EXTRA

Virtual DJ Pro modified controller mapping (features):

On initialisation, the following is set for decks 1 and 2:

- All pre-fader levels are deactivated
- Smart loop is deactivated
- 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%, 25%, or 50% with a default of 12%
- All volume faders are initialised to 0

General adjustments:

- Adjust blinking durations:
    - Cue LEDs blink every 250 ms when cue mode is active in hotcue drumpad mode or sample drumpad mode
    - Play LEDs blink every 1000 ms when playing; continuously on when paused
    - Pause LEDs blink every 1000 ms when denoting deck 3 or 4
    - Effect LEDs blink every 500 ms when active; in combi fx and reverb & gater mode, the effect LEDs blink every 250 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 hot cue deletion mode (`shift2`)
    - Hot cue LEDs blink for deletion every 500 ms when sample record (`shift2`) is pressed
    - 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 250ms 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)

- Adjust touch durations:
    - Browser control switches to fullscreen after 300 ms
    - Scratch switches to search mode after 200 ms

<u>Extra mappings for both decks:</u>

- Play (press) → Alternates between play and pause (`play_pause`); deactive cue mode from hotcue drumpad mode when playing

- Shift + play (press) → Plays the song, sync'd on beat (`play_sync_onbeat`)

- Pause (press) → Switches between decks 1 ⇔ 3 and 2 ⇔ 4; toggles **cue mode** for hotcue drumpad mode

- Vinyl (press) → Switches jogwheel into search mode after 200 ms press

- Shift + cue (press) → Jump to first beat (`goto_first_beat`)

- Shift + PFL (press) → Unloads a track from the selected channel (`unload`)

- Search << and >> (press) → Jumps backwards/forwards 24 beats (`seek`)

- Shift + sample select (turn) → Adjust beat grid (`adjust_cbg`)

- Effect on/off (press) → Toggles **combi fx mode** (after 300 ms press); when deactivated, the combi fx select mode is also deactivated

- Effect select (press) → Toggles **combi fx select mode**; when activated, the combi fx mode is also activated

- Shift + effect select (press) → Toggles **reverb & gater mode**

- Effect parameter (press) → Toggles **hotcue drumpad mode** or toggles **sample drumpad mode** (after 300 ms press)

- Shift + effect parameter (press) → Toggles **active filter mode** (exiting resets filter to 50%)

- Effect control (turn) → Moves effect slider 1, or filter when in active filter mode

- Shift + effect control (turn) → Always filter

- Rec (press) → Toggles shift2 continuous state; remove all drum cues (after 1500 ms press)

- Hot cue 1 – 4 (press) → Add hot cue 1 – 4 (red) (`hot_cue`)

- Shift + hot cue 5 – 8 → Add hot cue 5 – 8 (blue) (combined purple) (`hot_cue`)

- Hot cue 1 – 4 (press) [+ Rec] → Remove hot cue 1 – 4 (`delete_cue`)

- Shift + hot cue 5 – 8 (press) [+ Rec] → Remove hot cue 5 – 8 (`delete_cue`)

- Shift + loop in (press) → Moves position and loop 8 beats left (`loop_move`)

- Shift + reloop (press) → Moves position and loop 8 beats right (`loop_move`)

- Touchpad click (press) → Taps beats (`beat_tap`)

- Sample volume (turn) → Moves effect slider 2 (`effect slider 2`)

- Touchslider (swipe) → Moves backwards/forwards 4 beats (`song_pos`)

- Sync (press) → Sets the masterdeck after 300 ms press (`masterdeck`)

- Pitch reset → Instantly resets the pitch to 100%

In **combi fx select mode**, the loop in/our/reloop/loop, vinyl, backward and forward buttons (red LEDs) control the flanger, reverb, gater, cut, distorter, looproll, and filter effects. Their LEDs are blinking every 500 ms when the corresponding effect is active, or continuously on when it is inactive. All parameters are simultaneously controlled with the FX parameter knob.

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

When touching the jog wheels in **combi fx mode**, the echo freeze effect is executed (its parameter is reset upon touching and releasing the jog wheels). Note that all parameters are reset when combi fx mode is activated or deactivated. All effects are turned off when combi fx mode is deactivated.

In **hotcue drumpad mode**, the loop2 in/our/reloop/loop (blue LEDs), vinyl, backward and forward buttons (red LEDs) become extra hot cues. Their LEDs are on when the corresponding hot cue is 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 hot cues 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/our/reloop/loop, vinyl, backward and forward buttons (red LEDs) play samples 1 through 7 as long as they are pressed. Their LEDs are blinking every 500 ms. Note that when **cue mode** is active, the sample only plays as long as the button is pressed.

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.

Extra mappings for left deck only:

- Sample select (turn) → Browses folders/songs (`browser_scroll`)
- Sample select (press) → Zooms browser window after 300 ms press, switch between folder ⇔ subfolder ⇔ songs (`browser_zoom`, `browser_folder` and `browser_enter`)
- Shift + sample select (press) → Recurses current folder and enter it (`recurse_folder` and `browser_enter`)
- Shift + sample volume (turn) → Zooms rhythm display
- Sample play (press) → Back (`browser_folder`)
- Shift + sample play (press) → Loads onto left deck (`load`)
- Shift + sample rec (press) → Loads onto right deck (`load`)
- Shift + pitch bend down (press) → Toggles smart cue for all decks (`smart_cue`)
- Shift + pitch bend up (press) → Toggles smart scratch for all decks (`smart_scratch`)
- Shift + touchslider (swipe) → Browses folders (`browser_scroll`)

Extra mappings for right deck only:

- Sample select (turn) → Selects sample (`sampler select`)
- Sample select (press) → Goes to songs and edit search (`edit_search`)
- Shift + sample select (press) → Goes to songs, clear and edit search (`clear_search`)
- Sample play (press) → Plays sample (`sampler play_stop`)
- Shift + sample play (press) → Edits file info (`browsed_file_info`)
- Shift + sample rec (press) → Records sample (`sampler rec`)
- Shift + sample volume (turn) → Sets sample volume (`sampler volume`)
- Shift + pitch bend down (press) → Cycles between pages
- Shift + pitch bend up (press) → Sorts songs to artist / title / BPM
- Shift + touchslider (swipe) → Browses songs (`browser_scroll`)

Keyboard mappings:

- R → Records current session (`record`)
- Space → Alternates between play and pause (`play_pause`)
- F → Activates reverb and echo freeze effects
- G → Deactivates reverb and echo freeze effects
- C/V → Decreases/increases reverb and echo freeze effects
- A/Z/E → Loads drumkit 1/2/3 and set all sample volumes to 80%
- Q/S → Decreases/increases all sample volumes with 5%