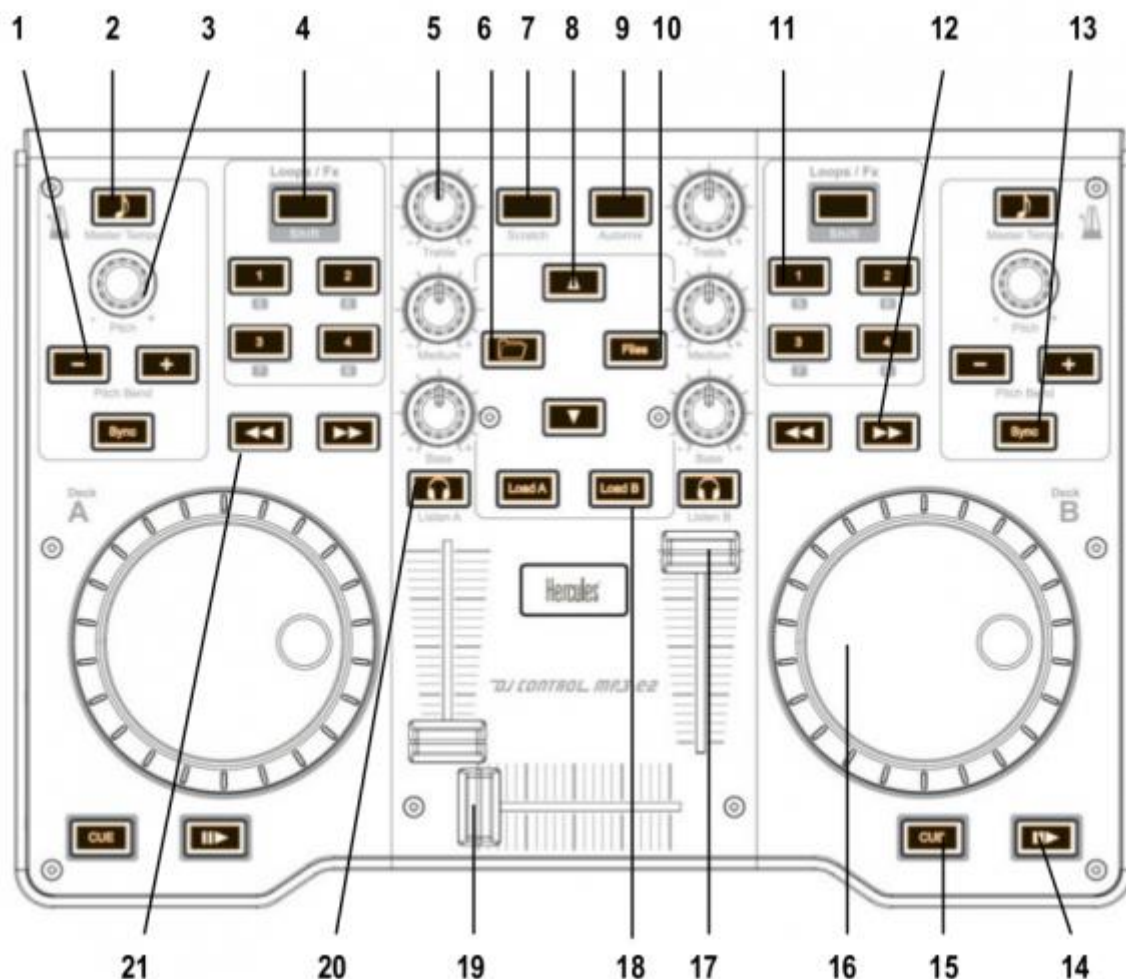


Mapping for Mixxx

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. | | |
| 10 | Files | Toggles (expands/collapses) the currently selected library sidebar item. | | |
| 18 | Load A/B | Loads the currently highlighted track into the corresponding deck (A or B) | | |
| 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 even more controls. | |

Deck / Channel specific controls

| Number | Control | Simple function | Shifted function | 2 nd shifted |
|--------|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|
| 1 | Pitchbend +/- | Temporary Holds the pitch 4% higher while pressed | + double loop - half loop | + Filter High Kill - Filter Low Kill |
| 2 | Master Tempo | Magnet | Enable key-lock for the specified deck (rate changes only affect tempo, not key) | Define loop (loop-in when pressed, loop-out when released) |
| 3 | Pitch knobs | Adjusts playback pitch/speed | Deck A: adjust the headphone volume Deck B: adjust the cue/main mix in the headphone output | Nothing |
| 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 | 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 | | |