (playing to the master output.)

- B11 selects backward between Library, Playlist, Browse, etc. views

- B12 selects forward between Library, Playlist, Browse, etc. views

- B13 moves the highlight up one item

- B14 moves the highlight down one item

Deck Mode

You are in this mode only **while holding down the Deck button**, unless the controller is in single-deck mode:

- Gain slider (S1) adjusts master volume

- Pitch slider (S2) adjusts master balance (pan)

- B11 resets master volume knob to the middle

- B12 resets master balance to center

- Left slider (S3) adjusts the cue/main headphone mix

- Center slider (S4) adjusts the cross-fader
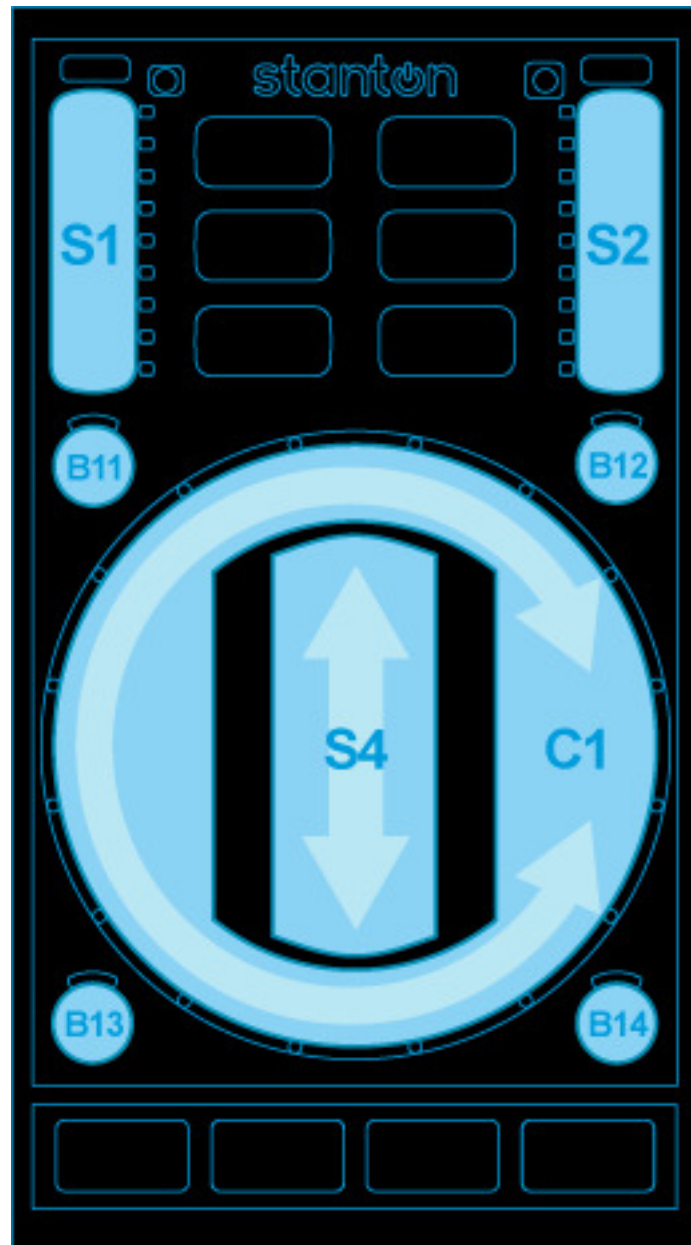
Figure84: Stanton SCS.3d (circle mode)
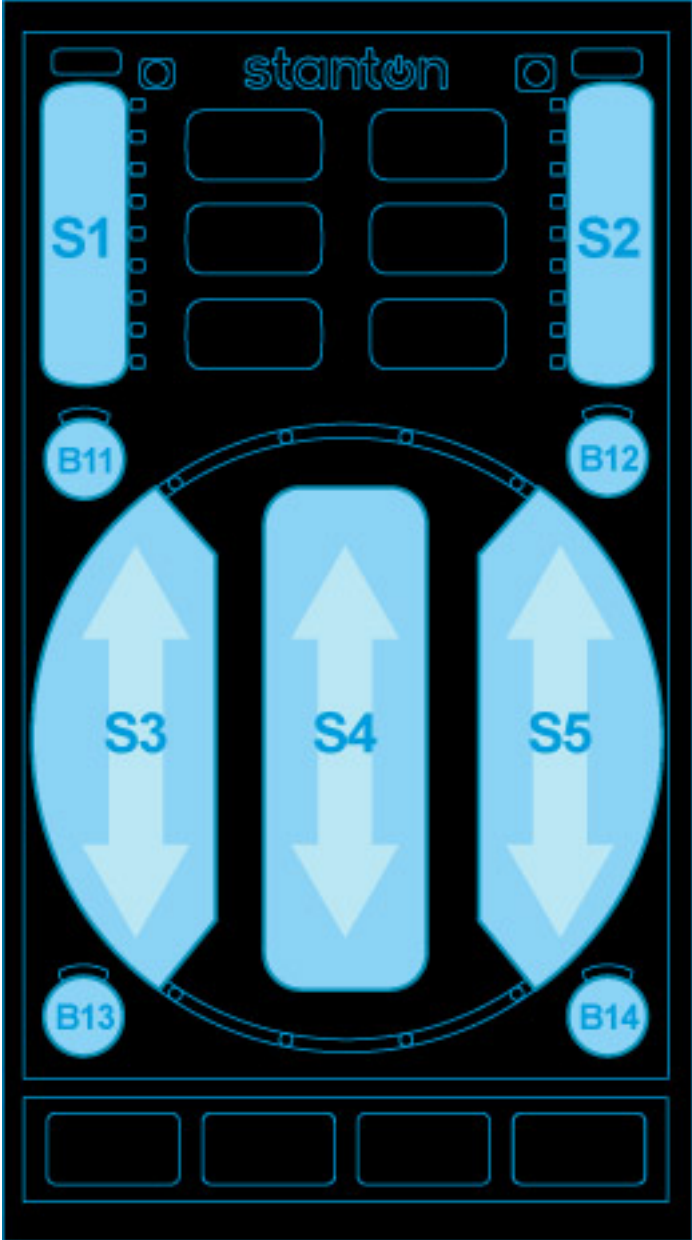
Figure85: Stanton SCS.3d (slider mode)

- Right slider (S5) adjusts the headphone volume

- TAP resets cross-fader to center position (only in multi-deck mode)

- Press Deck + Sync together to toggle between multi- and single-deck modes

- In single-deck mode:

- Hold the Deck button down and touch any slider to reset it to its default value

- Press Deck + Play together to change the active deck

General controls
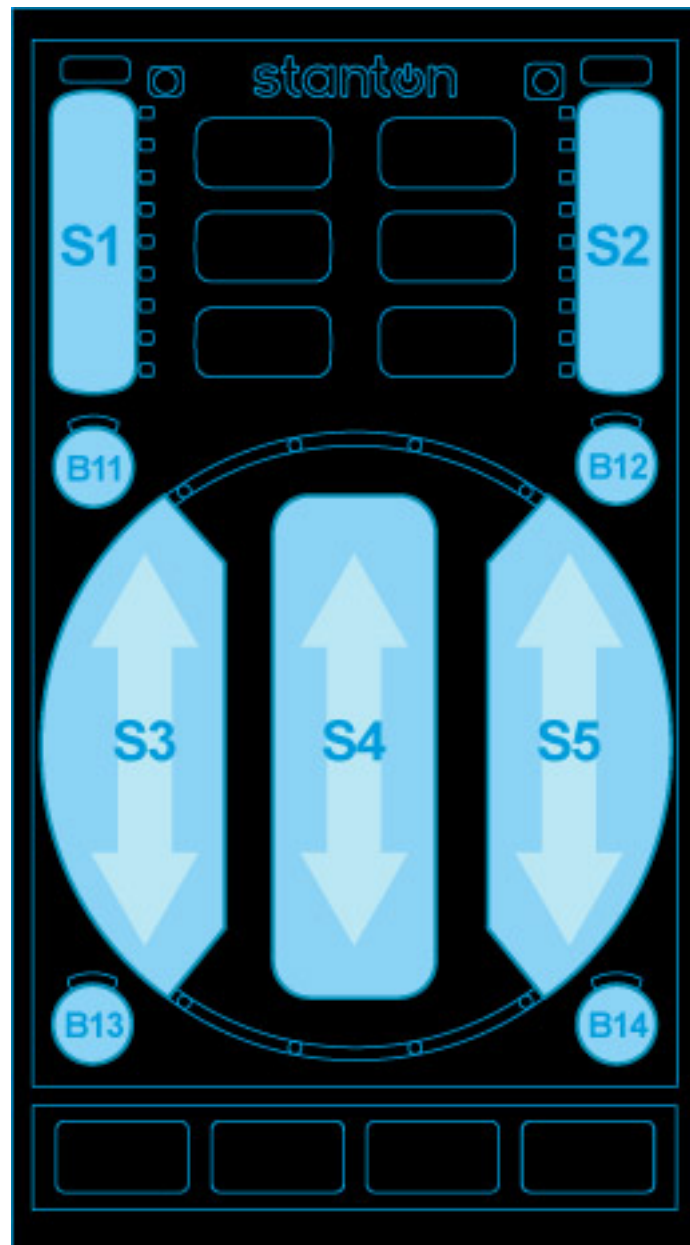
Figure86: Stanton SCS.3d (slider mode)

Unless otherwise noted, the following controls have the same function in all modes.

