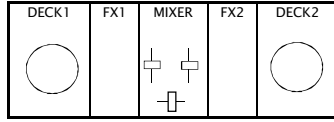


Ch No.	Block	MIDI Ch No.
Ch.1	DECK 1	n = 0
Ch.2	DECK 2	n = 1
Ch.3	FX 1	n = 2
Ch.4	FX 2	n = 3
Ch.5	MIXER	n = 4



DDJ-S1

Midi In Data Format

	Function Name	shift	MSB	LSB	SW Type	MIDI Message (3bytes)	bit	note	
DECK	HOT CUE 1				SW	0x9n 0x2A dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 2				SW	0x9n 0x2B dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 3				SW	0x9n 0x2C dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 4				SW	0x9n 0x2D dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 5				SW	0x9n 0x2E dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	SAMPLER MODE				SW	0x9n 0x2F dd		OFF = 0x00, ON = 0x7F	
	LOOP IN				SW	0x9n 0x10 dd		OFF = 0x00, ON = 0x7F	
	LOOP OUT				SW	0x9n 0x11 dd		OFF = 0x00, ON = 0x7F	
	RELOOP/EXIT				SW	0x9n 0x12 dd		OFF = 0x00, ON = 0x7F	
	SELECT				SW	0x9n 0x15 dd		OFF = 0x00, ON = 0x7F	
	AUTO LOOP				General Purpose Controller	0xBn 0x13 dd		Difference count value from when previously operated, Turn clockwise: 0x01 - (max)0x1E, Turn counterclockwise: 0x7F - (min)0x62	
	AUTO LOOP (push)				SW	0x9n 0x14 d		OFF = 0x00, ON = 0x7F	
	NEEDLE SEARCH/ROLL				Touch Sensor	0xBn 0x03 dd		0x00 - 0x7F (position information) 0x00 at left edge, 0x7F at right edge	
	NEEDLE SEARCH TOUCH				SW	0x9n 0x3F dd		OFF = 0x00, ON = 0x7F	
	BREAKING SPEED ADJUST		●		VR	0xBn 0x04 dd 0xBn 0x24 dd		0x00 0x00 - (max)0x7F 0x7F	
	VINYL				SW	0x9n 0x35 dd		OFF = 0x00, ON = 0x7F	
	TEMPO RANGE/TEMPO				SW	0x9n 0x19 dd		OFF = 0x00, ON = 0x7F	
	KEY LOCK				SW	0x9n 0x1A dd		OFF = 0x00, ON = 0x7F	
	SYNC				SW	0x9n 0x1B dd		OFF = 0x00, ON = 0x7F	
	TEMPO		●		VR	0xBn 0x00 dd 0xBn 0x20 dd	7 7	14bit slider value, -side: 0x00 0x00 - +side: 0x7F 0x7F, center: 0x40 0x00	
	CENSOR/REVERSE				SW	0x9n 0x38 dd		OFF = 0x00, ON = 0x7F	
	SLIP				SW	0x9n 0x40 dd		OFF = 0x00, ON = 0x7F	
	CUE				SW	0x9n 0x0C dd		OFF = 0x00, ON = 0x7F	
	PLAY/PAUSE/STUTTER				SW	0x9n 0x08 dd		OFF = 0x00, ON = 0x7F	
	PITCH BEND		●		General Purpose Controller	0xBn 0x01 dd 0xBn 0x21 dd	7 7	14bit difference count value from when previously operated, Turn clockwise: 0x00 0x01 - (max)0x3F 0x7F, Turn counterclockwise: 0x7F 0x7F - (max)0x40 0x00	
	SCRATCH		●		General Purpose Controller	0xBn 0x02 dd 0xBn 0x22 dd	7 7	14bit difference count value from when previously operated, Turn clockwise: 0x00 0x01 - (max)0x3F 0x7F, Turn counterclockwise: 0x7F 0x7F - (max)0x40 0x00	
