

MIXON 4 MIDI MAP



Section	Item	Type	MIDI (hex)				SHIFT				MIDI 2 (dec)	MIDI Channel per Deck:				
			MIDI (hex)	LED	VC	AT	MIDI (hex)	LED	VC	AT		Deck 1	Deck 2	Deck 3	Deck 4	
MIXER	GAIN	VR	00	-	-	-	Bn	-	-	-	0-127	4	5	6	7	
	HIGH	VR	Bn	01	-	-	-	Bn	-	-	-	0-127	4	5	6	7
	MID	VR	Bn	02	-	-	-	Bn	-	-	-	0-127	4	5	6	7
	LOW	VR	Bn	03	-	-	-	Bn	-	-	-	0-127	4	5	6	7
	FILTER	VR	Bn	04	-	-	-	Bn	-	-	-	0-127	4	5	6	7
	FILTER LED	LED	HARDWARE													
	FILTER FX	BTN	9n	01	HW	-	-	9n	HW	-	-	OFF = 0, ON = 127	4	5	6	7
	FILTER Center	VR	9n	22	-	-	-	9n	-	-	-	CENTER = 0, NON-CENTER = 127	4	5	6	7
	MAKRO FX (Center)	VR	9n	23	-	-	-	9n	-	-	-	CENTER = 0, NON-CENTER = 127	4	5	6	7
	LOAD	BTN	9n	02	02	-	-	9n	-	-	-	OFF = 0, ON = 127	4	5	6	7
	CUE	BTN	9n	03	03	-	-	9n	-	-	-	OFF = 0, ON = 127	4	5	6	7
	VU-METER*1	LED	Bn	-	1E	-	-	Bn	-	-	-	0-127	4	5	6	7
	Channel FADER	VR	Bn	05	-	-	-	Bn	-	-	-	0-127	4	5	6	7
	FADER Start UP	VR	-	-	-	-	-	9n	5D	-	-	OFF = 0, ON = 127	4	5	6	7
	FADER Start DOWN	VR	-	-	-	-	-	9n	5E	-	-	OFF = 0, ON = 127	4	5	6	7
	CF ASSIGNMENT A	SW	9n	04	-	-	-	9n	-	-	-	OFF = 0, ON = 127	4	5	6	7
	CF ASSIGNMENT T	SW	9n	05	-	-	-	9n	-	-	-	OFF = 0, ON = 127	4	5	6	7
CF ASSIGNMENT B	SW	9n	06	-	-	-	9n	-	-	-	OFF = 0, ON = 127	4	5	6	7	
CROSSFADER	CROSSFADER	VR	Bn	00	-	-	-	Bn	-	-	-	0-127	0A	0A	0A	0A
	CF CURVE	VR	Bn	01	-	-	-	Bn	-	-	-	LEFT = 0, MIDDLE = 64, RIGHT = 127	0A	0A	0A	0A
MASTER	MASTER VOL	VR	HARDWARE													
	BOOTH VOL	VR	HARDWARE													
	SAMPLER	VR	Bn	02	-	-	-	Bn	-	-	-	0-127	0A	0A	0A	0A
	VU-METER MST (l)*2	LED	Bn	-	05	-	-	Bn	-	-	-	0-127	0A	0A	0A	0A
	VU-METER MST (r)*2	LED	Bn	-	06	-	-	Bn	-	-	-	0-127	0A	0A	0A	0A
HEADPHONE	CUE VOL	VR	Bn	07	-	-	-	Bn	-	-	-	0-127	0A	0A	0A	0A
	CUE MIX	VR	Bn	03	-	-	-	Bn	-	-	-	0-127	0A	0A	0A	0A
NAVIGATION	TRAX	ENC	Bn	04	-	-	-	Bn	-	-	-	cv (3Fh/41h)	0A	0A	0A	0A
	TRAX (PUSH)	BTN	9n	00	-	-	-	9n	-	-	-	OFF = 0, ON = 127	0A	0A	0A	0A
	BACK	BTN	9n	01	01	-	-	9n	-	-	-	OFF = 0, ON = 127	0A	0A	0A	0A
JOG WHEEL	JOG	ENC	Bn	06	-	-	-	Bn	-	-	-	cv (3Fh/41h)	4	5	6	7
	JOG TOUCH	BTN	9n	07	-	-	-	9n	-	-	-	OFF = 0, ON = 127	4	5	6	7
	JOG LED	LED	Bn	-	06	-	-	9n	-	46	-	00-pp*4	4	5	6	7
EFFECT	EFFECT 1	VR	Bn	00	-	-	-	Bn	-	-	-	0-127	8	9	8	9
