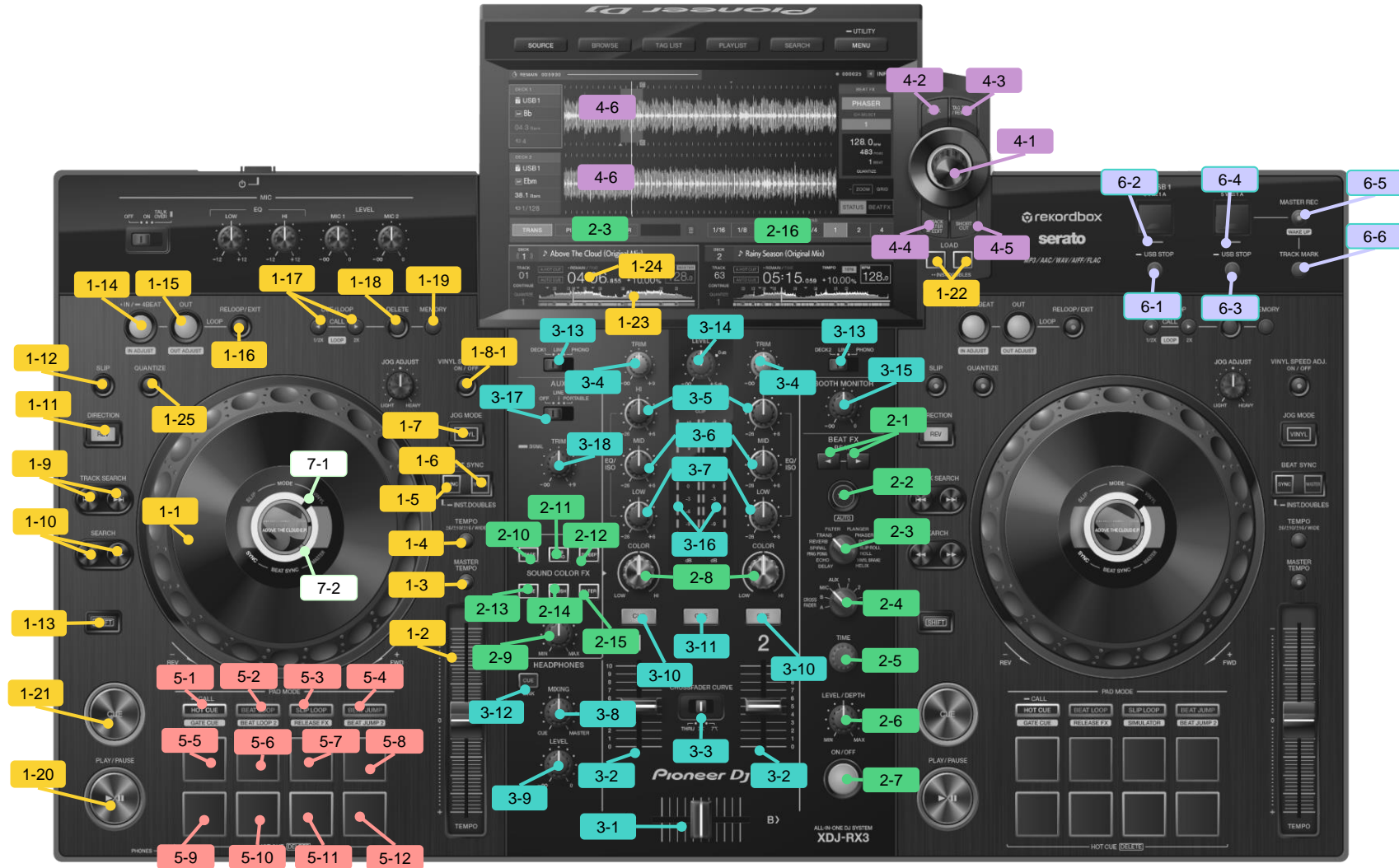


XDJ-RX3

MIDI Message List



[MIDI channel assignment]

MIDI channel is defined as shown below.

0x9*: Note

0xB*: Control Change (CC)

Channel Category	MIDI channel	Channel No. (hex)
Browser	1	0x0
DECK 1	1	0x0
DECK 2	2	0x1
DECK 3	3	0x2
DECK 4	4	0x3
Mixer/EFFECT	5	0x4
PERFORMANCE PADS	DECK1	0x5
	DECK2	0x6
	DECK3	0x7
	DECK4	0x8
OTHERS & JOG DISPLAY	12	0xB

As a reference for MIDI assign, MIDI messages sent from buttons and knobs of this unit are listed in decimal numbers.

NOTE is a term used for MIDI to express that a key of a keyboard or a piano is pressed or your finger is released from it.
CC is an abbreviation of "Control Change". Control Change is a kind of MIDI message used to communicate many kinds of control information such as sound quality and volume level.

Group	Fig.	User Interface			MIDI assignment reference			MIDI-IN (to computer)				MIDI-OUT (from computer)			Details (Data2)		
		UI name	Trigger	Mode	+SHIFT/ Long-Press	MIDI Channel (Dec)	NOTE / CC	Status (hex)	Data1		Data 2 (hex)	Status (hex)	Data 1 (hex)	Data 2 (hex)			
									(Dec)	(hex)							
1. DECK	1[L/R]	Jog dial (Platter)	rotate			1/2/3/4	CC	Bn	34	22	hh				Count value difference from previous operation When turned clockwise: Increases from (0x41) When turned counterclockwise: Decreases from (0x3F)		
			touch			+SHIFT	1/2/3/4	CC	Bn	41	29	hh			OFF=0 (0x0), ON=127 (0x7F)		
	2[L/R]	Jog dial (Wheel side)	rotate			1/2/3/4	NOTE	9n	32	20	hh			Count value difference from previous operation When turned clockwise: Increases from (0x41) When turned counterclockwise: Decreases from (0x3F)			
						+SHIFT	1/2/3/4	NOTE	9n	72	48	hh			OFF=0 (0x0), ON=127 (0x7F)		
	3[L/R]	TEMPO	slide			1/2/3/4	CC	Bn	0	0	MSB			0-16383 * side : 0 * * side : 16383			
	4[L/R]	MASTER TEMPO	press			1/2/3/4	NOTE	9n	17	11	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	5[L/R]	TEMPO RANGE	press			1/2/3/4	NOTE	9n	16	10	hh			OFF=0 (0x0), ON=127 (0x7F)			
			press			Long-Press	1/2/3/4	NOTE	9n	31	1F	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)		
	6[L/R]	SYNC	press			1/2/3/4	NOTE	9n	71	47	hh			OFF=0 (0x0), ON=127 (0x7F)			
	8[L/R]	MASTER JOG MODE	press			1/2/3/4	NOTE	9n	30	1E	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	7[L/R]	MASTER JOG MODE	press			1/2/3/4	NOTE	9n	18	12	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	8-1[L/R]	VINYL SPEED ADJUST (hardware button)	press			1/2/3/4	NOTE	9n	42	2A	hh			OFF=0 (0x0), ON=127 (0x7F)			
	8-2[L/R]	VINYL SPEED ADJUST Volume (SHORT CUT)	press			1/2/3/4	CC	Bn	30	1E	hh			When Vinyl SPEED ADJUST is ON, Volume position data is sent in accordance with Volume position change. When Vinyl SPEED ADJUST is OFF, no data is sent. There are five levels of data: 0x0, 0x12, 0x3F, 0x6D, 0x7F.			
	9[L/R]	TRACK SEARCH FWD	press			1/2/3/4	NOTE	9n	4	4	hh			OFF=0 (0x0), ON=127 (0x7F)			
			press			1/2/3/4	NOTE	9n	5	5	hh			OFF=0 (0x0), ON=127 (0x7F)			
	10[L/R]	TRACK SEARCH REV	press			1/2/3/4	NOTE	9n	2	2	hh			OFF=0 (0x0), ON=127 (0x7F)			
			press			1/2/3/4	NOTE	9n	3	3	hh			OFF=0 (0x0), ON=127 (0x7F)			
	11[L/R]	SEARCH FWD	press			1/2/3/4	NOTE	9n	33	21	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	12[L/R]	SEARCH REV	press			1/2/3/4	NOTE	9n	44	2C	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	13[L/R]	REVERSE	press			1/2/3/4	NOTE	9n	33	21	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	14[L/R]	SLIP	press			1/2/3/4	NOTE	9n	44	2C	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	15[L/R]	SHIFT	press														
	16[L/R]	LOOP IN	press			Long-Press	1/2/3/4	NOTE	9n	6	6	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)		
	17[L/R]	LOOP OUT	press			1/2/3/4	NOTE	9n	7	7	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
	18[L/R]	RELOOP/EXIT	press			1/2/3/4	NOTE	9n	8	8	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
19[L/R]	CUE/LOOP CALL NEXT	press			1/2/3/4	NOTE	9n	11	B	hh			OFF=0 (0x0), ON=127 (0x7F)				
20[L/R]	CUE/LOOP CALL PREV	press			1/2/3/4	NOTE	9n	12	C	hh			OFF=0 (0x0), ON=127 (0x7F)				
21[L/R]	CUE/LOOP DELETE	press			1/2/3/4	NOTE	9n	13	D	hh			OFF=0 (0x0), ON=127 (0x7F)				
22[L/R]	CUE/LOOP MEMORY	press			1/2/3/4	NOTE	9n	10	A	hh			OFF=0 (0x0), ON=127 (0x7F)				
23[L/R]	PLAY/PAUSE	press			1/2/3/4	NOTE	9n	0	0	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)				
24[L/R]	CUE	press			1/2/3/4	NOTE	9n	1	1	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)				
25[L/R]	LOAD (hardware button)	press			1/2/3/4	NOTE	9n	81	51	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)				
26[L/R]	NEEDLE POSITION (GUI/Overall waveform display)	press			1/2/3/4	CC	Bn	28	1C	hh			OFF=0 (0x0)1 -> 127, Left -> Right position data				
27[L/R]	TIME MODE (GUI/Time display)	press			1/2/3/4	NOTE	9n	14	E	hh			OFF=0 (0x0), ON=127 (0x7F)				
		press			Long-Press	1/2/3/4	NOTE	9n	15	F	hh			OFF=0 (0x0), ON=127 (0x7F)			
28[L/R]	QUANTIZE	press			1/2/3/4	NOTE	9n	9	9	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)				
		press			5	CC	B4	76	4C	hh			OFF=0 (0x0), ON=127 (0x7F)				
29[L/R]	BEAT LEFT	press			5	CC	B4	77	4D	hh			OFF=0 (0x0), ON=127 (0x7F)				
		press			5	CC	B4	78	4E	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)				
30[L/R]	BEAT RIGHT	press			5	CC	B4	78	4E	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)				
		press			+SHIFT	5	CC	B4	126	7E	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
2. EFFECT	1	EFFECT SELECT	DELAY	rotate		5	CC	B4	42	2A	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	42	2A	hh			OFF=0 (0x0), ON=127 (0x7F)			
			ECHO	rotate		5	CC	B4	55	37	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	55	37	hh			OFF=0 (0x0), ON=127 (0x7F)			
			PING PONG	rotate		5	CC	B4	51	33	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	51	33	hh			OFF=0 (0x0), ON=127 (0x7F)			
			SPIRAL	rotate		5	CC	B4	43	2B	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	43	2B	hh			OFF=0 (0x0), ON=127 (0x7F)			
			REVERB	rotate		5	CC	B4	54	36	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	54	36	hh			OFF=0 (0x0), ON=127 (0x7F)			
			TRANS	rotate		5	CC	B4	53	35	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	53	35	hh			OFF=0 (0x0), ON=127 (0x7F)			
			FILTER	rotate		5	CC	B4	59	3B	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	59	3B	hh			OFF=0 (0x0), ON=127 (0x7F)			
			FLANGER	rotate		5	CC	B4	59	3B	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	50	32	hh			OFF=0 (0x0), ON=127 (0x7F)			
			PHASER	rotate		5	CC	B4	57	39	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	57	39	hh			OFF=0 (0x0), ON=127 (0x7F)			
			PITCH	rotate		5	CC	B4	63	3F	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	63	3F	hh			OFF=0 (0x0), ON=127 (0x7F)			
			SLIP ROLL	rotate		5	CC	B4	58	3A	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	58	3A	hh			OFF=0 (0x0), ON=127 (0x7F)			
			ROLL	rotate		5	CC	B4	46	2E	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	46	2E	hh			OFF=0 (0x0), ON=127 (0x7F)			
			VINYL BRAKE	rotate		5	CC	B4	61	3D	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	61	3D	hh			OFF=0 (0x0), ON=127 (0x7F)			
			HELI	rotate		5	CC	B4	62	3E	hh			OFF=0 (0x0), ON=127 (0x7F)			
			BEAT FX BANK (GUI)	press		5	CC	B4	62	3E	hh			OFF=0 (0x0), ON=127 (0x7F)			
			3	4	CH SELECT C/A	rotate			5	CC	B4	39	27	hh			OFF=0 (0x0), ON=127 (0x7F)
						rotate			5	CC	B4	40	28	hh			OFF=0 (0x0), ON=127 (0x7F)
						rotate			5	CC	B4	28	1C	hh			OFF=0 (0x0), ON=127 (0x7F)
						rotate			5	CC	B4	32	20	hh			OFF=0 (0x0), ON=127 (0x7F)
rotate						5	CC	B4	34	22	hh			OFF=0 (0x0), ON=127 (0x7F)			
rotate						5	CC	B4	35	23	hh			OFF=0 (0x0), ON=127 (0x7F)			
rotate						5	CC	B4	41	29	hh			OFF=0 (0x0), ON=127 (0x7F)			
rotate						5	CC	B4	45	2D	hh			98(0x62)-127(0x7F), 10(x01)-30(0x1E) Transfer count value difference from previous operation (+1-+30). If it is +30 or more, B is set to +30.			
5	6	LEVEL DEPTH	rotate			5	CC	B4	91	5B	hh			0 (0x0)-127 (0x7F) Left (min): 0 (0x0), Right (max): 127 (0x7F)			
			press			5	CC	B4	114	72	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
7	8	COLOR	rotate			5	CC	B4	5	5	hh			0 (0x0)-127 (0x7F) Left (LOW): 0 (0x0), Right (HI): 127 (0x7F)			
			rotate			5	CC	B4	10	A	hh			0 (0x0)-127 (0x7F) Left (LOW): 0 (0x0), Right (HI): 127 (0x7F)			
			rotate			5	CC	B4	22	16	hh			0 (0x0)-127 (0x7F) Left (LOW): 0 (0x0), Right (HI): 127 (0x7F)			
			rotate			5	CC	B4	83	53	hh			0 (0x0)-127 (0x7F) Left (LOW): 0 (0x0), Right (HI): 127 (0x7F)			
9	10	PARAMETER	rotate			5	CC	B4	108	6C	hh			0 (0x0)-127 (0x7F) Left (min): 0 (0x0), Right (max): 127 (0x7F)			
			press			5	CC	B4	105	69	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
			press			5	CC	B4	107	6B	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
			press			5	CC	B4	106	6A	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
			press			5	CC	B4	85	55	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
			press			5	CC	B4	86	56	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
			press			5	CC	B4	87	57	hh	<- same as MIDI IN		OFF=0 (0x0), ON=127 (0x7F)			
			press		Slider Mode	5	CC	B4	113	71	hh			Left end: 0 (0x0)-Right end: 127 (0x7F)			
			press		Beat Mode	5	CC	B4	115	73	hh			Left end: 0 (0x0)-Right end: 127 (0x7F)			
			press			5	CC	B4	114	72	hh			Same as EFFECT ON / OFF			

Group	Fig.	User Interface					MIDI assignment reference		MIDI-IN (to computer)						MIDI-OUT (from computer)			Details (Data2)	
		UI name	Trigger	Mode	+SHIFT/ Long-Press	MIDI Channel (Dec)	NOTE/ CC	Status (hex)	Data1			Status (hex)	Data 1	Data 2					
									(Dec)	(hex)	(hex)								
3. MIXER	1	CROSSFADER		slide		5	CC	B4	11	B	hh						0 (0x00)~127 (0x7F) Left end: 0 (0x00), Right end: 127 (0x7F)		
		Deck 1	slide		5	CC	B4	17	11	hh							0 (0x00)~127 (0x7F) Lower end: 0 (0x00), Upper end: 127 (0x7F)		
	2	CH FADER		Deck 2	slide		5	CC	B4	18	12	hh						0 (0x00)~127 (0x7F) Lower end: 0 (0x00), Upper end: 127 (0x7F)	
				Deck 3	slide		5	CC	B4	19	13	hh						0 (0x00)~127 (0x7F) Lower end: 0 (0x00), Upper end: 127 (0x7F)	
				Deck 4	slide		5	CC	B4	20	14	hh						0 (0x00)~127 (0x7F) Lower end: 0 (0x00), Upper end: 127 (0x7F)	
	3	CROSSFADER ASSIGN		THRU	slide		5	CC	B4	95	5F	0						0 (0x00)~127 (0x7F) Lower end: 0 (0x00), Upper end: 127 (0x7F)	
						5	CC	B4	95	5F	40								
						5	CC	B4	95	5F	7F								
	4	TRIM		Deck 1	rotate		5	CC	B4	1	1	hh						0 (0x00)~127 (0x7F) Left (-): 0 (0x00), Right (+): 127 (0x7F)	
				Deck 2	rotate		5	CC	B4	6	6	hh						0 (0x00)~127 (0x7F) Left (-): 0 (0x00), Right (+): 127 (0x7F)	
				Deck 3	rotate		5	CC	B4	12	C	hh						0 (0x00)~127 (0x7F) Left (-): 0 (0x00), Right (+): 127 (0x7F)	
				Deck 4	rotate		5	CC	B4	80	5D	hh						0 (0x00)~127 (0x7F) Left (-): 0 (0x00), Right (+): 127 (0x7F)	
	5	EQ HIGH		Deck 1	rotate		5	CC	B4	2	2	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
				Deck 2	rotate		5	CC	B4	7	7	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
				Deck 3	rotate		5	CC	B4	14	E	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
				Deck 4	rotate		5	CC	B4	81	51	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
	6	EQ MID		Deck 1	rotate		5	CC	B4	3	3	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
				Deck 2	rotate		5	CC	B4	8	8	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
				Deck 3	rotate		5	CC	B4	15	F	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
				Deck 4	rotate		5	CC	B4	92	5C	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)	
7	EQ LOW		Deck 1	rotate		5	CC	B4	4	4	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)		
			Deck 2	rotate		5	CC	B4	9	9	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)		
			Deck 3	rotate		5	CC	B4	21	15	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)		
			Deck 4	rotate		5	CC	B4	82	52	hh						0 (0x00)~127 (0x7F) Left (26): 0 (0x00), Right (+6): 127 (0x7F)		
8	HEADPHONES MIXING		rotate		5	CC	B4	27	1B	hh						0 (0x00)~127 (0x7F) Left (CUE): 0 (0x00), Right (MASTER): 127 (0x7F)			
9	HEADPHONES LEVEL		rotate		5	CC	B4	26	1A	hh						0 (0x00)~127 (0x7F) Left (-): 0 (0x00), Right (0): 127 (0x7F)			
10	CH CUE (Headphone)		Deck 1	press		5	CC	B4	70	46	hh	<- same as MIDI IN					OFF=0 (0x00), ON=127 (0x7F)		
			Deck 2	press		5	CC	B4	71	47	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)	
			Deck 3	press		5	CC	B4	72	48	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)	
			Deck 4	press		5	CC	B4	73	49	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)	
11	MASTER CUE (Headphone)		press		5	CC	B4	74	4A	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)		
12	LINK CUE (Headphone)		press		5	CC	B4	75	4B	hh							OFF=0 (0x00), ON=127 (0x7F)		
13	INPUT SWITCH		slide		1/2/3/4	CC	Bn	99	63	hh						Select INPUT to DECK : OFF=0x00 Select INPUT to LINE : ON=0x7F Select INPUT to PHONO : ON=0x7F When operating DECK1, send DECK 1 and DECK 3 (B0 63 hh and B2 63 hh), When operating DECK2, send DECK 2 and DECK 4 (B1 63 hh and B3 63 hh)			
14	MASTER LEVEL		rotate		5	CC	B4	24	18	hh						0 (0x00)~127 (0x7F) Left (-): 0 (0x00), Right (0): 127 (0x7F)			
15	BOOTH MONITOR LEVEL		rotate		5	CC	B4	25	19	hh						0 (0x00)~127 (0x7F) Left (-): 0 (0x00), Right (0): 127 (0x7F)			
16	CH LEVEL METER				1/2/3/4	CC					Bn	2	hh			Refer to MIDI-OUT/CH LEVEL METER			
17	AUX SELECT		OFF	slide		5	CC	B4	119	77	hh						OFF=0 (0x00), ON=127 (0x7F)		
			LINE	slide		5	CC	B4	120	78	hh						OFF=0 (0x00), ON=127 (0x7F)		
			PORTABLE	slide		5	CC	B4	121	79	hh						OFF=0 (0x00), ON=127 (0x7F)		
18	AUX TRIM		rotate		5	CC	B4	122	7A	hh						0 (0x00)~127 (0x7F) Left end: 0 (0x00), Right end: 127 (0x7F)			
4. BROWSER	1	ROTARY SELECTOR		rotate		1	CC	B0	79	4F	hh						Count value difference from previous operation Turn clockwise: 1~30 (0x01-0x1E) Turn counterclockwise: 127~98 (0x7F-0x62)		
				press		1	NOTE	90	51	33	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)	
	2	BACK		press		1	NOTE	90	97	61	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)	
					1	NOTE	90	50	32	hh	<- same as MIDI IN							OFF=0 (0x00), ON=127 (0x7F)	
	3	TAG TRACK/REMOVE		press		1	NOTE	90	95	5F	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)	
					1	NOTE	90	48	30	hh	<- same as MIDI IN							OFF=0 (0x00), ON=127 (0x7F)	
4	TRACK FILTER		press		1	NOTE	90	98	62	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)		
				1	NOTE	90	49	31	hh	<- same as MIDI IN							OFF=0 (0x00), ON=127 (0x7F)		
5	SHORT CUT		press		1	NOTE	90	93	5D	hh	<- same as MIDI IN						OFF=0 (0x00), ON=127 (0x7F)		
6	DECK 1/2		press		1/2/3/4	CC	Bn	102	66	hh						(Hardware Control) OFF=0 (0x00), ON=127 (0x7F) DECK1/2=B0,B1 DECK3/4=B2,B3			
5. PERFORMANCE PADS	1[L R]	HOT CUE		press		1/2/3/4	NOTE	9n	34	22	hh	<- same as MIDI IN							
		EXTENSION1		press		+SHIFT	1/2/3/4	NOTE	9n	38	26	hh	<- same as MIDI IN						
	2[L R]	BEAT LOOP		press		1/2/3/4	NOTE	9n	35	23	hh	<- same as MIDI IN						[MIDI IN] 0x00 : OFF 0x7F : ON	
		EXTENSION2		press		+SHIFT	1/2/3/4	NOTE	9n	39	27	hh	<- same as MIDI IN						[MIDI OUT] 0x00 : OFF (dim) 0x01-0x7E : Light up LED with specified color number
	3[L R]	SLIP LOOP		press		1/2/3/4	NOTE	9n	36	24	hh	<- same as MIDI IN							
		EXTENSION3		press		+SHIFT	1/2/3/4	NOTE	9n	40	28	hh	<- same as MIDI IN						
	4[L R]	BEAT JUMP		press		1/2/3/4	NOTE	9n	37	25	hh	<- same as MIDI IN							
		EXTENSION4		press		+SHIFT	1/2/3/4	NOTE	9n	41	29	hh	<- same as MIDI IN						
		HOT CUE mode		press		+SHIFT	6/7/8/9	NOTE	9n	0	0	hh	<- same as MIDI IN						
		BEAT LOOP mode		press		+SHIFT	6/7/8/9	NOTE	9n	8	8	hh	<- same as MIDI IN						
	5[L R]	Performance Pad 1		press		+SHIFT	6/7/8/9	NOTE	9n	16	10	hh	<- same as MIDI IN						
				press		+SHIFT	6/7/8/9	NOTE	9n	24	18	hh	<- same as MIDI IN						
				press		+SHIFT	6/7/8/9	NOTE	9n	32	20	hh	<- same as MIDI IN						
				press		+SHIFT	6/7/8/9	NOTE	9n	40	28	hh	<- same as MIDI IN						
press					+SHIFT	6/7/8/9	NOTE	9n	48	30	hh	<- same as MIDI IN							
press					+SHIFT	6/7/8/9	NOTE	9n	56	38	hh	<- same as MIDI IN							
press					+SHIFT	6/7/8/9	NOTE	9n	64	40	hh	<- same as MIDI IN							
press					+SHIFT	6/7/8/9	NOTE	9n	72	48	hh	<- same as MIDI IN							
press					+SHIFT	6/7/8/9	NOTE	9n	80	50	hh	<- same as MIDI IN							
press					+SHIFT	6/7/8/9	NOTE	9n	88	58	hh	<- same as MIDI IN							
6[L R]	Performance Pad 2		press		+SHIFT	6/7/8/9	NOTE	9n	96	60	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	104	68	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	112	70	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	120	78	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	1	1	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	9	9	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	17	11	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	25	19	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	33	21	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	41	29	hh	<- same as MIDI IN							
7[L R]	Performance Pad 3		press		+SHIFT	6/7/8/9	NOTE	9n	49	31	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	57	39	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	65	41	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	73	49	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	81	51	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	89	59	hh	<- same as MIDI IN							
			press		+SHIFT	6/7/8/9	NOTE	9n	97	61	hh	<- same as MIDI IN							
			press																

Group	Fig.	User Interface				MIDI assignment references			MIDI-IN (to computer)			MIDI-OUT (from computer)			Details (Data2)	
		UI name	Trigger	Mode	+SHIFT/ Long-Press	MIDI Channel (Dec)	NOTE / CC	Status (hex)	Data1		Data 2	Status (hex)	Data 1	Data 2		
									(hex)	(hex)	(hex)		(hex)	(hex)		
8[L,R]	Performance Pad 4	press	HOT CUE mode			6/7/8/9	NOTE	9n	3	3	hh	← same as MIDI IN			(MIDI IN) 0x00 : OFF 0x7F : ON (MIDI OUT) 0x00 : OFF (dim) 0x01-0x7E : Light up LED with specified color number	
			+SHIFT	6/7/8/9	NOTE	9n	11	B	hh	← same as MIDI IN						
			BEAT LOOP mode			6/7/8/9	NOTE	9n	19	13	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	27	1B	hh	← same as MIDI IN						
			SLIP LOOP mode			6/7/8/9	NOTE	9n	35	23	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	43	2B	hh	← same as MIDI IN						
			BEAT JUMP mode			6/7/8/9	NOTE	9n	51	33	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	59	3B	hh	← same as MIDI IN						
			EXTENSION1 mode			6/7/8/9	NOTE	9n	67	43	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	75	4B	hh	← same as MIDI IN						
			EXTENSION2 mode			6/7/8/9	NOTE	9n	83	53	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	91	5B	hh	← same as MIDI IN						
			EXTENSION3 mode			6/7/8/9	NOTE	9n	99	63	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	107	6B	hh	← same as MIDI IN						
			EXTENSION4 mode			6/7/8/9	NOTE	9n	115	73	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	123	7B	hh	← same as MIDI IN						
9[L,R]	Performance Pad 5	press	HOT CUE mode			6/7/8/9	NOTE	9n	4	4	hh	← same as MIDI IN			(MIDI IN) 0x00 : OFF 0x7F : ON (MIDI OUT) 0x00 : OFF (dim) 0x01-0x7E : Light up LED with specified color number	
			+SHIFT	6/7/8/9	NOTE	9n	12	C	hh	← same as MIDI IN						
			BEAT LOOP mode			6/7/8/9	NOTE	9n	20	14	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	28	1C	hh	← same as MIDI IN						
			SLIP LOOP mode			6/7/8/9	NOTE	9n	36	24	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	44	2C	hh	← same as MIDI IN						
			BEAT JUMP mode			6/7/8/9	NOTE	9n	52	34	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	60	3C	hh	← same as MIDI IN						
			EXTENSION1 mode			6/7/8/9	NOTE	9n	68	44	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	76	4C	hh	← same as MIDI IN						
			EXTENSION2 mode			6/7/8/9	NOTE	9n	84	54	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	92	5C	hh	← same as MIDI IN						
			EXTENSION3 mode			6/7/8/9	NOTE	9n	100	64	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	108	6C	hh	← same as MIDI IN						
			EXTENSION4 mode			6/7/8/9	NOTE	9n	116	74	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	124	7C	hh	← same as MIDI IN						
10[L,R]	Performance Pad 6	press	HOT CUE mode			6/7/8/9	NOTE	9n	5	5	hh	← same as MIDI IN			(MIDI IN) 0x00 : OFF 0x7F : ON (MIDI OUT) 0x00 : OFF (dim) 0x01-0x7E : Light up LED with specified color number	
			+SHIFT	6/7/8/9	NOTE	9n	13	D	hh	← same as MIDI IN						
			BEAT LOOP mode			6/7/8/9	NOTE	9n	21	15	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	29	1D	hh	← same as MIDI IN						
			SLIP LOOP mode			6/7/8/9	NOTE	9n	37	25	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	45	2D	hh	← same as MIDI IN						
			BEAT JUMP mode			6/7/8/9	NOTE	9n	53	35	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	61	3D	hh	← same as MIDI IN						
			EXTENSION1 mode			6/7/8/9	NOTE	9n	69	45	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	77	4D	hh	← same as MIDI IN						
			EXTENSION2 mode			6/7/8/9	NOTE	9n	85	55	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	93	5D	hh	← same as MIDI IN						
			EXTENSION3 mode			6/7/8/9	NOTE	9n	101	65	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	109	6D	hh	← same as MIDI IN						
			EXTENSION4 mode			6/7/8/9	NOTE	9n	117	75	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	125	7D	hh	← same as MIDI IN						
11[L,R]	Performance Pad 7	press	HOT CUE mode			6/7/8/9	NOTE	9n	6	6	hh	← same as MIDI IN			(MIDI IN) 0x00 : OFF 0x7F : ON (MIDI OUT) 0x00 : OFF (dim) 0x01-0x7E : Light up LED with specified color number	
			+SHIFT	6/7/8/9	NOTE	9n	14	E	hh	← same as MIDI IN						
			BEAT LOOP mode			6/7/8/9	NOTE	9n	22	16	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	30	1E	hh	← same as MIDI IN						
			SLIP LOOP mode			6/7/8/9	NOTE	9n	38	26	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	46	2E	hh	← same as MIDI IN						
			BEAT JUMP mode			6/7/8/9	NOTE	9n	54	36	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	62	3E	hh	← same as MIDI IN						
			EXTENSION1 mode			6/7/8/9	NOTE	9n	70	46	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	78	4E	hh	← same as MIDI IN						
			EXTENSION2 mode			6/7/8/9	NOTE	9n	86	56	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	94	5E	hh	← same as MIDI IN						
			EXTENSION3 mode			6/7/8/9	NOTE	9n	102	66	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	110	6E	hh	← same as MIDI IN						
			EXTENSION4 mode			6/7/8/9	NOTE	9n	118	76	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	126	7E	hh	← same as MIDI IN						
12[L,R]	Performance Pad 8	press	HOT CUE mode			6/7/8/9	NOTE	9n	7	7	hh	← same as MIDI IN			(MIDI IN) 0x00 : OFF 0x7F : ON (MIDI OUT) 0x00 : OFF (dim) 0x01-0x7E : Light up LED with specified color number	
			+SHIFT	6/7/8/9	NOTE	9n	15	F	hh	← same as MIDI IN						
			BEAT LOOP mode			6/7/8/9	NOTE	9n	23	17	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	31	1F	hh	← same as MIDI IN						
			SLIP LOOP mode			6/7/8/9	NOTE	9n	39	27	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	47	2F	hh	← same as MIDI IN						
			BEAT JUMP mode			6/7/8/9	NOTE	9n	55	37	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	63	3F	hh	← same as MIDI IN						
			EXTENSION1 mode			6/7/8/9	NOTE	9n	71	47	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	79	4F	hh	← same as MIDI IN						
			EXTENSION2 mode			6/7/8/9	NOTE	9n	87	57	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	95	5F	hh	← same as MIDI IN						
			EXTENSION3 mode			6/7/8/9	NOTE	9n	103	67	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	111	6F	hh	← same as MIDI IN						
			EXTENSION4 mode			6/7/8/9	NOTE	9n	119	77	hh	← same as MIDI IN				
			+SHIFT	6/7/8/9	NOTE	9n	127	7F	hh	← same as MIDI IN						
6. OTHERS	1	USB STOP (USB 1)	press												(Hardware Control)	
	2	USB indicator (USB 1)													(Hardware Control)	
	3	USB STOP (USB 2)	press												(Hardware Control)	
	4	USB indicator (USB 2)													(Hardware Control)	
	5	MASTER REC	press												(Hardware Control)	
	6	TRACK MARKER	press												(Hardware Control)	
	-	PC Control mode				1/2/3/4	CC	Bn	100	64	hh					OFF=0 (0x00), ON=127 (0x7F) ([BROWSE] > [MIDI] > [LOAD])
	-	Mixer mode				5	CC	B4	101	65	hh	← same as MIDI IN			Select MIDI CONTROL mode : 0x00 Select XDU-RX3 mode : ON=0x7F ([UTILITY] > [MIXER MODE])	
	-	Load	Deck 1	Trigger for LOAD illumination (Blinking LOAD button)		12	NOTE					9B	0	hh	OFF=0 (0x00), ON=127 (0x7F)	
	Deck 2				12	NOTE						9B	1	hh	OFF=0 (0x00), ON=127 (0x7F)	
Deck 3			12		NOTE							9B	2	hh	OFF=0 (0x00), ON=127 (0x7F)	
Deck 4			12		NOTE							9B	3	hh	OFF=0 (0x00), ON=127 (0x7F)	
7. JOG DISPLAY	1[L,R]	Current Position Bar	Deck 1			12	CC					BB	0	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree]	
			Deck 2			12	CC						BB	1	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree]
			Deck 3			12	CC						BB	2	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree]
			Deck 4			12	CC						BB	3	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree]
	2[L,R]	Cue Marker	Deck 1			12	CC						BB	4	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree] Hide Cue maker : (MSB : 0x7F, LSB : 0x7F)
			Deck 2			12	CC						BB	5	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree] Hide Cue maker : (MSB : 0x7F, LSB : 0x7F)
			Deck 3			12	CC						BB	6	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree] Hide Cue maker : (MSB : 0x7F, LSB : 0x7F)
			Deck 4			12	CC						BB	7	MSB LSB	Min (MSB : 0x00, LSB : 0x00) ~ Max (MSB : 0x02, LSB : 0x67) 0 ~ 359 [degree] Hide Cue maker : (MSB : 0x7F, LSB : 0x7F)

CH LEVEL METER

Display level		MIDI OUT (C.C)
Red	15	109
Red	12	104
Amber	9	99
Amber	6	94
Amber	3	89
Amber	0	84
Emerald green	-3	79
Emerald green	-6	75
Emerald green	-9	70
Emerald green	-15	65
Emerald green	-24	60