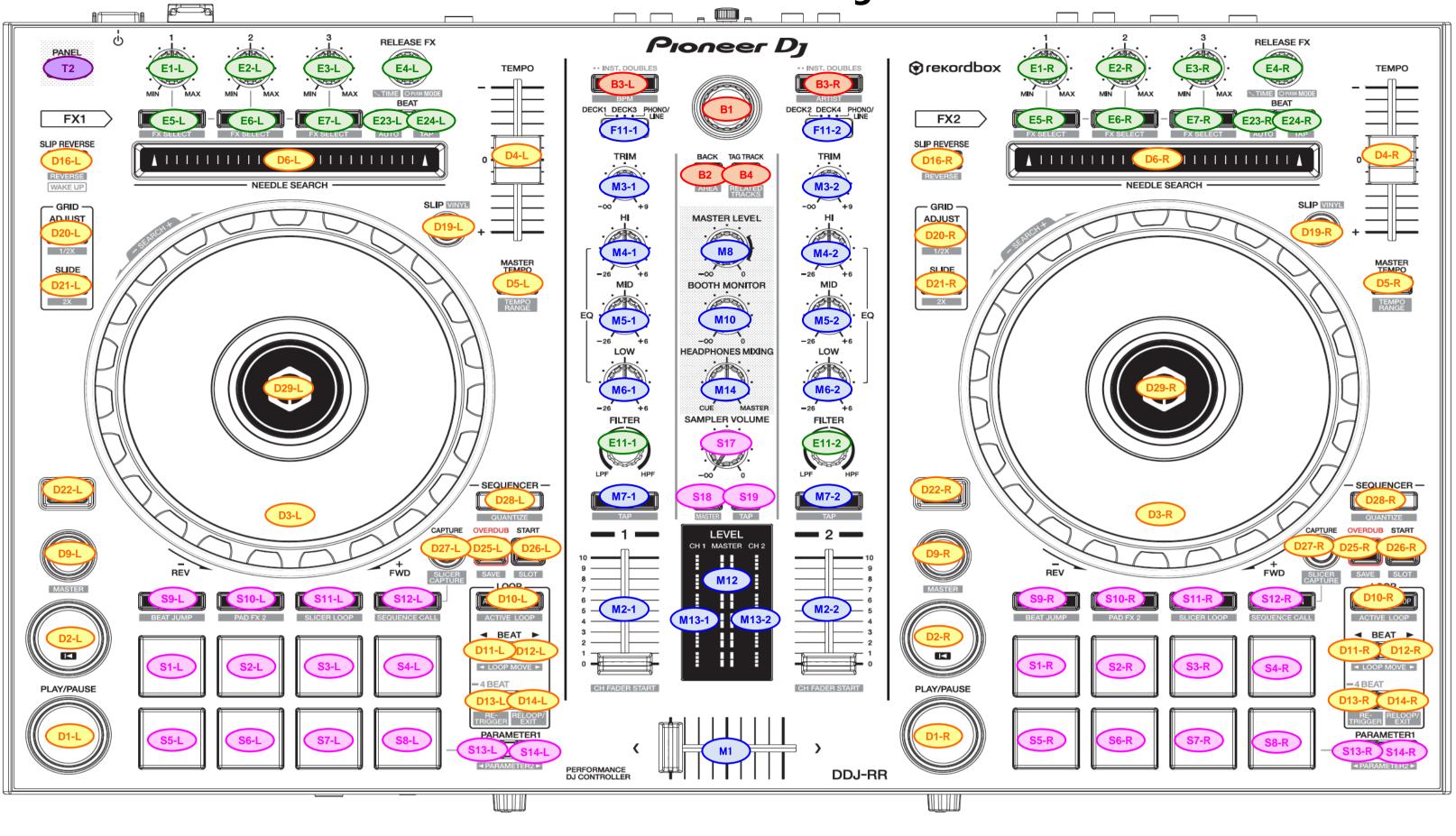
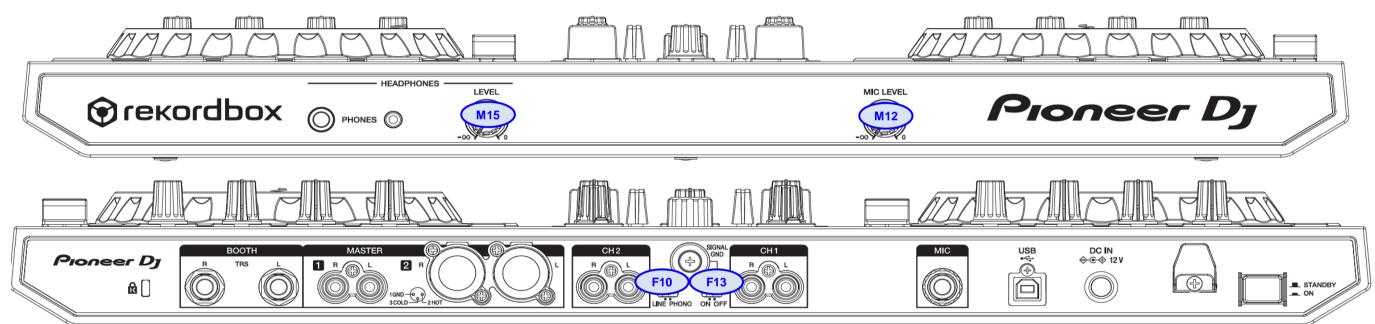


DDJ-RRList of MIDI messages





[MIDI channel assignment]
MIDI channel is defined as shown below.

0x9*:Note *: value of channel No.(n/m/p)

0xB*:Control Change(CC)		
Channel Category	MIDI Channel	*(Hex)
DECK1	1	n=0
DECK2	2	n=1
DECK3	3	n=2
DECK4	4	n=3
FX DECK1/DECK3	5	m=4
FX DECK2/DECK4	6	m=5
Browser, Global Section	7	m=6
PERFORMANCE PAD (DECK1)	8	p=7
PERFORMANCE PAD (DECK2)	9	p=8
PERFORMANCE PAD (DECK3)	10	p=9
PERFORMANCE PAD (DECK4)	11	p=A
MIDI-OUT	12	m=B

As a reference for MIDI assign, MIDI message sent from buttons and knobs of this controllerare listerd in decimal nubvers and English scale. Please utilize this reference depending on the notation of your MIDI compatible software.

