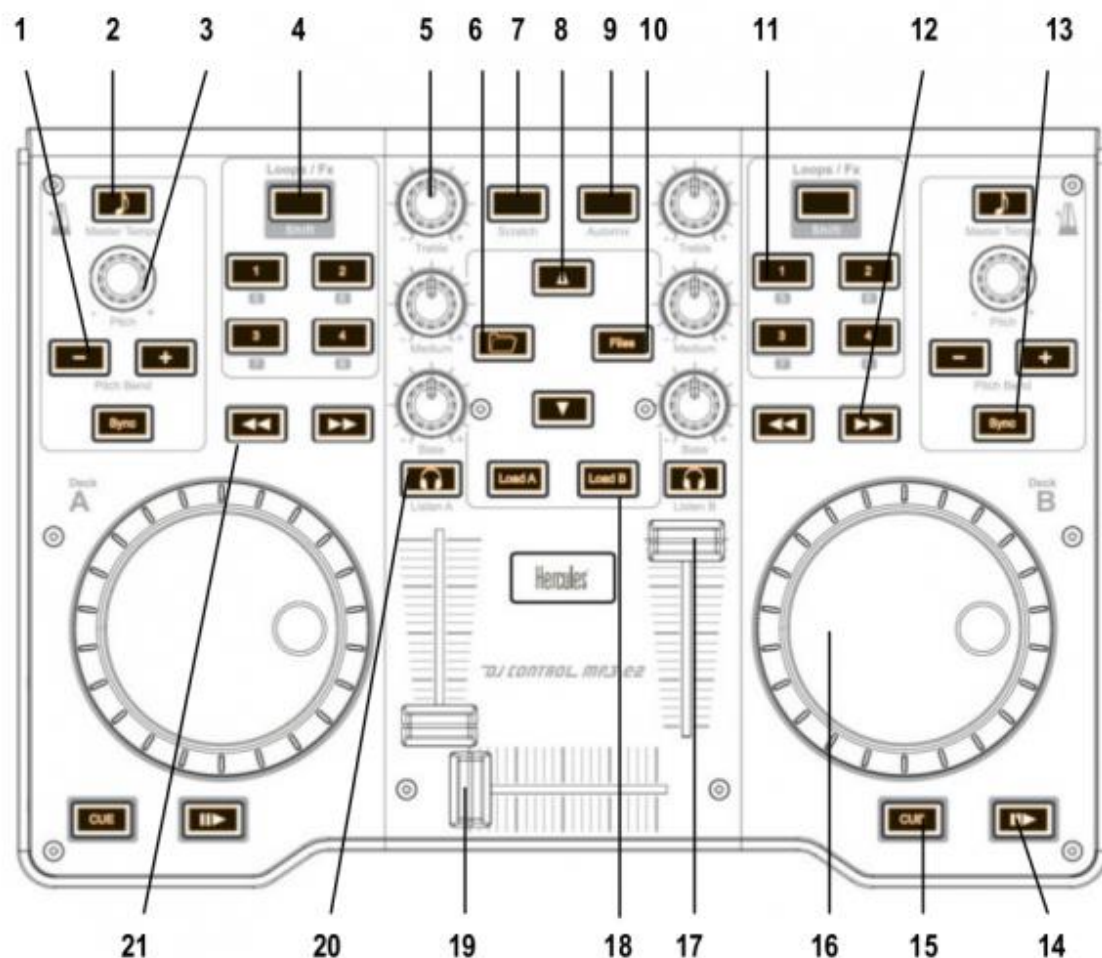# Hercules DJ Control MP3 e2 mapping for Mixxx 1.12 (by button/knob)

The Hercules MP3 e2 mapping integrated in Mixxx is designed for Mixxx version 1.11 or lower. It works (with a warning) under Mixxx 1.12, but is somewhat limited. This is an extended version for Mixxx 1.12+.

