

DENON DJ MCX8000

MIDI Channel Legend

Ch	Function
1	Deck 1 (Transport + Mixer)
2	Deck 2 (Transport + Mixer)
3	Deck 3 (Transport + Mixer)
4	Deck 4 (Transport + Mixer)
5	Deck 1 (Other Functions)
6	Deck 2 (Other Functions)
7	Deck 3 (Other Functions)
8	Deck 4 (Other Functions)
9	FX Unit 1
10	FX Unit 2
16	Global Functions

Inbound Command for Buttons [Note On/Off]

Deck: Transport + Mixer								
Primary Command	Type	Ch	Dec	Hex	Shift Command	Dec	Hex	
Play	Note	1,2,3,4	0	0x00	Stutter	4	0x04	
Cue	Note	1,2,3,4	1	0x01	Previous Track	5	0x05	
Sync	Note	1,2,3,4	2	0x02	Sync Off	3	0x03	
Platter Touch	Note	1,2,3,4	6	0x06	Same as primary	6	0x06	
Vinyl	Note	1,2,3,4	7	0x07	Same as primary	7	0x07	
Deck Layer	Note	1,2,3,4	8	0x08	Same as primary	8	0x08	
Pitch Nudge +	Note	1,2,3,4	11	0x0B	Pitch % Range +	43	0x2B	
Pitch Nudge -	Note	1,2,3,4	12	0x0C	Pitch % Range -	44	0x2C	
Keylock	Note	1,2,3,4	13	0x0D	Key Sync	41	0x29	
Slip	Note	1,2,3,4	15	0x0F	Same as primary	15	0x0F	
Censor	Note	1,2,3,4	17	0x10	Reverse	17	0x11	
PFL (Cue)	Note	1,2,3,4	27	0x1B	Same as primary	27	0x1B	
Crossfader Assign	Note	1,2,3,4	30	0x1E	Same as primary	30	0x1E	
Needle Drop Touch Strip	Note	1,2,3,4	80	0x50	Needle Drop	81	0x51	
DECK: Other functions								
Primary Command	Type	Ch	Dec	Hex	Shift Command	Dec	Hex	
Parameter 1	Note	5,6,7,8	40	0x28	Parameter 1	42	0x2A	
Parameter 2	Note	5,6,7,8	41	0x29	Parameter 2	43	0x2B	
Loop On/Off	Note	5,6,7,8	50	0x32	ReLoop	51	0x33	
Loop Half	Note	5,6,7,8	52	0x34	Manual Loop In	56	0x38	
Loop Double	Note	5,6,7,8	53	0x35	Manual Loop Out	57	0x39	
Beatgrid Adjust	Note	5,6,7,8	70	0x46	Beatgrid Set	71	0x47	
Beatgrid Slide	Note	5,6,7,8	72	0x48	Beatgrid Clear	73	0x49	
Cue Mode	Note	5,6,7,8	0	0x00	Flip Bank Mode	2	0x02	
Cue Loop Mode (Second Press)	Note	5,6,7,8	3	0x03	Same as primary	3	0x03	
Roll Mode	Note	5,6,7,8	7	0x07	Same as primary	7	0x07	
Saved Loop Mode (Second Press)	Note	5,6,7,8	13	0x0D	Same as primary	13	0x0D	
Slicer Mode	Note	5,6,7,8	9	0x09	Same as primary	9	0x09	
Slicer Loop Mode (Second Press)	Note	5,6,7,8	10	0x0A	Same as primary	10	0x0A	
Sampler Mode	Note	5,6,7,8	11	0x0B	Pitch Play Mode	15	0x0F	
Vel. Sampler Mode (Second Press)	Note	5,6,7,8	12	0x0C	Same as primary	12	0x0C	
Pad 1	Note	5,6,7,8	20	0x14	Pad 1	28	0x1C	
Pad 2	Note	5,6,7,8	21	0x15	Pad 2	29	0x1D	
Pad 3	Note	5,6,7,8	22	0x16	Pad 3	30	0x1E	
Pad 4	Note	5,6,7,8	23	0x17	Pad 4	31	0x1F	
Pad 5	Note	5,6,7,8	24	0x18	Pad 5	32	0x20	
Pad 6	Note	5,6,7,8	25	0x19	Pad 6	33	0x21	
Pad 7	Note	5,6,7,8	26	0x1A	Pad 7	34	0x22	
Pad 8	Note	5,6,7,8	27	0x1B	Pad 8	35	0x23	

