# American Auום VMS4 Professional Digital Producer 



## VMS4 MIDI TABLE

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MIDI station MIDI interface definition

NOTE: all MIDI messages use channel 1, Directions OUT and IN are relative to the MIDI station
Control number is in decimal format
All rotary VRs start at the minimum in the leftmost position and increase to the maximum when turned clockwise For touch sliders, MIDI value depends on the finger position the last time the slider was touched.
Description
CUE Left
PLAY > Left
PAUSE II Left
PITCH BEND - Left
PITCH BEND + Left
HOT CUE Left
HOT START 1 Left
HOT START 2 Left
HOT START 3 Left
HOT START 4 Left
SYNC Left
HOT START 5 Left
HOT START 6 Left
HOT START 7 Left
HOT START 8 Left
EFFECT ON/OFF Left
EFFECT PARAMETER Left
SAMPLE PLAY Left
SAMPLE REC Left
LOOP 1 IN Left
LOOP 1 OUT Left
LOOP 1 RELOOP Left
LOOP 1 TRACK Left

| Object | \# |  | I/O |
| :--- | :---: | :---: | :---: |
| Button | 12 | 0 | OUT |
| Button | 13 | 0 | OUT |
| Button | 14 | 0 | OUT |
| Button | 15 | 0 | OUT |
| Button | 16 | 0 | OUT |
| Button | 17 | 0 | OUT |
| Button | 18 | 0 | OUT |
| Button | 19 | 0 | OUT |
| Button | 20 | 0 | OUT |
| Button | 21 | 0 | OUT |
| Button | 22 | 0 | OUT |
| Button | 23 | 0 | OUT |
| Button | 24 | 1 | OUT |
| Button | 25 | 1 | OUT |
| Button | 26 | 1 | OUT |
| Button | 27 | 1 | OUT |
| Button | 28 | 1 | OUT |
| Button | 29 | 1 | OUT |
| Button | 30 | 1 | OUT |
| Button | 31 | 1 | OUT |
| Button | 32 | 1 | OUT |
| Button | 33 | 1 | OUT |
| Button | 34 | 1 | OUT |

## Values

|  |  |
| :---: | :---: |
|  |  |
| OOH = released, 7FH = pressed |  |
| = released, |  |
|  |  |
| d |  |
| 00H $=$ released, 7FH = pressed |  |
| , |  |
| d, 7F |  |
| $\mathrm{H}=$ released, 7FH $=$ |  |
| $\mathrm{H}=$ released, $7 \mathrm{FH}=$ |  |
| eased, 7FH |  |
|  |  |
| released, 7FH |  |
| ed, 7 |  |
| d, 7 |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| eleased, 7FH = pres |  |
| $\mathrm{H}=$ released, $7 \mathrm{FH}=$ |  |
| = released, 7 |  |
| OOH = released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH $=$ pressed |  |
|  |  |

LOOP 2 IN Left
LOOP 2 OUT Left
LOOP 2 RELOOP Left
LOOP 2 TRACK Left
VINYL Left
SEARCH << Left
SEARCH >> Left
CUE MIDILOG 1
CUE MIDILOG 2
CUE MIDILOG 3
CUE MIDILOG 4
CUE Right
PLAY > Right
PAUSE II Right
PITCH BEND - Right
PITCH BEND + Right
HOT CUE Right
HOT START 1 Right
HOT START 2 Right
HOT START 3 Right
HOT START 4 Right
SYNC Right
HOT START 5 Right
HOT START 6 Right
HOT START 7 Right
HOT START 8 Right
EFFECT ON/OFF Right
EFFECT PARAMETER Right
SAMPLE PLAY Right
SAMPLE REC Right
LOOP 1 IN Right