- S1 controls volume of currently active deck.

- S2 changes rate or pitch depending on current mode, see VINYL-mode for discussion.

- PLAY starts or pauses the track. When a track is ready to play the button blinks.

- CUE will jump to the cue point or set it, depending on your settings and whether the track is playing.

- SYNC syncs the active deck to another deck. Holding SYNC for more than one second will enable SYNC lock.

- Pressing TAP repeatedly will adjust track BPM.

The currently active deck/channel is shown by lighting one of B11 through B14 red (except for FX-mode where the selected FX chain is shown). B11 lights red for deck 1, B12 for deck 2, B13 for deck 3 and B14 for deck 4. See DECK and FX modes on how to control this.

A light spinning around the circle shows the track is playing. When the track nears its end (at -30 seconds), a blinking light will detach and run slower. When the spinning light reaches the blinking light, the track ends.

By touching one of the six mode buttons, you switch to that mode. Some modes have alternate overlays, you can switch to those by touching the mode again. The first overlay is red, the second blue, the third is purple. The following mode-overlays are available:
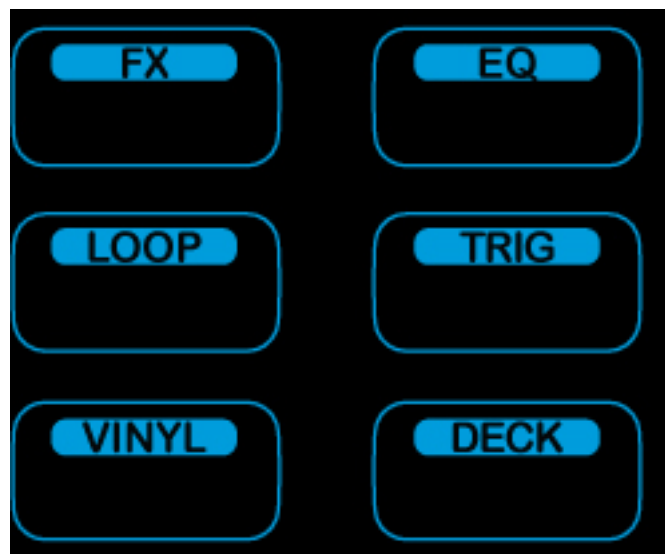
Figure87: Stanton SCS.3d (mode buttons)

- FX: (red) Control effect device; (blue) Control deck superknob

- EQ: (red) Control deck EQ

- LOOP: (red) Set/release beat-loops; (blue) Rolling-loops

- TRIG: (red) cue points 1 through 5; (blue) cue points 6 through 10; (pink) cue points 11 through 15;

- VINYL: (red) jog wheel; (blue) scratch

- DECK: (red) library scan & load

Modes are remembered per-deck. When you switch the deck, the mode last active for that deck will be selected.

By holding a mode button, a mode is enabled temporarily in hold-mode. When the button is released again, the device switches back to the previously selected mode. Some hold-modes enable alternative, often disruptive functionality. Most

of the time you won't want to use the hold-modes on live decks (e.g. needledrop in VINYL) or you must be very cautious (assigning effect chains with FX).

Each mode will be explained in detail below.

FX mode
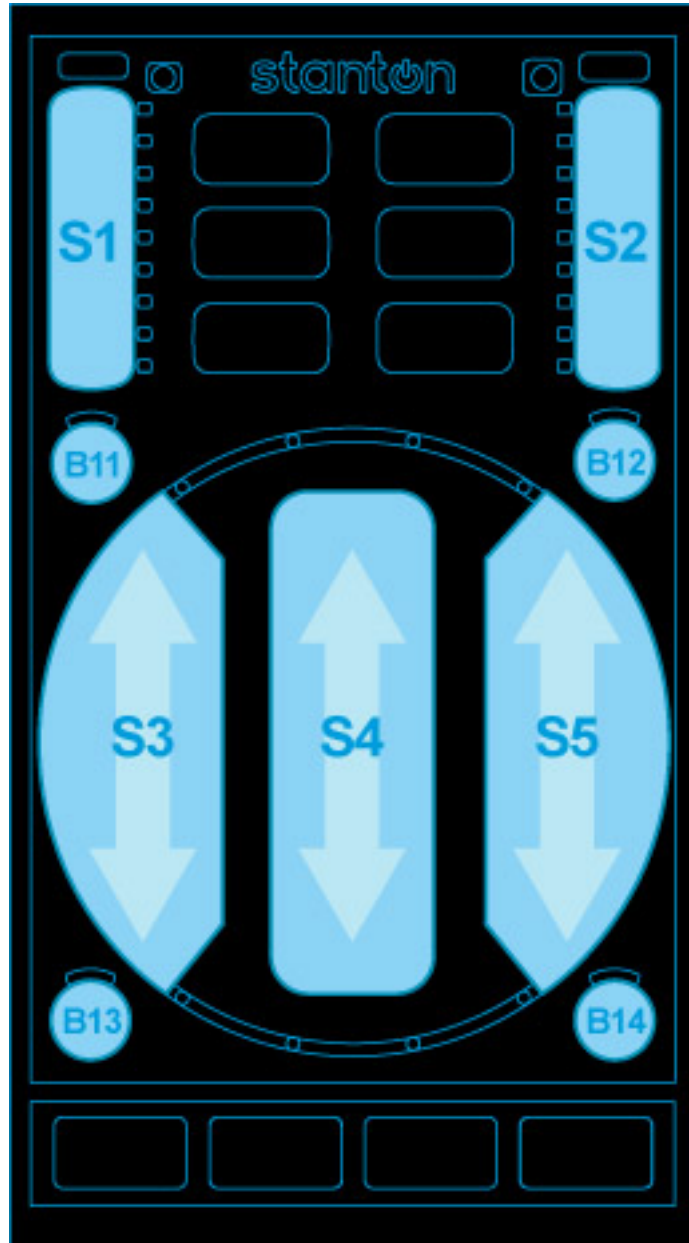
Figure88: Stanton SCS.3d (slider mode)

FX mode allows you to control effects. Slider S2 controls the wet/dry mix of the current effect. Sliders S3, S4, and S5 control the first three effect knobs on the effect unit. (Specifically, the first effect of one of the four effect chains is controlled.)

The device remembers the selected effect per deck, so if you switch decks you also switch to the previously selected effect on that deck. Initially, effect slot 1 is selected for deck 1, slot 2 for deck 2 and so on.

To control another effect, buttons B11 through B14 allow you to switch. The currently active effect is shown in red where button B11 lights red when the first effect chain is selected, B12 for the second chain, B13 for chain 3, and B14 for chain 4. The buttons turn blue when the active deck is assigned to this effect chain. If the active effect is assigned to the current deck, the corresponding button will appear purple. If you don't see purple it means that the effect you're controlling is not assigned to the current deck.

For example, if the controller is on deck 2, has effect slot 2 selected, and effects 2 and 3 assigned, the four buttons would be lit as follows:

- B11: black
- B12: purple
- B13: blue
- B14: black

Holding FX

By holding FX, you can toggle assignment of the current deck to effect chains with buttons B11 through B14. B11 assigns effect chain 1, B12 assigns effect chain 2, B13 assigns chain 3, and B14 assigns chain 4 to the active deck. The effects that have the current deck assigned are shown in blue. While FX is held, S2 can be used to scroll through different effects. To load the next effect, touch top half of the slider and touch the bottom half to load the previous effect into the currently active effect slot.

When FX is held, the button for the active deck is shown in red. So if you want to assign the active effect to the active deck, press the button that is red. If the button is purple, pressing it would deactivate the active effect on the active deck.

