A white electronic device with dials and buttons

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer screen

Description automatically generated

| **Mixtrack Pro 3 Control** | **Function** | **Shift Function** | **How to Incorporate into Online Model** | **Software Language/Library** |
| --- | --- | --- | --- | --- |
| **1. Performance Pads** | Trigger samples, loops, and effects | N/A | Include clickable pads that trigger sound effects, loops, and visuals. Provide tutorials to teach users how to use each mode. | **HTML** (buttons), **CSS** (styling), **JavaScript** (event handling), **Howler.js** (audio library for sound effects) |
| **2. Pad Mode** | Change Performance Pad mode | N/A | Add a toggle button to switch pad modes, visually updating pad functionalities on the interface. | **HTML**, **CSS**, **JavaScript** |
| **3. Pitch Nudge -** | Adjust pitch downward | N/A | Add virtual buttons to nudge pitch backward and provide an interactive pitch tutorial. | **HTML**, **CSS**, **JavaScript**, **Tone.js** (audio manipulation library) |
| **4. Pitch Nudge +** | Adjust pitch upward | N/A | Add virtual buttons to nudge pitch forward with a visual indicator for pitch changes. | **HTML**, **CSS**, **JavaScript**, **Tone.js** |
| **5. Touch Strip** | Adjust FX parameter | Skip search through track | Use a slider to control effects parameters or skip through tracks. Include a lesson on mapping effects to tracks. | **HTML** (slider), **CSS**, **JavaScript**, **Howler.js**, **Tone.js** |
| **6. Scratch** | Enable scratching on platters | N/A | Create an interactive turntable where users can simulate scratching using drag gestures. | **HTML**, **CSS**, **JavaScript**, **Canvas API** (for interactive platters) |
| **7. Shift** | Modifier for secondary functions | N/A | Implement a "Shift" button for advanced controls, teaching users how to unlock additional features. | **HTML**, **CSS**, **JavaScript** |
| **8. PFL Cue** | Monitor channel through headphones | N/A | Simulate headphone cueing by allowing users to solo channels and hear only their selected track. | **HTML**, **CSS**, **JavaScript**, **Howler.js** |
| **9. HP/LP Filter** | Apply high-pass/low-pass filter | N/A | Add a virtual knob or slider to apply filters with real-time sound demonstrations. | **HTML** (knob or slider), **CSS**, **JavaScript**, **Tone.js** |
| **10. Master Gain** | Adjust master output volume | N/A | Use a slider to adjust master volume and explain its importance in balancing output levels. | **HTML**, **CSS**, **JavaScript**, **Howler.js** |
| **11. Browse** | Scroll through music library or crate lists | Push to go Back | Add a music library interface where users can scroll and select tracks to load into virtual decks. | **HTML**, **CSS**, **JavaScript**, **LocalStorage** or **IndexedDB** (for saving music lists) |
| **12. Load Deck** | Load track to a selected deck | N/A | Provide a "Load" button that populates a virtual deck with a selected track. | **HTML**, **CSS**, **JavaScript**, **Howler.js** |
| **13. Channel EQ** | Adjust equalization of channels | N/A | Include EQ knobs for bass, mid, and treble adjustments, with tutorials on tone shaping. | **HTML**, **CSS**, **JavaScript**, **Tone.js** |
| **14. FX 1-3** | Toggle effects on/off | Select effects | Add buttons to activate effects with a drop-down for selecting specific ones. | **HTML**, **CSS**, **JavaScript**, **Tone.js** |
| **15. Beats Multiplier** | Adjust beats timing or tap tempo | N/A | Introduce a tap-tempo button that aligns FX timing with user input. | **HTML**, **CSS**, **JavaScript**, **Tone.js** |
| **16. Platter** | Control playback and scratching | N/A | Add a touch-sensitive platter interface for realistic track manipulation. | **HTML**, **CSS**, **JavaScript**, **Canvas API**, **Howler.js** |
| **17. Tempo Fader** | Adjust track tempo | N/A | Implement a slider to adjust playback speed, with BPM displayed in real-time. | **HTML**, **CSS**, **JavaScript**, **Tone.js** |
| **18. Play/Pause** | Play or pause track | Stutter play | Provide a play/pause button with the stutter feature for learning beat adjustments. | **HTML**, **CSS**, **JavaScript**, **Howler.js** |
| **19. Cue** | Set/play from temporary cue | N/A | Add a button to set or jump to a cue point, with visual markers on the waveform. | **HTML**, **CSS**, **JavaScript**, **Howler.js** |
| **20. Cue Mix** | Adjust cue mix in headphones | N/A | Simulate a headphone mix knob, teaching users how to blend master and cue signals. | **HTML**, **CSS**, **JavaScript** |
| **21. Crossfader** | Blend audio between two decks | N/A | Add a virtual crossfader slider with real-time feedback on track blending. | **HTML**, **CSS**, **JavaScript**, **Howler.js** |
| **22. Cue Gain** | Adjust headphone volume | N/A | Include a headphone volume slider with sound-level visualization. | **HTML**, **CSS**, **JavaScript** |
| **23. Channel Fader** | Adjust channel volume | N/A | Add individual sliders for deck volumes, teaching the importance of gain staging. | **HTML**, **CSS**, **JavaScript**, **Howler.js** |
| **24. Sync** | Automatically match BPM between tracks | Sync Off | Provide a "Sync" button to demonstrate automatic tempo matching, with the option to turn it off for manual control learning. | **HTML**, **CSS**, **JavaScript**, **Tone.js** |

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