Inbound Command for Knobs, Encoders, Faders, Touchstrips [CC]

Primary Command	Type	Ch	Dec	Hex	Shift Command	Type	Dec	Hex
Level	CC	1,2,3,4	22	0x16	Same as primary	CC	22	0x16
EQ: High	CC	1,2,3,4	23	0x17	Same as primary	CC	23	0x17
EQ: Mid	CC	1,2,3,4	24	0x18	Same as primary	CC	24	0x18
EQ: Low	CC	1,2,3,4	25	0x19	Same as primary	CC	25	0x19
Filter	CC	1,2,3,4	26	0x1A	Same as primary	CC	26	0x1A
Channel Fader	CC	1,2,3,4	28	0x1C	Channel Fader Start	Note	44	0x28
FX Knob 1	CC	9,10	0	0x00	FX 1 Select	CC	11	0x0B
FX Knob 2	CC	9,10	1	0x01	FX 2 Select	CC	12	0x0C
FX Knob 3	CC	9,10	2	0x02	FX 3 Select	CC	13	0x0D
Cross fader	CC	16	8	0x08	Same as primary	CC	8	0x08
Sample Volume	CC	16	26	0x1A	Same as primary	CC	26	0x1A
Crossfader Contour	CC	16	9	0x09	Same as primary	CC	9	0x09
Stop Time	CC	1,2,3,4	19	0x13	Same as primary	CC	19	0x13
Select Encoder Left	CC	16	0	0x00	Fast Library Scroll	CC	1	0x01
Select Encoder Right	CC	16	68	0x44	Fast Library Scroll	CC	69	0x45
Beats Multiplier	CC	9, 10	3	0x03	Same as primary	CC	3	0x03
Platter	CC	1,2,3,4	6	0x06	Same as primary	CC	6	0x06
Pitch Fader (LSB)	CC	1,2,3,4	9	0x09	Same as primary	CC	9	0x09
Pitch Fader (MSB)	CC	1,2,3,4	119	0x77	Same as primary	CC	119	0x77
Needle Drop (LSB)	CC	1,2,3,4	43	0x2B	Same as primary	CC	43	0x2B
Needle Drop (MSB)	CC	1,2,3,4	120	0x78	Same as primary	CC	120	0x78

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Effects								
Primary Command	Type	Ch	Dec	Hex	Shift Command	Dec	Hex	
Beats (Push)	Note	9,10	65	0x41	Same as primary	65	0x41	
FX 1 On	Note	9,10	0	0x00	FX 1 Select	11	0x0B	
FX 2 On	Note	9,10	1	0x01	FX 2 Select	12	0x0C	
FX 3 On	Note	9,10	2	0x02	FX 3 Select	13	0x0D	
Tap	Note	9,10	4	0x04	FX Mode	10	0x0A	
FX Assign 1, Unit 1 (Ch 1)	Note	9	5	0x05	Same as primary	5	0x05	
FX Assign 1, Unit 2 (Ch 1)	Note	10	5	0x05	Same as primary	5	0x05	
FX Assign 2, Unit 1 (Ch 2)	Note	9	6	0x06	Same as primary	6	0x06	
FX Assign 2, Unit 2 (Ch 2)	Note	10	6	0x06	Same as primary	6	0x06	
FX Assign 3, Unit 1 (Ch 3)	Note	9	7	0x07	Same as primary	7	0x07	
FX Assign 3, Unit 2 (Ch 3)	Note	10	7	0x07	Same as primary	7	0x07	
FX Assign 4, Unit 1 (Ch 4)	Note	9	8	0x08	Same as primary	8	0x08	
FX Assign 4, Unit 2 (Ch 4)	Note	10	8	0x08	Same as primary	8	0x08	
Global Functions								
Primary Command	Type	Ch	Dec	Hex	Shift Command	Dec	Hex	
Select/Load Deck 1 (Push)	Note	16	2	0x02	Toggle Library	31	0x1F	
Select/Load Deck 2 (Push)	Note	16	3	0x03	Toggle Library	31	0x1F	
Select/Load Deck 3 (Push)	Note	16	4	0x04	Toggle Library	31	0x1F	
Select/Load Deck 4 (Push)	Note	16	5	0x05	Toggle Library	31	0x1F	
Back	Note	16	7	0x07	Forward	6	0x06	
Split Cue	Note	16	28	0x1C	Same as primary	28	0x1C	
View Left Deck	Note	16	90	0x5A	Column Left Deck	92	0x5C	
View Right Deck	Note	16	91	0x5B	Column Right Deck	93	0x5D	
Crates	Note	16	7	0x07	Playlists	17	0x11	
Load Prep	Note	16	27	0x1B	Open Prep	16	0x10	
Crossfader Link	Note	16	66	0x42	Same as primary	66	0x42	
Zoom In	Note	16	67	0x43	Zoom Out	68	0x44	
Single/Continuous	Note	16	69	0x45	Single/Continuous	100	0x64	
Time	Note	16	70	0x46	Time	101	0x65	
PC/LN Switch Ch 3	Note	16	87	0x57	Velocity of 0 = PC Velocity of 2 = LN			
PC/Engine/LN Switch Ch 1	Note	16	88	0x58	Velocity of 0 = PC Velocity of 1 = Engine Velocity of 2 = LN			
PC/Engine/LN Switch Ch 2	Note	16	89	0x59	Velocity of 0 = PC Velocity of 1 = Engine Velocity of 2 = LN			
PC/LN Switch Ch 4	Note	16	96	0x60	Velocity of 0 = PC Velocity of 2 = LN			