Example on how to load an echo effect into chain 3 and assign it to channel 2:

1. Press DECK-B12 to switch to deck 2
2. Press FX to switch to FX mode
3. Press B13 to select effect chain 3
4. Slide S2 to the bottom to bypass chain 3 (precautionary measure)
5. Hold FX and touch S2 above the middle to select the next effect (will select echo if no effect was selected previously)
6. Hold FX and press B13 to assign effect chain 3 to deck 2
7. Adjust echo parameters with sliders S3, S4, S5
8. Slide S2 upwards to bring the effect in

EQ mode

In EQ mode, the central sliders S3, S4, S5 control low/mid/high EQs. Hold EQ to control pre-gain on S1 instead of volume. The other controls (low/mid/high/pitch) are reset to center when the control is touched while EQ is held.

LOOP mode
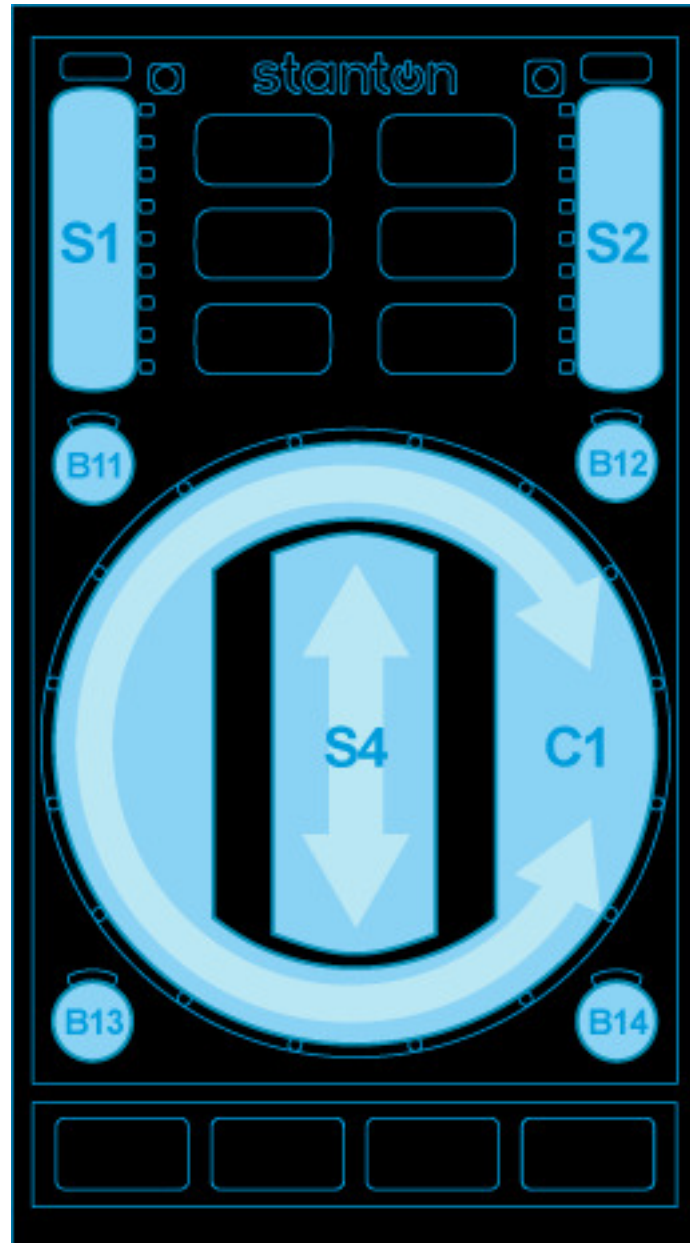
Figure89: Stanton SCS.3d (circle mode)

By touching the circle you activate a loop over a certain number of beats. Touching on the right side will activate a beat-loop over 1, 2, 4, 8 etc beats, starting from the top. On the left side you get fractions 1/2, 1/4, 1/8 etc loops starting from the top. To leave the loop, touch center.

By touching the LOOP mode button again, the 'rolling' overlay comes on and the LOOP button turns blue. In rolling mode, the loop will be released as soon as you take your finger off the circle and the track will resume where it would have been without looping.

TRIG mode

You can set hotcues and jump to hotcues in this mode. The circle is split into five fields (1: top left, 2: bottom left, 3: top right, 4: bottom right, 5: center) where touching the area will either set the hotcue if it was unset, or trigger the hotcue if it was set. When a hotcue is set, the blue lights next to it will light.

To clear a hotcue, hold TRIG and touch the corresponding field.

The first TRIG overlay (red light) controls hotcues 1 to 5, touching TRIG will switch to overlay two, controlling hotcues 6 to 10 (blue light), then overlay three, for cue points 11 to 15 (purple light).

VINYL mode

The circle C1 functions as a jog-wheel, slide clockwise to speed-up the track. The center slider S4 can be used to raise and lower speed by holding it above or below center, respectively.

B11 jumps back one beat, B12 jumps forward. B13 and B14 control fast-reverse, fast-forward.

While VINYL is held, B11 through B14 set the pitch slider mode. The currently active mode lights blue. The different pitch slider modes are:

- B11 Absolute rate: The pitch slider directly sets the rate in a wide range
- B12 Discrete Pitch: Change pitch up or down by touching upper or lower part of slider
- B13 Rate: Change the rate up or down by holding the slider off-center. The further from the center you hold the slider, the faster the rate changes.
- B14 Relative pitch: slide to change pitch up or down

When VINYL is held, the SYNC button adjusts the beatgrid. When the track is not playing, the beatgrid is moved to the current track position. When the track is playing, the beatgrid is aligned with the other track's beatgrid.

A second overlay to VINYL (blue) enables scratching on the pad. Both the circle and the center slider (S4) can be used to scratch.

DECK mode

This mode is used to load tracks. When the current deck is not playing, an arrow pattern indicates that the currently selected track can be loaded into the deck by pressing the central field S4. Sliding on the circle C1 will scroll through the library.

B11 and B13 allow you to switch up and down between the library categories, while B12, B14 allow stepping through the library list one-by-one (the slider allows only coarse control).

When holding DECK, you can switch channels.

- B11: deck 1; B12: deck 2
- B13: deck 3; B14: deck 4

The corresponding button turns red. The active deck is shown on the buttons in all modes except FX.

The controller keeps its mode per deck. So when changing deck, the mode will switch to the mode previously used on that deck.

Note that the active deck is synced with the *Stanton SCS.3m*, so when switching between decks 1 and 3, or 2 and 4 the other device changes as well.

Figure90: Stanton SCS.3d (circle mode)

17.1.113 Stanton SCS.3m "DaMix"

- Manufacturer's product page

Nouveau dans la version 1.7.

Mapping Description
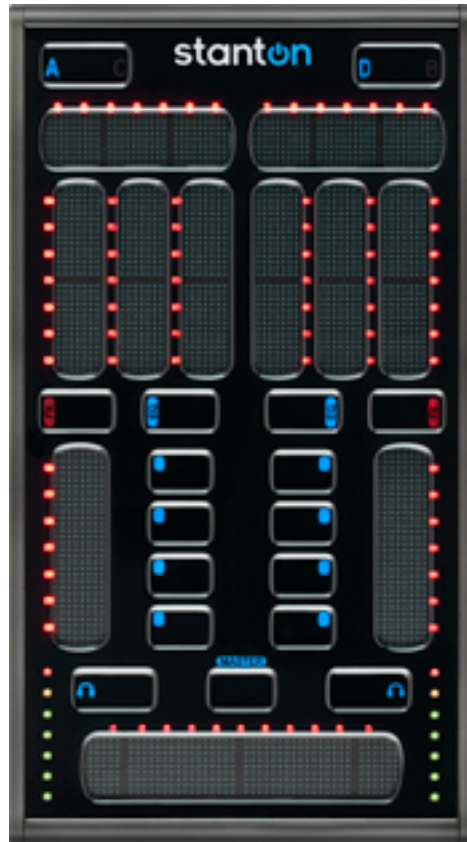
Figure91: Stanton SCS.3m « DaMix » (top view). *Images courtesy of Stanton Magnetics, Inc.*

The left side of the controller controls deck 1. The right side is for deck 2. This l'll walk through the controller from top to bottom and explain the features.

Deck select buttons

These are used only as modifier buttons in Mixxx for now. Hold them down to access different functions for that side of the controller (Deck A/C for the left side virtual deck 1, Deck B/D for the right side, deck 2,) detailed for each control below.

Top horizontal sliders

These adjust the pitch control.

- Touching near the edges will do a temporary pitch bend in that direction.
- Hold the current mode button down (EQ/FX) and touch the slider on that side to reset it to 0%.
- Hold the applicable Deck select button down when using these sliders to perform fine-grained pitch adjustment.

When the Master button is held down:

- The left slider adjusts the Pre/Main headphone mix
- The right slider adjusts Master Balance
- Also hold the current mode button and touch the slider on that side to reset it to center

FX/EQ sliders

From left to right, for each side:

- in EQ mode these adjust Low, Mid, and High frequency filters
- in FX mode these adjust Depth, Delay, and LFO for the flanging effect

Hold down the current mode button (FX/EQ) and touch one of these sliders to reset it to center.

