EXTRA

Virtual DJ 2026 modified controller mappings

On initialisation, the following is set for all decks:

- All pre-fader levels are deactivated
- Smart loop is activated
- Default loop length is 8 beats
- Smart cue is activated
- Vinyl mode and smart scratch are deactivated
- Beat lock is deactivated
- Key lock is activated
- Pitch range is 6%, 12%, 24%, 48%, or 100% with a default of 24%
- All volume faders are initialised to 0
- Slip mode is turned off

General adjustments:

- Adjust blinking durations:
    - Main cue LEDs blink every 250 ms when cue mode is active in hotcue drumpad mode or sample drumpad mode; every 1000 ms when a cue point is cued (and the corresponding hotcue LED also blinks every 250 ms)
    - Main play LEDs blink every 1000 ms when playing; continuously on when paused
    - Main pause LEDs blink every 1000 ms when denoting deck 3 or 4
    - Effect LEDs blink every 500 ms when active; in combi fx select mode and reverb & cut mode, the effect LEDs blink every 250 ms; in reversing mode every 100 ms; in stems split mode every 50 ms
    - Parameter LEDs blink every 250 ms when in hotcue drumpad mode, or every 500 ms when in sample drumpad mode
    - Effect and parameter LEDs blink simultaneously every 250 ms when in active filter mode
    - Right sampler play LED blinks every 500 ms when active
    - Sample record LEDs blink every 500 ms when in hotcue deletion mode
    - Hotcue LEDs blink for deletion every 500 ms when in hotcue deletion mode; they blink every 150 ms when the respective stem is active
    - Loop LEDs blink every 1000 ms when active (**red**/**blue** for **normal**/**smart** loop)
    - Vinyl mode LEDs blink every 500 ms if search is activated
    - Pitch bend LEDs blink very 250 ms when pressed; on the left deck, the left LED is continuously on when smart cue is active, the right LED is continuously on when smart scratch is active
    - Search LEDs blink every 250 ms when seeking left or right
    - The sync LED (**blue**) is constantly on when the current deck is the master deck
    - The range LED (**red**) blinks according to the current song's tempo (purple if it the song is playing on the master deck)
    - When slip mode is active, the pitch bend buttons blink every 100 ms

- Adjust touch durations:
    - Browser control switches to fullscreen after a long press
    - Scratch switches to search mode after a long press

Extra mappings for both decks:

- Vinyl → Switches jogwheel into search mode after a long press
- Shift + vinyl (long press) → (= key lock) Toggles slip mode
- Shift + cue → Jumps to first beat (long press for fluid beat grid analysis)
- Play → Alternates between play and pause; deactivate cue mode from hotcue drumpad mode when playing
- Shift + play → Plays the song, sync'd on beat
- Pause → Switches between decks 1 ⇔ 3 and 2 ⇔ 4
- Pause (long press) → toggles **cue mode** for hotcue drumpad mode
- Search << and >> → Jumps backwards/forwards the current loop beat size
- Effect select (press) → Toggles **combi fx select mode** (all effects are default off) / Long press enters **stems mode**
- Shift + effect select (turn) → Change key
- Shift + effect select (press) → Toggles **reverb & cut mode**
- Shift + effect select (long press) → Toggles stem split between decks 1 ⇔ 3 or 2 ⇔ 4
- Effect on/off → Activates reverse/dump when in reversing mode
- Shift + effect on/off → Resets key to 0 (long press toggles **reversing mode**)
- Effect control → Moves effect slider 1, or filter when in active filter mode
- Shift + effect control → Always filter
- Effect parameter → Switches between **hotcue drumpad** / **sample drumpad** (only active on the right deck) / **normal mode**
- Shift + effect parameter → Toggles **active filter mode** (exiting resets filter to 50 %)
- Shift + sample select (turn) → Adjusts beat grid
- Sample volume (turn) → Moves effect slider 2
- Rec → Toggles hotcue deletion mode; removes all drum cues (after long press)
- Shift + loop in → Moves position and loop 8 beats left
- Shift + loop out → Quantises loop out point
- Shift + reloop → Moves position and loop 8 beats right
- Shift + smart loop → Creates quantised loop
- Touchpad click → Taps beats
- Shift + touchslider (swipe) → Moves 4 beats backwards (up) / forwards (down)
- Sync (long press) → Sets the masterdeck
- Hotcue 1 – 4 → Adds/triggers/removes hot cue 1 – 4 (**red**)
- Shift + hotcue 5 – 8 → Adds/ triggers/removes hot cue 5 – 8 (**blue**) (**purple**)
- Pitch reset → Instantly resets the pitch to 100 %