Outbound Commands

All button and pad LED's illuminate with inbound command.

Color Table for Performance Pad RGB LED's

Velocity Dec	Velocity Hex	Color Example	Velocity Dec	Velocity Hex	Color Example	Velocity Dec	Velocity Hex	Color Example
1	0x01	OFF	27	0x1B		53	0x35	
2	0x02		28	0x1C		54	0x36	
3	0x03		29	0x1D		55	0x37	
4	0x04		30	0x1E		56	0x38	
5	0x05		31	0x1F		57	0x39	
6	0x06		32	0x20		58	0x3A	
7	0x07		33	0x21		59	0x3B	
8	0x08		34	0x22		60	0x3C	
9	0x09		35	0x23		61	0x3D	
10	0x0A		36	0x24		62	0x3E	
11	0x0B		37	0x25		63	0x3F	
12	0x0C		38	0x26		64	0x40	
13	0x0D		39	0x27				
14	0x0E		40	0x28				
15	0x0F		41	0x29				
16	0x10		42	0x2A				
17	0x11		43	0x2B				
18	0x12		44	0x2C				
19	0x13		45	0x2D				
20	0x14		46	0x2E				
21	0x15		47	0x2F				
22	0x16		48	0x30				
23	0x17		49	0x31				
24	0x18		50	0x32				
25	0x19		51	0x33				
26	0x1A		52	0x34				

Master Meter LED's

Control	CH	CC Dec	CC Hex
Master Meter	16	25	0x19

Value Range Dec	Value Range Hex	LED State	
109-127	0x6D-0x7F	1111111	All LED's On
91-108	0x5B-0x6C	1111110	
73-90	0x49-0x5A	1111100	
55-72	0x37-0x48	1111000	
37-54	0x25-0x36	1110000	
19-36	0x13-0x24	1100000	
1-18	0x01-0x12	1000000	
0	0	00000000	All LED's Off

Channel Meter LED's

Control	CH	CC Dec	CC Hex
Channel Meters	1,2,3,4	31	0x1F

Value Range Dec	Value Range Hex	LED State	
118-127	0x76-0x7F	111111111	All LED's On
105-117	0x69-0x75	111111110	
92-104	0x5C-0x68	111111100	
79-91	0x4F-0x5B	111111000	
66-78	0x42-0x4E	111110000	
53-65	0x35-0x41	111100000	
40-52	0x28-0x34	111100000	
27-39	0x1B-0x27	111000000	
14-26	0x0E-0x1A	110000000	
1-13	0x01-0x0D	100000000	
0	0	000000000	All LED's Off

Platter Ring LED's

Control	Ch	Dec	Hex	Notes
Platter Ring LED's	1,2,3,4	6	0x06	Sending a value of 1 will illuminate the LED at the 12 o'clock position. Sending a value greater than 1 will illuminate the next LED segment in a clock wise sequence. This also depends on the Ring Mode.
Platter Ring Mode	1,2,3,4	100	0x64	0 = Single "Off" LED Chase (Default), 1 = Single "On" LED Chase, 2 = Volume Style, 3 = Reverse Volume
Platter Ring (All LEDs)	1,2,3,4	99	0x63	0 = All LEDs Off, 127 = All LED's On