LOOP 2 IN Left
LOOP 2 OUT Left
LOOP 2 RELOOP Left
LOOP 2 TRACK Left
VINYL Left
SEARCH << Left
SEARCH >> Left
CUE MIDILOG 1
CUE MIDILOG 3
CUE MIDILOG 4
CUE Right
PLAY > Right
PITCH BEND - Righ
PITCH BEND + Right
HOT CUE Right
HOT START 2 Right
HOT START 3 Right
HOT START 4 Right
SYNC Right
HOT START 5 Right
HOT START 7 Right

HOT START 8 Right
EFFECT ON/OFF Right

SAMPLE PLAY Right

LOOP 1 IN Right

| Button | 35 | 1 | OUT |
| :--- | :--- | :--- | :--- |
| Button | 36 | 2 | OUT |
| Button | 37 | 2 | OUT |
| Button | 38 | 2 | OUT |
| Button | 39 | 2 | OUT |
| Button | 40 | 2 | OUT |
| Button | 41 | 2 | OUT |
| Button | 42 | 2 | OUT |
| Button | 43 | 2 | OUT |
| Button | 44 | 2 | OUT |
| Button | 45 | 2 | OUT |
| Button | 46 | 2 | OUT |
| Button | 47 | 2 | OUT |
| Button | 48 | 3 | OUT |
| Button | 49 | 3 | OUT |
| Button | 50 | 3 | OUT |
| Button | 51 | 3 | OUT |
| Button | 52 | 3 | OUT |
| Button | 53 | 3 | OUT |
| Button | 54 | 3 | OUT |
| Button | 55 | 3 | OUT |
| Button | 56 | 3 | OUT |
| Button | 57 | 3 | OUT |
| Button | 58 | 3 | OUT |
| Button | 59 | 3 | OUT |
| Button | 60 | 4 | OUT |
| Button | 61 | 4 | OUT |
| Button | 62 | 4 | OUT |
| Button | 63 | 4 | OUT |
| Button | 64 | 4 | OUT |
| Button | 65 | 4 | OUT |

$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$0 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$0 \mathrm{OH}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed
$00 \mathrm{H}=$ reased, $7 \mathrm{FH}=$ pressed
$0 \mathrm{OH}=$ pressed

```
    LOOP 1 OUT Right
    LOOP 1 RELOOP Right
    LOOP }1\mathrm{ TRACK Right
        LOOP 2 IN Right
    LOOP 2 OUT Right
LOOP 2 RELOOP Right
LOOP 2 TRACK Right
            VINYL Right
SEARCH << Right
SEARCH >> Right
    MIC 1 ON/OFF
    MIC 2 ON/OFF
NORMAL / REVERSE XFADE
SCRATCH WHEEL Left touch
SCRATCH WHEEL Right touch
PITCH center click Left
PITCH center click Right
    EFFECT SELECT Left
    SAMPLE SELECT Left
    EFFECT SELECT Right
    SAMPLE SELECT Right
TOUCH SLIDER left touch
TOUCH SLIDER right touch
    USB / ANALOG 1
    USB / ANALOG 2
    USB / ANALOG 3
    USB / ANALOG 4
    XF ASSIGN 1 Left
    XF ASSIGN 2 Left
    XF ASSIGN 3 Left
    XF ASSIGN 4 Left
```

| Button | 66 | 4 | OUT |
| :---: | :---: | :---: | :---: |
| Button | 67 | 4 | OUT |
| Button | 68 | 4 | OUT |
| Button | 69 | 4 | OUT |
| Button | 70 | 4 | OUT |
| Button | 71 | 4 | OUT |
| Button | 72 | 5 | OUT |
| Button | 73 | 5 | OUT |
| Button | 74 | 5 | OUT |
| Button | 75 | 5 | OUT |
| Push on/push off sw | 76 | 5 | OUT |
| Push on/push off sw | 77 | 5 | OUT |
| Slide switch | 78 | 5 | OUT |
| touch sensor | 79 | 5 | OUT |
| touch sensor | 80 | 5 | OUT |
| VR center click | 81 | 5 | OUT |
| VR center click | 82 | 5 | OUT |
| encoder click | 83 | 5 | OUT |
| encoder click | 84 | 6 | OUT |
| encoder click | 85 | 6 | OUT |
| encoder click | 86 | 6 | OUT |
| touch sensor | 87 | 6 | OUT |
| touch sensor | 88 | 6 | OUT |
| Slide switch | 89 | 6 | OUT |
| Slide switch | 90 | 6 | OUT |
| Slide switch | 91 | 6 | OUT |
| Slide switch | 92 | 6 | OUT |
| Rotary Select | 93 | 6 | OUT |
| Rotary Select | 94 | 6 | OUT |
| Rotary Select | 95 | 6 | OUT |
| Rotary Select | 96 | 7 | OUT |
|  |  |  |  |


| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| :---: | :---: |
|  |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| OOH = released, 7FH = pressed |  |
| 00H = released, 7FH = pressed |  |
|  | $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
|  | $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| OOH $=$ NORMAL, 7FH $=$ REVERSE |  |
|  | $00 \mathrm{H}=$ no touch, 7FH = touch |
|  |  |
|  | $00 \mathrm{H}=$ no click, 7FH = click |
|  | $00 \mathrm{H}=$ no click, $7 \mathrm{FH}=$ click |
|  | $00 \mathrm{H}=$ no click, 7FH = click |
|  | $00 \mathrm{H}=$ no click, 7FH = click |
|  | $00 \mathrm{H}=$ no click, 7FH = click |
|  | $00 \mathrm{H}=$ no click, 7FH = click |
|  | $00 \mathrm{H}=$ no touch, $7 \mathrm{FH}=$ touch |
|  | $00 \mathrm{H}=$ no touch, 7FH = touch |
|  | $00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=$ ANALOG |
|  | $00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=$ ANALOG |
|  | $00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=$ ANALOG |
|  | $00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=$ ANALOG |
| $00 \mathrm{H}=$ no assign, 7FH = assign |  |
|  |  |
| $00 \mathrm{H}=$ no assign, 7FH = assign |  |
|  | $00 \mathrm{H}=$ no assign, 7FH $=$ assign |

XF ASSIGN 1 Right
XF ASSIGN 2 Right
XF ASSIGN 3 Right
XF ASSIGN 4 Right
CUE Left
PLAY > Left
PAUSE II Left
PITCH BEND - Left
PITCH BEND + Left
EFFECT ON/OFF Left
EFFECT PARAMETER Left
SAMPLE PLAY Left
SAMPLE REC Left
VINYL Left
SEARCH << Left
SEARCH >> Left
CUE MIDILOG 1
CUE MIDILOG 2
CUE MIDILOG 3
CUE MIDILOG 4
CUE Right
PLAY > Right
PAUSE II Right
PITCH BEND - Right
PITCH BEND + Right
EFFECT ON/OFF Right
EFFECT PARAMETER Right
SAMPLE PLAY Right
SAMPLE REC Right
VINYL Right
SEARCH << Right

| Rotary Select | 97 | 7 | OUT |
| :--- | :---: | :---: | :---: |
| Rotary Select | 98 | 7 | OUT |
| Rotary Select | 99 | 7 | OUT |
| Rotary Select | 100 | 7 | OUT |
| Button | 12 | 0 | OUT |
| Button | 13 | 0 | OUT |
| Button | 14 | 0 | OUT |
| Button | 15 | 0 | OUT |
| Button | 16 | 0 | OUT |
| Button | 27 | 1 | OUT |
| Button | 28 | 1 | OUT |
| Button | 29 | 1 | OUT |
| Button | 30 | 1 | OUT |
| Button | 39 | 2 | OUT |
| Button | 40 | 2 | OUT |
| Button | 41 | 2 | OUT |
| Button | 42 | 2 | OUT |
| Button | 43 | 2 | OUT |
| Button | 44 | 2 | OUT |
| Button | 45 | 2 | OUT |
| Button | 46 | 2 | OUT |
| Button | 47 | 2 | OUT |
| Button | 48 | 3 | OUT |
| Button | 49 | 3 | OUT |
| Button | 50 | 3 | OUT |
| Button | 61 | 4 | OUT |
| Button | 62 | 4 | OUT |
| Button | 63 | 4 | OUT |
| Button | 64 | 4 | OUT |
| Button | 73 | 5 | OUT |
| Button | 74 | 5 | OUT |