	PITCH BEND		●	●	General Purpose Controller	0xBn 0x01 dd 0xBn 0x21 dd	7 7	14bit difference count value from when previously operated, Turn clockwise: 0x00 0x01 - 0x3F 0x7F(max), Turn counterclockwise: 0x7F 0x7F - 0x40 0x00(max)	
	JOG TOUCH				SW	0x9n 0x36 dd		OFF = 0x00, ON = 0x7F	
	SCRATCH		●	●	General Purpose Controller	0xBn 0x02 dd 0xBn 0x22 dd	7 7	14bit difference count value from when previously operated, Turn clockwise: 0x00 0x01 - 0x3F 0x7F(max), Turn counterclockwise: 0x7F 0x7F - 0x40 0x00(max)	
	LOAD/INST.DOUBLES				SW	0x9n 0x3D dd		OFF = 0x00, ON = 0x7F	
	HOT CUE 1		●		SW	0x9n 0x5C dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 2		●		SW	0x9n 0x5D dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 3		●		SW	0x9n 0x5E dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 4		●		SW	0x9n 0x5F dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	HOT CUE 5		●		SW	0x9n 0x60 dd		OFF = 0x00, ON = 0x7F [HOT CUE MODE]	
	SAMPLER MODE		●		SW	0x9n 0x61 dd		OFF = 0x00, ON = 0x7F	
	LOOP IN		●		SW	0x9n 0x4C dd		OFF = 0x00, ON = 0x7F	
	LOOP OUT		●		SW	0x9n 0x4D dd		OFF = 0x00, ON = 0x7F	
	RELOOP/EXIT		●		SW	0x9n 0x4E dd		OFF = 0x00, ON = 0x7F	
	SELECT		●		SW	0x9n 0x51 dd		OFF = 0x00, ON = 0x7F	
	AUTO LOOP		●		General Purpose Controller	0xBn 0x4F dd	7	Difference count value from when previously operated, Turn clockwise: 0x01 - (max)0x1E, Turn counterclockwise: 0x7F - (min)0x62	
	AUTO LOOP (push)		●		SW	0x9n 0x50 dd		OFF = 0x00, ON = 0x7F	
	NEEDLE SEARCH/ROLL		●		SW	0x9n 0x30-0x34 dd		Area is divided into five and it operates as SW. OFF = 0x00, ON = 0x7F	
	BREAKING SPEED ADJUST		●	●	VR	0xBn 0x09 dd 0xBn 0x29 dd		0x00 0x00 - (max)0x7F 0x7F	
	VINYL		●		SW	0x9n 0x67 dd		OFF = 0x00, ON = 0x7F	
TEMPO RANGE/TEMPO		●		SW	0x9n 0x55 dd		OFF = 0x00, ON = 0x7F		
KEY LOCK		●		SW	0x9n 0x56 dd		OFF = 0x00, ON = 0x7F		
SYNC		●		SW	0x9n 0x57 dd		OFF = 0x00, ON = 0x7F		
TEMPO		●	●	VR	0xBn 0x05 dd 0xBn 0x25 dd	7 7	14bit slider value, -side: 0x00 0x00 - +side: 0x7F 0x7F, center: 0x40 0x00		
CENSOR/REVERSE		●		SW	0x9n 0x6A dd		OFF = 0x00, ON = 0x7F		
SLIP		●		SW	0x9n 0x72 dd		OFF = 0x00, ON = 0x7F		
CUE		●		SW	0x9n 0x48 dd		OFF = 0x00, ON = 0x7F		
PLAY/PAUSE/STUTTER		●		SW	0x9n 0x47 dd		OFF = 0x00, ON = 0x7F		
PITCH BEND		●	●	General Purpose Controller	0xBn 0x06 dd 0xBn 0x26 dd	7 7	14bit difference count value from when previously operated, Turn clockwise: 0x00 0x01 - (max)0x3F 0x7F, Turn counterclockwise: 0x7F 0x7F - (max)0x40 0x00		
PITCH BEND		●	●	General Purpose Controller	0xBn 0x06 dd 0xBn 0x26 dd	7 7	14bit difference count value from when previously operated, Turn clockwise: 0x00 0x01 - 0x3F 0x7F(max), Turn counterclockwise: 0x7F 0x7F - 0x40 0x00(max)		
JOG TOUCH		●		SW	0x9n 0x68 dd		OFF = 0x00, ON = 0x7F		
SCRATCH		●	●	General Purpose Controller	0xBn 0x07 dd 0xBn 0x27 dd	7 7	14bit difference count value from when previously operated, Turn clockwise: 0x00 0x01 - 0x3F 0x7F(max), Turn counterclockwise: 0x7F 0x7F - 0x40 0x00(max)		
LOAD/INST.DOUBLES		●		SW	0x9n 0x6F dd		OFF = 0x00, ON = 0x7F		
MODE SELECT				SW	0xBn 0x00 dd	7	FX1 = 0x00, FX2 = 0x01, FX3 = 0x02, Video = 0x03		
FX	EFFECT SELECT				General Purpose Controller	0xBn 0x01 dd	7	Difference count value from when previously operated, Turn clockwise: 0x01 - (max)0x1E, Turn counterclockwise: 0x7F - (min)0x62	
		●			General Purpose Controller	0xBn 0x3D dd	7	Difference count value from when previously operated, Turn clockwise: 0x01 - (max)0x1E, Turn counterclockwise: 0x7F - (min)0x62	
	BEATS/PARAMETER				General Purpose Controller	0xBn 0x02 dd	7	Difference count value from when previously operated, Turn clockwise: 0x01 - (max)0x1E, Turn counterclockwise: 0x7F - (min)0x62	
		●			General Purpose Controller	0xBn 0x3E dd	7	Difference count value from when previously operated, Turn clockwise: 0x01 - (max)0x1E, Turn counterclockwise: 0x7F - (min)0x62	
	LEVEL/DEPTH		●		VR	0xBn 0x03 dd 0xBn 0x23 dd	7 7	0x00 0x00 - 0x7F 0x7F	
	ON/OFF				SW	0x9n 0x40 dd		OFF = 0x00, ON = 0x7F	
	TAP				SW	0x9n 0x41 dd		OFF = 0x00, ON = 0x7F	
	MIXER	TRIM A		●		VR	0xBn 0x00 dd 0xBn 0x20 dd	7 7	0x00 0x00 - 0x7F 0x7F
			●			VR	0xBn 0x01 dd 0xBn 0x21 dd	7 7	0x00 0x00 - 0x7F 0x7F
		EQ HI A		●		VR	0xBn 0x02 dd 0xBn 0x22 dd	7 7	0x00 0x00 - 0x7F 0x7F
●					VR	0xBn 0x03 dd 0xBn 0x23 dd	7 7	0x00 0x00 - 0x7F 0x7F	
EQ HI B			●		VR	0xBn 0x04 dd 0xBn 0x24 dd	7 7	0x00 0x00 - 0x7F 0x7F	
		●			VR	0xBn 0x04 dd 0xBn 0x24 dd	7 7	0x00 0x00 - 0x7F 0x7F	

	Function Name	shift	M S B	L S B	SW Type	MIDI Message (3bytes)	bit	note
MIXER	EQ MID B		●	●	VR	0xBn 0x05 dd	7	0x00 0x00 - 0x7F 0x7F
			●	●		0xBn 0x25 dd	7	
	EQ LOW A		●	●	VR	0xBn 0x06 dd	7	0x00 0x00 - 0x7F 0x7F
			●	●		0xBn 0x26 dd	7	
	EQ LOW B		●	●	VR	0xBn 0x07 dd	7	0x00 0x00 - 0x7F 0x7F
			●	●		0xBn 0x27 dd	7	
	CH FADER A		●	●	VR	0xBn 0x08 dd	7	0x00 0x00 - 0x7F 0x7F
			●	●		0xBn 0x28 dd	7	
	CH FADER B		●	●	VR	0xBn 0x09 dd	7	0x00 0x00 - 0x7F 0x7F
			●	●		0xBn 0x29 dd	7	
	FADER START A				SW	0xBn 0x60 dd	7	OFF = 0x00, ON = 0x01
	FADER START B				SW	0xBn 0x61 dd	7	OFF = 0x00, ON = 0x01
	CROSS FADER		●	●	VR	0xBn 0x0A dd	7	0x00 0x00 - 0x7F 0x7F(0x00 0x00 at left side, 0x7F 0x7F at right side)