NOTE is a term used for MIDI to express that a key of a keyboard or a piano is pressed or your finger is released from it. CC is an abbreviation of "Control Change". Control Change is a kind of MIDI message used to communicate many kinds of control information such as sound quality and volume level.

English scale uses alphabetical letters of C, D, E, F, G, A and B as well as # to indicate halftone.

										MIDI-IN (to computer) MIDI-OUT (from compute						1
0	Down No.			User Interfa		MIDI	MIDI assign		e a (Data 1)							
Group	Part No.	UI name	Trigger	+SHIFT	Condition (mode)	Channel (Dec)	NOTE/CC		(English scale)	Status (Hex)	Data 1 (Hex)	Data 2 (Hex)	Status (Hex)	Data 1 (Hex)	Data 2 (Hex)	Detail (Data2)
ROWSER	B1	ROTARY SELECTOR	rotate			7	CC	64	-	В6	40	hh				Difference count value from when previous operated Turn clockwise: 0x01~0x1E(max) (1~30clicks/40msec) Turn counterclockwise: 0x7F~0x62(max)
		SELECTOR		+SHIFT		7	CC	100	-	B6	64	hh				(1~30clicks/40msec)
			press	+SHIFT		1/2/3/4	NOTE NOTE	65 66	F4 F#4	9n 9n	41 42	hh hh				OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	B2	BACK	proce			1/2/3/4	NOTE	101	F7	96	65	hh				OFF=0x00, ON=0x7F
	DZ	BACK	press	+SHIFT		1/2/3/4	NOTE	102	F#7	96	66	hh				OFF=0x00, ON=0x7F
			press		deck1 selected on left deck	7	NOTE	70	A#4	96	46	hh		ame as MI		OFF=0x00, ON=0x7F
			P. 000	+SHIFT		7	NOTE	88	E6	96	58	hh		ame as MI		OFF=0x00, ON=0x7F
			press		deck2 selected on right deck	7	NOTE	71	B4	96	47	hh		ame as MI		OFF=0x00, ON=0x7F
	B3-L	LOAD	P	+SHIFT	3	7	NOTE	89	F6	96	59	hh		ame as MI		OFF=0x00, ON=0x7F
	B3-R		press	0=	deck3 selected on left deck	7	NOTE	72	C5	96	48	hh		ame as MI		OFF=0x00, ON=0x7F
			. '	+SHIFT		7	NOTE	96	C7	96	60	hh		ame as MI		OFF=0x00, ON=0x7F
			press	0	deck4 selected on right deck	7	NOTE	73	C#5	96	49	hh		ame as MI		OFF=0x00, ON=0x7F
	\vdash		'	+SHIFT	Ğ	7	NOTE	97	C#7	96	61	hh	← Sa	ame as MI	DI-IN	OFF=0x00, ON=0x7F
	B4	TAG TRACK	press	0.05		7	NOTE	103	G7	96	67	hh				OFF=0x00, ON=0x7F
			,	+SHIFT		7	NOTE	104	G#7	96	68	hh				OFF=0x00, ON=0x7F