| $00 \mathrm{H}=$ no assign, 7FH = assign |  |
| :---: | :---: |
|  |  |
| $00 \mathrm{H}=$ no assign, 7FH $=$ assign |  |
| $00 \mathrm{H}=$ no assign, 7FH = assign |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH $=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $0 \mathrm{OH}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| OOH = released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH $=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH $=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, $7 \mathrm{FH}=$ pressed |  |
| $00 \mathrm{H}=$ released, 7FH = pressed |  |
| $00 \mathrm{H}=$ released, 7FH $=$ pressed |  |
|  |  |

SEARCH >> Right
MIC 1 ON/OFF
MIC 2 ON/OFF
NORMAL / REVERSE XFADE
SCRATCH WHEEL Left touch
SCRATCH WHEEL Right touch
PITCH center click Left
PITCH center click Right
EFFECT SELECT Left
SAMPLE SELECT Left
EFFECT SELECT Right
SAMPLE SELECT Right
TOUCH SLIDER left touch
TOUCH SLIDER right touch
USB / ANALOG 1
USB / ANALOG 2
USB / ANALOG 3
USB / ANALOG 4
XF ASSIGN 1 Left
XF ASSIGN 2 Left
XF ASSIGN 3 Left
XF ASSIGN 4 Left
XF ASSIGN 1 Right
XF ASSIGN 2 Right
XF ASSIGN 3 Right
XF ASSIGN 4 Right
LOAD Left
LOAD Right
MIDILOG 1 GAIN
MIDILOG 1 TREBLE
MIDILOG 1 MID

| Button | 75 | 5 | OUT |
| :---: | :---: | :---: | :---: |
| Push on/push off sw | 76 | 5 | OUT |
| Push on/push off sw | 77 | 5 | OUT |
| Slide switch | 78 | 5 | OUT |
| touch sensor | 79 | 5 | OUT |
| touch sensor | 80 | 5 | OUT |
| VR center click | 81 | 5 | OUT |
| VR center click | 82 | 5 | OUT |
| encoder click | 83 | 5 | OUT |
| encoder click | 84 | 6 | OUT |
| encoder click | 85 | 6 | OUT |
| encoder click | 86 | 6 | OUT |
| touch sensor | 87 | 6 | OUT |
| touch sensor | 88 | 6 | OUT |
| Slide switch | 89 | 6 | OUT |
| Slide switch | 90 | 6 | OUT |
| Slide switch | 91 | 6 | OUT |
| Slide switch | 92 | 6 | OUT |
| Rotary Select | 93 | 6 | OUT |
| Rotary Select | 94 | 6 | OUT |
| Rotary Select | 95 | 6 | OUT |
| Rotary Select | 96 | 7 | OUT |
| Rotary Select | 97 | 7 | OUT |
| Rotary Select | 98 | 7 | OUT |
| Rotary Select | 99 | 7 | OUT |
| Rotary Select | 100 | 7 | OUT |
| touch button | 101 | 7 | OUT |
| touch button | 102 | 7 | OUT |
| Rotary VR | 0 |  | OUT |
| Rotary VR | 1 |  | OUT |
| Rotary VR | 2 |  | OUT |
|  |  |  |  |