FX/EQ mode buttons

Press these to choose what the sliders above them control. (See above.)

- Hold Deck and press FX to toggle the flange effect for that deck
- Hold Deck and press EQ to auto-adjust the pitch to sync the BPM on this deck with the other one (assuming it was detected correctly on both)

Volume sliders

These adjust the channel volume as on a traditional mixer.

- Holding Deck causes these to adjust the pre-fader gain for the deck

When the Master button is held down:

- The left slider adjusts the Headphone volume
- The right slider adjusts Master volume

Soft buttons

From top to bottom on both sides:

- Rewind

- Fast forward

- Cue

- Play

Headphone buttons toggle that deck in the headphone mix.

Cross-fader

Adjusts the cross-fade between the virtual decks

- Needle drop function: Hold a Deck button to use the cross-fader strip to search through the track loaded on that deck

Level Meters

These normally show the pre-fader signal for the respective deck. When holding down the Master button, they show the stereo master output meters: left side for the left channel, right side for the right channel.

NOTE: The LEDs are calibrated to the VU meters on-screen. If you see a red LED flicker, *you are clipping* and need to reduce the volume or gain to avoid distorted sound and/or speaker damage.

Deck switching buttons

When touching the "A C" or "B D" buttons, the mixer switches between decks. On the left side, touching "A C" will switch between decks 1 and 3. On the right side, touching "B D" will switch between decks 2 and 4. All controls except for the crossfader then control the selected deck.

Connected SCS.3d modules will follow deck changes. For example if you switch from deck 1 to deck 3 on a SCS.3m, all connected SCS.3d modules who are on deck 1 will also switch to deck 3.

EQ mode

This is the standard mixing mode where the three EQ sliders control low/mid/high. The top slider controls the filter knob.

Touching EQ will return to EQ mode from the FX modes. Holding EQ and touching a slider will reset it to its preset position. (Unfortunately this doesn't work for FX and MASTER modes.)

FX modes

Touch one of the four buttons to the side of the gain slider to control one of the effect chains. Top button selects first effect chain and so forth. In this mode, the vertical sliders control the first three knobs of the first effect in the selected effect chain. The top slider controls dry/wet mix.

You can assign FX chains to the deck by holding FX and pressing one of the four buttons next to the gain slider. So to assign FX chain 1 to the current deck, hold FX and press the top button (right below EQ).

When holding FX, the volume slider can be used to adjust channel gain. Hold FX and slide up to make the channel louder. Hold FX-EQ and touch the gain slider to reset gain.

MASTER mode

When holding the central MASTER button, the left side controls the headphone channel, while the right side controls the master channel.

- Left top slider: Pre/main mix on headphone

- Right top slider: main balance

- Left slider: head gain

- Right slider: master gain

- Buttons: The buttons assign effects to head and master

17.1.114 Tascam US-428

This product has been discontinued.

- Manufacturer's product page

Nouveau dans la version 1.6.2.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.115 TrakProDJ

Nouveau dans la version 1.10.0.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.116 Vestax Spin

This controller has been discontinued as Vestax went out of business in 2014.

- Forum thread

Nouveau dans la version 1.9.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.117 Vestax Typhoon

This controller has been discontinued as Vestax went out of business in 2014.

- Manfacturer's product page
- Forum thread

Nouveau dans la version 1.9.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.118 Vestax VCI-1000 (MixVibes 3DEX Edition)

This controller has been discontinued as Vestax went out of business in 2014.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.119 Vestax VCI-100 MKI

This controller has been discontinued as Vestax went out of business in 2014.

Nouveau dans la version 1.6.

Note: Only Firmware version 1.2 is supported by Mixxx.

Note: Unfortunately a detailed description of this controller mapping is still missing. If you own this controller, please consider contributing one.

17.1.120 Vestax VCI-100 MKII

This controller has been discontinued as Vestax went out of business in 2014.

- Product page in archive.org
- ASIO driver for Windows in serato.com
- Forum thread

Nouveau dans la version 2.0.

Mapping Description

[Functions] in brackets are executed if a shift button of the deck is pressed. **{Functions} in braces are executed if a shift button of the other deck is pressed.** Changes after the previous version are in bold.

1. **Unfocus EffectSlot of the EffectUnit** [Select EffectUnit1/2]

2. **Focus next EffectSlot of the EffectUnit** [Select EffectUnit3/4]

3. **Meta knob of the EffectSlot1, or if EffectSlotN is focused Parameter1 of it [Set the link to meta knob][1]**

4. **Meta knob of the EffectSlot2, or if EffectSlotN is focused Parameter2 of it [Set the link to meta knob]**

5. **Meta knob of the EffectSlot3, or if EffectSlotN is focused Parameter3 of it [Set the link to meta knob]**

6. **Super knob, or if EffectSlotN is focused Parameter4 of it [Set the link to meta knob], or if enabled by #33 Wet/dry mix of the EffectUnit**

7. EQ high

8. EQ mid

9. EQ low

10. **Pitch (up and down to 3 semitones continuously, or in keylock mode discretely)**

11. Filter **(super knob of Quick Effect)**

12. **Gain**

13. Rate [Rate by quantized BPM]

14. Channel fader

15. Cross fader

16. Headphone volume

17. Headphone mix

18. Master volume

19. Scratch **[Brake (if released before full stop, playback resumes)]**

20. Jog (locked in slip mode)

21. Play **[Reverse]**

22. Cue **[Cue and Play]**

23. **Activate [Clear] hotcue1**

24. **Activate [Clear] hotcue2**

25. **Sync mode [Adjust beatgrid to the current playposition]**

26. Keylock mode **[Quantize mode]**

27. Loop by default loop size[2] [Reloop], or in loop *Exit the loop [Set loop out position]*

28. Halve default loop size **[Jump backward]**, or in loop *Halve the loop***[Jump it backward] {Halve jump size[3] of the other deck}**

29. Double default loop size **[Jump forward]**, or in loop *Double the loop***[Jump it forward] {Double jump size of the other deck}**

30. **Enable [Set next effect to] EffectSlot1 of the EffectUnit**

31. **Enable [Set next effect to] EffectSlot2 of the EffectUnit**

32. **Enable [Set next effect to] EffectSlot3 of the EffectUnit**

33. **Enable #6 to control wet/dry mix of [Set next effect chain to] the EffectUnit**

34. Slip mode (affect scratch, brake, pause, reverse, loop and hotcue)

35. PFL [PFL solo] (if headphone mix is cue or master only then switch it)

36. Enable EffectUnit1 [EffectUnit3] for the channel

37. Enable EffectUnit2 [EffectUnit4] for the channel

38. Up: previous **item** and scroll, Down: next **item** and scroll, Left: **previous pane [load to left]**, Right: **next pane [load to right]**, Push: **choose item**

39. Channel select

Mapping for Mixxx 2.0

[Functions] in brackets are executed if a shift button of the deck is pressed.

1. Set previous effect chain to the EffectUnit [Select EffectUnit1/2]

2. Set next effect chain to the EffectUnit [Select EffectUnit3/4]

3. Parameter1 of Effect1 of the EffectUnit

4. Parameter2 of Effect1 of the EffectUnit

5. Parameter3 of Effect1 of the EffectUnit

6. Wet/dry mix of the EffectUnit

7. EQ high

8. EQ mid

9. EQ low

10. Gain

11. Filter (high pass only)[4]

12. Pitch (semitones only)

13. Rate [Rate by quantized BPM]

14. Channel fader

15. Cross fader

16. Headphone volume

17. Headphone mix

18. Master volume

19. Scratch

20. Jog (locked in slip mode)

21. Play [Adjust beatgrid to the current playposition]

22. Cue [Adjust beatgrid to match another playing deck]

23. Cue and Play [Move beatgrid earlier]

24. Sync mode [Move beatgrid later]

25. Quantize mode [Zoom in waveform]

26. Keylock mode [Zoom out waveform]

27. Loop by default loop size[5] [Reloop], or in loop *Exit the loop [Set loop out position]*

28. Halve default loop size, or in loop *Halve the loop* [Move the loop backward by 1/2 beat]

29. Double default loop size, or in loop *Double the loop* [Move the loop forward by 1/2 beat]

30. Activate [Clear] hotcue1

31. Activate [Clear] hotcue2

32. Activate [Clear] hotcue3

33. Activate [Clear] hotcue4

34. Slip mode (affect scratch, loop and hotcue)

35. PFL [PFL solo] (if headphone mix is cue or master only then switch it)

36. Enable EffectUnit1 [EffectUnit3] for the channel

37. Enable EffectUnit2 [EffectUnit4] for the channel

38. Up: previous track and scroll, Down: next track and scroll, Left: load to left, Right: load to right, Push: load to first stopped

39. Channel select

    1. left-right inverse -> right inverse -> left inverse -> full inverse -> none -> full -> left -> right -> left-right

    2. size < 1/4: LED28 & 29; 1/4 ≤ size < 4: LED28; 4 < size ≤ 64: LED29; 64 < size: LED28 & 29

    3. size < 1/4: LED28 & 29; 1/4 ≤ size < 4: LED28; 4 < size ≤ 64: LED29; 64 < size: LED28 & 29

    4. see the article or use *Controller Wizard* (choose "Quick Effect Super Knob") for low-high pass

    5. size < 1/4: LED28 & 29; 1/4 ≤ size < 4: LED28; 4 < size ≤ 64: LED29; 64 < size: LED28 & 29

17.1.121 Vestax VCI-300

The VCI-300 is a dedicated USB MIDI controller. It also comes with a built in audio interface with standard 4-in/4-out and headphone connection, which means all you need for DJing is the VCI-300, a laptop and a set of headphones.

