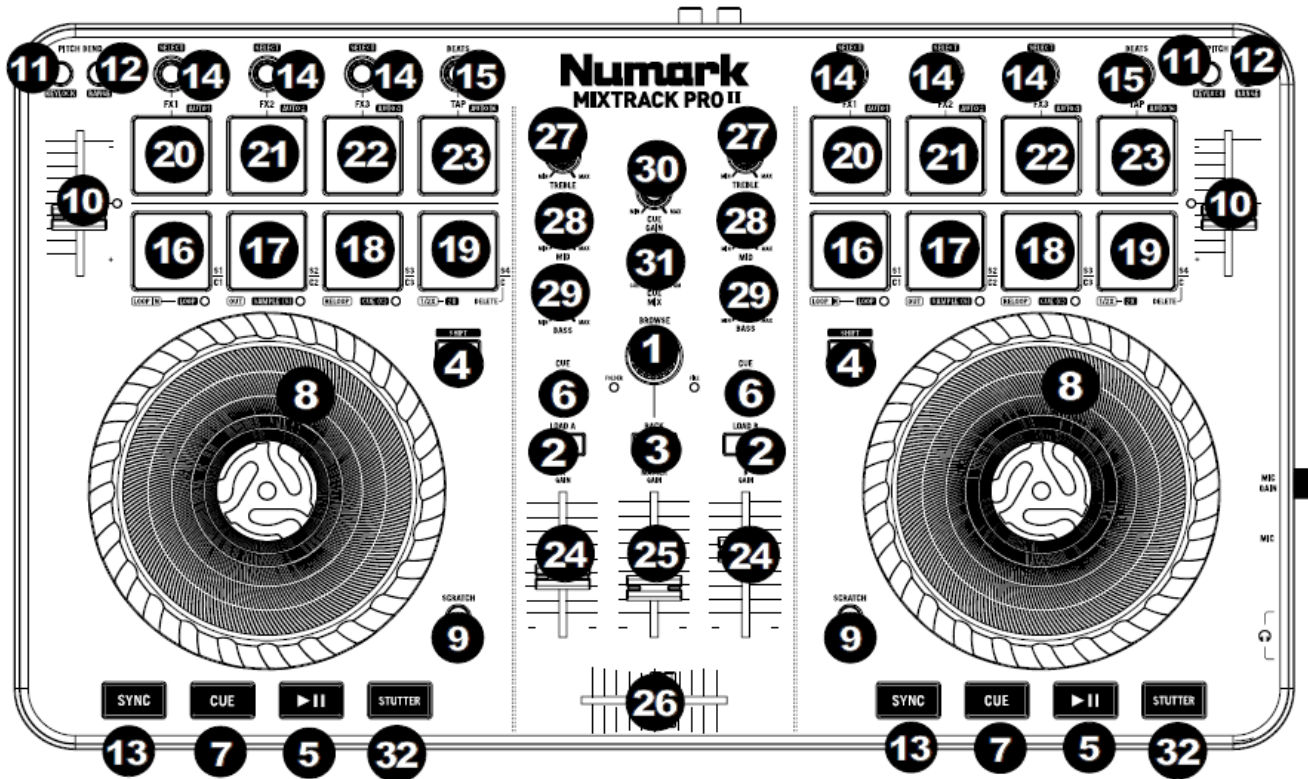


MIXXX Numark MixTrack Pro II MIDI Implementation

By Armen Rizal

This mappings aim to make your Mixtrack Pro II work as close to the manual. Modified or add-on functions are printed in *italic*. Please enjoy your DJing with Mixxx.



1. **Browser Knob** – Rotate the knob to cycle through folders and tracks. *When a file is selected, it will loaded to the first stopped deck. When a folder is selected, press the knob to enter it. (Press BACK to move up to the previous level.)*
2. **Load** – Press one of these buttons while a track is selected to assign it to Deck A or B, respectively, in the software.
3. **Back** – Cycles between the file structure and the music library in the software.
4. **Shift** – Allows multiple control commands to be triggered when pressed first along with other buttons.
5. **Play/Pause** – Starts and suspends playback. *(Hold Shift + Play will activate Brake effect).*
6. **Cue Button** – Sends pre-fader audio to the Cue Channel for headphone monitoring.
7. **Cue (Transport Control)** – Sets and recalls the main Cue point in the current track. Hold down the CUE button for temporary play of the cue point. The track will play for as long as the button is held down and return to the cue point once it is released.
8. **Platter/Jog Wheel** – This capacitive, touch-sensitive jog wheel controls the audio when the wheel is touched and moved. When the Scratch button is not active, use the wheel to bend the pitch of the track. When the Scratch button is active, use the wheel to grab and move the audio, "scratching" the track as you would with a vinyl record. You can also grab the non-touch-sensitive outer wheel to bend

