

MAXDJ

DDJ-FLX10 Guide

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MAXDJ professional DJ mixer software · Windows desktop app + MAXDJ web
For version BETA 0.30.2 · 31 October 2026

MAXDJ DDJ-FLX10 Guide

MAXDJ plays the AlphaTheta DDJ-FLX10 out of the box: its mapping loads by itself, all four decks, the mixer, the pads in colour and the jog screens. This guide takes you from the box to the first mix, then shows what every control does in MAXDJ.

1 · Before you start

- **A Windows 10 or 11 computer** with MAXDJ installed (see the User Guide, chapter 2), or an **Android phone or tablet** with the MAXDJ app (chapter 6 of this guide).
- **The DDJ-FLX10's Windows driver** from AlphaTheta's support site (Windows only - Android needs nothing). It gives MAXDJ the console's sound card as **DDJ-FLX10 ASIO**.
- **The USB cable** from the console to the computer, **speakers** on the console's MASTER OUT and **headphones** in its headphone socket.
- **Some music in the MAXDJ Library** (User Guide, chapter 6). Tracks are analysed as they are added: BPM, beatgrid and key.

The FLX10 **mixes in software**: its faders, EQ knobs, crossfader and CH CUE buttons send their positions to MAXDJ, and MAXDJ's own mixer does the mixing. That is why the console's mixer section only works while MAXDJ is open and the console's sound card is chosen in MAXDJ.

2 · Connect and load the mapping

Step 1 - plug in

- Install the driver first, then connect the FLX10 to the computer with the USB cable and switch it on.
- On the console, set each channel's input selector to the **USB** port your computer is on (USB A or USB B).
- Start MAXDJ.

Step 2 - the mapping loads by itself

The first time MAXDJ sees the FLX10 it loads the **DDJ-FLX10** preset on its own. Nothing to do. To check, or to load it again later:

- Open **SETTINGS** (top right) > **KEYBOARD / CONSOLE** > **MIDI**.
- **Preset:** pick **AlphaTheta DDJ-FLX10** and press **LOAD PRESET**.
- The table below lists every mapped control. Loading the preset again replaces only the FLX10's own lines - a second console's lines stay, and your own LEARN lines for other consoles stay.

Load it again after a MAXDJ update that lists new FLX10 functions in its release notes - a table loaded before keeps the old lines.

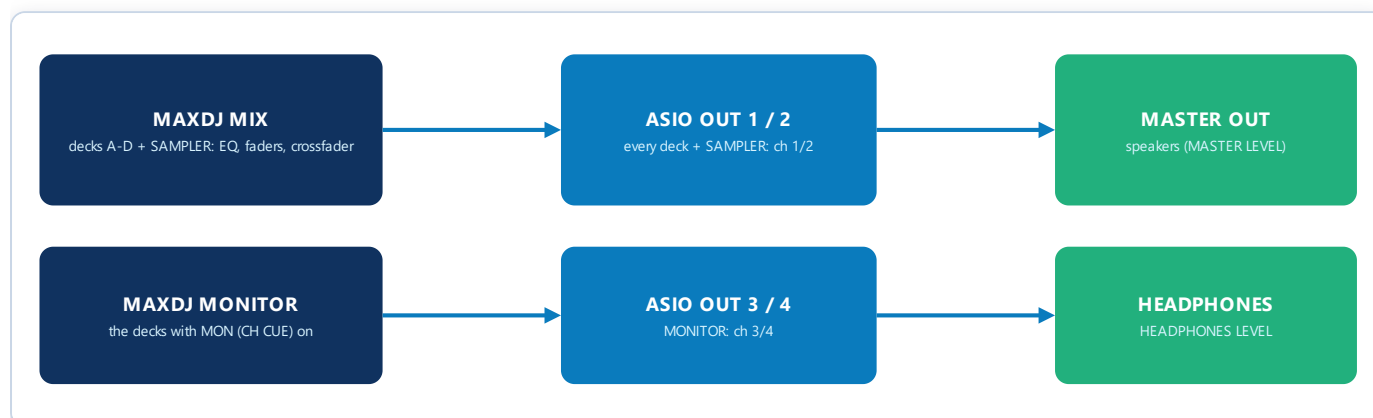
Step 3 - check that MAXDJ hears it

Press a few pads and turn a knob: the deck on screen reacts and the pads light. If nothing happens, **SETTINGS** > **KEYBOARD / CONSOLE** > **DIAGNOSTICS** shows every message that arrives and what MAXDJ did with it (chapter 7).