This controller has been discontinued as Vestax went out of business in 2014.

 • Forum thread

Nouveau dans la version 1.11.

Differences between VCI-300 and VCI-300 MKII

In 2010 Vestax made changes to the original VCI-300 that improved the controller. There were *no* changes in the MIDI mapping.

Volume Boost (Gain Boost)

- Higher output gain level and headphone volume level when supplying power with the optional power adaptor.

- *Important Note:* Optional power supply DC-7 must be used in order to get the boost on the headphones and Master output. Without the power supply the MKII will perform just like the original VCI-300. Also, using the DC-7 on the original VCI-300 will do nothing.

Optional Vestax Digital Fader (not included)

The VCI-300MKII Cross fader can be upgraded to Vestax's new magnetic sensor system digital fader CF-X2.

New Direct Audio Thru

Audio fed to the MIC/AUX input can now be directly sent to the Master outputs with the THRU switch turned ON, minimizing latency of when fed through ITCH.

New adjust knobs for the JOG sensor control

New JOG sensor adjust knobs for speedy and accurate adjustments.the VCI-300MKII's JOG wheels have excellent tracking ability,and flexibility for various play styles.You can control songs with analog precision.

New Mini Head-Phone Jack

The MKII features a 1/8 inch headphone connection along with standard 1/4 inch connection.

Mapping description

Mixxx supports the VCI-300 out of the box. The mapping for Mixxx closely resemble the original to make the transition easy.

#	KEY	FUNCTION
01	Pitch Slider	Adjusts playback speed.
02	Auto Tempo	Toggle quantize (1.11.0: Trigger beatsync)
	Shift + Auto Tempo	Trigger beatsync (1.11.0: Toggle quantize)
	Scroll + Auto Tempo	Tap BPM. When taped repeatedly, adjust the tracks BPM to the tapped BPM.
03	Keylock	Trigger beatsync
	Shift + Keylock	Reset pitch to 0.00% (quartz)
04	Pitch Shift	Pitch bend
	Shift + Pitch Shift	Fine tune playback speed +/-0.01
05	Cue [1-3]/In	Set/Activate Hotcue
	Shift + Cue [1-3]/In	Delete Hotcue

Table 15 – suite de la page précédente

06	Scratch	Toggle scratching on jogwheel
07	Out 1/Loop	Set manual loop in point
	Shift + Out 1/Loop	Clear loop point
	Out 2/Loop	Set manual loop out point
	Shift + Out 2/Loop	Clear loop point
	Out 3/Loop	Enable/disable loop
08	Shift	Holding shift engages shift functions of many of the buttons, secondary functions are printed inside a gr
09	Trim	This controls the volume of the track before it goes to the EQ and fader.
10	Censor	Temporary play backwards while pressed, resumes from where the playhead would have been if the but
	Shift + Censor	1.11: Toggle reverse playback. Pressing Censor again during reverse playback, will return to normal pla
		1.12 (work in progress): Enable/disable effect unit with preselected *Filter* effect. The filter parameter is
11	Auto Loop	Enable beatloop of the current beatloop value (default: 4 beats) for tracks that have BPM calculated
	Shift + Auto Loop	Enter/Exit beatloop roll
	Scroll + Auto Loop	Reset number of beats to 4 if beatloop not active
12	Equalizers	Adjust the gain of the high/mid/low EQ filter.
13	Half	Halve loop length
	Shift + Half	Jump to start of track (while paused)
	Scroll + Half	Seek backward (while paused)
	Double	Double loop length
	Shift + Double	Jump to end of track (while paused)
	Scroll + Double	Seek forward (while paused)
14	Master Level	This knob controls the overall output of the VCI-300, ensure this is right down before running the softw
15	Monitor Select	Controls the balance in the headphones between the mix output and the PFL headphone cue
16	Monitor Volume	Controls the volume of the headphones.
17	Cue	If a cue point is set, jumps to the cue point when pressed.
	Shift + Cue	Set the cue point (while playing), clear the cue point (while paused), jump to beginning of track (if no c
18	Play	Start/Pause playback
	Shift + Play	Stutter Play
19	Crossfader	Fades between the left and right channels.
20	Input faders	Control the volume of their respective tracks.
21/23	PFL A/B	Sends the left/right deck to the headphone mix.
	Shift + PFL A/B	Load selected track into the deck (while paused) and switch PFL to this deck
22	Scroll + Jogwheel	Scroll playlist (while paused)
24	Cursor Up/Down	Scrolls to the next/previous track in the track table.
	Cursor Left/Right	Switches to the next view (Library, Queue, etc.)
	Tab	Toggles (expands/collapses) the currently selected sidebar item.
25	Jog (platter touched)	Track search (while paused when scratching is disabled)
		Pitch bend / nudge (while playing when scratching is disabled)
		Scratch (when scratching is enabled)
	Jog (outer rim)	Pitch bend / nudge
	Shift + Jog	Fast track search (while paused)
	Scroll + Jog	Scroll playlist (while paused)
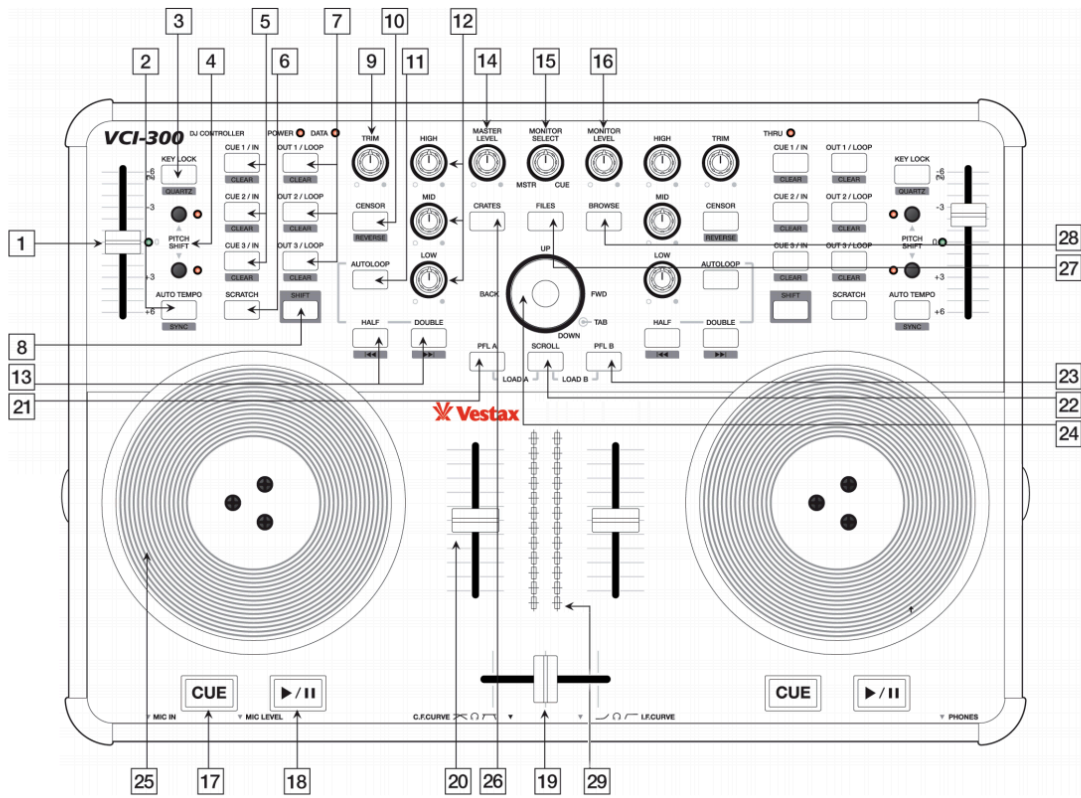
Figure92: Vestax VCI-300 (schematic view) Image (c) Vestax

17.1.122 Vestax VCI-400

The Vestax VCI-400 is a 4 deck controller. It has an integrated audio interface with balanced outputs (XLR and 1/4 » TRS), two pairs of RCA inputs, and two XLR / 1/4 » combination microphone inputs. The microphone inputs can be sent to the computer for recording and broadcasting. The RCA inputs do not have phono preamps and do not work for vinyl control. The VCI-400 requires its own power supply; it does not run on USB bus power.