the pitch of the track. *Backspin is implemented.*

9. **Scratch** – Controls the behavior of the platters. When not active, the platter will function as Pitch Bend. When active, the platter will have the ability to scratch.

10. **Pitch Fader** – Controls the tempo (speed) of the individual decks.

11. **Pitch Bend Down** – Press and hold to momentarily reduce the speed of the track.

12. **Pitch Bend Up** – Press and hold to momentarily increase the speed of the track.

13. **Sync** – Enables BPM syncing between decks for the software tracks. *If the other deck is stopped, only sync tempo (not phase). Adjust BeatGrid in the correct place (implemented only in v.1.12).* To manually adjust BPM and exit Sync mode press and hold Shift and then Sync.

14. **Effect Control** – *Adjusts the Flanger effect parameter in Mixxx:*

14a – control the Flanger LFO knob

14b – control the Flanger Depth knob

14c – control the Flanger Delay knob.

15. **Beats Multiplier** – *Adjusts the pre-fader gain of the track (to avoid clipping).*

16. **Loop In** – Press this pad to set the beginning of a loop when in Looping Mode. After a Loop Out point is set and this button is pressed again, it will allow for fine adjustment of the Loop In point. Pressing Shift + Loop In will set the current Pad Mode as “Looping Mode”. See the PAD MODE COMMANDS section for information on this pad’s additional functions.

17. **Loop Out** – Press this pad to set the end of a loop when in Looping Mode. When this button is pressed again after a Loop Out point has been set, it will allow for fine adjustment of the Loop Out point. Pressing Shift + Loop Out will set the current pad mode to “Sample (S)” Mode. See the PAD MODE COMMANDS section for information on this pad’s additional functions.

18. **Reloop** – Press this pad when inside a loop to turn the loop off. When this button is pressed again outside a loop, this will activate the loop and start playback from its Loop In point. If a loop has not been set, this button will have no effect. Pressing Shift + Reloop will set the current pad mode to “Hot Cue Mode”. See the PAD MODE COMMANDS section for information on this pad’s additional functions.

19. **Loop x1/2** – Press this pad to reduce the currently playing loop length by half when in Looping Mode. If a loop is not playing, this will set the autoloop length. Hold Shift + Loop 1/2 to double the loop length. See the PAD MODE COMMANDS section for information on this pad’s additional functions.

20. **FX1 On/Off** – *Turns Flanger FX on and off.* Hold Shift + FX1 to set and start playback of a 1-beat autoloop.

21. **FX2 On/Off** – *Turns High Filter Kill on and off.* Hold Shift + FX2 to set and start playback of a 2-beat autoloop.

22. **FX3 On/Off** – *Turns Low Filter Kill on and off.* Hold Shift + FX3 to set and start playback of a 4-beat autoloop.

23. **Tap** – Press this pad 4 or more times to manually enter a new BPM *for the Beats Multiplier. The Beats Multiplier will ignore the track's BPM and follow your manually entered tempo.* Hold Shift + Tap to set and start playback of a 16-beat autoloop.

24. **Channel Volume** – Adjusts the volume of the individual channels in the software.

25. **Master Volume** – Adjusts the volume of the master mix coming from the software.

Note: This does not affect the microphone volume. Use the Mic Gain knob to control the microphone volume.

26. **Crossfader** – Controls the blend between the two decks.

27. **High EQ** – Controls the treble frequencies for the individual channels.

28. **Mid EQ** – Controls the mid range frequencies for the individual channels.

29. **Low EQ** – Controls the bass frequencies for the individual channels.

30. **Cue Gain** – Adjusts the volume for headphone cueing in the software.