				User Interfa	ce	MIC	Ol assign	reference		MIDI-I	N (to com	puter)	MIDI-OUT (from computer)	
0.000	David Nia				MU		<u>~</u>		a (Data 1)		ì	<u>i </u>		D-4-11 (D-4-0)
Group	Part No.	UI name	Trigger	+SHIFT	Condition Char	nnel N	OTE/CC		(English	Status	Data 1	Data 2	Status Data 1 Data 2 (Hex) (Hex) (Hex)	Detail (Data2)
					(mode) (De			(Dec)	scale)	(Hex)	(Hex)	(Hex)		
DECK	D4.1				1/2/	3/4	NOTE	11	B-1	9n	0B	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D1-L D1-R	PLAY/PAUSE	press		in Remix deck for TRAKTOR	4 1	NOTE	14	D0	9n	0E	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	א-ויט			+SHIFT	101 TRAKTOR 1/2/	3/4	NOTE	71	B4	9n	47	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D2-L			TOI III 1	1/2/		NOTE	12	C0	9n	0C	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D2-E D2-R	CUE	press	+SHIFT	1/2/		NOTE	72	C5	9n	48	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	DZ IX			1011111	Vinyl On 1/2/		CC	34	-	Bn	22	hh	Carrio do IVIIDA	Difference count value from when previous operated
		100	rotate	ľ	Vinyl Off 1/2/		CC	35	-	Bn	23	hh		When turned clockwise: Increases from 0x41
		JOG (Dlotter)		+SHIFT	1/2/		CC	31	-	Bn	1F	hh		When turned counterclockwise: Decreases from 0x3F
	D3-L	(Platter)	touch		1/2/	3/4	NOTE	54	F#3	9n	36	hh		OFF=0x00, ON=0x7F
	D3-R		touch	+SHIFT	1/2/	3/4	NOTE	103	G7	9n	67	hh		OFF=0x00, ON=0x7F
					1/2/	3/4	СС	33	_	Bn	21	hh		Difference count value from when previous operated
		JOG	rotate		1727	0/ 1	00			D11				When turned clockwise: Increases from 0x41
		(Wheel side)		+SHIFT	1/2/	3/4	CC	38	-	Bn	26	hh		When turned counterclockwise: Decreases from 0x3F
	D20 I													
	D29-L D29-R	JOG INDICATOR	-										9n 70 hh	0x01-0x7F: lit in color specified in color number.
	D29-K										00	MSB		
	D4-L				1/2/	3/4	CC	0 32	-	Bn	00 20	LSB		Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F)
	D4-L D4-R	TEMPO	slide					5			05	MSB		"-" side : Min(MSB:0x00 LSB:0x00)
				+SHIFT	1/2/	3/4	CC	37	-	Bn	25	LSB		"+" side : Max(MSB:0x7F LSB:0x7F)
	D5-L				1/2/	3/4	NOTE	26	D1	9n	1A	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D5-R	MASTER TEMPO	press	+SHIFT	1/2/		NOTE	96	C7	9n	60	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
									<u> </u>					OFF = 0x00, ON = 0x00 - 0x7F
					1/2/	3/4	CC	3	-	Bn	03	hh		0x00 at left edge, 0x7F at right edge
	D6-L	NEEDLE	4.0		1/2/	3/4	NOTE	67	G4	9n	43	hh		OFF=0x00, ON=0x7F
	D6-R	SEARCH	touch		1/2/	2/4	СС	40		Drs	20	bb		OFF = 0x00, ON = 0x00 - 0x7F
				+SHIFT	1/2/	3/4	CC	40	-	Bn	28	hh		0x00 at left edge, 0x7F at right edge
					1/2/		NOTE	68	G#4	9n	44	hh		OFF=0x00, ON=0x7F
	D9-L	SYNC	press		1/2/		NOTE	88	E6	9n	58	hh		OFF=0x00, ON=0x7F
	D9-R		proce	+SHIFT	1/2/		NOTE	92	G#6	9n	5C	hh		OFF=0x00, ON=0x7F
	D10-L	AUTO BEAT	press	O	1/2/		NOTE	20	G#0	9n	14	hh		OFF=0x00, ON=0x7F
	D10-R	LOOP	,	+SHIFT	1/2/		NOTE	80	G#5	9n	50	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D11-L D11-R	LOOP HALF		CLUET	1/2/		NOTE	18	F#0 C#7	9n	12	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D11-K		press	+SHIFT	1/2/ 1/2/		NOTE NOTE	97 19	G0	9n 9n	61 13	hh hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	D12-L D12-R	LOOP DOUBLE		+SHIFT	1/2/		NOTE	98	D7	9n	62	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				TOTAL I	1/2/		NOTE	16	E0	9n	10	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D13-L	LOOP IN		+SHIFT	1/2/		NOTE	76	E5	9n	4C	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D13-R		press	Long	1/2/		NOTE	69	A4	9n	45	hh		OFF=0x00, ON=0x7F
	D14-L	1 00D 01IT	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		1/2/		NOTE	17	F0	9n	11	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D14-R	LOOP OUT		+SHIFT	1/2/		NOTE	77	F5	9n	4D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D16-L	SLIP REVERSE	proce		1/2/	3/4	NOTE	21	A0	9n	15	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D16-R	SLIF KEVEKSE	press	+SHIFT	1/2/		NOTE	56	G#3	9n	38	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D19-L	SLIP	press		1/2/		NOTE	64	E4	9n	40	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	D19-R	OLII .	press	+SHIFT	1/2/		NOTE	23	B0	9n	17	hh	9n OD hh	OFF=0x00, ON=0x7F
	D20-L	GRID ADJUST	press		1/2/		NOTE	121	C#9	9n	79	hh		OFF=0x00, ON=0x7F
	D20-R		p. ccc	+SHIFT	1/2/		NOTE	100	E7	9n	64	hh		OFF=0x00, ON=0x7F
	D21-L	GRID SLIDE	press	OLUET.	1/2/		NOTE	10	A#-1	9n	0A	hh		OFF=0x00, ON=0x7F
	D21-R			+SHIFT	1/2/	3/4	NOTE	101	F7	9n	65	hh		OFF=0x00, ON=0x7F
	D22-L	SHIFT	press		1/2/	3/4	NOTE	63	D#4	9n	3F	hh		
	D22-R D28-L	LOAD	-		4/0/	2/4	NOTE	57	A3	05	20	hh	← Same as MIDI-IN	OFF-0x00 ON-0x7F
	D28-L D28-R	SEQUENCE	press	+SHIFT	1/2/ 1/2/		NOTE NOTE	57 53	F3	9n 9n	39 35	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	D26-K	SEQUENCER		TOLLICI	1/2/		NOTE	74	D5	9n	4A	hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	D25-L D25-R	OVERDUB	press	+SHIFT	1/2/ 1/2/		NOTE	90	F#6	9n	5A	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	D25-K	SEQUENCER		1011111	1/2/		NOTE	75	D#5	9n	4B	hh		OFF=0x00, ON=0x7F
	D26-R	START	press	+SHIFT	1/2/		NOTE	91	G6	9n	5B	hh		OFF=0x00, ON=0x7F
	D27-L			. 31 111 1	1/2/		NOTE	73	C#5	9n	49	hh		OFF=0x00, ON=0x7F
	D27-R	CAPTURE	Press	+SHIFT	1/2/		NOTE	89	F6	9n	59	hh		OFF=0x00, ON=0x7F