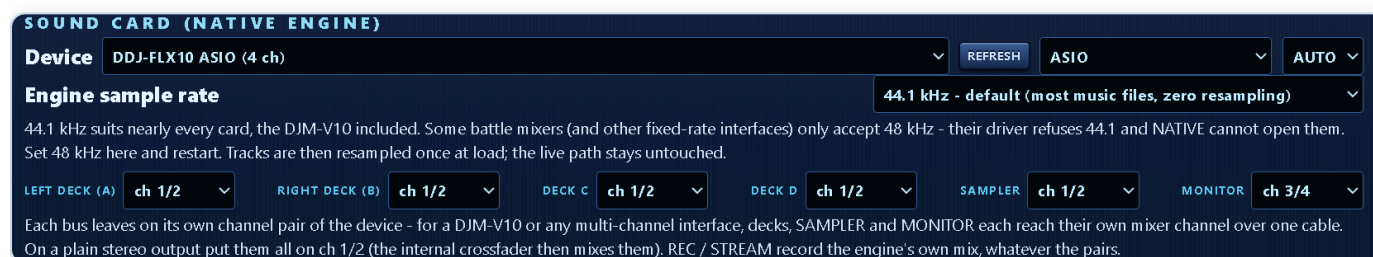
3 · Basic settings

Five settings, once. Everything else works as it comes.

Sound: SETTINGS > AUDIO



How the sound leaves MAXDJ on the FLX10: the mix on ASIO out 1/2 (the console's MASTER OUT), the pre-listen on 3/4 (its headphones).



SETTINGS > AUDIO > SOUND CARD (NATIVE ENGINE) set up for the FLX10: device DDJ-FLX10 ASIO, buffer AUTO, 44.1 kHz, every deck and the SAMPLER on ch 1/2, MONITOR on ch 3/4.

- **SOUND CARD (NATIVE ENGINE)** (scroll down the AUDIO page): device **DDJ-FLX10 ASIO (4 ch)**, type **ASIO**, buffer **AUTO**. AUTO uses the buffer set in the driver's own utility; if you hear crackle, raise it there.
- **Channel pairs**: **LEFT DECK**, **RIGHT DECK**, **DECK C**, **DECK D** and **SAMPLER** on **ch 1/2** (the console's MASTER OUT). **MONITOR** on **ch 3/4** (the headphones).
- **Engine sample rate**: leave **44.1 kHz**.
- The top bar shows **NATIVE** with the device and its delay when the sound runs on the console.

Four decks: SETTINGS > DISPLAY

- **Floating decks C & D**: switch them **on** to play four decks. DECK 3 and DECK 4 on the console then drive MAXDJ's floating decks C and D, and the CH 3 / CH 4 strips are theirs.
- With them off, DECK 3 / DECK 4 control decks A / B - the same as DECK 1 / DECK 2.
- **Jog mode**: **VINYL** to scratch with the top of the platter, **CDJ** to pause while you hold it.