31. **Cue Mix** – Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.
32. **Stutter** – Press this button while the music is playing to jump back to the last set cue point, creating a "stutter" effect. (*Hold Shift + Stutter will activate Spinback effect*).

COMBINATION KEYS

Shift + Pitch Bend - = Allows you to change the tempo of the track without changing the original key of the song (0% pitch).

Shift + Pitch Bend + = Adjusts the range of the pitch fader in the software.

Shift + FX Control = Selects the effect.

Shift + FX1 = Sets and starts playback of a 1-beat autoloop.

Shift + FX2 = Sets and starts playback of a 2-beat autoloop.

Shift + FX3 = Sets and starts playback of a 4-beat autoloop.

Shift + Tap = Sets and starts playback of a 16-beat autoloop.

PAD MODE COMMANDS

The lower row of pads has different functions depending on their mode: Looping Mode, Sample Mode, or Hot Cue Mode. To select a mode, hold down the SHIFT button and press one of the lower pads. An LED under the pad section indicates the currently selected mode.

Looping Mode: Press Shift + Loop In to assign the lower 4 pads to the functions listed below:

- Loop In – Sets the beginning of a loop. After a Loop Out point is set, when this button is pressed again, it will allow for fine adjustment of the Loop In point.
- Loop Out – Sets the end point for the loop. When this button has been pressed after a Loop Out point has been set, it will allow for fine adjustment of the Loop Out point.
- Reloop – When this is pressed inside a loop, this will turn the loop off. When pressed outside a loop, this will activate the loop and start playback from its Loop In point. If a loop has not been set, this button will have no effect.
- Loop x1/2 – Cuts the currently playing loop in half. Press Shift + Loop x1/2 to double the length the currently playing loop.

Sample Mode: Press Shift + Loop Out to assign the lower 4 pads to the functions listed below:

- Sample 1 (S1) – Plays the sample assigned to Sample Pad 1.
- Sample 2 (S2) – Plays the sample assigned to Sample Pad 2.
- Sample 3 (S3) – Plays the sample assigned to Sample Pad 3.
- Sample 4 (S4) – Plays the sample assigned to Sample Pad 4.

Hot Cue Mode: Press Shift + Reloop to assign the lower 4 pads to the functions listed below:

- Cue 1 (C1) – If a cue point has not already been set for the loaded track, this control will mark Cue Point 1. If a cue point has already been set, this control will jump to Cue Point 1.
- Cue 2 (C2) – If a cue point has not already been placed on the loaded track, this control will mark Cue Point 2. If a cue point has already been set, this control will jump to Cue Point 2.
- Cue 3 (C3) – If a cue point has not already been placed on the loaded track, this control will mark Cue Point 3. If a cue point has already been set, this control will jump to Cue Point 3.
- Delete Cue (C) – Press this button, and then press one of the other pads in the row to delete its cue point.

SPECIAL LED INDICATOR

- *Top row of pads flash when channel clipping occurs (too loud).*
- *Cue Button blink at Beat time in the ultimates 30 seconds of song.*
- *Stutter Button blink at each Beat of the grid.*

MIDI Specifications

Supplied by Ricecows (rj@ricecows.net)

Item Name	Shift Function	Status	Midino
1x1 Browser Knob, Press		0x90	0x76
1x2 Broswer Knob, Scroll		0xB0	0X1A
2a Load Deck A		0x90	0x4B
2b Load Deck B		0x90	0x34
3 Back (browser)		0x90	0x77
4a Shift Deck A		0x90	0x61
4b Shift Deck B		0x90	0x62
5a Play Deck A		0x90	0x3B
5b Play Deck B		0x90	0x42
6a Cue Button Deck A		0x90	0x51
6b Cue Button Deck B		0x90	0x52
7a Cue Point Deck A		0x90	0x33
7b Cue Point Deck B		0x90	0x3C
8a1 Jog Wheel Deck A, Touch	(note: This is the touch area)	0x90	0x4D
8b1 Jog Wheel Deck B, Touch	(note: This is the touch area)	0x90	0x4E
8a2 Jog Wheel Deck A, Scroll	(note: This is when scrolling)	0xB0	0x19
8b2 Jog Wheel Deck B, Scroll	(note: This is when scrolling)	0xB0	0x18
9a Scratch Toggle Deck A		0x90	0x48
9b Scratch Toggle Deck B		0x90	0x50
10a Pitch fade Deck A		0xB0	0x0D
10b Pitch fade Deck B		0xB0	0x0E
11a Pitch Bend Down Deck A	Keylock	0x90	0x43
11b Pitch Bend Down Deck B	Keylock	0x90	0x45
12a Pitch Bend Up Deck A	Pitch range	0x90	0x44
12b Pitch Bend Up Deck B	Pitch range	0x90	0x46
13a Sync Deck A		0x90	0x40
13b Sync Deck B		0x90	0x47
14a1 Effect 1, Deck A	Select Effect	0xB0	0x1B