				●		0xBn 0x2A dd	7	
	CROSS FADER CURVE SW				SW	0xBn 0x64 dd	7	THRU = 0x00, ↘ = 0x01, ↙ = 0x02
	CROSS FADER REV				SW	0xBn 0x65 dd	7	OFF = 0x00, ON = 0x01
	HEADPHONE CUE A				SW	0x9n 0x54 dd		OFF = 0x00, ON = 0x7F
	HEADPHONE CUE B				SW	0x9n 0x55 dd		OFF = 0x00, ON = 0x7F
	LIBRARY SCROLL				General Purpose Controller	0xBn 0x40 dd	7	Difference count value from when previously operated, Turn clockwise: 0x01 - (max)0x1E, Turn counterclockwise: 0x7F - (min)0x62
	LIBRARY SCROLL (push)		●		SW	0x9n 0x41 dd		OFF = 0x00, ON = 0x7F
					SW	0x9n 0x61 dd		OFF = 0x00, ON = 0x7F
	BACK		●		SW	0x9n 0x42 dd		OFF = 0x00, ON = 0x7F
					SW	0x9n 0x52 dd		OFF = 0x00, ON = 0x7F
	PANEL SELECT/REC		●		SW	0x9n 0x43 dd		OFF = 0x00, ON = 0x7F
				SW	0x9n 0x63 dd		OFF = 0x00, ON = 0x7F	
LOAD PREPARE		●		SW	0x9n 0x44 dd		OFF = 0x00, ON = 0x7F	
				SW	0x9n 0x64 dd		OFF = 0x00, ON = 0x7F	
CRATES		●		SW	0x9n 0x45 dd		OFF = 0x00, ON = 0x7F	
				SW	0x9n 0x65 dd		OFF = 0x00, ON = 0x7F	
FILES		●		SW	0x9n 0x46 dd		OFF = 0x00, ON = 0x7F	
				SW	0x9n 0x66 dd		OFF = 0x00, ON = 0x7F	
BROWSE		●		SW	0x9n 0x47 dd		OFF = 0x00, ON = 0x7F	
				SW	0x9n 0x67 dd		OFF = 0x00, ON = 0x7F	
PREPARE		●		SW	0x9n 0x48 dd		OFF = 0x00, ON = 0x7F	
				SW	0x9n 0x68 dd		OFF = 0x00, ON = 0x7F	
THRU MODE				SW	0xBn 0x71 dd	7	OFF = 0x00, ON = 0x01	
SHIFT				SW	0x90 0x7F dd		OFF = 0x00, ON = 0x7F	
MIC1 TALK OVER					0x94 0x6E dd		MIC no input = 0x00, MIC input = 0x7F	
MIC2 TALK OVER					0x94 0x6F dd		MIC no input = 0x00, MIC input = 0x7F	

Midi Out Data Format

	Function Name	shift	SW Type	MIDI Message (3bytes)	note
DECK	HOT CUE /SAMPLER 1		LED	0x9n 0x2A dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 2		LED	0x9n 0x2B dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 3		LED	0x9n 0x2C dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 4		LED	0x9n 0x2	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 5		LED	0x9n 0x2E dd	OFF = 0x00, ON = 0x7F
	SAMPLER MODE		LED	0x9n 0x2F dd	OFF = 0x00, ON = 0x7F
	LOOP IN		LED	0x9n 0x10 dd	OFF = 0x00, ON = 0x7F
	LOOP OUT		LED	0x9n 0x11 dd	OFF = 0x00, ON = 0x7F
	RELOOP/EXIT		LED	0x9n 0x12 dd	OFF = 0x00, ON = 0x7F
	PLAYING ADDRESS		LED	0xBn 0x0A dd	OFF = 0x00, 0x01 - 0x0A (lights from left side) 0x0B - 0x14 (turn off the lights from left side) 0x15 - 0x1E (lights 1 point from left side)
	VINYL		LED	0x9n 0x35 dd	OFF = 0x00, ON = 0x7F
	KEY LOCK		LED	0x9n 0x1A dd	OFF = 0x00, ON = 0x7F
	SYNC		LED	0x9n 0x1B dd	OFF = 0x00, ON = 0x7F
	TEMPO INDICATER		LED	0x9n 0x1C dd	OFF = 0x00, ON = 0x7F