		User Inte			ce		MIDI assign	reference	;	MIDI-I	N (to comp	outer)	MIDI-OL	JT (from co	mputer)	
up	Part No.	UI name	Trigger	+SHIFT	Condition (mode)	MIDI Channel (Dec)	NOTE/CC		a (Data 1) (English scale)	Status (Hex)	Data 1 (Hex)	Data 2 (Hex)	Status (Hex)	Data 1 (Hex)	Data 2 (Hex)	Detail (Data2)
	M1	CROSSFADER	slide	+SHIFT		7	CC	31 63	-	В6	1F 3F	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min at left side, Max at right side
	M2-1 M2-2 M2-3 M2-4	CH FADER	slide	+SHIFT		1/2/3/4	СС	19 51	-	Bn	13 33	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min at bottom end, Max at top end
	M1 M2-1 M2-2	CROSS FADER / CH Fader	slide	+SHIFT	Zero → not Zero	1/2/3/4	NOTE	102	F#7	9n	66	hh				PLAY message only for CH fader start OFF=0x00, ON=0x7F
	M2-3 M2-4	(Fader Start)	Sildo	+SHIFT	Not Zero →Zero	1/2/3/4	NOTE	82	A#6	9n	52	hh				CUE message only for CH fader start OFF=0x00, ON=0x7F
	M3-1 M3-2 M3-3	TRIM	rotate	+SHIFT		1/2/3/4	СС	4 36	-	Bn	04 24	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
	M4-1 M4-2 M4-3	EQ HIGH	rotate	+SHIFT		1/2/3/4	СС	7 39	-	Bn	07 27	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
	M5-1 M5-2 M5-3	EQ MID	rotate	+SHIFT		1/2/3/4	CC	11 43	-	Bn	0B 2B	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
	M6-1 M6-2 M6-3	EQ LOW	rotate	+SHIFT		1/2/3/4	СС	15 47	-	Bn	0F 2F	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
	M7-1	CUE	press			1/2/3/4	NOTE	84	C6	9n	54	hh		me as Mi		OFF=0x00, ON=0x7F
	M7-2	(Headphone)	P1000	+SHIFT		1/2/3/4	NOTE	104	G#7	9n	68	hh	← Sa	ame as MI	DI-IN	OFF=0x00, ON=0x7F
	M8	MASTER LEVEL	rotate			7	CC	8 40	-	В6	08 28	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F)
	M10	BOOTH LEVEL	rotate					9			00	N 400				
			Totale			7	CC	41	-	B6	09 29	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F)
	M12	MASTER LEVEL	-			7	CC	_	-	B6						Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) without MIDI-control
	M12 M13-1 M13-2	CH LEVEL				7	CC	41	-	B6	29	LSB	Bn	02	hh	, , , , , , , , , , , , , , , , , , , ,
	M13-1	CH LEVEL HEADPHONES MIXING	-			7	cc	12 44	-	B6 B6	29 0C 2C	MSB LSB	Bn	02	hh	without MIDI-control
	M13-1 M13-2 M14 M15	CH LEVEL HEADPHONES MIXING HEADPHONES VOL	-					12	-		29 0C	LSB MSB	Bn	02	hh	without MIDI-control Use when "PC MIX" switch is on. Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F)
	M13-1 M13-2 M14	CH LEVEL HEADPHONES MIXING HEADPHONES	- rotate	ide	Switch to each one	7 7 7	CC CC NOTE	12 44 13 45 63	- - D#4	B6 B6 96	29 0C 2C 0D 2D 3F	MSB LSB MSB LSB	Bn	02	hh	without MIDI-control Use when "PC MIX" switch is on. Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Select INPUT to PHONO: 0x00 Select INPUT to LINE: 0x7F
	M13-1 M13-2 M14 M15 F10-1 F10-2	CH LEVEL HEADPHONES MIXING HEADPHONES VOL LINE/PHONO SW	- rotate	ide	Switch to each one Switch to DECK1/DECK2	7 7 7 1/2/3/4 1/2/3/4	CC CC NOTE NOTE NOTE	12 44 13 45 63 85 86/87	C#6 D6/D#6	B6 B6 96 9n 9n	29 0C 2C 0D 2D 3F 55 56/57	MSB LSB MSB LSB hh	Bn	02	hh	without MIDI-control Use when "PC MIX" switch is on. Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Select INPUT to PHONO: 0x00 Select INPUT to LINE: 0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	M13-1 M13-2 M14 M15 F10-1 F10-2	CH LEVEL HEADPHONES MIXING HEADPHONES VOL LINE/PHONO SW INPUT	rotate		Switch to DECK1/DECK2	7 7 7 1/2/3/4 1/2/3/4 1/2/3/4	CC CC NOTE NOTE NOTE NOTE	12 44 13 45 63 85 86/87 86	C#6 D6/D#6 D6	B6 B6 96 9n 9n 9n	29 0C 2C 0D 2D 3F 55 56/57 56	MSB LSB MSB LSB hh 7F 0 7F	Bn	02	hh	without MIDI-control Use when "PC MIX" switch is on. Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Select INPUT to PHONO: 0x00 Select INPUT to LINE: 0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	M13-1 M13-2 M14 M15 F10-1 F10-2	CH LEVEL HEADPHONES MIXING HEADPHONES VOL LINE/PHONO SW	rotate	ide		7 7 7 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	CC CC NOTE NOTE NOTE NOTE NOTE	12 44 13 45 63 85 86/87 86 85/87	C#6 D6/D#6 D6 C#6/D#6	B6 B6 96 9n 9n 9n 9n	29 0C 2C 0D 2D 3F 55 56/57 56 55/57	MSB LSB MSB LSB hh 7F 0 7F 0	Bn	02	hh	without MIDI-control Use when "PC MIX" switch is on. Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Select INPUT to PHONO: 0x00 Select INPUT to LINE: 0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	M13-1 M13-2 M14 M15 F10-1 F10-2	CH LEVEL HEADPHONES MIXING HEADPHONES VOL LINE/PHONO SW INPUT	rotate		Switch to DECK1/DECK2	7 7 7 1/2/3/4 1/2/3/4 1/2/3/4	CC CC NOTE NOTE NOTE NOTE	12 44 13 45 63 85 86/87 86	C#6 D6/D#6 D6	B6 B6 96 9n 9n 9n	29 0C 2C 0D 2D 3F 55 56/57 56	MSB LSB MSB LSB hh 7F 0 7F	Bn	02	hh	without MIDI-control Use when "PC MIX" switch is on. Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) Select INPUT to PHONO: 0x00 Select INPUT to LINE: 0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F



