

DENON DJ

LC6000
PRIME

MIDI Specification

Scope

This document describes the format of messages between the LC6000 PRIME and the PC/Mac Host.

Inbound Send Messages

LC6000 PRIME Control (Send)	Command			Number			Value	
	Ch.	Event	Hex	MIDI Dec	MIDI Hex	Note	Dec	Hex
Play/Pause	1	Note On Note Off	0x90	01	0x01	C#-1	Note On: 127 Note Off: 0	Note On: 0x7F Note Off: 0x00
Cue				02	0x02	D-1		
Track Skip (Previous)				05	0x05	F -1		
Track Skip (Next)				06	0x06	F#-1		
Beat Jump Back				03	0x03	Eb-1		
Beat Jump Forward				04	0x04	E -1		
Censor				07	0x07	G -1		
Loop In				08	0x08	G#-1		
Loop Out				09	0x09	A -1		
Auto Loop Set (Knob Press)				10	0x0A	Bb-1		
Back				16	0x10	E 0		
Forward				17	0x11	F 0		
Select (Knob Press)				18	0x12	F# 0		
Vinyl				19	0x13	G 0		
Sync				20	0x14	G# 0		
Master Deck				21	0x15	A 0		
Key Lock				22	0x16	Bb 0		
Slip				23	0x17	B 0		
Pitch -				24	0x18	C 1		
Pitch +				25	0x19	C# 1		
Shift				26	0x1A	D 1		
Hot Cue Mode				27	0x1B	Eb 1		
Loop Mode				30	0x1E	F# 1		
Roll Mode				28	0x1C	E 1		
Slicer Mode				29	0x1D	F 1		

LC6000 PRIME Control (Send)	Command			Number			Value	
	Ch.	Event	Hex	MIDI Dec	MIDI Hex	Note	Dec	Hex
Performance Pad 1	1	Note On Note Off	0x90	32	0x20	G# 1	Note On: 127 Note Off: 0	Note On: 0x7F Note Off: 0x00
Performance Pad 2				33	0x21	A 1		
Performance Pad 3				34	0x22	Bb 1		
Performance Pad 4				35	0x23	B 1		
Performance Pad 5				36	0x24	C 2		
Performance Pad 6				37	0x25	C# 2		
Performance Pad 7				38	0x26	D 2		
Performance Pad 8				39	0x27	Eb 2		
Platter Touch				40	0x28	E 2		
Parameter Back				68	0x44	G# 4		
Parameter Forward		69	0x45	A 4				
Needle Drop (Touch)		70	0x46	Bb 4				
Auto Loop Size		CC	0xB0	03	0x03	Eb-1	Reverse: 127-64 Forward: 1-63	Reverse: 0x7F-0x40 Forward: 0x01-0x3F
Select (Turn)	06			0x06	F#-1	Slow to fast Relative data	Slow to fast Relative data	

LC6000 PRIME Double Precision Control (Send)	Command			Upper Byte CC#			Upper Byte Value		Lower Byte CC#			Lower Byte Value	
	Control	Ch.	Event	Hex	MIDI Dec	MIDI Hex	Note	Dec	Hex	MIDI Dec	MIDI Hex	Note	Dec
Jog Wheel	1	CC	0xB0	55	0x37	G 3	Reverse: 127-64 Forward: 1-63 Slow to fast Relative data	Reverse: 0x7F- 0x40 Forward: 0x01- 0x3F Slow to fast Relative data	54	0x36	F# 3	Reverse: 127-64 Forward: 1-63 Slow to fast Relative data	Reverse: 0x7F- 0x40 Forward: 0x01- 0x3F Slow to fast Relative data
Pitch Slider				08	0x08	G#-1		0x00- 0x7F Absolute Data	40	0x28	E 2		0x00- 0x7F Absolute Data
Needle Drop (Scrub)				64	0x40	E 4		0x00- 0x7F Absolute Data	64	0x40	E 4		0x00- 0x7F Absolute Data



