



## Controls





Each control inside Mixxx is identified by a unique string. These strings are used in the keyboard mappings, controller mappings, and inside Mixxx to gain access to the controls. The following is a list of controls that can be used in any of the above contexts.

### List of Controls

The default range is 0.0 to 1.0, unless otherwise noted. Binary means that it is either 'ON' (non-zero) or 'OFF' (zero).

*Please keep the controls in alphabetical order by group*

[Group]	Key/Control	Range	What it does	On-screen feedback
Below, $N=2$ up to the number of active microphones. e.g [Microphone2], for Mic #1 just use [Microphone] <sup>7</sup> .				
[MicrophoneN]	enabled <sup>4</sup>	binary	1 if a microphone input is enabled, 0 if not.	Microphone is enabled.
[MicrophoneN]	orientation <sup>4</sup>	0-2	Set microphone orientation, 0 = left side of crossfader, 1 = center, 2 = right side of crossfader. Default is center.	N/A
[MicrophoneN]	PeakIndicator <sup>4</sup>	binary	Indicates when the signal is clipping (too loud for the hardware and is being distorted)	Microphone Clip light
[MicrophoneN]	talkover <sup>4</sup>	binary	Hold value at 1 to mix microphone input into the master output.	Talk button
[MicrophoneN]	volume <sup>4</sup>	default	Adjusts the microphone volume fader	Microphone volume fader changes
[MicrophoneN]	pregain	0.0..1.0..4.0	Adjusts the gain of the mic input	Microphone gain knob
[MicrophoneN]	mute <sup>7</sup>	binary	Mutes the channel	Mute button
[MicrophoneN]	VuMeter <sup>4</sup>	default	Outputs the current instantaneous microphone volume	Microphone VU meter changes
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[Master]	audio_latency_usage <sup>7</sup>	0 .. 25 %	Reflects fraction of latency, given by the audio buffer size, spend for audio processing inside Mixxx. At value near 25 % there is a high risk of buffer underflows	latency meter
[Master]	audio_latency_overload <sup>7</sup>	binary	Indicates a buffer under or over-flow. Resets after 500 ms	Overload indicator
[Master]	audio_latency_overload_count <sup>7</sup>	0 .. n	Counts buffer over and under-flows. Max one per 500 ms	Counter in hardware preferences

[Master]	balance	-1.0..1.0	Adjusts the left/right channel balance on the Master output	Center Balance knob
[Master]	crossfader	-1.0..1.0	Adjusts the crossfader between players/decks (-1.0 is all the way left, Deck 1)	Crossfader slider
[Master]	crossfader_down	binary	Moves the crossfader left by 1/10th	Crossfader slider
[Master]	crossfader_down_small <sup>4</sup>	binary	Moves the crossfader left by 1/100th	Crossfader slider
[Master]	crossfader_up	binary	Moves the crossfader right by 1/10th	Crossfader slider
[Master]	crossfader_up_small <sup>4</sup>	binary	Moves the crossfader right by 1/100th	Crossfader slider
[Master]	duckStrength <sup>7</sup>	0.0..1.0	Microphone ducking strength	
[Master]	enabled <sup>7</sup>	binary	Indicator that the master mix is processed	n/a
[Master]	headEnabled <sup>7</sup>	binary	Indicator that the headphone mix is processed	n/a
[Master]	headVolume	0.0..1.0..5.0	Adjusts the headphone output volume	Head Vol knob
[Master]	headMix	-1.0..1.0	Adjusts the cue/main mix in the headphone output	Pre/Main knob
[Master]	headSplit <sup>7</sup>	binary	Splits headphone cueing into right = master mono and left = pfl mono.	Split Cue button / GUI control currently missing 
[Master]	latency	absolute value	Latency setting (sound buffer size) in milliseconds (default 64)	Latency slider in the prefs
[Master]	num_decks <sup>2</sup>	integer	The number of decks currently enabled.	N/A
[Master]	num_samplers <sup>2</sup>	integer	The number of samplers currently enabled.	N/A
[Master]	num_preview_decks <sup>6</sup>	integer	The number of preview decks currently enabled.	N/A
[Master]	PeakIndicator	binary	Indicates when the signal is clipping (too loud for the hardware and is being distorted)	Clip light
[Master]	samplerate	absolute value	The current output sample rate in Hz (default 44100)	(none)
[Master]	talkoverDucking <sup>7</sup>		Toggle microphone ducking mode (OFF, AUTO, MANUAL)	
[Master]	volume	0.0..1.0..5.0	Adjusts the Master output volume	Center Volume knob
[Master]	VuMeter	default	Outputs the current instantaneous master volume (composite)	Master meter (mono)
[Master]	VuMeterL	default	Outputs the current instantaneous master volume for the left	Master meter L


