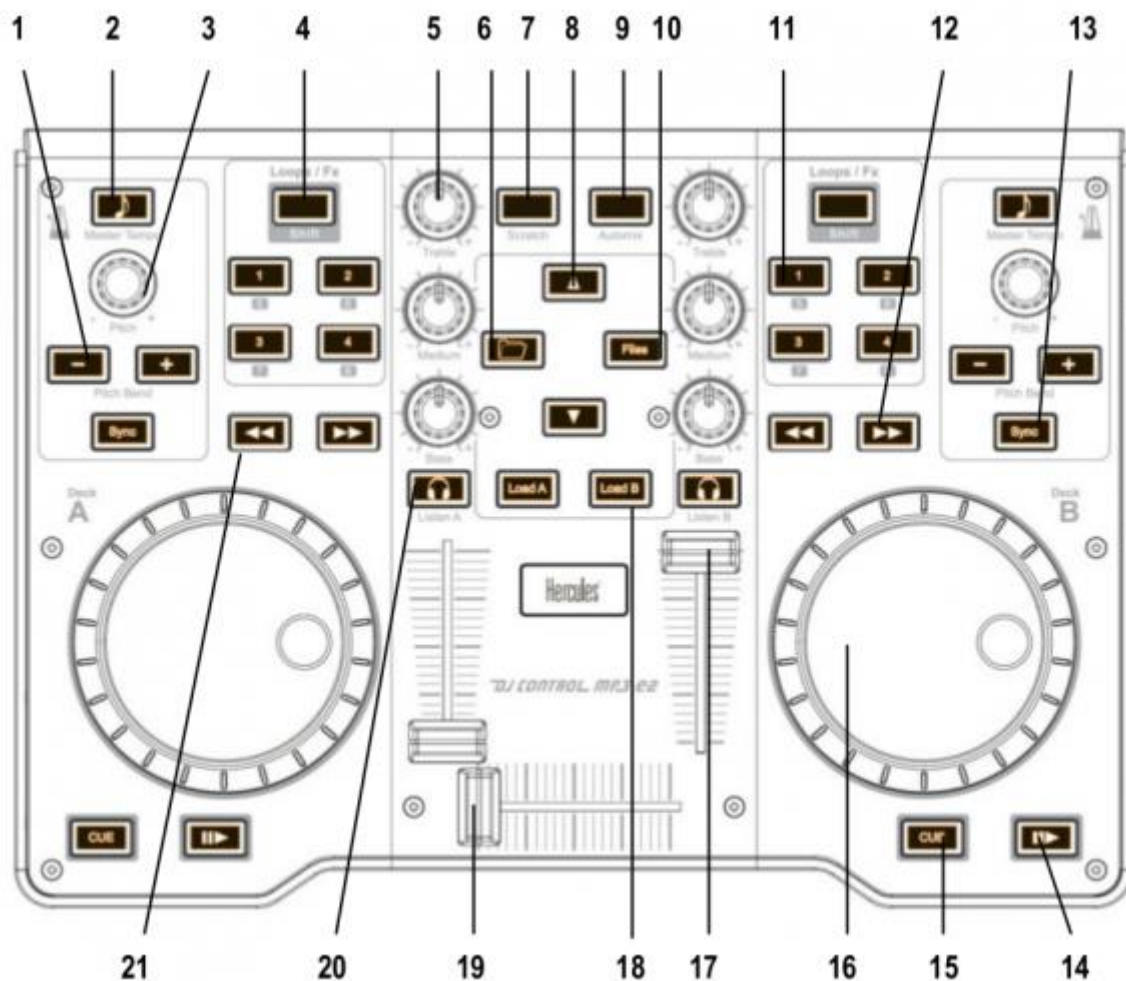# Mapping for Mixxx

The Hercules MP3 e2 mapping for Mixxx is integrated in Mixxx so you don't have to download or install nothing.

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/pause sampler 1	
10	Files	Toggles (expands/collapses) the currently selected library sidebar item.	Play/pause sampler 2	
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)	
19	Crossfader	Fades between left and right deck		
9	Automix	Used as a master shift button to obtain more controls than those provided by Hercules.		
7	Scratch	Enable or disable the scratch mode on both decks	Used as a master supershift button to obtain a third level of controls.	

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	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		
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 stoped 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		
20	Headphone monitor	Toggles this deck output to the headphones monitor on/off		