This controller has been discontinued as Vestax went out of business in 2014.

Nouveau dans la version 1.10.1.

Compatibility

The original VCI-400 firmware has a bug that prevents the sound card from working with Linux. Now that Vestax is out of business, drivers and firmware for Vestax devices are hosted on Serato's website. If your VCI-400's sound card does not appear as an available device using Linux, use the firmware updater on a computer running Windows or Mac OS X. This will only need to be done once and then the controller will continue to work with Linux.

Note that the VCI-400 and VCI-400 Ean Golden Edition are incompatible. Their firmwares use different MIDI messages to communicate with the computer. Unfortunately, it is not possible to switch between the VCI-400 and VCI-400 Ean Golden Edition firmware.

Mapping

The VCI-400 mapping for Mixxx is based on the Serato Limited Edition overlay.

For regular use, make sure the "mixer select" switches are all the way to the left. If you move them to the right, the Play / Cue buttons will be used to select vinyl control modes instead.

Most of the functions are exactly as they appear on the overlay, and the overlay is very nicely labeled so that's the best place to start.

The four small buttons below the grouping of 8 buttons selects which mode the 8 buttons are in, either Hot Cues, Loops, Rolls, or Samples. Mixxx remembers which mode is selected on a per-deck basis, so when you toggle the deck-selection switches the mode may change. The button corresponding to the current mode will be lit so you know what mode you're in.

Button Modes:

- In Hot Cue mode, the 8 buttons will move Mixxx to the designated hotcue. If you hold the shift button, the hotcue will be cleared.

- In Loop mode, the 8 buttons will create a new loop at the current position from size 32nd note to 16 beats.

- In Roll mode, holding any of the buttons will temporarily create a loop anywhere from 32nd note to 16 beats.

- In Sampler mode, both sides of the controller launch the same set of 8 samplers. Holding shift will eject a sample.

Some of the buttons have special functions in Mixxx:

1. The Vinyl / Slip button. While pushed, the jog wheel is in scratching mode (similar to if you push down on the platter). If you hold this button while spinning the jog wheel, you can let go of the wheel and Mixxx will still be in scratch mode. Great for backspins.

2. The Param knob can be used to adjust the musical key of the current track. Twist to make the tone higher or lower. If you hold the shift button (3), use this knob to scroll quickly through the track. Pushing this knob will reset the key.

3. Shift button

Figure93: Vestax VCI-400 (top view with annotations)

4. Auto Loop knob. Twisting this will change the size of the current loop, either doubling or halving the size. If you hold shift (3), twisting this knob will move the loop left or right by 1 beat per click. Pushing this knob will enable or disable looping.

5. The Master FX button enables the 1st FX bank to be applied to the master output.

6. The FX Mode button toggles which effect is in the first FX bank.

7. Controls FX1 Parameter 1

8. Controls FX1 Parameter 2

9. Controls FX1 Parameter 3

10. Controls FX1 Dry / Wet

11. Enable/Disable Quantize Mode.

12. Enable/Disable Keylock

The four small buttons in the center, Area, Panel, Back, and Prepare, don't do anything. Neither does the sampler volume slider.

Some additional functions are accessible with the shift button:

- Shift + Load to eject a track.
- Shift + Play while the deck is playing does a breaking stop.
- Shift + Censor does a spinback stop.

Vinyl Control Mode

If you want to use vinyl control instead of the jog wheels, you can move the mixer selection switches all the way to the right. In this mode, the Play button becomes a Vinyl Control Enable/Disable button, and the Cue button selects which Vinyl Control mode is active – Absolute, Relative, or Constant. The cue button lights up when Absolute is selected.

Note about VU Meters

There's a bug in the way that the VCI400 firmware works – although Mixxx can control the VU meters, the VCI's internal soundcard always *also* controls the VU Meters. This can result in an odd flickering effect that looks strange. For this reason, the Master VU meters are disabled by default. If you've installed the firmware that allows decks C and D to act as pass-through mixer channels, you may see flickering there too.

Glossaire

AAC

Advanced Audio Coding A patented audio compression algorithm which uses a form of *lossy* data compression. De-signed to be the successor to *MP3*, AAC generally achieves better sound quality at similar bit rates. While the .aac extension is sometimes used for AAC-encoded files, they are typically saved with an `.m4a` file extension.

AcoustID Un système d'empreinte acoustique construit entièrement sur des technologies *open-source*. Il a pour but de créer une base de données libre d'empreintes audio fournies par les utilisateurs avec la correspondance dans les bases de données de *métadonnée* de *MusicBrainz* et de fournir un service web pour l'identification des fichiers utilisant cette base de données. Pour de plus amples informations, consultez https://acoustid.org/.

AIFF

Audio Interchange File Format High-quality digital audio file format, similar to .wav files. Contains CD quality audio stored in a non-compressed, *lossless* format. AIFF files generally end with a .aiff or .aif extension.

ALAC

Apple Lossless Audio Codec A *lossless* audio file format used by iTunes and other Apple products. ALAC files use the same MP4 container format as AAC and use the same file extensions (`m4a`, `mp4`). Mixxx and many other programs are not compatible with ALAC. It is recommended to convert ALAC files to *FLAC* for use in Mixxx.

API

Application Program Interface An API is a specification and set of rules for how software programs interact with each other. In Mixxx, an example of this is the Sound API that Mixxx uses to communicate with the *operating system* to make use of the *soundcards* connected to the computer.

ASIO

Audio Stream Input/Output ASIO is a *low-latency audio interface API* on Microsoft Windows.

interface audio An audio interface is a device that facilitates the input and output of audio signals to and from a computer, typically connected by *USB*. Almost all computers come with a basic audio interface built in, but a higher quality audio interface with at least 4 output channels is recommended for Mixxx.

balance Le contrôle de balance sur une table de mixage vous permet d'ajuster la balance entre les canaux droit et gauche. La balance se réfère au volume relatif des canaux correspondants d'un signal audio stéréo.

mesure En notation musicale, une mesure est un segment de temps défini par un nombre donnée de battements. Typiquement, un morceau consiste en une succession de mesures de la même longueur.

grille rythmique Une série de marqueurs qui pointent vers l'emplacement des battements au sein de la piste. Les grilles rythmiques sont utilisées pour les fonctions de mixage avancées telles que la *synchronisation* des pistes, la synchronisation précise des effets, les boucles et la représentions précise des *BPM*.

beatmatching Une technique de mixage utilisée pour obtenir un tempo similaire entre deux pistes ou plus, les faisant s'entendre comme une seule piste.

binaires Fichiers qui contiennent du code informatique compilé, qui a été compilé à partir d'un code source. Le code source, qui est habituellement un ensemble de fichiers texte, est traité par un programme appelé un compilateur. Le compilateur génère alors un binaire, qui est un fichier .exe ou .dll par exemple. En utilisant des binaires, vous n'avez pas besoin de compiler le code vous-même.

débit Describe the quality of an audio or video file. For audio data the bitrate is commonly measured in *kbps*. For example, an MP3 audio file that is compressed at 192 Kbps will have a greater dynamic range and may sound slightly more clear than the same audio file compressed at 128 Kbps.

BPM

Beats per minute BPM is used as a measure of tempo in music. If you tap your foot to music you are following the "beat". If you count how many taps you do in a minute you have calculated the BPM.

rapport de bug Tous les logiciels ont des dysfonctionnements (NdT: bugs). Lorsque vous rencontrez un bug dans ce logiciel, vous pouvez soumettre un rapport à propos de ce bug aux développeurs. Ils pourront l'utiliser pour identifier, reproduire et corriger ce problème.