$$
\begin{aligned}
& 00 \mathrm{H}=\text { released, } 7 \mathrm{FH}=\text { pressed } \\
& 00 \mathrm{H}=\text { released, } 7 \mathrm{FH}=\text { pressed } \\
& 00 \mathrm{H}=\text { released, } 7 \mathrm{FH}=\text { pressed } \\
& 00 \mathrm{H}=\mathrm{NORMAL}, 7 \mathrm{FH}=\text { REVERSE } \\
& 00 \mathrm{H}=\text { no touch, } 7 \mathrm{FH}=\text { touch } \\
& 00 \mathrm{H}=\text { no touch, } 7 \mathrm{FH}=\text { touch } \\
& 00 \mathrm{H}=\text { no click, } 7 \mathrm{FH}=\text { click } \\
& 00 \mathrm{H}=\text { no click, } 7 \mathrm{FH}=\text { click } \\
& 00 \mathrm{H}=\text { no click, } 7 \mathrm{FH}=\text { click } \\
& 00 \mathrm{H}=\text { no click, } 7 \mathrm{FH}=\text { click } \\
& 00 \mathrm{H}=\text { no click, } 7 \mathrm{FH}=\text { click } \\
& 00 \mathrm{H}=\text { no click, 7FH = click } \\
& 00 \mathrm{H}=\text { no touch, } 7 \mathrm{FH}=\text { touch } \\
& 00 \mathrm{H}=\text { no touch, 7FH = touch } \\
& 00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=\text { ANALOG } \\
& 00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=\text { ANALOG } \\
& 00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=\text { ANALOG } \\
& 00 \mathrm{H}=\mathrm{USB}, 7 \mathrm{FH}=\text { ANALOG } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no assign, 7FH = assign } \\
& 00 \mathrm{H}=\text { no touch, } 7 \mathrm{FH}=\text { touch } \\
& 00 \mathrm{H}=\text { no touch, } 7 \mathrm{FH}=\text { touch } \\
& 00 \mathrm{H} \text { min to } 7 \mathrm{FH} \text { max } \\
& 00 \mathrm{H} \text { min to } 7 \mathrm{FH} \text { max } \\
& 00 \mathrm{H} \text { min to 7FH max }
\end{aligned}
$$

MIDILOG 1 BASS
MIDILOG 1 LINE
MIDILOG 2 GAIN
MIDILOG 2 TREBLE
MIDILOG 2 MID
MIDILOG 2 BASS
MIDILOG 2 LINE
MIDILOG 3 GAIN
MIDILOG 3 TREBLE
MIDILOG 3 MID
MIDILOG 3 BASS
MIDILOG 3 LINE
MIDILOG 4 GAIN
MIDILOG 4 TREBLE
MIDILOG 4 MID
MIDILOG 4 BASS
MIDILOG 4 LINE
MIC 1 GAIN
MIC 1 TREBLE
MIC 1 MID
MIC 1 BASS
MIC 2 GAIN
MIC 2 TREBLE
MIC 2 MID
MIC 2 BASS
MASTER
BALANCE
BOOTH
CROSSFADER
CROSSFADER REVERSED
CROSSFADER CURVE

| Rotary VR | 3 | OUT |
| :---: | :---: | :---: |
| Slide VR | 4 | OUT |
| Rotary VR | 5 | OUT |
| Rotary VR | 6 | OUT |
| Rotary VR | 7 | OUT |
| Rotary VR | 8 | OUT |
| Slide VR | 9 | OUT |
| Rotary VR | 10 | OUT |
| Rotary VR | 11 | OUT |
| Rotary VR | 12 | OUT |
| Rotary VR | 13 | OUT |
| Slide VR | 14 | OUT |
| Rotary VR | 15 | OUT |
| Rotary VR | 16 | OUT |
| Rotary VR | 17 | OUT |
| Rotary VR | 18 | OUT |
| Slide VR | 19 | OUT |
| Rotary VR | 20 | OUT |
| Rotary VR | 21 | OUT |
| Rotary VR | 22 | OUT |
| Rotary VR | 23 | OUT |
| Rotary VR | 24 | OUT |
| Rotary VR | 25 | OUT |
| Rotary VR | 26 | OUT |
| Rotary VR | 27 | OUT |
| Rotary VR | 28 | OUT |
| Rotary VR | 29 | OUT |
| Rotary VR | 30 | OUT |
| Slide VR | 31 | OUT |
| Slide VR | 32 | OUT |
| Rotary VR | 33 | OUT |
|  |  |  |