			channel	
[Master]	VuMeterR	default	Outputs the current instantaneous master volume for the right channel	Master meter R
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<b>[Playlist]</b>	LoadSelectedIntoFirstStopped	binary	Loads the currently highlighted song into the first stopped deck	Waveform view
[Playlist]	SelectNextPlaylist	binary	Switches to the next view (Library, Queue, etc.)	Library sidebar
[Playlist]	SelectPrevPlaylist	binary	Switches to the previous view (Library, Queue, etc.)	Library sidebar
[Playlist]	ToggleSelectedSidebarItem <sup>6</sup>	binary	Toggles (expands/collapses) the currently selected sidebar item.	Library sidebar
[Playlist]	SelectNextTrack	binary	Scrolls to the next track in the track table.	Library track table highlight
[Playlist]	SelectPrevTrack	binary	Scrolls to the previous track in the track table.	Library track table highlight
[Playlist]	SelectTrackKnob	relative value	Scrolls the given number of tracks in the track table (can be negative for reverse direction).	Library track table highlight
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<b>[AutoDJ]</b>	enabled <sup>6</sup>	binary	Turns Auto DJ on or off.	AutoDJ button
[AutoDJ]	shuffle_playlist <sup>6</sup>	binary	Shuffles the content of the Auto DJ playlist.	Order of tracks in the AutoDJ playlist changes.
[AutoDJ]	skip_next <sup>6</sup>	binary	Skips the next track in the Auto DJ playlist.	Skipped track is removed from the AutoDJ playlist.
[AutoDJ]	fade_now <sup>6</sup>	binary	Triggers the transition to the next track.	Crossfader slider moves to the other side.
[Controls]	touch_shift <sup>7</sup>	binary	Once enabled, all touch tab events are interpreted as right click. This control has been added to provide touchscreen compatibility in 1.12 and might be replaced by a general modifier solution in 1.13	All Widgets
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Below, $N=1$ up to the number of active decks/samplers <sup>5</sup> .				
<b>[ChannelN]</b>	back	binary	Fast rewind (REW)	< button
[ChannelN]	beat_active <sup>4</sup>	binary	Indicates whether the player is currently positioned within 50 milliseconds of a beat or not.	N/A
[ChannelN]	beatjump <sup>7</sup>	real number	Jump forward by X beats (positive) or backward by X beats (negative).	Player jumps forward or backward by X beats.