The crossfader: MIXER mode

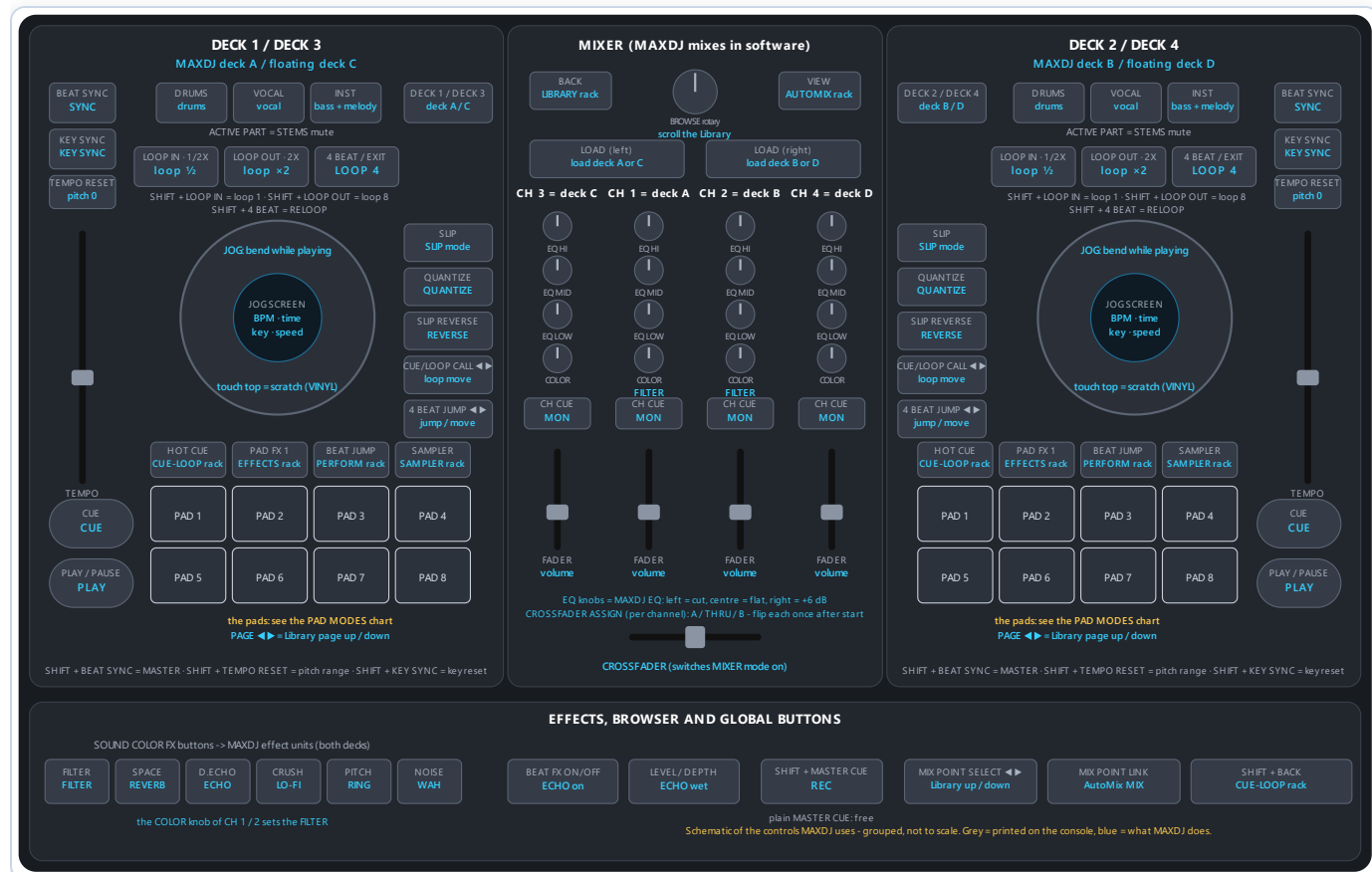
- The **MIXER** switch in the centre column puts MAXDJ's crossfader to work. Moving the console's crossfader switches it **on** by itself.
- The console's **CROSSFADER ASSIGN** switches (A / THRU / B per channel) are only reported when they move. **Flip each one once** after starting MAXDJ. Until then decks A and B sit on their sides and C and D on THRU.

The headphones

- **CH CUE** on a channel = **MON** on that deck in MAXDJ: you hear it in the headphones. The console's **HEADPHONES LEVEL** sets the volume.

- The console's **MASTER LEVEL** sets the speakers.

4 · The console map



The DDJ-FLX10 as MAXDJ uses it. Grey = what is printed on the console, blue = what MAXDJ does with it.

The decks

DECK 1 = deck **A**, DECK 2 = deck **B**, DECK 3 = floating deck **C**, DECK 4 = floating deck **D**. The **DECK 1 / DECK 3** and **DECK 2 / DECK 4** buttons pick which deck a side plays, and the jog screen shows its letter.