	EFFECT 2	VR	Bn	01	-	-	-	Bn	-	-	-	0-127	8	9	8	9
	EFFECT 3	VR	Bn	02	-	-	-	Bn	-	-	-	0-127	8	9	8	9
	PARAMETER	ENC	Bn	03	-	-	-	Bn	-	-	-	cv (3Fh/41h)	8	9	8	9
	PARAMETER (push)	BTN	9n	03	-	-	-	9n	-	-	-	OFF = 0, ON = 127	8	9	8	9
	ON 1	BTN	9n	00	00	-	-	9n	-	-	-	OFF = 0, ON = 127	8	9	8	9
	ON 2	BTN	9n	01	01	-	-	9n	-	-	-	OFF = 0, ON = 127	8	9	8	9
	ON 3	BTN	9n	02	02	-	-	9n	-	-	-	OFF = 0, ON = 127	8	9	8	9
	TAP	BTN	9n	04	04	-	-	9n	-	-	-	OFF = 0, ON = 127	8	9	8	9
LOOP	LOOP	ENC	Bn	08	-	-	-	Bn	-	-	-	cv (3Fh/41h)	4	5	6	7
	AUTO LOOP	BTN	9n	08	08	-	-	9n	-	-	-	OFF = 0, ON = 127	4	5	6	7
	LOOP LEDs*3	LED	9n	-	09	-	-	-	-	-	-	00-0C	4	5	6	7
PARAMETER	PARAM -	BTN	9n	0A	0A	-	-	9n	4A	4A	-	OFF = 0, ON = 127	4	5	6	7
	PARAM - (2)	BTN	9n	-	-	-	-	9n	-	-	-	OFF = 0, ON = 127 (KeySync is hold)	4	5	6	7
	PARAM +	BTN	9n	0B	0B	-	-	9n	4B	4B	-	OFF = 0, ON = 127	4	5	6	7
	PARAM + (2)	BTN	9n	-	-	-	-	9n	-	-	-	OFF = 0, ON = 127 (KeySync is hold)	4	5	6	7
TRANSPORT	PLAY/PAUSE	BTN	9n	0C	0C	-	-	9n	4C	4C	-	OFF = 0, ON = 127	4	5	6	7
	CUE	BTN	9n	0D	0D	-	-	9n	4D	4D	-	OFF = 0, ON = 127	4	5	6	7
	SYNC	BTN	9n	0E	0E	-	-	9n	4E	4E	-	OFF = 0, ON = 127	4	5	6	7
MISC	PITCH	PTCH	En	D1	D1	-	-	-	-	-	-	D2	4	5	6	7
	PITCH LED	LED	9n	-	15	-	-	-	-	-	-	OFF = 0, ON = 127	4	5	6	7
	SLIP	BTN	9n	0F	0F	-	-	9n	4F	HW	-	OFF = 0, ON = 127	4	5	6	7
	KEY LOCK	BTN	9n	10	10	-	-	9n	50	50	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	KEY LOCK (hold)	BTN	9n	25	25	-	-	9n	65	65	-	OFF = 0, ON = 127 (Hold for 2 seconds)	4	5	6	7
	KEY SYNC	BTN	9n	11*	11*	-	-	9n	51	51	-	OFF = 0, ON = 127 *(On button release)	4	5	6	7
	KEY SYNC (dbl press)	BTN	9n	24	24	-	-	-	-	-	-	OFF = 0, ON = 127 (within 250ms)	4	5	6	7
	DECK	BTN	9n	12	-	-	-	-	-	-	-	OFF = 0, ON = 127	6	7	4	5
	DECK (Shift)	BTN	-	-	HW	-	-	9n	52	HW	-	OFF = 0, ON = 127	4	5	6	7
	PHONO	BTN	9n	13	-	-	-	-	-	-	-	OFF = 0, ON = 127	-	-	6	7
	LINE	BTN	9n	14	-	-	-	-	-	-	-	OFF = 0, ON = 127	-	-	6	7
	QUANTIZE	BTN	9n	02	-	-	-	-	-	-	-	OFF = 0, ON = 127 (Hold for 2 seconds)	0A	0A	0A	0A
	VELOCITY	BTN	9n	00	-	-	-	-	-	-	-	VC OFF = 0, VC ON = 127 (Hold for 2 sec.)	4	5	6	7
SHIFT	BTN	9n	03	HW	-	-	-	-	-	-	OFF = 0, ON = 127	0A	0A	0A	0A	

