

## Keyboard Shortcuts for PCDJ Reflex:

You Can Use Any Of These At The Same Time.

### Library:

Escape	= Clear Library Search Text
Ins	= Add Selected To Waitlist
Del	= Removed Selected From Waitlist
Tab	= Step Focus between Library Search And List Windows
Shft+tab	= Step Rev Focus Between Library Search And List Windows
Arrup	= Step Focused List Up
Arrdn	= Step Focused List Down
Num7	= Smart Toggle List On/Off
Num8	= Show Hide Waitlist
Num9	= Focus Search
CTRL+Num4	= Focus Tracklist
CTRL+Num5	= Focus Waitlist Or Smartlist (Which Ever That Is Currently Visible)
CTRL+Arrup	= Step Playlist Selection Up
CTRL+Arrdn	= Step Playlist Selection Down
CTRL+M	= Autoplay On/Off Toggle
CTRL+Space	= Mix Now

### Caseplayer:

Num+Mult	= Fast Fwd
Num+Plus	= Play, If Already Playing It Will Stop And Start New Play On Current Selection In Library
Num+Minus	= Stop
Num+Div	= Fast Rev

### Master Section:

CTRL+SHFT+Comma	= Match Master To Player 1
CTRL+SHFT+Period	= Match Master To Player 2
CTRL+SHFT+Slash	= Match Master To Player 3

## Player 1:

ALT+CTRL+F3	= Step -1 Active Cue (No Jump)
ALT+CTRL+F4	= Step +1 Active Cue (No Jump)
F1	= Cue, If Not Playing It Does Cue Play While Down
CTRL+SHFT+F1	= Jump To Autocue
F2	= Play/Pause (Toggles)
CTRL+SHFT+F2	= Beat Synced Play Start
F3	= Bend - 2%, Stutter Edit If Pause, Moves Cue If Cued
F4	= Bend + 2%, Stutter Edit If Pause, Moves Cue If Cued
SHFT+F1	= Punch In Cue
SHFT+F2	= Play Re-trig, Continue Play If Cueplay Started
SHFT+F3	= Fast Fwd
SHFT+F4	= Fast Rev
CTRL+F3	= Beat Step -1
CTRL+F4	= Beat Step +1
CTRL+SHFT+F3	= Beat Step -16
CTRL+Shftf4	= Beat Step +16
CTRL+1	= Hot Key 1
CTRL+SHFT+1	= Save To Hot Key 1
CTRL+2	= Hot Key 2
CTRL+SHFT+2	= Save To Hot Key 2
CTRL+3	= Hot Key 3
CTRL+SHFT+3	= Save To Hot Key 3
CTRL+4	= Hot Key 4
CTRL+SHFT+4	= Save To Hot Key 4
CTRL+Q	= 4 Beat Loop
CTRL+W	= Loop Exit, Re-loop
CTRL+SHFT+Q	= Step Pitchshift -0.1 Semitones
CTRL+SHFT+W	= Step Pitchshift +0.1 Semitones
CTRL+SHFT+E	= Move Loop Back
CTRL+SHFT+R	= Move Loop Fwd
CTRL+E	= Cut Loop
CTRL+R	= Expand Loop
CTRL+A	= