

EXTRA

Virtual DJ 8 modified controller mappings

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; every 1000 ms when a cue point is cued
 - 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 select mode 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 (`hcshift`)
 - Hot cue LEDs blink for deletion every 500 ms when sample record (`hcshift`) 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 every 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 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

Extra mappings for both decks:

- Shift + PFL (press) → Unloads a track from the selected channel (unload)
- Vinyl (press) → Switches jogwheel into search mode after 200 ms press
- Shift + cue (press) → Jumps to first beat (goto_first_beat)
- Play (press) → Alternates between play and pause (play_pause); deactivate 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 (only active on right deck after 300 ms press)
- Search << and >> (press) → Jumps backwards/forwards 24 beats (seek)
- Effect select (press) → Toggles **combi fx select mode** (all effects are default off)
- Shift + effect select (press) → Toggles **reverb & gater mode**
- Shift + effect on/off (press) → Resets key to 0
- Effect control (turn) → Moves effect slider 1, or filter when in active filter mode
- Shift + effect control (turn) → Always filter
- Effect parameter (press) → Switches between **hotcue drumpad mode** and **sample drumpad mode** (only active on the right deck)
- Shift + effect parameter (press) → Toggles **active filter mode** (exiting resets filter to 50%)
- Shift + sample select (turn) → Adjusts beat grid (adjust_cbg)
- Sample volume (turn) → Moves effect slider 2 (effect_slider_2)
- Rec (press) → Toggles hcs_{shift} continuous state; remove all drum cues (after 1500 ms press)
- Shift + loop in (press) → Moves position and loop 8 beats left (loop_move)
- Shift + loop out (press) → Quantises loop out point (smart_loop)
- Shift + reloop (press) → Moves position and loop 8 beats right (loop_move)
- Shift + smart loop (press) → Creates quantised 8-beat loop
- Touchpad click (press) → Taps beats (beat_tap)
- Touchslider (swipe) → Moves 4 beats backwards (up) / forwards (down)
- Sync (press) → Sets the masterdeck after 300 ms press (masterdeck)
- Hot cue 1 – 4 (press) → Adds hot cue 1 – 4 (**red**) (hot_cue)
- Shift + hot cue 5 – 8 → Adds hot cue 5 – 8 (**blue**) (combined purple) (hot_cue)
- Hot cue 1 – 4 (press) [+ Rec] → Removes hot cue 1 – 4 (delete_cue)
- Shift + hot cue 5 – 8 (press) [+ Rec] → Removes hot cue 5 – 8 (delete_cue)
- Pitch reset → Instantly resets the pitch to 100%

In **combi fx select mode**, the loop in/out/reloop/loop (**red LEDs**), vinyl, backward and forward buttons (**red LEDs**) control the flanger, reverb, gater, cut, distorter, spiral, echo and looproll 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.

In **hotcue drumpad mode**, the loop2 in/out/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/out/reloop/loop (**red LEDs**), 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:

- Shift + pause (press) → Toggles forward/backward looping when loop is activated
- 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:

- Shift + pause (press) → Stops of all playing samples
- 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:

- 1/2/3/4 → Sets deck 1/2/3/4 active
- Space → Alternates between play and pause (`play_pause`)
- O → Records current session (`record`)
- D → Dump (while pressed)
- R → Reverse (while pressed)
- G → Goes to first folder
- W/X/C/V/B → Loads sample bank 1/2/3/4/5 (all sample volumes at 80%)
- Q/S → Decreases/increases all (12) sample volumes with 5%
- A/Z → Shows/hides automix side window