[ChannelN]	beatjump_X_forward <sup>7</sup>	binary	Jump forward by X beats. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64	Player jumps forward by X beats.
[ChannelN]	beatjump_X_backward <sup>7</sup>	binary	Jump backward by X beats. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64	Player jumps backward by X beats.
[ChannelN]	beatloop <sup>4</sup>	positive real number	Setup a loop over the set number of beats.	A loop is shown over the set number of beats.
[ChannelN]	beatloop_X_activate <sup>4</sup>	binary	Activates a loop over X beats. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64 (in Mixx 1.11, it seems a control is also available for X = 0.03125)	A loop is shown over X beats.
[ChannelN]	beatloop_X_toggle <sup>4</sup>	binary	Toggles a loop over X beats. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64	A loop is shown over X beats.
[ChannelN]	beatloop_X_enabled <sup>4</sup>	binary	1 if beatloop X is enabled, 0 if not.	Beatloop X button in skin is lit.
[ChannelN]	beatlooproll_X_activate <sup>6</sup>	binary	Activates a rolling loop over X beats. Once disabled, playback will resume where the track would have been if it had not entered the loop. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64	Beatloop X button in skin is lit. A loop overlay is shown over X beats on waveform.
[ChannelN]	beats_translate_curpos <sup>4</sup>	binary	Adjust beatgrid so closest beat is aligned with the current playposition.	Beatgrid moves to align with current playposition.
[ChannelN]	beats_adjust_faster <sup>8</sup>	binary	Adjust the average BPM up by +0.01	Beatgrid lines move closer to each other.
[ChannelN]	beats_adjust_slower <sup>8</sup>	binary	Adjust the average BPM down by -0.01.	Beatgrid lines move further apart from each other.
[ChannelN]	beats_translate_earlier <sup>8</sup>	binary	Move Beatgrid earlier	Beatgrid moves left by a small amount.
[ChannelN]	beats_translate_later <sup>8</sup>	binary	Move Beatgrid later	Beatgrid moves right by a small amount.
[ChannelN]	beatsync	binary	<del>Syncs the BPM to that of the other track (if BPM is detected on both)</del>	<del>SYNC button &amp; Pitch slider snaps to the appropriate value</del>
[ChannelN]	beatsync <sup>5</sup>	binary	<b>changed behavior</b> Syncs the BPM and phase to that of the other track (if BPM is detected on both)	SYNC button & Pitch slider snaps to the appropriate value
[ChannelN]	beatsync_phase <sup>4</sup>	binary	Syncs the phase to that of the other track (if BPM is detected on	SYNC button & Pitch slider snaps to the appropriate value

			both)	
[ChannelN]	beatsync_tempo <sup>4</sup>	binary	Syncs the BPM to that of the other track (if BPM is detected on both)	SYNC button & Pitch slider snaps to the appropriate value
[ChannelN]	bpm	absolute value	Reads or sets the track's current BPM (changing the pitch)	BPM value display
[ChannelN]	bpm <sup>2</sup>	real-valued	bpm now only reflects the bpm of the loaded track	N/A
[ChannelN]	bpm <sup>5</sup>	real-valued	bpm reflects the perceived (rate-adjusted) BPM of the file loaded in ChannelN	BPM value display
[ChannelN]	bpm_tap <sup>2</sup>	binary	When tapped repeatedly, adjusts the playback rate of ChannelN to match the tapped BPM	track playback rate shifts after 4 or more taps
[ChannelN]	bpm_tap <sup>3</sup>	binary	When tapped repeatedly, adjusts the BPM of ChannelN to match the tapped BPM	BPM value display (play speed doesn't change)
[ChannelN]	cue_default	binary	In CDJ mode, when playing, returns to the cue point & pauses. If stopped, sets a cue point at the current location. If stopped and at a cue point, plays from that point until released (set to 0.)	CUE button
[ChannelN]	cue_gotoandplay <sup>6</sup>	binary	If the Cue point is set, seeks the player to it and starts playback.	Player may change position and start playing.
[ChannelN]	cue_gotoandstop <sup>6</sup>	binary	If the Cue point is set, seeks the player to it and stops.	Player may change position.
[ChannelN]	cue_indicator <sup>7</sup>	binary	Provides information to be bound to the Cue Button e.g. blinking when next press will move the cue point	Cue button
[ChannelN]	cue_cdj <sup>4</sup>	binary	Cue button, always in CDJ mode	n/a
[ChannelN]	cue_point	absolute value	The current position of the cue point in samples	Cue point marker
[ChannelN]	cue_preview	binary	Plays from the current cue point	CUE button lights & waveform moves
[ChannelN]	cue_set	binary	Sets a cue point at the current location	Cue mark appears on the waveform
[ChannelN]	cue_simple	binary	If the player is not playing, set the cue point at the current location otherwise seek to the cue point.	CUE button
[ChannelN]	duration	absolute value	Outputs the length of the current song in seconds	(none)