Extra mappings for left deck only:

- Shift + sync (long press) → Toggles between 2 ⇔ 4 waveforms visualisation
- Shift + pause → Toggles forward/backward looping mode
- Sample select (turn) → Browses folders/songs
- Sample select (press) → Zooms browser window after 500 ms press, switch between folder ⇔ subfolder ⇔ songs
- Shift + sample select (press) → Recurses current folder and enter it
- Shift + sample volume → Zooms rhythm display
- Sample play → Back
- Shift + sample play → Loads onto left deck / unloads after long press
- Shift + sample rec → Loads onto right deck / unloads after long press
- Shift + pitch bend down → Toggles smart cue for all decks
- Shift + pitch bend up → Toggles smart scratch for all decks
- Touchslider (swipe) → Browses folders

Extra mappings for right deck only:

- Shift + sync (long press) → Toggles lyrics
- Shift + pause → Stops of all playing samples
- Sample select (turn) → Selects sample
- Sample select → Goes to songs and edit search
- Shift + sample select → Goes to songs, clear and edit search
- Sample select(long press) → Selects next sample bank
- Shift + sample select (long press)→ Selects previous sample bank
- Sample play → Plays sample
- Shift + sample play → Edits file info
- Shift + sample rec → Records sample
- Shift + sample volume → Sets sample volume
- Shift + pitch bend down → Cycles between pages
- Shift + pitch bend up → Sorts songs to artist / title / BPM
- Touchslider (swipe) → Browses songs

Keyboard mappings:

- F1/F2/F3 → Gives the song a 1-, 3-, or 5-star rating
- F4 → Removes the song's star rating
- F5 → Marks the song as 'must play' (yellow)
- F11/F12 → Resume/pause and reset the chronometer
- R → Records current session
- A → Toggles the automix window
- B → Analyses fluid beatgrid
- T → Microphone talkover (lowers main volume while pressed)
- X → Zooms browser window

In **combi fx select mode**, the loop in/out/reloop/loop (**red LEDs**), vinyl, backward and forward buttons (**red LEDs**) control the **beatgrid**, **flanger**, **distorter**, **reverb**, **cut**, **loop out**, and **scale down** filter effects. Their LEDs are blinking every 500 ms when the corresponding effect is active, or continuously on when it is inactive. Effect parameters 1 and 2 are controlled using the FX Control and Sample Volume knobs.

In **reverb & cut mode**, both effects' parameters are simultaneously controlled with the FX parameter knob.

In **hotcue drumpad mode**, the loop2 in/out/reloop/loop (**blue LEDs**), vinyl, backward and forward buttons (**red LEDs**) become extra hotcues (HC1 to HC9). Their LEDs are on when the corresponding hotcue is not set, otherwise they blink every 250 ms. They can be deleted individually by pressing Rec first; if Rec is pressed longer than 1500 ms, all the extra hotcues are deleted. Note that when **cue mode** is active, the song only plays as long as the button is pressed.

In **sample drumpad mode**, the loop in/out/reloop/loop (**red LEDs**), vinyl, backward and forward buttons (**red LEDs**) play samples 1 through 4 (kicks) and 5 to 7 (hihats), or stops them when already playing; when **cue mode** is active, each sample only plays as long as its button is pressed. The samples' LEDs are solid when not active and blink every 500 ms when the corresponding sample is being played.

In **active filter mode**, the effect control knob acts as a filter. The best setting is to reset the filter for the outgoing track and to set it to LPF (left) for the incoming track. When blending, turn the filter for the outgoing track to a HPF (right) and for the incoming track to the reset point.

Hotcues are by default labelled as follows:

- HC1 = IN HC5 = IN2 (**green**)
- HC2 = BREAK HC6 = BREAK2 (**yellow**)
- HC3 = DROP HC7 = DROP2 (**red**)
- HC4 = OUT HC8 = OUT2 (**blue**)

In **stem mode**, hotcues are assigned as follows:

- HC1 = vocals (V)
- HC2 = instrumental (music) (I)
- HC3 = kicks + hihats (K)
- HC4 = all (A)
- HC5 = vocals + instrumental (music) (VI)
- HC6 = vocals + kicks + hihats (VK)
- HC7 = instrumental (music) + kicks + hihats (IK)
- HC8 = bass (B)