DENON DJ

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MCX8000
STANDALONE DJ PLAYER AND DJ CONTROLLER

FIRMWARE V2.0 AVAILABLE NOW!
Now Supports engine PRIME Prepared USB Drives

MCX8000 Firmware v2.0 Release Notes

- Added support for Engine Prime prepared USB drives
- Added Mic 1 attenuation control utility menu option (0dB to -20dB)
- Added Mic 2 attenuation control utility menu option (0dB to -20dB)
- Added ability to change USB Recording Level
- Added ability to change Talk Over Level from (-10dB to -40dB)
- Added Talk Over level utility menu option (-10dB to 0dB)
- Added Talk Over resume type utility menu option (fast, normal)
- Added Booth Receive mic signal utility menu option (on, off)
- Added Beat Grid support for Engine Prime prepared USB drives
- Added Beat Grid slide feature via SLIDE button
- Added Quantize feature via ADJUST button
- Added Quantize options 1/8, 1/4, 1/2, 1-beat and off for setting/triggering hotcues and loops
- Added Beat Sync feature
- Added pitch range lock (soft takeover) to prevent drastic pitch jumps when moving the pitch fader at large pitch percentage ranges
- Improved Slicer quantization, triggering accuracy, and drifting when in sync mode
- Improved Needle Drop accuracy
- Added 12 o'clock platter LED reset for cues
- Added BPM sorting when browsing songs through BPM Filter
- Expanded support for sorted folder names from 32 to 64 characters
- Extended display time for letter popup when using first letter search
- Removed preview stutter when using needle drop
- Changed the "Default Auto Loop Beat" setting name to "Default Auto Loop Size"
- Changed "Auto Cue Level" to "Track Start Position". Tracks will now load to the Initial Cue position or Track Start
- Fixed issue where <unknown> was displayed for track name in crates & playlists with over 500 tracks
- Fixed issue where device would not register as MIDI device on certain Mac OS systems
- Fixed issue where the loop region would disable after performing a loop jump
- Fixed issue where the loop was sometimes disabled after triggering the loop
- Fixed reloop issue that caused audio drop if triggered when no loop had previously been set

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- Fixed issue where pitch fader was not reported in the SysEx initialization message
- Fixed issue which prevented Slicer functionality directly after scratching
- Fixed issue where continuous play stops after about 64 songs playback
- Various additional bug fixes and stability improvements

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