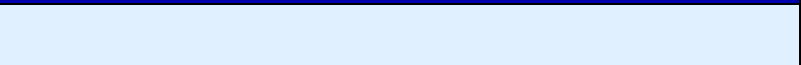







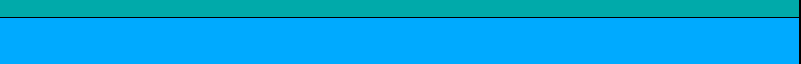







Outbound Receive Messages



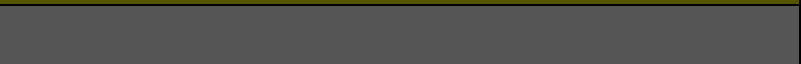














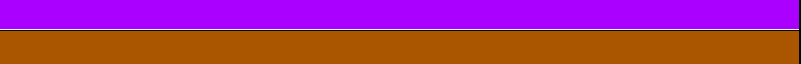






LC6000 PRIME Control (Receive)	Command			Number			LED State		
	Control	Ch.	Event	Hex	MIDI Dec	MIDI Hex	Note	Dec	Hex
Play/Pause	1	Note On Note Off			01	0x01	C#-1	0=Off, 1=Dim, 2-127= Full Brightness	0x00=Off, 0x01=Dim, 0x02-0x7F= Full Brightness
Cue					02	0x02	D -1		
Track Skip (Previous)					05	0x05	F -1		
Track Skip (Next)					06	0x06	F#-1		
Beat Jump Back					03	0x03	Eb-1		
Beat Jump Forward					04	0x04	E -1		
Censor					07	0x07	G -1		
Loop In					08	0x08	G#-1		
Loop Out					09	0x09	A -1		
Auto Loop Light Ring					10	0x0A	Bb-1		
Select Light Ring					18	0x12	F# 0		
Vinyl					19	0x13	G 0		
Sync					20	0x14	G# 0		
Master Deck					21	0x15	A 0		
Key Lock					22	0x16	Bb 0		
Slip					23	0x17	B 0		
Pitch -					24	0x18	C 1		
Pitch +					25	0x19	C# 1		
Shift					26	0x1A	D 1		
Pitch Arrow Back					41	0x29	F 2		
Pitch Center					42	0x2A	F# 2		
Pitch Arrow Forward					43	0x2B	G 2		
Parameter Back					68	0x44	G# 4		
Parameter Forward					69	0x45	A 4		
Hot Cue Mode					27	0x1B	Eb 1		
Loop Mode					30	0x1E	F# 1		
Roll Mode					28	0x1C	E 1		
Slicer Mode					29	0x1D	F 1		



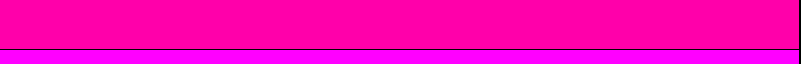



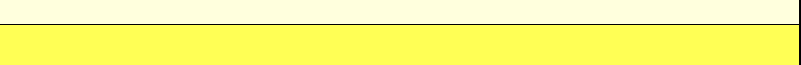
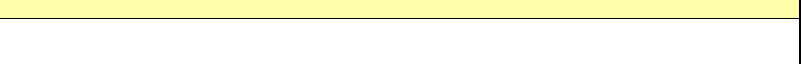
LC6000 PRIME Control (Receive)	Command			Number			Value	
	Ch.	Event	Hex	MIDI Dec	MIDI Hex	Note	Dec	Hex
Performance Pad 1	1	Note On Note Off	0x90	32	0x20	G# 1	See Color Table below.	
Performance Pad 2				33	0x21	A 1		
Performance Pad 3				34	0x22	Bb 1		
Performance Pad 4				35	0x23	B 1		
Performance Pad 5				36	0x24	C 2		
Performance Pad 6				37	0x25	C# 2		
Performance Pad 7				38	0x26	D 2		
Performance Pad 8				39	0x27	Eb 2		
Platter LED Ring				40	0x28	E 2		

Note: The wheel display requires SysEx programming and is not available through manual MIDI mapping.

Color Table from Device

Velocity Dec	Velocity Hex	Color Example
1	0x00	OFF
2	0x01	
3	0x02	
4	0x03	
5	0x04	
6	0x05	
7	0x06	
8	0x07	
9	0x08	
10	0x09	
11	0x0A	
12	0x0B	
13	0x0C	
14	0x0D	
15	0x0E	
16	0x0F	
17	0x10	
18	0x11	
19	0x12	

Velocity Dec	Velocity Hex	Color Example
20	0x13	
21	0x14	
22	0x15	
23	0x16	
24	0x17	
25	0x18	
26	0x19	
27	0x1A	
28	0x1B	
29	0x1C	
30	0x1D	
31	0x1E	
32	0x1F	
33	0x20	
34	0x21	
35	0x22	
36	0x23	
37	0x24	
38	0x25	
39	0x26	
40	0x27	
41	0x28	
42	0x29	
43	0x2A	

Velocity Dec	Velocity Hex	Color Example
44	0x2B	
45	0x2C	
46	0x2D	
47	0x2E	
48	0x2F	
49	0x30	
50	0x31	
51	0x32	
52	0x33	
53	0x34	
54	0x35	
55	0x36	
56	0x37	
57	0x38	
58	0x39	
59	0x3A	
60	0x3B	
61	0x3C	
62	0x3D	
63	0x3E	
64	0x3F	