Console	MAXDJ	With SHIFT
PLAY / PAUSE	PLAY	
CUE	CUE	
BEAT SYNC	SYNC (decks C / D: the floating deck's SYNC)	MASTER for this deck (A / B)
TEMPO slider	pitch (picks up: see the note below)	
TEMPO RESET	pitch back to 0	pitch range (cycles)
KEY SYNC	KEY SYNC - this deck takes the other deck's key; again = off	key reset
KEY SYNC, long press	MASTER TEMPO (keylock)	
Jog wheel	bend while playing; touch the top to scratch (VINYL jog mode)	
ACTIVE PART DRUMS / VOCAL / INST	stem mutes: drums / vocals / bass + melody together	
SLIP	SLIP mode (the track runs on under loops and scratches)	GATED CUE

Console	MAXDJ	With SHIFT
QUANTIZE	QUANTIZE	
SLIP REVERSE	REVERSE while held	TAILSPIN
LOOP IN · 1/2X	loop half	loop 1 beat
LOOP OUT · 2X	loop double	loop 8 beats
4 BEAT / EXIT	LOOP 4 beats	RELOOP
CUE / LOOP CALL ◀▶	move the loop back / forward	
4 BEAT JUMP ◀▶	move the loop, or jump the track with no loop	
MIX POINT SELECT ◀▶	Library up / down	
MIX POINT LINK	AutoMix MIX on / off	

Decks C and D have every control above. Effects pads, PAD FX and BEAT JUMP (BEAT BREAKER) work on decks A and B only.

The mixer

The channels run **3 - 1 - 2 - 4** from left to right: decks A and B in the middle, C and D outside.

Console	MAXDJ
Channel fader CH 1-4	the volume of deck A / B / C / D
EQ HI / MID / LOW	the deck's 3-band EQ: fully left = cut, centre = flat, right = +6 dB
COLOR CH 1 / CH 2	FILTER on deck A / B (centre = off; left = low-pass, right = high-pass)
CH CUE	MON: the deck in the headphones
CROSSFADER	MAXDJ's crossfader (switches MIXER mode on)
CROSSFADER ASSIGN	the deck's side: A / THRU / B
SOUND COLOR FX FILTER / SPACE / D.ECHO / CRUSH / PITCH / NOISE	effect units FILTER / REVERB / ECHO / LO-FI / RING / WAH on (both decks)
BEAT FX ON / OFF, LEVEL / DEPTH	ECHO on both decks, its wet level
CH LEVEL meters	follow MAXDJ's decks

Knobs and faders pick up. When a knob or fader sits away from the value on screen (after a start, a new track, a move with the mouse), it does nothing until it passes that value - then it takes over. No jumps in the mix.

The browser and global buttons

Console	MAXDJ
BROWSE rotary	scroll the Library track list
LOAD (left / right)	load the selected track to the deck that side has selected
BACK	the LIBRARY rack
SHIFT + BACK	the CUE-LOOP rack

Console	MAXDJ
VIEW	the AUTOMIX rack
Pad mode buttons	open the matching rack: HOT CUE = CUE-LOOP, PAD FX 1 = EFFECTS, BEAT JUMP = PERFORM, SAMPLER = SAMPLER; with SHIFT: KEYBOARD = LIBRARY, PAD FX 2 = AUTOMIX, BEAT LOOP = STREAM, KEY SHIFT = SETTINGS
PAGE ◀ ▶	Library page up / down (any pad mode)
SHIFT + MASTER CUE	REC: record the mix
MASTER CUE (alone)	left free, so a habit press never starts a recording

The jog screens

Each platter's screen shows MAXDJ's deck: BPM, playing speed, elapsed time, the key in Camelot, the platter marker and the cue, and the MASTER TEMPO and MASTER lamps. They work while MAXDJ is open, on the computer and on the phone.

5 · The pads

HOT CUE
press HOT CUE · hot cues 1-8 (in their cue colours)

1 CUE 1	2 CUE 2	3 CUE 3	4 CUE 4
5 CUE 5	6 CUE 6	7 CUE 7	8 CUE 8

PAD FX 1
press PAD FX 1 · effect units on / off
decks A / B only

1 FILTER	2 ECHO	3 REVERB	4 FLANGER
5 PHASER	6 WAH	7 RING	8 LO-FI

BEAT JUMP
press BEAT JUMP · BEAT BREAKER (PERFORM rack)
decks A / B only

1 ▶ PLAY ONCE	2 ◻ LOOP	3 STOP	4 ROLL / CUT
5 GAME 1	6 GAME 2	7 GAME 3	8 GAME 4

SAMPLER
press SAMPLER · the 8 sampler modules (in their colours)