Global controls

Number	Control	Function	shifted	supershifted
8	Arrow up/down	Up : goes one track down Down : Microphone TalkOver	Up : Goes one track up Down : Nothing	Nothing
6	Folder	Toggles (expands/collapses) the currently selected library sidebar item.	Play/Stutter sampler 1/3	Stop sampler 1/3
10	Files	Toggles (expands/collapses) the currently selected library sidebar item.	Play/Stutter sampler 2/4	Stop sampler 2/4
18	Load A/B	Loads the currently highlighted track into the corresponding deck (A or B)	Loads the current highlighted track into the corresponding sampler (1 or 2)	Switch deckA between Channel 1 & 3 and deckB between 2 &4
19	Crossfader	Fades between left (channel 1 & 3) and right (channel 2 & 4) deck		
9	Automix	Used as a master shift button to obtain more controls than those provided by Hercules. Press & Hold automix, then press corresponding button to obtain shifted behavior.		
7	Scratch	Enable or disable the scratch mode on all four decks	Used as a master supershift button to obtain a third level of controls. Press & Hold Automix, then press & Hold Scratch, then press corresponding button to obtain supershifted behavior.	

Deck / Channel specific controls

Number	Control	Simple function	Shifted function	supershifted
1	Pitchbend +/-	Temporary Holds the pitch 4% higher while pressed	+ double loop - half loop	+ Filter High Kill - Filter Low Kill
2	Master Tempo	Sets deck as master clock. Led blink: master Fixed led: follower Led off: none	Enable key-lock for the specified deck (rate changes only affect tempo, not key)	Magnet
3	Pitch knobs	Adjusts playback pitch/speed	Deck A: adjust the headphone volume Deck B: adjust the cue/main mix in the headphone output	Quick Filter knob
4	Loop/Fx	Toggle the Loop/Hotcue mode for the keys buttons. When the button is not lit up the loop buttons are enabled, when the button is lit up the hotcue's buttons are enabled		
5	Equalizer knobs	Adjusts the gain of the low/medium/high equalizer filter. Be carefull, there is no soft takeover on deck change (1/3 and 2/4) with this controls.		
11	1/2/3/4 buttons	**Loop mode:** 1- loop-in 2- loop-out 3- Toggles current loop On or Off. 4- Loop 4	**Loop mode:** 1- Loop 1/4 2- Loop 1/2 3- Loop 1 4- Loop 2	**Loop mode:** 1- Clear loop 2- loop 1/8 3- Loop 8 4- Loop 16
		Hotcue mode: 1, 2, 3 and 4: If hotcue X is set, seeks the player to hotcue X's position. If hotcue X is not set, sets hotcue X to the current play position.	**Hotcue mode:** If hotcue X is set, clears its hotcue status.	**Hotcue Mode:** Nothing
12	Forward / Backward	Move Forward/Backward in track	Adjust pregain	
13	Sync	Automatically sets pitch so the BPM of the other deck is matched	Adjust BeatGrid	Kill Mid
14	Play	Starts or stop a loaded track	Backward Play	Repeat
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		
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 the scratch mode is enabled	Deck A: Select prev/next playlist Deck B: select prev/next track	
17	Deck volume slider	Controls the deck output volume. There is soft takeover after deck switch (1/3 or 2/4) to prevent wide parameter changes when the on-screen control diverges from the hardware control. Manipulating the control on the hardware will have no effect until the position of the hardware control is close to that of the software, at which point it will take over and operate as usual.		
20	Headphone monitor	Toggles this deck output to the headphones monitor on/off		

Hercules DJ Control MP3 e2 mapping for Mixxx 1.12 (by command)

Shift / Supershift

Function	Control	Number
Shift button to obtain more controls than those provided by Hercules. Press & Hold automix, then press corresponding button to obtain shifted behavior.	Automix	9
Supershift button to obtain a third level of controls. Press & Hold Automix, then press & Hold Scratch, then press corresponding button to obtain supershifted behavior.	Shift-Scratch	7
Switch deck A (left) between Channel1 and Channel3 (also apply to Sampler1 and Sampler3)	Supershift + Load A	18
Switch deck B (right) between Channel2 and Channel4 (also apply to Sampler2 and Sampler4)	Supershift + Load B	18