CDJ CDJ est un terme initialement utilisé pour décrire une ligne de lecteurs CD de Pioneer Electronics. Aujourd'hui, CDJ de rapporte généralement à des lecteurs CD pour DJ qui fonctionnent comme un lecteur enregistreur. Ils permettent un contrôle analogique de la musique en utilisant des CD, généralement en utilisant une surface sensible de contrôle de vinyle émulée.

codec Raccourci pour Compresseur/décompresseur, un codec est une technologie de compression et décompression de données audio et vidéo. Parmi les codecs les plus populaires pour l'audio, on retrouve *MP3* et *Ogg Vorbis*.

contrôleur An external hardware device that generates and transmits signals to a computer, usually via *USB*, to control software with physical controls other than a mouse and keyboard. Controllers have many uses for music such as controlling DJ programs like Mixxx. They typically send *MIDI* signals but some controllers use *HID* signals. Many DJs prefer to control DJ software using physical knobs, faders, and wheels on controllers instead of using a computer keyboard and mouse.

crossfader Le crossfader est un curseur qui détermine à quel niveau chaque platine contribue à la *sortie principale*.

repère

cue point A reference point in the track usually placed on the position the DJ wants the track to start at by default. This is useful to instantly jump to that point without seeking through the track.

feuille de repères Une feuille de repères (ou fichier de repères, CUE sheet, etc…) est un fichier texte formaté qui est utilisé pour fournir une information d'index pour un fichier audio volumineux. Par exemple, il peut être utilisé pour indiquer au logiciel des détails supplémentaires sur la disposition d'un CD à graver.

Repérage Le repérage au casque, ou juste repérage, est l'écoute de la piste suivante que vous souhaitez mixer dans vos écouteurs. Le public n'entendra pas ce que vous êtes en train de repérer dans votre casque. Être capable de repérer est un aspect crucial du DJing.

DAW

Digital Audio Workstation An electronic device or application software used for recording, editing and producing audio files.

dB

decibel A Decibel is a logarithmic measurement of sound level. Whispering is around 25 dB while unbearable sound such as a jet engine is around 160 db. Rule of thumb: A volume increase of 10 dB is perceived as twice as loud.

platine Une platine est comme une platine vinyl virtuelle. Vous pouvez charger une *piste* dessus et liste cette piste, simplement comme vous mettriez un disque sur une platine physique et le joueriez.

monitoring direct A feature of many *soundcards* that allows microphones and other input signals to be heard through the soundcard outputs with no perceivable latency. With direct monitoring, the audio interface mixes the input signal in hardware with the output signal from Mixxx. This bypasses the latency of sending the signal into the computer for Mixxx to process and sending it back out to the soundcard.

GDN Les technologies de Digital Rights Management (DRM) tentent de contrôler ce que vous pouvez et ne pouvez pas faire avec les supports et le matériel que vous avez achetés. En règle générale, un système DRM crypte les données afin qu'elles ne soient accessibles que d'une manière autorisée par les titulaires de droits d'auteur ou marque le contenu avec un filigrane numérique ou une méthode similaire afin que le contenu ne puisse pas être distribué librement. Pour plus d'informations sur la manière dont vous pouvez vous impliquer dans l'activisme contre les DRM, voir Defective by Design.

EQ

Égaliseur Un égaliseur permet d'amplifier ou de réduire le son dans les bandes de fréquences spécifiées, afin d'ajuster la qualité et le caractère du son.

Un égaliseur graphique simple se compose de plusieurs commandes pour augmenter ou réduire les bandes ou les fréquences du son.

Un égaliseur paramétrique contrôle plus de paramètres du son qu'un égaliseur graphique. Il peut contrôler trois aspects de chaque fréquence: le niveau (augmentation ou coupure), la fréquence centrale ou primaire, et la bande passante ou la plage de chaque fréquence.

avance rapide Faire avancer quelque-chose plus rapidement que la vitesse normale. Pour un logiciel audio, cela signifie que si vous pressez le bouton avance rapide, la musique jouera à une vitesse accrue aussi longtemps que le bouton sera pressé. Ceci est utile pour rechercher dans la piste.

retour rapide Le contraire de *avance rapide*. Si vous pressez le bouton retour rapide, la musique jouera en sens inverse avec une vitesse accrue aussi longtemps que le bouton sera pressé.

gestionaire de fichier Un programme informatique qui organise les fichiers de données en groupes et vous montre où ils sont quand vous avez besoin de les retrouver. Les gestionnaires de fichier populaires pour les *systèmes d'exploitation* que Mixxx supporte sont Explorateur sous Windows, Finder sous macOS et Nautilus sous GNU/Linux.

FLAC

Free Lossless Audio Compression A patent-free audio compression similar to *MP3* but *lossless* (i.e. there is no loss in audio quality when used). FLAC files generally end with a .flac extension.

flanger Un flanger est un effet qui mixe le signal d'entrée avec une copie retardée de lui-même ce qui provoque des interférences dans le signal et crée un effet de filtre en peigne. En dirigeant la sortie de l'effet à nouveau vers l'entrée (feedback), l'effet est intensifié.

GUI

Graphical User Interface It's pronounced « gooey » and it refers to a user interface based on graphics (icons, pictures and menus) instead of text. In Mixxx, it uses a mouse, keyboard, or *MIDI* / *HID controllers* as input devices.

bouton casque/mix Le bouton casque/mix est utilisé pour contrôler le mixage de la : term: *sortie principale* dans votre :term:` sortie casque`. Cela peut être très utile lors de la :term:`pré-écoute" d'une piste, car vous pouvez tester ce que cela donne lorsqu'il est mixé avec le mixage principal, dans votre casque, avant de laisser le public entendre la piste.

bouton casque Le bouton casque est utilisé pour indiquer si vous souhaitez ou non pré-écouter une platine ou un échantillonneur dans votre casque.

sortie casque La sortie casque est ce que vous entendez dans votre casque.

HID

Human Interface Device A part of the *USB* specification. It specifies a device class (a type of computer hardware) for human interface devices such as keyboards, mice, game controllers, and some DJ *controllers*.

hotcue Semblable à un **:terme:`repère`** principal, un repère rapide est un point de référence dans la piste. Les DJ placent généralement des repères rapides à des positions distinctes dans une piste telles que des drops, des breaks ou des kicks et des snares. Mixxx prend en charge jusqu'à 36 repères rapides.

HSV HSV signifie teinte, saturation et valeur, et est aussi souvent appelé HSB (B pour luminosité). Le modèle de couleur HSV représente la couleur d'une manière plus adaptée à la perception humaine de la couleur. Par exemple, les relations "plus fort que", "plus sombre que" et "l'opposé de" s'expriment facilement en HSV. En revanche, la représentation du modèle orienté matériel *RGB* est proche de ce que la plupart des moniteurs montrent.

icecast Icecast est un logiciel gratuit et *open-source* qui permet de diffuser du contenu audio numérique vers et depuis un logiciel lecteur de média, permettant la création de stations radio Internet. Contrairement à *Shoutcast*, le logiciel donne la possibilité de diffuser des formats libres comme *Ogg Vorbis* et de faire tourner votre propre serveur.

IRC

Internet Relay Chat IRC is an online chat network. The Mixxx IRC channel was on the FreeNode IRC Network in the `#mixxx` channel. The channel was replaced in 2018 by the *Mixxx Zulip Chat*.

kbit/s Abréviation de kilobits par seconde. Ici utilisé pour mesurer la qualité des données audio. Voir *débit*

tonalité Abréviation de « tonalité musicale » (exemple ut majeur).

verrouillage de tonalité Lorsque le verrouillage de tonalité est activé, le tempo de la piste change mais la hauteur reste cohérente. Une fois déverrouillé, le curseur de hauteur accélérera (ou ralentira) la piste et la hauteur augmentera (ou diminuera) avec elle.

commutateur tuer Un bouton pour activer et désactiver les plages de fréquences individuelles au sein d'un canal, c'est-à-dire les aigus, les médiums et les graves. Utile pour les effets où le DJ baisse une piste pendant une période ou crée de la place pour une transition.

LADSPA

Linux Audio Developer's Simple Plugin The LADSPA *API* is a standard for handling audio filters and audio signal processing effects.

LAME LAME est un logiciel gratuit de *codec*, utilisé pour encoder/compresser l'audio dans un fichier de format *avec perte MP3*.

latence La latence fait référence à une courte période de retard (généralement mesurée en millisecondes) entre l'entrée d'un signal audio et sa sortie d'un système. Pouvoir réduire la latence autant que possible fait une énorme différence dans la réactivité.

vue-mètre Le vue-mètre est utilisé pour afficher les niveaux moyens des signaux audio. Le niveau devrait être en moyenne autour du sommet de la région verte, les parties les plus fortes de la musique (les transitoires) allant brièvement dans la région jaune. Si le vue-mètre est dans le rouge, le signal est écrêté et le gain doit être baissé.

sans perte Utilisé pour décrire un algorithme de compression audio, un algorithme sans perte ne provoque pas de perte de qualité audio lors de son utilisation.

avec perte Utilisé pour décrire un algorithme de compression audio, un algorithme avec perte provoque une perte de qualité audio lors de son utilisation.

macOS macOS (initialement nommé «Mac OS X» jusqu'en 2012 puis «OS X» jusqu'en 2016) est le système d'exploitation Mac actuel qui a officiellement succédé au Mac OS classique en 2001.

sortie principale La sortie principale est la sortie audio maître. Il s'agit de ce que votre audience entend.

métadonnée En général, tout élément d'information d'un fichier musical utilisé par Mixxx (par exemple, titre, artiste, album, emplacements de repère rapide, boucles, etc.). Différents formats de métadonnées de fichier permettent de stocker des informations telles que le titre, l'artiste, l'album et le numéro de piste dans le fichier audio lui-même, voir *<https://en.wikipedia.org/wiki/ID3>* _. Mixxx stocke des métadonnées supplémentaires concernant les fichiers musicaux dans sa base de données, comme *grille rythmique*, donnée de forme d'onde, *repères rapides*, listes de lecture, bacs, nombre de lecture, etc.