	TEMPO		LED	0x9n 0x1 dd	OFF = 0x00, ON = 0x7F
	CENSOR/REVERSE		LED	0x9n 0x38 dd	OFF = 0x00, ON = 0x7F
	SLIP		LED	0x9n 0x40 dd	OFF = 0x00, ON = 0x7F
	CUE		LED	0x9n 0x0C dd	OFF = 0x00, ON = 0x7F
	PLAY/PAUSE/STTUTER		LED	0x9n 0x0B dd	OFF = 0x00, ON = 0x7F
	JOG INDICATER		LED	0xBn 0x39 dd	OFF = 0x00, 0x01 - 0x30 (turn clockwise the off points from top side of the Jog) 4point ON = 0x31 - 0x7F
	LOAD/INST.DOUBLES		LED	0x9n 0x3 dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 1	●	LED	0x9n 0x5C dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 2	●	LED	0x9n 0x5 dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 3	●	LED	0x9n 0x5E dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 4	●	LED	0x9n 0x5F dd	OFF = 0x00, ON = 0x7F
	HOT CUE /SAMPLER 5	●	LED	0x9n 0x60 dd	OFF = 0x00, ON = 0x7F
	SAMPLER MODE	●	LED	0x9n 0x61 dd	OFF = 0x00, ON = 0x7F
	LOOP IN	●	LED	0x9n 0x4C dd	OFF = 0x00, ON = 0x7F
	LOOP OUT	●	LED	0x9n 0x4 dd	OFF = 0x00, ON = 0x7F
	RELOOP/EXIT	●	LED	0x9n 0x4E dd	OFF = 0x00, ON = 0x7F
	PLAYING ADDRESS	●	LED	0xBn 0x46 dd	OFF = 0x00, 0x01 - 0x0A (lights from left side) 0x0B - 0x14 (turn off the lights from left side) 0x15 - 0x1E (lights 1 point from left side)
	VINYL	●	LED	0x9n 0x67 dd	OFF = 0x00, ON = 0x7F
	KEY LOCK	●	LED	0x9n 0x56 dd	OFF = 0x00, ON = 0x7F
	SYNC	●	LED	0x9n 0x57 dd	OFF = 0x00, ON = 0x7F
	TEMPO Δ	●	LED	0x9n 0x58 dd	OFF = 0x00, ON = 0x7F
	TEMPO ∇	●	LED	0x9n 0x59 dd	OFF = 0x00, ON = 0x7F
	CENSOR/REVERSE	●	LED	0x9n 0x6A dd	OFF = 0x00, ON = 0x7F
	SLIP	●	LED	0x9n 0x72 dd	OFF = 0x00, ON = 0x7F
	CUE	●	LED	0x9n 0x48 dd	OFF = 0x00, ON = 0x7F
	PLAY/PAUSE/STTUTER	●	LED	0x9n 0x47 dd	OFF = 0x00, ON = 0x7F
	JOG INDICATER	●	LED	0xBn 0x6B dd	OFF = 0x00, 0x01 - 0x30 (turn clockwise the off points from top side of the Jog) 4point ON = 0x31 - 0x7F
	LOAD/INST.DOUBLES	●	LED	0x9n 0x6F dd	OFF = 0x00, ON = 0x7F
	ON/OFF		LED	0x9n 0x40 dd	OFF = 0x00, ON = 0x7F
	CROSS FADER REV		LED	0x9n 0x66 dd	OFF = 0x00, ON = 0x7F
	CH LEVEL INDICATER A		LED	0xBn 0x69 dd	0x00 - 0x7F (0x00 min = OFF, 0x7F max = ALL ON)
	CH LEVEL INDICATER B		LED	0xBn 0x6B dd	0x00 - 0x7F (0x00 min = OFF, 0x7F max = ALL ON)
	HEADPHONE CUE A		LED	0x9n 0x54 dd	OFF = 0x00, ON = 0x7F
	HEADPHONE CUE B		LED	0x9n 0x55 dd	OFF = 0x00, ON = 0x7F
PANEL SELECT/REC		LED	0x9n 0x43 dd	OFF = 0x00, ON = 0x7F	
CRATES		LED	0x9n 0x45 dd	OFF = 0x00, ON = 0x7F	
FILES		LED	0x9n 0x46 dd	OFF = 0x00, ON = 0x7F	
BROWSE		LED	0x9n 0x47 dd	OFF = 0x00, ON = 0x7F	
PREARE		LED	0x9n 0x48 dd	OFF = 0x00, ON = 0x7F	