[ChannelN]	eject <sup>2</sup>	binary	Eject currently loaded track	track is ejected from player
[ChannelN]	end	binary	Jump to end of track	Track jumps to end
[ChannelN]	file_bpm	positive value	(Read-only) the detected BPM of the loaded track	N/A
[ChannelN]	filter <sup>7</sup>	binary	Toggles the filter effect	Filter button
[ChannelN]	filterDepth <sup>7</sup>	default	Adjusts the intensity of the filter effect	Filter depth knob
[ChannelN]	filterHigh	0.0..1.0..4.0	Adjusts the gain of the high EQ filter	HIGH knob
[ChannelN]	filterHighKill	binary	Holds the gain of the high EQ to -inf while active	HIGH kill knob
[ChannelN]	filterLow	0.0..1.0..4.0	Adjusts the gain of the low EQ filter	LOW knob
[ChannelN]	filterLowKill	binary	Holds the gain of the low EQ to -inf while active	LOW kill knob
[ChannelN]	filterMid	0.0..1.0..4.0	Adjusts the gain of the mid EQ filter	MID knob
[ChannelN]	filterMidKill	binary	Holds the gain of the mid EQ to -inf while active	MID kill knob
[ChannelN]	fwd	binary	Fast forward (FF)	> button
[ChannelN]	hotcue_X_activate <sup>1</sup>	binary	If hotcue X is set, seeks the player to hotcue X's position. If hotcue X is not set, sets hotcue X to the current play position.	Player may change position. Hotcue X marker may change on waveform.
[ChannelN]	hotcue_X_clear <sup>1</sup>	binary	If hotcue X is set, clears its hotcue status.	Hotcue X marker changes on waveform.
[ChannelN]	hotcue_X_enabled <sup>1</sup>	read-only, binary	1 if hotcue X is active, (position is not -1), 0 otherwise.	
[ChannelN]	hotcue_X_goto <sup>1</sup>	binary	If hotcue X is set, seeks the player to hotcue X's position.	Player may change position.
[ChannelN]	hotcue_X_gotoandplay <sup>6</sup>	binary	If hotcue X is set, seeks the player to hotcue X's position and starts playback.	Player may change position.
[ChannelN]	hotcue_X_gotoandstop <sup>1</sup>	binary	If hotcue X is set, seeks the player to hotcue X's position and stops.	Player may change position.
[ChannelN]	hotcue_X_position <sup>1</sup>	positive integer	The position of hotcue X in samples, -1 if not set.	Hotcue X marker changes on waveform.
[ChannelN]	hotcue_X_set <sup>1</sup>	binary	Set hotcue X to the current play position. If hotcue X was previously set, clears its hotcue status.	Hotcue X marker changes on waveform.
[ChannelN]	jog	-3.0..3.0	Affects relative play speed & direction for short instances (additive & is automatically reset to 0)	Waveform


[ChannelN]	key <sup>7</sup>	real-valued	Current key of the track	
[ChannelN]	keylock <sup>2</sup>	binary	Enable key-lock for the specified deck (rate changes only affect tempo, not key)	key-lock button activates
[ChannelN]	LoadSelectedTrack	binary	Loads the currently highlighted track into the deck	Track name & waveform change
[ChannelN]	LoadSelectedTrackAndPlay <sup>6</sup>	binary	Loads the currently highlighted track into the deck and starts playing	Track name & waveform change & Play/pause button
[ChannelN]	loop_double <sup>4</sup>	binary	Doubles the current loop's length by moving the end marker.	Loop length doubles on waveform
[ChannelN]	loop_enabled <sup>1</sup>	read-only, binary	Indicates whether or not a loop is enabled. Read-only, do not set.	Loop in waveform is active.
[ChannelN]	loop_end_position <sup>1</sup>	positive integer	The player loop-out position in samples, -1 if not set.	Loop-out marker shows on waveform.
[ChannelN]	loop_halve <sup>4</sup>	binary	Halves the current loop's length by moving the end marker. Player immediately loops if past the new endpoint.	Loop length halves on waveform
[ChannelN]	loop_in <sup>1</sup>	binary	Sets the player loop in position to the current play position.	Loop-in marker changes on waveform.
[ChannelN]	loop_out <sup>1</sup>	binary	Sets the player loop out position to the current play position.	Loop-out marker changes on waveform.
[ChannelN]	loop_move <sup>7</sup>	real number	Move loop forward by X beats (positive) or backward by X beats (negative).	Loop moves forward or backward by X beats.
[ChannelN]	loop_move_X_forward <sup>7</sup>	binary	Moves the loop in and out points forward by X beats. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64	Loop moves forward by X beats.
[ChannelN]	loop_move_X_backward <sup>7</sup>	binary	Loop moves by X beats. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64	Loop moves backward by X beats.
[ChannelN]	loop_scale <sup>4</sup>	0.0 - infinity	Scale the loop length by the value scale is set to by moving the end marker.	Loop length is scaled by given amount on waveform.
[ChannelN]	loop_start_position <sup>1</sup>	positive integer	The player loop-in position in samples, -1 if not set.	Loop-in marker changes on waveform.
[ChannelN]	orientation <sup>2</sup>	0-2	Set channel's mix orientation, 0 = left side of crossfader, 1 = center, 2 = right side of crossfader	N/A