MIDI

Musical Instrument Digital Interface A digital communications language and hardware specification enabling compatible electronic instruments, sequencers, computers, etc., to communicate with each other in a network. Most DJ *controllers* use MIDI to communicate with computers.

MP3 A patented audio compression algorithm which uses a form of *lossy* data compression. It is de-facto standard of digital audio compression for music. MP3 files generally end with a `.mp3` extension.

MusicBrainz Une encyclopédie musicale open source qui collecte des métadonnées de la musique et les met à la disposition du public. Pour plus d'informations, voir https://musicbrainz.org/.

Ogg Vorbis Un algorithme de compression audio sans brevet qui utilise une forme de compression de données avec perte. Il est conçu pour assurer une diffusion et une manipulation efficaces de l'audio numérique de haute qualité. Les fichiers Ogg Vorbis se terminent généralement par une extension .ogg ou .oga.

code source libre De manière générique, l'open source fait référence à un programme pour lequel le code source est mis à la disposition du public pour une utilisation et/ou une modification de sa conception originale gratuitement. Le code open source est généralement créé comme un effort de collaboration dans lequel les programmeurs améliorent le code et partagent les changements au sein de la communauté. L'open source a germé dans la communauté technologique en réponse aux logiciels propriétaires appartenant à des sociétés. Pour plus d'informations, voir Wikipedia.

OpenGL Une fonction du *système d'exploitation* utilisée pour dessiner des graphiques accélérés par le matériel. Mixxx utilise OpenGL pour dessiner les affichages de forme d'onde et les widgets en vinyle qui tournent.

système d'exploitation Votre système d'exploitation (OS) est l'environnement informatique de votre ordinateur. Par exemple, Windows, macOS ou GNU/Linux sont les trois systèmes d'exploitation pris en charge par Mixxx.

Opus Opus is a totally open, royalty-free, highly versatile *lossy* audio codec. The `.opus` filename extension is recommended.

PFL `PFL` ou "pre-fader listen" est le signal du casque qui n'est pas affecté par les curseurs de volume de la platine. Cela permet de pré-écouter les pistes dans le casque en baissant le curseur de volume pour que la platine ne joue que sur le casque mais pas vers le public. Voir aussi *bouton casque*.

phase La phase d'une piste est sa position par rapport à une autre piste. Si deux pistes sont *synchronisée* au même tempo et en phase, alors ils devraient être en cours de lecture pour que leurs battements soient alignés.

molette de Pitch Une technique utilisée par les DJs qui *courbent* temporairement la vitesse d'une piste vers le haut ou vers le bas, généralement lorsqu'un bouton est maintenu enfoncé. Cette technique est généralement utilisée pour effectuer des micro-ajustements de la synchronisation des pistes pendant le beatmatching. Avant le DJ numérique, cela se faisait en faisant glisser son doigt le long de la platine pour la ralentir ou en tournant la broche d'enregistrement pour l'accélérer.

podcast Un podcast est un flux de fichiers audio ou vidéo mis à disposition gratuitement ou à l'achat sur Internet. Les clients de podcast tels qu'iTunes permettent aux auditeurs de s'abonner au flux et de télécharger automatiquement le contenu sur leurs lecteurs audio portables dès qu'il est disponible.

quantification. La quantification est le processus d'alignement des notes et d'autres événements comme les boucles ou les points de repère afin qu'ils commencent ou se terminent exactement sur des battements ou des fractions de battement.

rampe de molette de Pitch Fondamentalement identique à la *molette de Pitch* ordinaire avec la différence que la hauteur change progressivement, au lieu de tout d'un coup. Souvent utilisé pour des changements de hauteur temporaires. Il simule l'effet de toucher une platine pour ralentir ou accélérer temporairement un enregistrement.

taux La vitesse à laquelle une piste est lue, généralement exprimée en termes de pourcentage de la vitesse par rapport au taux normal des pistes. Souvent, pendant le mixage, les DJ ajustent les taux des pistes afin qu'ils puissent jouer au même tempo que les autres pistes. Cela permet aux DJ de *beatmix*, et est une partie essentielle du DJing.

ReplayGain ReplayGain normalise les données audio d'une manière non destructive, pour que les pistes dans votre bibliothèque musicale ne jouent pas toutes à des niveaux différents. Les fichiers audio sont scannés par un algorithme psychoacoustique pour déterminer le volume des données audio. L'information ReplayGain est stockée en tant que *métadonnée* dans un fichier audio numérique afin que le son soit correctement joué au bon niveau de volume.

à l'envers Joue une piste à l'envers.

RVB Le modèle de couleur RVB est un modèle de couleur additif dans lequel les lumières Rouge, Verte et Bleue sont ajoutées ensemble de différentes manières pour produire un ensemble de couleurs. Le nom de ce modèle vient des initiales des trois couleur primaires additives Rouge, Vert et Bleu.

shortcut Shortcuts let you work more efficiently. This manual shows some shortcuts for accessing Mixxx functions with an English keyboard layout. Depending on your language settings the defaults may be different.

shoutcast Shoutcast est un programme propriétaire qui permet de diffuser du contenu audio numérique vers et depuis un logiciel lecteur de média, rendant possible la création de stations radio Internet.

carte de son Un autre nom pour une *interface audio*, bien que peu d'interfaces audio aient encore la forme de cartes.

synchronisation La synchronisation permet d'ajuster automatiquement le *tempo* et la *phase* d'une piste pour être synchronisée avec une autre platine en lecture.

sync lock

synchronisation principale Sync lock mode persistently adjusts a track's *tempo* and *phase* (if *quantization* is enabled) in order to stay in *sync* with other decks that are in sync lock mode.

tempo The speed of a track measured in *BPM*.

timecode Utilisé ici en conjonction avec un vinyle de contrôle. Un signal audio spécial sur un vinyle ou un CD de contrôle (media timecode) qu'un ordinateur peut lire afin de déterminer la vitesse, la direction et la position de la lecture.

piste Une piste est un autre mot pour une chanson.

URL

Uniform Resource Locator The address that defines the route to a file on an Internet server. URLs are typed into a Web browser to access Web pages and files, and URLs are embedded within the pages themselves as hypertext links. One example of a URL is https://mixxx.org .

USB

Universal Serial Bus USB is an industry standard for cables, connectors and protocols and used for lots of consumer hardware. If an *audio interface* is « USB class compliant », this means it can be used on all major *operating systems* without special drivers (on Windows, special drivers might still be necessary to use the *ASIO* sound *API* though).

contrôle vinyle Une méthode de contrôle des applications DJ qui simule le paradigme DJing traditionnel de deux platines. Utilisant des médias spéciaux *timecode*, l'application DJ analyse le signal de timecode et simule le son et la sensation d'avoir votre collection de musique sur vinyle.

volume Un terme qui fait référence au degré d'intensité sonore ou d'audibilité; intensité. Le volume est déterminé par la perception des gens et ne correspond directement à aucune propriété physique du son.

WAV Standard digital audio file format used for storing waveform data; allows audio recordings to be saved with different sampling rates and bitrates; often saved in a 44.1 KHz, 16-bit, stereo format, which is the standard format used

for CD audio. Wave files are not compressed, and are therefore *lossless*. Wave files generally end with a `.wav` extension.

aperçu de la forme d'onde L'aperçu de la forme d'onde montre l'enveloppe de forme d'onde de la piste entière et est utile car elle permet aux DJ de voir les break longtemps à l'avance.

Résumé de la forme d'onde La forme d'onde sommaire montre l'enveloppe de forme d'onde de la piste près de la position de lecture actuelle.

Zulip Zulip est une puissante application de chat en groupe open source qui combine l'immédiateté du chat en temps réel avec les avantages de productivité des conversations avec fil conducteur. Retrouvé le `Mixxx Zulip Chat` sur https://mixxx.zulipchat.com.

[EqualizerRack1]

[EqualizerRack1_[ChannelI]]

[EqualizerRack1_[ChannelI]_Effect1]

[Flanger]

[Library]

[Master]