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			MIDI (hex)	LED	VC	AT	MIDI (hex)	LED	VC	AT	MIDI 2 (dec)	Deck 1	Deck 2	Deck 3	Deck 4		
HOT CUE	HOT CUE	BTN	9n	16	HW	-	-	9n		HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	00	00	00	00	9n	40	40	40	40	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	01	01	01	01	9n	41	41	41	41	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	02	02	02	02	9n	42	42	42	42	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	03	03	03	03	9n	43	43	43	43	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	04	04	04	04	9n	44	44	44	44	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	05	05	05	05	9n	45	45	45	45	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	06	06	06	06	9n	46	46	46	46	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	07	07	07	07	9n	47	47	47	47	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
LOOP ROLL	LOOP ROLL	BTN	9n	17	HW	-	-	9n	57	HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	08	08	08	08	9n	48	48	48	48	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	09	09	09	09	9n	49	49	49	49	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	0A	0A	0A	0A	9n	4A	4A	4A	4A	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	0B	0B	0B	0B	9n	4B	4B	4B	4B	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	0C	0C	0C	0C	9n	4C	4C	4C	4C	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	0D	0D	0D	0D	9n	4D	4D	4D	4D	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	0E	0E	0E	0E	9n	4E	4E	4E	4E	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	0F	0F	0F	0F	9n	4F	4F	4F	4F	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
SAMPLER	SAMPLER	BTN	9n	18	HW	-	-	9n	58	HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	10	10	10	10	9n	50	50	50	50	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	11	11	11	11	9n	51	51	51	51	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	12	12	12	12	9n	52	52	52	52	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	13	13	13	13	9n	53	53	53	53	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	14	14	14	14	9n	54	54	54	54	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	15	15	15	15	9n	55	55	55	55	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	16	16	16	16	9n	56	56	56	56	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	17	17	17	17	9n	57	57	57	57	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
SLICER	SLICER	BTN	9n	19	HW	-	-	9n	59	HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	18	18	18	18	9n	58	58	58	58	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	19	19	19	19	9n	59	59	59	59	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	1A	1A	1A	1A	9n	5A	5A	5A	5A	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	1B	1B	1B	1B	9n	5B	5B	5B	5B	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	1C	1C	1C	1C	9n	5C	5C	5C	5C	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	1D	1D	1D	1D	9n	5D	5D	5D	5D	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	1E	1E	1E	1E	9n	5E	5E	5E	5E	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	1F	1F	1F	1F	9n	5F	5F	5F	5F	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
CUE LOOP	CUE LOOP	BTN	9n	1A	HW	-	-	9n	5A	HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	20	20	20	20	9n	60	60	60	60	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	21	21	21	21	9n	61	61	61	61	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	22	22	22	22	9n	62	62	62	62	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	23	23	23	23	9n	63	63	63	63	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	24	24	24	24	9n	64	64	64	64	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	25	25	25	25	9n	65	65	65	65	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	26	26	26	26	9n	66	66	66	66	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	27	27	27	27	9n	67	67	67	67	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3

MIXON 4 MIDI MAP



Section	Item	Type					SHIFT				MIDI 2 (dec)	MIDI Channel per Deck:					
			MIDI (hex)	LED	VC	AT	MIDI (hex)	LED	VC	AT		Deck 1	Deck 2	Deck 3	Deck 4		
SAVED LOOPS	SAVED LOOPS	BTN	9n	1B	HW	-	-	9n	5B	HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	28	28	28	28	9n	68	68	68	68	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	29	29	29	29	9n	69	69	69	69	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	2A	2A	2A	2A	9n	6A	6A	6A	6A	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	2B	2B	2B	2B	9n	6B	6B	6B	6B	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	2C	2C	2C	2C	9n	6C	6C	6C	6C	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	2D	2D	2D	2D	9n	6D	6D	6D	6D	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	2E	2E	2E	2E	9n	6E	6E	6E	6E	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	2F	2F	2F	2F	9n	6F	6F	6F	6F	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
PITCH PLAY	PITCH PLAY	BTN	9n	1C	HW	-	-	9n	5C	HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	30	30	30	30	9n	70	70	70	70	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	31	31	31	31	9n	71	71	71	71	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	32	32	32	32	9n	72	72	72	72	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	33	33	33	33	9n	73	73	73	73	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	34	34	34	34	9n	74	74	74	74	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	35	35	35	35	9n	75	75	75	75	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	36	36	36	36	9n	76	76	76	76	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	37	37	37	37	9n	77	77	77	77	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
SLICER LOOP	SLICER LOOP	BTN	9n	1D	HW	-	-	9n	5D	HW	-	-	OFF = 0, ON = 127 (On button release)	4	5	6	7
	PAD 1	BTN	9n	38	38	38	38	9n	78	78	78	78	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 2	BTN	9n	39	39	39	39	9n	79	79	79	79	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 3	BTN	9n	3A	3A	3A	3A	9n	7A	7A	7A	7A	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 4	BTN	9n	3B	3B	3B	3B	9n	7B	7B	7B	7B	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 5	BTN	9n	3C	3C	3C	3C	9n	7C	7C	7C	7C	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 6	BTN	9n	3D	3D	3D	3D	9n	7D	7D	7D	7D	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 7	BTN	9n	3E	3E	3E	3E	9n	7E	7E	7E	7E	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3
	PAD 8	BTN	9n	3F	3F	3F	3F	9n	7F	7F	7F	7F	9n = OFF = 0, ON = Refer to LED RGB map // VC = Bn / AT = An	0	1	2	3