00H min to 7FH max
00 H min bottom to 7FH max top
00H min to 7FH max
00 H min to 7 FH max
00 H min to 7 FH max
00H min to 7FH max
00 H min bottom to 7FH max top
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00H min to 7FH max
00 H min bottom to 7FH max top
00 H min to 7FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7FH max
00 H min bottom to 7FH max top
00H min to 7FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min left to 7 FH max right
00 H min right to 7 FH max left
00 H min to 7FH max
CUE MIX
CUE GAIN
EFFECT SELECT Left
EFFECT CONTROL Left
SAMPLE SELECT Left
SAMPLE VOLUME Left
TOUCH SLIDER Left
EFFECT SELECT Right
EFFECT CONTROL Right
SAMPLE SELECT Right
SAMPLE VOLUME Right
TOUCH SLIDER Right
SCRATCH WHEEL Left
SCRATCH WHEEL Right
PITCH SLIDER Left
PITCH SLIDER Right
MIDILOG 1 GAIN
MIDILOG 1 TREBLE
MIDILOG 1 MID
MIDILOG 1 BASS
MIDILOG 1 LINE
MIDILOG 2 GAIN
MIDILOG 2 TREBLE
MIDILOG 2 MID
MIDILOG 2 BASS
MIDILOG 2 LINE
MIDILOG 3 GAIN
MIDILOG 3 TREBLE
MIDILOG 3 MID
MIDILOG 3 BASS
MIDILOG 3 LINE

| Rotary VR | 34 | OUT |
| :---: | :---: | :---: |
| Rotary VR | 35 | OUT |
| Rotary Encoder | 36 | OUT |
| Rotary VR | 37 | OUT |
| Rotary Encoder | 38 | OUT |
| Rotary VR | 39 | OUT |
| touch slider | 40 | OUT |
| Rotary Encoder | 41 | OUT |
| Rotary VR | 42 | OUT |
| Rotary Encoder | 43 | OUT |
| Rotary VR | 44 | OUT |
| touch slider | 45 | OUT |
| Scratch wheel | 48,49 | OUT |
| Scratch wheel | 50,51 | OUT |
| Slide VR | N/A | OUT |
| Slide VR | N/A | OUT |
| Rotary VR | 0 | OUT |
| Rotary VR | 1 | OUT |
| Rotary VR | 2 | OUT |
| Rotary VR | 3 | OUT |
| Slide VR | 4 | OUT |
| Rotary VR | 5 | OUT |
| Rotary VR | 6 | OUT |
| Rotary VR | 7 | OUT |
| Rotary VR | 8 | OUT |
| Slide VR | 9 | OUT |
| Rotary VR | 10 | OUT |
| Rotary VR | 11 | OUT |
| Rotary VR | 12 | OUT |
| Rotary VR | 13 | OUT |
| Slide VR | 14 | OUT |
|  |  |  |