				User Interfa	ce	1	MIDI assign	reference		MIDI-	IN (to com	nputer)	MIDI-O	JT (from c	omputer)	
o F	Part No.	UI name	Trigger	+SHIFT	Condition (mode)	MIDI		MIDI Data		Status (Hex)	Data 1 (Hex)	Data 2 (Hex)	Status (Hex)	Data 1 (Hex)	Data 2 (Hex)	Detail (Data2)
	E1-L	FX1-1				5	СС	2 34	-	B4	02 22	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
	_ -L	FX1-1		+SHIFT		5	СС	18 50	-	B4	12 32	MSB LSB				0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F
_		EV0.4	rotate			6	СС	2 34	-	B5	02 22	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
E	E1-R	FX2-1		+SHIFT		6	СС	18 50	-	B5	12 32	MSB LSB				0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F
	E2-L	FX1-2				5	СС	4 36	-	В4	04 24	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
	_Z-L	17/1-2	rotate	+SHIFT		5	СС	20 52	-	B4	14 34	MSB LSB				0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F
F	E2-R	FX2-2	Totato			6	СС	4 36	-	B5	04 24	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
		1722		+SHIFT		6	СС	20 52	-	B5	14 34	MSB LSB				0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F
E	E3-L	FX1-3				5	СС	6 38	-	B4	06 26	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
			rotate	+SHIFT		5	СС	22 54	-	B4	16 36	MSB LSB				0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F
E	E3-R	FX2-3				6	СС	6 38	-	B5	06 26	MSB LSB				Min(MSB:0x00 LSB:0x00)~Max(MSB:0x7F LSB:0x7F) When turned fully clockwise: Max
				+SHIFT		6	СС	22 54	-	B5	16 36	MSB LSB				0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F
_	- 4 1	FX1 RELEASE	rotate			5	СС	0	-	B4	00	hh				Difference count value from when previous operated Turn clockwise: 0x01 - 0x1E(max) (1~30clicks/40msec)
l l	E4-L	FX	proce	+SHIFT		5 5	CC NOTE	16 67	- G4	94	10 43	hh				Turn counterclockwise: 0x7F - 0x62(max) (1~30clicks/40msec) OFF=0x00, ON=0x7F
-			press	+SHIFT		5	NOTE	64	E4	94	40	hh				OFF=0x00, ON=0x7F
	E4-R	FX2 RELEASE	rotate			6	СС	0	-	B5	00	hh				Difference count value from when previous operated Turn clockwise: 0x01 - 0x1E(max) - (1~30clicks/40msec) Turn counterclockwise: 0x7F - 0x62(max)
	L4-K	FX	press	+SHIFT		6	CC NOTE	16 67	- G4	B5 95	10 43	hh				(1~30clicks/40msec) OFF=0x00, ON=0x7F
-			picss	+SHIFT		<u>6</u> 5	NOTE NOTE	64 71	E4 B4	95 94	40 47	hh hh	← S	ame as M	IDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
E	E5-L	FX1-1 ON	press	+SHIFT		5	NOTE	99	D#7	94	63	hh	←S	ame as M	IDI-IN	OFF=0x00, ON=0x7F
E	E5-R	FX2-1 ON	p. 000	+SHIFT		6	NOTE NOTE	71 99	B4 D#7	95 95	47 63	hh hh		ame as M <mark>ame as M</mark>		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
E	E6-L	FX1-2 ON				5	NOTE	72	C5	94	48	hh	←S	ame as M	IDI-IN	OFF=0x00, ON=0x7F
-		EVO O ON	press	+SHIFT		5 6	NOTE NOTE	100 72	E7 C5	94 95	64 48	hh hh		<mark>ame as M</mark> ame as M		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	E6-R	FX2-2 ON		+SHIFT		6	NOTE	100	E7	95	64	hh		ame as M		OFF=0x00, ON=0x7F
E	E7-L	FX1-3 ON	proce	+SHIFT		5 5	NOTE NOTE	73 101	C#5 F7	94 94	49 65	hh hh		ame as M <mark>ame as M</mark>		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
E	E7-R	FX2-3 ON	press	+SHIFT		6	NOTE NOTE	73 101	C#5 F7	95 95	49	hh hh		ame as M		OFF=0x00, ON=0x7F
				+SHIFT	deck1 selected on left deck	7	CC	23 55	-	95 B6	65 17 37	MSB LSB		ame as M	IDI-IIN	OFF=0x00, ON=0x7F Min(MSB:0x00 LSB:0x00) ~ Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
E	E11-1				deck3 selected on left deck	7	СС	25 57	-	В6	19 39	MSB LSB				Min(MSB:0x00 LSB:0x00) ~ Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
		Filter Parameter	rotate		deck2 selected on right deck	7	СС	24 56	-	В6	18 38	MSB LSB				Min(MSB:0x00 LSB:0x00) ~ Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
E	E11-2				deck4 selected on right deck	7	СС	26 58	-	В6	1A 3A	MSB LSB				Min(MSB:0x00 LSB:0x00) ~ Max(MSB:0x7F LSB:0x7F) When turned fully counterclockwise: Min When turned fully clockwise: Max
F	E23-L	FX1 BEAT				5	NOTE	74	D5	94	4A	hh		ame as M		OFF=0x00, ON=0x7F
-		DOWN FX2 BEAT		+SHIFT		5 6	NOTE NOTE	102 74	F#7 D5	94 95	66 4A	hh hh		<mark>ame as M</mark> ame as M		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
E	E23-R	DOWN	press	+SHIFT		6	NOTE	102	F#7	95	66	hh	←S	ame as M	IDI-IN	OFF=0x00, ON=0x7F
E	E24-L	FX1 BEAT UP		+SHIFT		5 5	NOTE NOTE	75 107	D#5 B7	94	4B 6B	hh hh		ame as M <mark>ame as M</mark>		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
F	E24-R	FX2 BEAT				6	NOTE	75	D#5	95	4B	hh	←S	ame as M	IDI-IN	OFF=0x00, ON=0x7F
	1\	UP		+SHIFT		6	NOTE	107	B7	95	6B	hh	← S	ame as M	IDI-IN	OFF=0x00, ON=0x7F