[ChannelN]	passthrough <sup>7</sup>	binary	Connects the vinyl control input for vinyl control on that deck to the channel output. Allows to mix external media into DJ sets.	GUI control currently missing 
[ChannelN]	PeakIndicator	binary	Indicates when the signal is clipping (too loud for the hardware and is being distorted)	Clip light
[ChannelN]	pfl	binary	Toggles headphone cueing	Headphone button
[ChannelN]	play	binary	Toggles playing or pausing the track. Feedback: 1.0 if track is playing or play command is adopted and track will be played after loading	Play/pause button
[ChannelN]	play_indicator <sup>7</sup>	binary	Provides information to be bound with the a Play/Pause button e.g blinking when play is possible	Play/pause button
[ChannelN]	play_stutter <sup>7</sup>	binary	A play button without pause. Pushing while playing, starts play at cue point again (Stutter).	Play/Stutter button
[ChannelN]	playposition	default	Sets the absolute position in the track. The Range is -0.14 to 1.14 (0 = beginning → Midi 14, 1 = end → Midi 114)	Waveform
[ChannelN]	pregain	0.0..1.0..4.0	Adjusts the pre-fader gain of the track (to avoid clipping)	GAIN knob
[ChannelN]	quantize <sup>4</sup>	binary	Aligns Hot-cues and Loop In & Out to the next beat from the current position.	Hot-cues or Loop In/Out markers
[ChannelN]	quantize_beat <sup>4</sup>	0.0 - infinity	Holds the frame offset position of the next beat.	Is used internally by CueControl (CUEs & Hotcues) and LoopingControl for quantization.
[ChannelN]	rate	-1.0..1.0	Pitch control	Pitch slider
[ChannelN]	rate_dir	-1 or 1	Rate-direction, indicates orientation of rate slider.	?
[ChannelN]	rate_perm_down	binary	Sets the pitch 4% lower	Perm down button & Pitch slider
[ChannelN]	rate_perm_down_small	binary	Sets the pitch 1% lower	Perm down button & Pitch slider
[ChannelN]	rate_perm_up	binary	Sets the pitch 4% higher	Perm up button & Pitch slider
[ChannelN]	rate_perm_up_small	binary	Sets the pitch 1% higher	Perm up button & Pitch slider