MIXON 4 MIDI MAP



*3: LOOP LEDs

LED	MIDI	SHIFT	MIDI 2
0	09	49	00
1	09	49	01
2	09	49	02
3	09	49	03
4	09	49	04
5	09	49	05
ALL ON	09	49	06
1 (FLASH)	09	49	07
2 (FLASH)	09	49	08
3 (FLASH)	09	49	09
4 (FLASH)	09	49	0A
5 (FLASH)	09	49	0B
ALL (FLASH)	09	49	0C

*4: JOG LED

Behaviour 1: Track progress

LED	MIDI	SHIFT	MIDI 2
0	06	46	00
1	06	46	01
1+2	06	46	02
1-3	06	46	03
1-4	06	46	04
1-5	06	46	05
1-6	06	46	06
1-7	06	46	07
1-8	06	46	08
1-9	06	46	09
1-10	06	46	0A
1-11	06	46	0B
1-12	06	46	0C
1-13	06	46	0D
1-14	06	46	0E
1-15	06	46	0F
1-16	06	46	10

Behaviour 2: Deck spindle position

LED	MIDI	SHIFT	MIDI 2
0	06	46	11
1	06	46	12
2	06	46	13
3	06	46	14
4	06	46	15
5	06	46	16
6	06	46	17
7	06	46	18
8	06	46	19
9	06	46	1A
10	06	46	1B
11	06	46	1C
12	06	46	1D
13	06	46	1E
14	06	46	1F
15	06	46	20
16	06	46	21

Behaviour 3: All LEDs ON/OFF

LED	MIDI	SHIFT	MIDI 2
1-16	06	46	7F

*1: VU METER (PFL)

LED	MIDI	SHIFT	MIDI 2
0	1E	5E	00
1	1E	5E	01 - 19
2	1E	5E	1A - 33
3	1E	5E	34 - 4D
4	1E	5E	4E - 67
5	1E	5E	68 - 7F

*2: VU-METER (MASTER) LEFT

LED	MIDI	SHIFT	MIDI 2
0	05	45	00
1	05	45	01 - 10
2	05	45	11 - 21
3	05	45	22 - 32
4	05	45	33 - 43
5	05	45	44 - 54
6	05	45	55 - 65
7	05	45	66 - 76
8	05	45	77 - 7F

*2: VU-METER (MASTER) RIGHT

LED	MIDI	SHIFT	MIDI 2
0	06	46	00
1	06	46	01 - 10
2	06	46	11 - 21
3	06	46	22 - 32
4	06	46	33 - 43
5	06	46	44 - 54
6	06	46	55 - 65
7	06	46	66 - 76
8	06	46	77 - 7F

SysEx

Name	SysEx	Description
Deck Restriction	FO 0A 00 F7	Disable Deck 3&4
Deck Restriction	FO 0A 01 F7	Enable Deck 3&4
Identify Request	FO 00 20 7F 03 01 F7	Request all initial position of controls