Group	Part No.	UI name	Trigger	User Interfa +SHIFT	ce Condition (mode)	MIDI Channel (Dec)	/IDI assign	MIDI Data	a (Data 1) (English	MIDI-I Status (Hex)	IN (to com Data 1 (Hex)	Data 2 (Hex)	MIDI-OUT (from computer) Status Data 1 Data 2 (Hex) (Hex) (Hex)	Detail (Data2)
MULTI FUNCTION					in HOT CUE mode	8/9/10/11		0	scale) C-1	9р	00	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	8	G#-1	9p	08	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in PAD FX1 mode	8/9/10/11 8/9/10/11	NOTE NOTE	16 24	E0	9p 9p	10	hh hh		MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in SLICER mode	8/9/10/11		32	G#1	9p	20	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT	in SAMPLER mode	8/9/10/11	NOTE NOTE	40 48	E2 C3	9p 9p	30	hh hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
		PERFORMANCE	press	+SHIFT		8/9/10/11	NOTE	56	G#3	9p	38	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	S1-R	PAD 1	μ.σσσ	0,05	in BEAT JUMP mode	8/9/10/11		64	E4	9p	40	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) OFF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	72	C5	9p	48	hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in PAD FX2 mode	8/9/10/11 8/9/10/11	NOTE NOTE	80 88	G#5 E6	9p	50 58	hh hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
						8/9/10/11		96	C7	9p	60	hh		OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64)
				+SHIFT	in SLICER LOOP mode	8/9/10/11	NOTE	104	G#7	9p	68	hh		OFF=0x00, ON=0x7F
				1011111						•				OFF=0x00, ON=0x7F
				+SHIFT	in SEQUENCE CALL mode	8/9/10/11 8/9/10/11	NOTE NOTE	112	E8	9p	70 78	hh hh		MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in HOT CUE mode	8/9/10/11	NOTE	1	C#-1	9p	01	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT	in PAD FX1 mode	8/9/10/11 8/9/10/11	NOTE NOTE	9 17	A-1 F0	9p 9p	11	hh hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	25	C#1	9p	19	hh		OFF=0x00, ON=0x7F
					in SLICER mode	8/9/10/11		33	A1	9p	21	hh		OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
	S2-L	PERFORMANCE		+SHIFT	in CAMPLED was de-	8/9/10/11 8/9/10/11		41 49	F2 C#3	9p 9p	29 31	hh hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
	S2-R	PAD 2	press	+SHIFT	in SAMPLER mode	8/9/10/11	NOTE	57	A3	9p	39	hh		0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
				TOMET	in BEAT JUMP mode	8/9/10/11		65	F4	9p	41	hh		OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64)
				+SHIFT	III BEAT JOIVIF Mode	8/9/10/11	NOTE	73	C#5	9p	49	hh		0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
				1011111	in PAD FX2 mode	8/9/10/11		81	A5	9p	51	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	89	F6	9p	59	hh		OFF=0x00, ON=0x7F
					in SLICER LOOP mode	8/9/10/11		97	C#7	9p	61	hh		OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) OFF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	105	A7	9p	69	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				OLUET	in SEQUENCE CALL mode	8/9/10/11		113	F8	9p	71	hh		MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	121	C#9	9p	79	hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDLOUT: It is polen as a find in color purchase (4, C4)
				+SHIFT	in HOT CUE mode	8/9/10/11 8/9/10/11	NOTE NOTE	10	D-1 A#-1	9p	02 0A	hh		MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in PAD FX1 mode	8/9/10/11		18	F#0	9p	12	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	26	D1	9p	1A	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
					in SLICER mode	8/9/10/11		34	A#1	9p	22	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	42	F#2	9p	2A	hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	S3-L S3-R	PERFORMANCE PAD 3	press		in SAMPLER mode	8/9/10/11		50	D3	9p	32	hh	← Same as MIDI-IN	MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	58	A#3	9p	3A	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in BEAT JUMP mode	8/9/10/11		66	F#4	9p	42	hh		MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	74	D5	9p	4A	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in PAD FX2 mode	8/9/10/11		82	A#5	9p	52	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) OFF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	90	F#6	9p	5A	hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in SLICER LOOP mode	8/9/10/11		98	D7	9p	62	hh		MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	106	A#7	9p	6A	hh		OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				OLUET	in SEQUENCE CALL mode	8/9/10/11		114	F#8	9p	72	hh		MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	122	D9	9p	7A	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F



n	art No.			User Interfa	Condition	MIDI	/IIDI assigr		e ta (Data 1)		IN (to com	puter) Data 2	MIDI-OUT (from computer) Status Data 1 Data 2	_ Detail (Data2)
p P	all NO.	UI name	Trigger	+SHIFT	(mode)	Channel (Dec)	NOTE/CC		(English scale)	(Hex)	(Hex)	(Hex)	Status Data 1 Data 2 (Hex) (Hex) (Hex)	Detail (Dataz)
					in HOT CUE mode	8/9/10/11	NOTE	3	D#-1	9р	03	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	11	B-1	9p	0B	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
					in PAD FX1 mode	8/9/10/11	NOTE	19	G0	9р	13	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	27	D#1	9p	1B	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in SLICER mode	8/9/10/11	NOTE	35	B1	9р	23	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	43	G2	9p	2B	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	64-L 64-R	PERFORMANCE PAD 4	press		in SAMPLER mode	8/9/10/11	NOTE	51	D#3	9р	33	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	59	B3	9p	3B	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in BEAT JUMP mode	8/9/10/11	NOTE	67	G4	9p	43	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64)
				+SHIFT		8/9/10/11	NOTE	75	D#5	9p	4B	hh		0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
														OFF=0x00, ON=0x7F
					in PAD FX2 mode	8/9/10/11		83	B5	9р	53	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) OFF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	91	G6	9p	5B	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in SLICER LOOP mode	8/9/10/11	NOTE	99	D#7	9р	63	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	107	B7	9p	6B	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in SEQUENCE CALL mode	8/9/10/11	NOTE	115	G8	9р	73	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64)
				+SHIFT		8/9/10/11	NOTE	123	D#9	9p	7B	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in HOT CUE mode	8/9/10/11	NOTE	4	E-1	9p	04	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	12	C0	9p	0C	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
					in PAD FX1 mode	8/9/10/11	NOTE	20	G#0	9р	14	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	28	E1	9p	1C	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
					in SLICER mode	8/9/10/11	NOTE	36	C2	9р	24	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	44	G#2	9p	2C	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	85-L	PERFORMANCE	press		in SAMPLER mode	8/9/10/11	NOTE	52	E3	9p	34	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
S	85-R	PAD 5	,	+SHIFT		8/9/10/11	NOTE	60	C4	9p	3C	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in BEAT JUMP mode	8/9/10/11	NOTE	68	G#4	9p	44	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
				+SHIFT		8/9/10/11	NOTE	76	E5	9p	4C	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
				1011111	in PAD FX2 mode	8/9/10/11		84	C6	9p	54	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64)
				+SHIFT	III I AD I X2 III0de	8/9/10/11	NOTE	92	G#6	9p	5C	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
				TOTILL								1111		OFF=0x00, ON=0x7F
					in SLICER LOOP mode	8/9/10/11	NOTE	100	E7	9p	64	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	108	C8	9p	6C	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
					in SEQUENCE CALL mode	8/9/10/11	NOTE	116	G#8	9p	74	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
				+SHIFT	III GEQGEIVOE GALL IIIGG	8/9/10/11	NOTE	124	E9	9p	7C	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
				1011111										OFF=0x00, ON=0x7F
					in HOT CUE mode	8/9/10/11	NOTE	5	F-1	9p	05	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	13	C#0	9p	0D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in PAD FX1 mode	8/9/10/11	NOTE	21	A0	9р	15	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	29	F1	9p	1D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
					in SLICER mode	8/9/10/11	NOTE	37	C#2	9р	25	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	45	A2	9p	2D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
	86-L 86-R	PERFORMANCE PAD 6	press		in SAMPLER mode	8/9/10/11	NOTE	53	F3	9р	35	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	61	C#4	9p	3D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
					in BEAT JUMP mode	8/9/10/11	NOTE	69	A4	9p	45	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
				+SHIFT	III DEAT JUIVIP MODE	8/9/10/11		77	F5	9p	4D	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
				TONIF I										OFF=0x00, ON=0x7F
					in PAD FX2 mode	8/9/10/11	NOTE	85	C#6	9р	55	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	93	A6	9p	5D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in SLICER LOOP mode	8/9/10/11	NOTE	101	F7	9р	65	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	109	C#8	9p	6D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
						8/9/10/11	NOTE	117	A8	9p	75	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
					in SEQUENCE CALL mode					· ·				0FF=0x00 (dimmer)
				+SHIFT	1	8/9/10/11	NOTE	125	F9	9p	7D	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F