00 H min (cue) to 7FH max (master) 00H min to 7FH max
00 H to 7 FH clockwise with wraparound 00H min to 7FH max
00 H to 7 FH clockwise with wraparound 00H min to 7FH max
00 H min bottom to 7FH max top 00 H to 7 FH clockwise with wraparound 00H min to 7FH max
00 H to 7 FH clockwise with wraparound
00H min to 7FH max
00 H min bottom to 7FH max top
00 H to 7 FH clockwise with wraparound
00 H to 7 FH clockwise with wraparound
$00 \mathrm{H}, 00 \mathrm{H}$ min top to $7 \mathrm{FH}, 7 \mathrm{FH}$ max bottom
$00 \mathrm{H}, 00 \mathrm{H}$ min top to $7 \mathrm{FH}, 7 \mathrm{FH}$ max bottom
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7FH max
00 H min bottom to 7FH max top
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7FH max
00 H min bottom to 7FH max top
00 H min to 7FH max
00 H min to 7FH max
00 H min to 7 FH max
00 H min to 7FH max
00 H min bottom to 7FH max top
MIDILOG 4 GAIN
MIDILOG 4 TREBLE
MIDILOG 4 MID
MIDILOG 4 BASS
MIDILOG 4 LINE
MIC 1 GAIN
MIC 1 TREBLE
MIC 1 MID
MIC 1 BASS
MIC 2 GAIN
MIC 2 TREBLE
MIC 2 MID
MIC 2 BASS
MASTER
BALANCE
BOOTH
CROSSFADER
CROSSFADER REVERSED
CROSSFADER CURVE
CUE MIX
CUE GAIN
EFFECT SELECT Left
EFFECT CONTROL Left
SAMPLE SELECT Left
SAMPLE VOLUME Left
TOUCH SLIDER Left
EFFECT SELECT Right
EFFECT CONTROL Right
SAMPLE SELECT Right
SAMPLE VOLUME Right
TOUCH SLIDER Right

| Rotary VR | 15 | OUT |
| :---: | :---: | :---: |
| Rotary VR | 16 | OUT |
| Rotary VR | 17 | OUT |
| Rotary VR | 18 | OUT |
| Slide VR | 19 | OUT |
| Rotary VR | 20 | OUT |
| Rotary VR | 21 | OUT |
| Rotary VR | 22 | OUT |
| Rotary VR | 23 | OUT |
| Rotary VR | 24 | OUT |
| Rotary VR | 25 | OUT |
| Rotary VR | 26 | OUT |
| Rotary VR | 27 | OUT |
| Rotary VR | 28 | OUT |
| Rotary VR | 29 | OUT |
| Rotary VR | 30 | OUT |
| Slide VR | 31 | OUT |
| Slide VR | 32 | OUT |
| Rotary VR | 33 | OUT |
| Rotary VR | 34 | OUT |
| Rotary VR | 35 | OUT |
| Rotary Encoder | 36 | OUT |
| Rotary VR | 37 | OUT |
| Rotary Encoder | 38 | OUT |
| Rotary VR | 39 | OUT |
| touch slider | 40 | OUT |
| Rotary Encoder | 41 | OUT |
| Rotary VR | 42 | OUT |
| Rotary Encoder | 43 | OUT |
| Rotary VR | 44 | OUT |
| touch slider | 45 | OUT |

00H min to 7FH max
00 H min to 7 FH max
00 H min to 7 FH max
00H min to 7FH max
00 H min bottom to 7FH max top
00H min to 7FH max
00 H min to 7 FH max
00 H min to 7FH max
00 H min to 7FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7 FH max
00 H min to 7FH max
00 H min to 7FH max
00 H min left to 7FH max right 00 H min right to 7 FH max left

00 H min to 7FH max
$00 \mathrm{H} \min$ (cue) to 7FH max (master)
00H min to 7FH max
00 H to 7 FH clockwise with wraparound
00H min to 7FH max
00 H to 7 FH clockwise with wraparound
00 H min to 7FH max
OOH min bottom to 7FH max top
00 H to 7 FH clockwise with wraparound
00H min to 7FH max
00 H to 7 FH clockwise with wraparound
00 H min to 7FH max
00H min bottom to 7FH max top
Touch pad X
Touch pad Y
SCRATCH WHEEL Left
SCRATCH WHEEL Right
PITCH SLIDER Left
PITCH SLIDER Right
CUE Left
PLAY > Left
PAUSE II Left
PITCH BEND - Left
PITCH BEND + Left
HOT CUE Left
HOT START 1 Left
HOT START 2 Left
HOT START 3 Left
HOT START 4 Left
SYNC Left
HOT START 5 Left
HOT START 6 Left
HOT START 7 Left
HOT START 8 Left
EFFECT ON/OFF Left
EFFECT PARAMETER Left
SAMPLE PLAY Left
SAMPLE REC Left
LOOP 1 IN Left
LOOP 1 OUT Left
LOOP 1 RELOOP Left
LOOP 1 TRACK Left
LOOP 2 IN Left
LOOP 2 OUT Left