Library

Function	Control	Number
Select prev/next playlist	Supershift + Deck A Jog Wheel	16
Toggles (expands/collapses) the currently selected library sidebar item	Folder	6
	Files	10
Go one track down	Up arrow	8
Go one track up	Shift + Up arrow	8
Select prev/next track	Supershift + Deck B Jog Wheel	16
Loads the currently highlighted track into the corresponding deck (A or B)	Load A/B	18
Loads the current highlighted track into the corresponding sampler (1 or 2)	Shift + Load A/B	18

Master/Headphones/Microphone

Function	Control	Number
Microphone TalkOver	Down Arrow	8
Fades between left (channel 1 & 3) and right (channel 2 & 4) deck	Crossfader	19
Headphone volume	Shift + Deck A pitch knob	3
Adjust the cue/main mix in the headphone output	Shift + Deck B pitch knob	3
Toggles deck output to the headphones monitor on/off	Headphone monitor	20

Sampler

Function	Control	Number
Loads the current highlighted track into the corresponding sampler (1 or 2)	Shift + Load A/B	18
Goto start & Play sampler 1/3	Shift + Folder	6
Stop sampler 1/3	Supershift + Folder	6
Goto start & Play sampler 2/4	Shift + Files	10
Stop sampler 2/4	Supershift + Files	10

Decks / Channels

Playing

Function	Control	Number
Loads the currently highlighted track into the corresponding deck (A or B)	Load A/B	**18**
Starts or stop a loaded track	Play	**14**
Backward Play	Shift + Play	**14**
Toggle Repeat	Supershift + Play	**14**
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	Cue	**15**
Move Forward/Backward in track	Forward / Backward	**12**
Enable or disable the scratch mode on all four decks	Scratch	**7**
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	Jog wheel	**16**

Volume / Equalizer / Effects

Function	Control	Number
Controls the deck output volume, with soft takeover on deck switch.	Deck volume slider	**17**
Adjusts the gain of the low/medium/high equalizer filter. No soft takeover.	Equalizer knobs	**5**
Filter Low Kill	Supershift + Pitchbend -	**1**
Filter Mid Kill	Supershift + Sync	**13**
Filter High Kill	Supershift + Pitchbend +	**1**
Adjust pregain	Shift + Forward / Backward	**12**
Quick Filter knob	Supershift + Pitch knobs	**3**

Hotcues *Need to be in Hotcue mode (button Loop/Fx (4) lit up). If not, press Loop/Fx button to switch to hotcue mode.*

Function	Control	Number
If hotcue X is set, seeks the player to hotcue X's position. If hotcue X is not set, sets hotcue X to the current play position.	1/2/3/4 buttons	**11**
If hotcue X is set, clears its hotcue status.	Shift + 1/2/3/4 buttons	**11**

Loops *Need to be in Loop mode (button Loop/Fx (4) turned off). If not, press Loop/Fx button to switch to Loop mode.*

Function	Control	Number
loop-in	Button 1	**11**
loop-out	Button 2	**11**
Toggles current loop On or Off	Button 3	**11**
Clear Loop	Supershift + Button 1	**11**
loop 1/8	Supershift + Button 2	**11**
loop 1/4	Shift + Button 1	**11**
loop 1/2	Shift + Button 2	**11**
loop 1	Shift + Button 3	**11**
loop 2	Shift + Button 4	**11**
loop 4	Button 4	**11**
loop 8	Supershift + Button 3	**11**
loop 16	Supershift + Button 4	**11**
Double loop	Shift + Pitchbend +	**1**
Half loop	Shift + Pitchbend -	**1**

Pitch / Syncing

Function	Control	Number
Temporary Holds the pitch 4% higher while pressed	Pitchbend +/-	1
Set deck as master clock. Led blink: master Fixed led: Follower Led off: none	Master tempo	2
Adjust playback pitch / speed	Pitch knobs	3
Automatically sets pitch so the BPM of the other deck is matched	Sync	13
Enable key-lock for the specified deck (rate changes only affect tempo, not key)	Shift + Master tempo	2
Magnet (all cues, hotcues, loops, and beatloops will be automatically *quantized* so that they begin on a beat.)	Supershift + Master tempo	2
Adjust beatgrid	Shift + Sync	13
Enable or disable the scratch mode on all four decks	scratch	7
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	Jog wheel	16