roup F	Part No.	UI name	Trigger	User Interface	ce Condition	MIDI	IIDI assign NOTE/CC	MIDI Data	a (Data 1)	Status	IN (to com	nputer) Data 2	MIDI-OUT (from computer) Status Data 1 Data 2	Detail (Data2)
		Ornanie	mggci		(mode)	(Dec) 8/9/10/11		(Dec)	(English scale)	(Hex)	(Hex)	(Hex)	(Hex) (Hex) (Hex) ← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64)
				+SHIFT	in HOT CUE mode	8/9/10/11	NOTE	14	D0	9p 9p	0E	hh		0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in PAD FX1 mode	8/9/10/11		22	A#0	9p	16	hh		OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT	in SLICER mode	8/9/10/11 8/9/10/11	NOTE NOTE	30 38	F#1 D2	9p 9p	1E 26	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
				+SHIFT	III GEIGEN Mode	8/9/10/11	NOTE	46	A#2	9p	2E	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	S7-L S7-R	PERFORMANCE PAD 7	press	+SHIFT	in SAMPLER mode	8/9/10/11 8/9/10/11	NOTE NOTE	54 62	F#3	9p	36 3E	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
				+SHIFT	in BEAT JUMP mode	8/9/10/11		70	A#4	9p	46	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) OFF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	78	F#5	9p	4E	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in PAD FX2 mode	8/9/10/11 8/9/10/11	NOTE	94	D6 A#6	9p 9p	56 5E	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in SLICER LOOP mode	8/9/10/11		102	F#7	9p	66	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT	in SEQUENCE CALL mode	8/9/10/11 8/9/10/11	NOTE NOTE	110 118	D8 A#8	9p 9p	6E 76	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
-				+SHIFT	IN SEQUENCE CALL Mode	8/9/10/11	NOTE	126	F#9	9p	7E	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in HOT CUE mode	8/9/10/11 8/9/10/11	NOTE NOTE	7 15	G-1 D#0	9p	07 0F	hh	← Same as MIDI-IN ← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
					in PAD FX1 mode	8/9/10/11		23	В0	9p	17	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11	NOTE	31	G1	9p	1F	hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in SLICER mode	8/9/10/11 8/9/10/11	NOTE NOTE	39 47	D#2 B2	9p 9p	27 2F	hh hh		MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
	S8-L S8-R	PERFORMANCE PAD 8	press		in SAMPLER mode	8/9/10/11	NOTE	55	G3	9p	37	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
				+SHIFT		8/9/10/11 8/9/10/11	NOTE NOTE	63 71	D#4 B4	9p 9p	3F 47	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64)
				+SHIFT	in BEAT JUMP mode	8/9/10/11	NOTE	79	G5	9p	4F	hh		0FF=0x00 (dimmer) OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
					in PAD FX2 mode	8/9/10/11		87	D#6	9p	57	hh	← Same as MIDI-IN	MIDI OUT: lit in color specified in color number. (1-64) OFF=0x00 (dimmer)
				+SHIFT	in SLICER LOOP mode	8/9/10/11 8/9/10/11	NOTE NOTE	95 103	B6 G7	9p 9p	5F 67	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F MIDI OUT: lit in color specified in color number. (1-64)
				+SHIFT	III GEIGEN EGGI Mode	8/9/10/11	NOTE	111	D#8	9p	6F	hh	← Same as MIDI-IN	0FF=0x00 (dimmer) OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in SEQUENCE CALL mode	8/9/10/11 8/9/10/11	NOTE NOTE	119 127	B8 G9	9p	77 7F	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer) OFF=0x00, ON=0x7F
9	S9-L S9-R S10-L	HOT CUE	press	+SHIFT		1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE	27 105	D#1 A7 F#1	9n 9n	1B 69 1E	hh hh	← Same as MIDI-IN ← Same as MIDI-IN ← Same as MIDI-IN	
3	S10-R S11-L	PAD FX1 SLICER	press	+SHIFT		1/2/3/4 1/2/3/4	NOTE NOTE	30 107 32	B7 G#1	9n <mark>9n</mark> 9n	6B 20	hh hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F MIDI OUT : lit in color specified in color number. (1-64) 0FF=0x00 (dimmer)
3	S11-R S12-L	SAMPLER	press	+SHIFT		1/2/3/4 1/2/3/4	NOTE NOTE	109 34	C#8 A#1	<mark>9n</mark> 9n	6D 22	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	orr=oxoo (diminer)
-	S12-R	O/ WIT ELIX	P1000	+SHIFT	in HOT CUE mode	1/2/3/4 1/2/3/4	NOTE NOTE	111 36	D#8 C2	9n 9n	6F 24	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F
				+SHIFT	in PAD FX1 mode	1/2/3/4 1/2/3/4	NOTE NOTE	37	C#-1 C#2	9n 9n	01 25	hh hh	← Same as MIDI-IN← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT		1/2/3/4 1/2/3/4	NOTE NOTE	2 38	D-1 D2	9n 9n	02 26	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in SLICER mode	1/2/3/4 1/2/3/4	NOTE NOTE	3 39	D#-1 D#2	<mark>9n</mark> 9n	03 27	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	S13-L	PARAMETER 1	press	+SHIFT	in SAMPLER mode	1/2/3/4	NOTE	4	E-1	9n	04	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
3	S13-R	(LEFT)	·	+SHIFT	in BEAT JUMP mode	1/2/3/4 1/2/3/4	NOTE NOTE	40 5	E2 F-1	9n 9n	28 05	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in PAD FX2 mode	1/2/3/4	NOTE NOTE	41 6	F2 F#-1	9n 9n	29 06	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in SLICER LOOP mode	1/2/3/4	NOTE NOTE	42 7	F#2 G-1	9n 9n	2A 07	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT	in CALL SEQUENCE mode	1/2/3/4	NOTE NOTE	43	G2 G#-1	9n 9n	2B 08	hh hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				TOPIET	in HOT CUE mode	1/2/3/4	NOTE	44	G#2	9n	2C	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
-					111101 000	1/2/3/4	NOTE	9 45	A-1 A2	<mark>9n</mark> 9n	09 2D	hh hh	← Same as MIDI-IN← Same as MIDI-IN	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