1 SAMPLE 1	2 SAMPLE 2	3 SAMPLE 3	4 SAMPLE 4
5 SAMPLE 5	6 SAMPLE 6	7 SAMPLE 7	8 SAMPLE 8

KEYBOARD
SHIFT + HOT CUE · stem mutes, then deck tricks

1 DRUMS	2 BASS	3 MELODY	4 VOCALS
5 TAILSPIN	6 REVERSE	7 FX OFF	8 MON

PAD FX 2
SHIFT + PAD FX 1 · not used yet (dark)

1	2	3	4
5	6	7	8

BEAT LOOP
SHIFT + BEAT JUMP · loop of N beats

1 1/8	2 1/4	3 1/2	4 1
5 2	6 4	7 8	8 16

KEY SHIFT
SHIFT + SAMPLER · key one semitone

1 KEY -	2 KEY +	3 KEY RESET	4
5	6	7	8

Pads 1-4 = the top row, 5-8 = the bottom row. A lit pad shows its function colour while it is on and white while it is off; a dark pad has nothing mapped.
Hot cues and samples light in their own colours. PAGE ◀ ▶ pages the Library (the pads have one page: page 2 repeats page 1).

The eight pad modes and what each pad does in MAXDJ.

- **HOT CUE**: hot cues 1-8. Press an empty pad to store a cue, press a stored one to jump; each lights in its cue colour.
- **PAD FX 1**: MAXDJ's effect units on / off.
- **BEAT JUMP**: BEAT BREAKER from the PERFORM rack - play once, loop, stop, roll / cut and four saved games.
- **SAMPLER**: the eight sampler modules, lit in their colours (load samples in the SAMPLER rack).
- **KEYBOARD** (SHIFT + HOT CUE): mute DRUMS / BASS / MELODY / VOCALS, then TAILSPIN, REVERSE, FX OFF and MON.
- **PAD FX 2** (SHIFT + PAD FX 1): nothing yet - the pads stay dark.
- **BEAT LOOP** (SHIFT + BEAT JUMP): a loop of 1/8 to 16 beats.
- **KEY SHIFT** (SHIFT + SAMPLER): key down / up a semitone, key reset.

Colours: a lit pad shows its function's colour while the function is on and white while it is off; a dark pad has nothing mapped.

Your own mapping: any control can do something else. SETTINGS > KEYBOARD / CONSOLE > MIDI: choose a Group and a Command, press **LEARN + ADD**, touch the control. X removes a line.

6 · The FLX10 on a phone or tablet

The Android app plays the FLX10 with **MAXDJ's own USB audio driver**: master on the speakers, cue in the headphones, at a few milliseconds.

- Connect the FLX10 to the phone or tablet's USB-C port and start MAXDJ.
- Android asks to open MAXDJ for the console: tick **always** and allow.
- The preset loads by itself, the same as on the computer. The top bar shows **USB** and the delay.
- No audio settings: the master goes to the speakers and MON to the headphones by themselves.
- The jog screens and pad colours work as on the computer. For four decks switch the floating decks on in SETTINGS > DISPLAY.
- Not in the app yet: stems (ACTIVE PART and the KEYBOARD stem pads do nothing there).

7 · Troubleshooting

- **No sound** - SETTINGS > AUDIO: is **DDJ-FLX10 ASIO** the device? Only one program can hold an ASIO driver: close other DJ or audio software. If the console vanished after a crash or a standby, switch it off and on.
- **The faders and EQ do nothing** - the console mixes in software: MAXDJ must be open and the FLX10's sound card chosen. Check the channel input selectors are on USB.
- **The crossfader does nothing** - switch **MIXER** on (centre column), and flip each **CROSSFADER ASSIGN** switch once.
- **DECK 3 moves deck A** - the floating decks are off: SETTINGS > DISPLAY > Floating decks C & D.
- **A knob does nothing at first** - it is picking up: turn it past the on-screen value.
- **Pads dark or wrong** - reload the preset: SETTINGS > KEYBOARD / CONSOLE > MIDI > AlphaTheta DDJ-FLX10 > LOAD PRESET.
- **Still not working** - SETTINGS > KEYBOARD / CONSOLE > DIAGNOSTICS: press every button and move every knob once, then **SAVE REPORT** and send it in. It shows what arrived and what MAXDJ did with it.
- **Which version am I running?** - the version is next to **SETTINGS** at the top of the Settings window (and in the top bar on a computer or tablet).