[ChannelN]	rate_temp_down	binary	Holds the pitch 4% lower while active	Temp down button & Pitch slider
[ChannelN]	rate_temp_down_small	binary	Holds the pitch 1% lower while active	Temp down button & Pitch slider
[ChannelN]	rate_temp_up	binary	Holds the pitch 4% higher while active	Temp up button & Pitch slider
[ChannelN]	rate_temp_up_small	binary	Holds the pitch 1% higher while active	Temp up button & Pitch slider
[ChannelN]	rateRange	0.0..3.0	Sets the range of the pitch slider (0.08 = 8%)	none, until you move the pitch slider
[ChannelN]	reloop_exit <sup>1</sup>	binary	Toggles the current loop on or off.	Loop range in waveform activates or deactivates.
[ChannelN]	repeat <sup>2</sup>	binary	Enable repeat-mode for the specified deck	when track finishes, song loops to beginning
[ChannelN]	reverse	binary	Toggles playing the track backwards	REV button
[ChannelN]	reverseroll <sup>7</sup>	binary	Enables reverse and slip mode while held (Censor)	REV button
[ChannelN]	scratch	-3.0..3.0	Affects play speed & direction ( <u>differently whether currently playing or not</u> <a href="https://bugs.launchpad.net/mixxx/+bug/530281">[https://bugs.launchpad.net/mixxx/+bug/530281]</a> ) (multiplicative)	Waveform
[ChannelN]	scratch2 <sup>1</sup>	-3.0..3.0	Affects <b>absolute</b> play speed & direction whether currently playing or not when <i>scratch2_enabled</i> is active. (multiplicative)	Waveform
[ChannelN]	scratch2_enable <sup>1</sup>	binary	Takes over play speed & direction for <i>scratch2</i> .	Waveform
[ChannelN]	slip_enabled <sup>6</sup>	binary	Toggles slip mode. When active, the playback continues muted in the background during a loop, scratch etc. Once disabled, the audible playback will resume where the track would have been.	GUI control currently missing 🐛 <b>Fix Me!</b>
[ChannelN]	start	binary	Jump to start of track	Track jumps to start
[ChannelN]	start_play <sup>4</sup>	binary	Start playback from the beginning of the deck.	Deck plays from beginning
[ChannelN]	start_stop <sup>4</sup>	binary	Seeks a player to the start and then stops it.	Deck stops at the beginning
[ChannelN]	stop <sup>4</sup>	binary	Stops a player.	Pause Button. Deck pauses at the current position
[ChannelN]	sync_enabled <sup>7</sup>	binary	Syncs the BPM and phase to that of the other track (if BPM is detected on both)	SYNC button & Pitch slider snaps to the appropriate value
[ChannelN]	sync_master <sup>7</sup>	binary	Sets deck as master clock	

[ChannelN]	sync_mode <sup>7</sup>	binary	SYNC_NONE = 0; SYNC_FOLLOWER = 1; SYNC_MASTER = 2,	
[ChannelN]	track_samplerate <sup>2</sup>	absolute value	(Read-only) Sample rate of the track loaded on the specified deck	n/a
[ChannelN]	track_samples	absolute value	(Read-only) Number of sound samples in the track loaded on the specified deck	n/a
[ChannelN]	volume	default	Adjusts the channel volume fader	VOL fader
[ChannelN]	mute <sup>7</sup>	binary	Mutes the channel	Mute button
[ChannelN]	vinylcontrol_enabled <sup>4</sup>	binary	Toggles whether a deck is being controlled by digital vinyl	When enabled, a vinyl indication should appear onscreen indicating green for Enabled
[ChannelN]	visual_bpm <sup>7</sup>	?	BPM to display in the UI (updated more slowly than the actual bpm)	BPM value widget
[ChannelN]	visual_key <sup>7</sup>	?	Current musical key after pitch shifting to display in the UI using the notation selected in the preferences	Key value widget
[ChannelN]	visual_key_distance <sup>7</sup>	-0.5..0.5	The distance to the nearest key measured in cents	Key value widget
[ChannelN]	vinylcontrol_cueing <sup>4</sup>	0.0-2.0	Determines how cue points are treated in vinyl control Relative mode	Off - cue points ignored; One Cue - If needle is dropped after the cue point, track will seek to that cue point; hot cue - track will seek to nearest previous hot cue point
[ChannelN]	vinylcontrol_mode <sup>4</sup>	0.0-2.0	Determines how vinyl control interprets needle information: absolute mode - track position equals needle position and speed; relative mode - track speed equals needle speed regardless of needle position; constant mode - track speed equals last known-steady speed regardless of needle input	3-way button indicates status
[ChannelN]	vinylcontrol_status <sup>4</sup>	0.0-3.0 (read-only)	Provides visual feedback with regards to vinyl control status	Off for control disabled, green for control enabled, blinking yellow for when the needle reaches the end of the record, and red for needle skip detected
[ChannelN]	VuMeter	default	Outputs the current instantaneous deck volume	Deck VU meter