MIXON 4 MIDI MAP



RGB LED

Color-Binary	MIDI Value	Percent %		
		R	G	B
00000000	0	0%	0%	0%
00000001	1	0%	0%	33%
00000010	2	0%	0%	66%
00000011	3	0%	0%	100%
00000100	4	0%	33%	0%
00000101	5	0%	33%	33%
00000110	6	0%	33%	66%
00000111	7	0%	33%	100%
00001000	8	0%	66%	0%
00001001	9	0%	66%	33%
00001010	10	0%	66%	66%
00001011	11	0%	66%	100%
00001100	12	0%	100%	0%
00001101	13	0%	100%	33%
00001110	14	0%	100%	66%
00001111	15	0%	100%	100%
00010000	16	33%	0%	0%
00010001	17	33%	0%	33%
00010010	18	33%	0%	66%
00010011	19	33%	0%	100%
00010100	20	33%	33%	0%
00010101	21	33%	33%	33%
00010110	22	33%	33%	66%
00010111	23	33%	33%	100%
00011000	24	33%	66%	0%
00011001	25	33%	66%	33%
00011010	26	33%	66%	66%
00011011	27	33%	66%	100%
00011100	28	33%	100%	0%
00011101	29	33%	100%	33%
00011110	30	33%	100%	66%
00011111	31	33%	100%	100%
00100000	32	66%	0%	0%
00100001	33	66%	0%	33%
00100010	34	66%	0%	66%
00100011	35	66%	0%	100%
00100100	36	66%	33%	0%
00100101	37	66%	33%	33%
00100110	38	66%	33%	66%
00100111	39	66%	33%	100%
00101000	40	66%	66%	0%
00101001	41	66%	66%	33%
00101010	42	66%	66%	66%
00101011	43	66%	66%	100%
00101100	44	66%	100%	0%
00101101	45	66%	100%	33%
00101110	46	66%	100%	66%
00101111	47	66%	100%	100%
00110000	48	100%	0%	0%
00110001	49	100%	0%	33%
00110010	50	100%	0%	66%
00110011	51	100%	0%	100%
00110100	52	100%	33%	0%
00110101	53	100%	33%	33%
00110110	54	100%	33%	66%
00110111	55	100%	33%	100%
00111000	56	100%	66%	0%
00111001	57	100%	66%	33%
00111010	58	100%	66%	66%
00111011	59	100%	66%	100%
00111100	60	100%	100%	0%
00111101	61	100%	100%	33%
00111110	62	100%	100%	66%
00111111	63	100%	100%	100%

RGB LED (DIM)

Color-Binary	MIDI Value	Percent %		
		R	G	B
01000000	64	0%	0%	0%
01000001	65	0%	0%	6%
01000010	66	0%	0%	13%
01000011	67	0%	0%	20%
01000100	68	0%	6%	0%
01000101	69	0%	6%	6%
01000110	70	0%	6%	13%
01000111	71	0%	6%	20%
01001000	72	0%	13%	0%
01001001	73	0%	13%	6%
01001010	74	0%	13%	13%
01001011	75	0%	13%	20%
01001100	76	0%	20%	0%
01001101	77	0%	20%	6%
01001110	78	0%	20%	13%
01001111	79	0%	20%	20%
01010000	80	6%	0%	0%
01010001	81	6%	0%	6%
01010010	82	6%	0%	13%
01010011	83	6%	0%	20%
01010100	84	6%	6%	0%
01010101	85	6%	6%	6%
01010110	86	6%	6%	13%
01010111	87	6%	6%	20%
01011000	88	6%	13%	0%
01011001	89	6%	13%	6%
01011010	90	6%	13%	13%
01011011	91	6%	13%	20%
01011100	92	6%	20%	0%
01011101	93	6%	20%	6%
01011110	94	6%	20%	13%
01011111	95	6%	20%	20%
01100000	96	13%	0%	0%
01100001	97	13%	0%	6%
01100010	98	13%	0%	13%
01100011	99	13%	0%	20%
01100100	100	13%	6%	0%
01100101	101	13%	6%	6%
01100110	102	13%	6%	13%
01100111	103	13%	6%	20%
01101000	104	13%	13%	0%
01101001	105	13%	13%	6%
01101010	106	13%	13%	13%
01101011	107	13%	13%	20%
01101100	108	13%	20%	0%
01101101	109	13%	20%	6%
01101110	110	13%	20%	13%
01101111	111	13%	20%	20%
01110000	112	20%	0%	0%
01110001	113	20%	0%	6%
01110010	114	20%	0%	13%
01110011	115	20%	0%	20%
01110100	116	20%	6%	0%
01110101	117	20%	6%	6%
01110110	118	20%	6%	13%
01110111	119	20%	6%	20%
01111000	120	20%	13%	0%
01111001	121	20%	13%	6%
01111010	122	20%	13%	13%
01111011	123	20%	13%	20%
01111100	124	20%	20%	0%
01111101	125	20%	20%	6%
01111110	126	20%	20%	13%
01111111	127	20%	20%	20%