14b1 Effect 1, Deck B	Select Effect	0xB0	0x1E
14a2 Effect 2, Deck A	Select Effect	0xB0	0x1C
14b2 Effect 2, Deck B	Select Effect	0xB0	0x1F
14a3 Effect 3, Deck A	Select Effect	0xB0	0x1D
14b3 Effect 3, Deck B	Select Effect	0xB0	0x20
15a Beats Multiplier Deck A		0xB0	0x21
15b Beats Multiplier Deck B		0xB0	0x22
16a1 Loop In Deck A	Shift click: Looping mode	0x90	0x53
17a1 Loop Out Deck A	Shift click: Sample mode	0x90	0x54
18a1 Reloop Deck A	Shift click: Hot Cue mode	0x90	0x55
19a1 Loop x1/2 Deck A	Shift click: x2	0x90	0x63
16b1 Loop In Deck B	Shift click: Looping mode	0x90	0x56
17b1 Loop Out Deck B	Shift click: Sample mode	0x90	0x57
18b1 Reloop Deck B	Shift click: Hot Cue mode	0x90	0x58
19b1 Loop x1/2 Deck B	Shift click: x2	0x90	0x64
16a2 Sample 1 Deck A		0x90	0x65
17a2 Sample 2 Deck A		0x90	0x66
18a2 Sample 3 Deck A		0x90	0x67
19a2 Sample 4 Deck A		0x90	0x68
16b2 Sample 1 Deck B		0x90	0x69
17b2 Sample 2 Deck B		0x90	0x6A
18b2 Sample 3 Deck B		0x90	0x6B
19b2 Sample 4 Deck B		0x90	0x6C
16a3 Hot Cue 1 Deck A		0x90	0x6D
17a3 Hot Cue 2 Deck A		0x90	0x6E
18a3 Hot Cue 3 Deck A		0x90	0x6F
19a3 Delete Hot Cue Deck A		0x90	0x70
16b3 Hot Cue 1 Deck B		0x90	0x71
17b3 Hot Cue 2 Deck B		0x90	0x72
18b3 Hot Cue 3 Deck B		0x90	0x73
19b3 Delete Hot Cue Deck B		0x90	0x74
20a FX1 On/Off Deck A	1-beat auto loop	0x90	0x59
20b FX1 On/Off Deck B	1-beat auto loop	0x90	0x5D
21a FX2 On/Off Deck A	2-beat auto loop	0x90	0x5A
21b FX2 On/Off Deck B	2-beat auto loop	0x90	0x5E
22a FX3 On/Off Deck A	4-beat auto loop	0x90	0x5B
22b FX3 On/Off Deck B	4-beat auto loop	0x90	0x5F
23a Beat Tap Deck A	16-beat auto loop	0x90	0x5C

23b Beat Tap Deck B	16-beat auto loop	0x90	0x60
24a Channel Volume Deck A		0xB0	0x16
24b Channel Volume Deck B		0xB0	0x07
25 Master Volume		0xB0	0x17
26 Cross fader		0xB0	0x0A
27a High EQ Deck A		0xB0	0x10
27b High EQ Deck B		0xB0	0x11
28a Mid EQ Deck A		0xB0	0x12
28b Mid EQ Deck B		0xB0	0x13
29a Lo EQ Deck A		0xB0	0x14
29b Lo EQ Deck B		0xB0	0x15
30 Cue Gain		0xB0	0x0B
31 Cue Mix		0xB0	0x0C
32a Stutter Deck A		0x90	0x4A
32b Stutter Deck B		0x90	0x4C