[ChannelN]	VuMeterL	default	Outputs the current instantaneous deck volume for the left channel	Deck VU meter L
[ChannelN]	VuMeterR	default	Outputs the current instantaneous deck volume for the right channel	Deck VU meter R
[ChannelN]	waveform_zoom <sup>6</sup>	1.0 - 6.0	Zooms the waveform to look ahead or back as needed.	Waveform. GUI control currently missing 
[ChannelN]	wheel	-3.0..3.0	Affects relative play speed & direction persistently (additive offset & must manually be undone)	Waveform
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<b>[SamplerN]<sup>4</sup></b>	All Sampler controls are the same as for <i>Channel</i> above. Just replace [ChannelN] with [SamplerN].			
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<b>[PreviewDeckN]<sup>6</sup></b>	PreviewDeck controls are the same as for <i>Channel</i> above. Just replace [ChannelN] with [PreviewDeckN].			
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<b>[VinylControl]</b>	Toggle <sup>4</sup>	binary	Moves control by a vinyl control signal from one deck to another if using the single deck vinyl control (VC) feature.	If VC isn't enabled on any decks, enable it on the first one we're receiving samples for. If VC is enabled on a single (exclusive) deck, and another deck is setup to receive samples, disable it on the former deck and enable it on the next eligible deck (ordered by deck number). If VC is enabled on multiple decks, don't do anything.
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<b>[Various]</b>	The following extensions add some features to ControlPotMeter controls (volume, crossfader, ...). Use in conjunction with [ChannelN], [SamplerN], [Master] ... groups			
[Various]	_set_one <sup>6</sup>	default	sets the value to 1.0	
[Various]	_set_minus_one <sup>6</sup>	default	sets the value to -1.0	
[Various]	_toggle <sup>6</sup>	default	sets the value to 0.0 if the value was > 0.0, and to 1.0 if the value was 0.0	e.g. "[ChannelN] volume_toggle" will cut off/on a track while you're playing
[Various]	_minus_toggle <sup>6</sup>	default	sets the value to -1.0 if the value was > -1.0, and to 1.0 if the value was -1.0	e.g. "[Master] crossfader_minus_toggle" can tilt the crossfader from left to right
[Various]	_set_zero <sup>6</sup>	default	sets the value to 0.0	e.g. "[Master] crossfader_zero" put the crossfader in the middle again
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<b>Deprecated controls</b>				
[Flanger]	lfoDepth <sup>8</sup>	default	<b>deprecated</b> Adjusts the intensity of the flange	Depth knob

			effect	
[Flanger]	lfoDelay <sup>8</sup>	50..10000	<b>deprecated</b> Adjusts the phase delay of the flange effect in microseconds	Delay knob
[Flanger]	lfoPeriod <sup>8</sup>	50000..2000000	<b>deprecated</b> Adjusts the wavelength of the flange effect in microseconds	LFO knob
[ChannelN]	flanger <sup>8</sup>	binary	<b>deprecated</b> Toggles the flange effect	FLANGER button
[ChannelN]	beatloop_X <sup>4</sup>	toggle	<b>deprecated</b> Setup a loop over X beats. A control exists for X = 0.0625, 0.125, 0.25, 0.5, 1, 2, 4, 8, 16, 32, 64	A loop is shown over X beats.
[ChannelN]	Hercules1	?	<b>deprecated</b>	?
[ChannelN]	Hercules2	?	<b>deprecated</b>	?
[ChannelN]	Hercules3	?	<b>deprecated</b>	?
[ChannelN]	Hercules4	?	<b>deprecated</b>	?
[ChannelN]	NextTask	?	<b>deprecated</b>	?
[ChannelN]	NextTrack	?	<b>deprecated</b>	?
[ChannelN]	PrevTask	?	<b>deprecated</b>	?
[ChannelN]	PrevTrack	?	<b>deprecated</b>	?
[ChannelN]	transform	?	<b>deprecated</b>	?

<sup>1</sup> introduced in Mixxx v1.8.0

<sup>2</sup> introduced in Mixxx v1.9.0

<sup>3</sup> changed in Mixxx v1.9.2

<sup>4</sup> introduced in Mixxx v1.10.0

<sup>5</sup> changed in Mixxx v1.10.0

<sup>6</sup> introduced in Mixxx v1.11.0

<sup>7</sup> introduced in Mixxx v1.12.0

<sup>8</sup> deprecated in Mixxx v1.12.0