				+SHIFT		1/2/3/4	NOTE							011 = 0.000; 014 = 0.071
				+SHIFT	in PAD FX1 mode	1/2/3/4 1/2/3/4	NOTE	122	D9	9n 9n	7A 2E	hh hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
						1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE	122 46 123	D9 A#2 D#9	9n 9n	2E 7B	hh hh	 ← Same as MIDI-IN ← Same as MIDI-IN ← Same as MIDI-IN 	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	S14-L	PARAMETER 1	press	+SHIFT	in PAD FX1 mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124	D9 A#2 D#9 B2 E9	9n 9n 9n 9n	2E 7B 2F 7C	hh hh hh	 ← Same as MIDI-IN 	OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
	S14-L S14-R	PARAMETER 1 (RIGHT)	press	+SHIFT +SHIFT	in PAD FX1 mode in SLICER mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125	D9 A#2 D#9 B2 E9 C3 F9	9n <mark>9n</mark> 9n	2E 7B 2F 7C 30 7D	hh hh hh	 ← Same as MIDI-IN 	OFF=0x00, ON=0x7F
			press	+SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49	D9 A#2 D#9 B2 E9 C3 F9 C#3	9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31	hh hh hh hh hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
			press	+SHIFT +SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode in BEAT JUMP mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49 126 50	D9 A#2 D#9 B2 E9 C3 F9 C#3 F#9 D3	9n 9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31 7E 32	hh hh hh hh hh hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
			press	+SHIFT +SHIFT +SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode in BEAT JUMP mode in PAD FX2 mode in SLICER LOOP mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49 126 50 127 51	D9 A#2 D#9 B2 E9 C3 F9 C#3 F#9 D3 G9 D#3	9n 9n 9n 9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31 7E 32 7F 33	hh hh hh hh hh hh hh hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
		(RIGHT)	press	+SHIFT +SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode in BEAT JUMP mode in PAD FX2 mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49 126 50 127 51 0	D9 A#2 D#9 B2 E9 C3 F9 C#3 F#9 D3 G9	9n 9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31 7E 32 7F 33 00	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
_			press	+SHIFT +SHIFT +SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode in BEAT JUMP mode in PAD FX2 mode in SLICER LOOP mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49 126 50 127 51	D9 A#2 D#9 B2 E9 C3 F9 C#3 F#9 D3 G9 D#3	9n 9n 9n 9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31 7E 32 7F 33 00	hh hh hh hh hh hh hh hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F
_	S14-R	(RIGHT) SAMPLER		+SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode in BEAT JUMP mode in PAD FX2 mode in SLICER LOOP mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 7	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49 126 50 127 51 0 3 35	D9 A#2 D#9 B2 E9 C3 F9 C#3 F#9 D3 G9 D#3 C-1 E7	9n 9n 9n 9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31 7E 32 7F 33 00 03 23	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F OFF=0x00, ON=0x7F
- -	S14-R S17	(RIGHT) SAMPLER VOLUME	rotate	+SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode in BEAT JUMP mode in PAD FX2 mode in SLICER LOOP mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 7	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49 126 50 127 51 0 3 35 105 100 109 105	D9 A#2 D#9 B2 E9 C3 F9 C#3 F#9 D3 G9 D#3 C-1 - E7 C#8 A7	9n 9n 9n 9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31 7E 32 7F 33 00 03 23 69 64 6D 69	hh	← Same as MIDI-IN ← Same as MIDI-IN	OFF=0x00, ON=0x7F Min(MSB:0x00 LSB:0x00) ~ Max(MSB:0x7F LSB:0x7F) 0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F
others	S14-R S17 S18	(RIGHT) SAMPLER VOLUME SYNC	rotate	+SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT +SHIFT	in PAD FX1 mode in SLICER mode in SAMPLER mode in BEAT JUMP mode in PAD FX2 mode in SLICER LOOP mode	1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 1/2/3/4 7	NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE	122 46 123 47 124 48 125 49 126 50 127 51 0 3 35 105	D9 A#2 D#9 B2 E9 C3 F9 C#3 F#9 D3 G9 D#3 C-1 - E7 C#8	9n 9n 9n 9n 9n 9n 9n 9n 9n 9n	2E 7B 2F 7C 30 7D 31 7E 32 7F 33 00 03 23	hh	← Same as MIDI-IN	OFF=0x00, ON=0x7F Min(MSB:0x00 LSB:0x00) ~ Max(MSB:0x7F LSB:0x7F) 0x00~0x7F When turned fully counterclockwise: 0x00 When turned fully clockwise: 0x7F OFF=0x00, ON=0x7F OFF=0x00, ON=0x7F



MIDI-OUT

MIDI-OUT													
			N		N (to com	puter)	MIDI-OU	JT (from co	omputer)				
Group	Communication name	Function	MIDI Channel	NOTE/CC	MIDI Data	a (Data 1)	Status	Data 1	Data 2	Status	Data 1	Data 2	Detail (Data2)
			(Dec)	INOTE/CC	(Dec)	(English scale)	(Hex)	(Hex)	(Hex)	(Hex)	(Hex)	(Hex)	
Illumination Control	Loaded (Deck 1)		12	NOTE	0	C-1				9B	00	hh	OFF=0x00, ON=0x7F
	Loaded (Deck 2)	Trigger for Load illumination	12	NOTE	1	C#-1				9B	01	hh	OFF=0x00, ON=0x7F
	Loaded (Deck 3)	Trigger for Load illumination	12	NOTE	2	D-1				9B	02	hh	OFF=0x00, ON=0x7F
	Loaded (Deck 4)		12	NOTE	3	D#-1				9B	03	hh	OFF=0x00, ON=0x7F
Other	DJ App. Connect		12	NOTE	9	A-1				9B	09	hh	connected = 0x00~0x7F(any value)