

· first line in italics for header  
· push for buttons  
· +shift for shifted buttons

	1	2	3	4	5	6	7	8
<b>PAGE 1</b>	<b>MIXER 2 DECKS</b>							
<i>push</i>	<i>Pitch +</i>	<i>Pitch -</i>	<i>Xfader left</i>	<i>HP Split</i>	<i>SHIFT</i>	<i>Xfader right</i>	<i>Pitch +</i>	<i>Pitch -</i>
<i>+ shift</i>			<i>Xfader center</i>			<i>Xfader center</i>		
<i>push</i>	Play/Pause	Cue	Progress D1	Volume D1	Volume D2	Progress D2	Play/Pause	Cue
<i>push</i>	PFL	Sync	Progress D1	Volume D1	Volume D2	Progress D2	PFL	Sync
<i>push</i>	Rewind	Fforward	Progress D1	Volume D1	Volume D2	Progress D2	Rewind	Fforward
<i>+ shift</i>	<i>Sync -</i>	<i>Sync +</i>					<i>Sync -</i>	<i>Sync +</i>
<i>push</i>	Hot Cue 1	Hot Cue 2	Progress D1	Volume D1	Volume D2	Progress D2	Hot Cue 1	Hot Cue 2
<i>+ shift</i>	<i>Delete HC</i>	<i>Delete HC</i>					<i>Delete HC</i>	<i>Delete HC</i>
<i>push</i>	Hot Cue 3	Hot Cue 4	Progress D1	Volume D1	Volume D2	Progress D2	Hot Cue 3	Hot Cue 4
<i>+ shift</i>	<i>Delete HC</i>	<i>Delete HC</i>					<i>Delete HC</i>	<i>Delete HC</i>
<i>push</i>	Beatloop	Reloop (out)	Progress D1	Volume D1	Volume D2	Progress D2	Beatloop	Reloop (out)
<i>push</i>	Loop 1/2	Loop 1	Progress D1	Volume D1	Volume D2	Progress D2	Loop 1/2	Loop 1
<i>push</i>	Loop 4	Loop 8	Progress D1	Volume D1	Volume D2	Progress D2	Loop 4	Loop 8
<b>PAGE 2</b>	<b>FILTER</b>							
<i>push</i>	<i>Max</i>	<i>Max</i>	<i>Max</i>	<i>Max</i>	<i>Max</i>	<i>Max</i>	<i>Max</i>	<i>Max</i>
<i>push</i>	SuperFilter D1	Filter Hi D1	Filter Mid D1	Filter Low D1	SuperFilter D2	Filter Hi D2	Filter Mid D2	Filter Low D2
<b>PAGE 3</b>	<b>FX (you will need to activate the effects on Mixxx interface)</b>							
<i>push</i>	<i>FX1 ass. D1</i>	<i>FX1 ass. D2</i>	<i>FX2 ass. D1</i>	<i>FX2 ass. D2</i>	<i>FX3 ass. D1</i>	<i>FX3 ass. D2</i>	<i>FX4 ass. D1</i>	<i>FX4 ass. D2</i>
<i>push</i>	FX1 Meta knob	FX1 Dry/Wet	FX2 Meta knob	FX2 Dry/Wet	FX3 Meta knob	FX3 Dry/Wet	FX4 Meta knob	FX4 Dry/Wet
<b>PAGE 4</b>	<b>VOLS</b>							
<i>push</i>	<i>Main Vol Up</i>	<i>Main Vol Dn</i>	<i>Peak Ind D1</i>	<i>Vol D1 max</i>	<i>Vol D1 max</i>	<i>Peak Ind D2</i>	<i>Phones vol up</i>	<i>Phones vol dn</i>
<i>push</i>	Main 1/2	Main 2/2	Gain D1	Vol D1	Vol D2	Gain D2	Phones 1/2	Phones 2/2
<b>PAGE 5</b>	<b>SAMPLER 1-8 vertical with gain (will start from the beginning when Play, no pause)</b>							
<i>push</i>	<i>Show Sampler</i>	<i>Load Sample Bank</i>						
<i>push</i>	Gain							
<i>push</i>	Play Sample							
<b>PAGE 6</b>	<b>SAMPLER REPEAT 9-16 with gain (will set repeat, quantize, sync... to be used as drum kit)</b>							
<i>push</i>	<i>Show Sampler</i>	<i>Load Sample Bank</i>						
<i>push</i>	Gain							
<i>push</i>	Play Sample							
<b>PAGE 7</b>	<b>SAMPLER 1-8 horizontal with controls (will start from the beginning when Play, no pause)</b>							
<i>push</i>	<i>Show Sampler</i>	<i>Load Sample Bank</i>						<i>Shift</i>
<i>push</i>	Play Sample	PFL	Rewind	Fforward	Hot Cue 1	Hot Cue 2	Hot Cue 3	Hot Cue 4
<i>+ shift</i>			<i>Sync -</i>	<i>Sync +</i>	Delete HC	Delete HC	Delete HC	Delete HC
<b>PAGE 8</b>	<b>LIBRARY &amp; PROGRESS</b>							
<i>push</i>	Waveform size +	Waveform size -	Font size +	Font size -	Max library		<i>Xfader center</i>	<i>AutoDJ enable</i>
<i>push</i>	MoveUp	ScrollUp			AutoDjAddTop	AutoDjAddBottom	AutoDJ fade out	AutoDJ skip next
<i>push</i>	GoToItem	MoveFocus			Load D1	Load D2		
<i>push</i>	MoveDown	ScrollDown			Load Sample1	Load Sample2	Load Sample3	Load Sample4
<i>push</i>					Load Sample5	Load Sample6	Load Sample7	Load Sample8
<i>push</i>	Progress D1	Progress D1	Progress D1	Progress D1	Progress D2	Progress D2	Progress D2	Progress D2
<i>push</i>	Progress D1	Progress D1	Progress D1	Progress D1	Progress D2	Progress D2	Progress D2	Progress D2
<i>push</i>	Progress D1	Progress D1	Progress D1	Progress D1	Progress D2	Progress D2	Progress D2	Progress D2
<i>push</i>	Progress D1	Progress D1	Progress D1	Progress D1	Progress D2	Progress D2	Progress D2	Progress D2