| touch slider | 46 |  | OUT | 00 H to 7FH left-> right with wraparound |
| :---: | :---: | :---: | :---: | :---: |
| touch slider | 47 |  | OUT | 00 H to 7FH top->bottom with wraparound |
| Scratch wheel | 48,49 |  | OUT | $00 \mathrm{H}, 00 \mathrm{H}$ to 7FH,7FH clockwise with wrap |
| Scratch wheel | 50,51 |  | OUT | $00 \mathrm{H}, 00 \mathrm{H}$ to 7FH,7FH clockwise with wrap |
| Slide VR | N/A |  | OUT | 00H, 00 H min top to 7FH,7FH max bottom |
| Slide VR | N/A |  | OUT | $00 \mathrm{H}, 00 \mathrm{H}$ min top to 7FH,7FH max bottom |
| LED | 12 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 13 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 14 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 15 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 16 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 17 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 18 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 19 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 20 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 21 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 22 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 23 | 0 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 24 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 25 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 26 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 27 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 28 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 29 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 30 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 31 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 32 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 33 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 34 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 35 | 1 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LED | 36 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |


| LOOP 2 RELOOP Left | LED | 37 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| :---: | :---: | :---: | :---: | :---: | :---: |
| LOOP 2 TRACK Left | LED | 38 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| VINYL Left | LED | 39 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| SEARCH << Left | LED | 40 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| SEARCH >> Left | LED | 41 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| CUE MIDILOG 1 | LED | 42 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| CUE MIDILOG 2 | LED | 43 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| CUE MIDILOG 3 | LED | 44 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| CUE MIDILOG 4 | LED | 45 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| CUE Right | LED | 46 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| PLAY > Right | LED | 47 | 2 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| PAUSE II Right | LED | 48 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| PITCH BEND - Right | LED | 49 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| PITCH BEND + Right | LED | 50 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT CUE Right | LED | 51 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 1 Right | LED | 52 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 2 Right | LED | 53 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 3 Right | LED | 54 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 4 Right | LED | 55 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| SYNC Right | LED | 56 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 5 Right | LED | 57 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 6 Right | LED | 58 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 7 Right | LED | 59 | 3 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| HOT START 8 Right | LED | 60 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| EFFECT ON/OFF Right | LED | 61 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| EFFECT PARAMETER Right | LED | 62 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| SAMPLE PLAY Right | LED | 63 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| SAMPLE REC Right | LED | 64 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LOOP 1 IN Right | LED | 65 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LOOP 1 OUT Right | LED | 66 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LOOP 1 RELOOP Right | LED | 67 | 4 | IN | $00 \mathrm{H}=\mathrm{off}, 7 \mathrm{FH}=$ on |


| LOOP 1 TRACK Right | LED | 68 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| :---: | :---: | :---: | :---: | :---: | :---: |
| LOOP 2 IN Right | LED | 69 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LOOP 2 OUT Right | LED | 70 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LOOP 2 RELOOP Right | LED | 71 | 4 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| LOOP 2 TRACK Right | LED | 72 | 5 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| VINYL Right | LED | 73 | 5 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| SEARCH << Right | LED | 74 | 5 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| SEARCH >> Right | LED | 75 | 5 | IN | $00 \mathrm{H}=$ off, 7FH $=$ on |
| MIC 1 ON/OFF | LED | 76 | 5 | IN | $00 \mathrm{H}=$ off, $7 \mathrm{FH}=$ on |
| MIC 2 ON/OFF | LED | 77 | 5 | IN | $00 \mathrm{H}=$ off, 7FH $=$ on |

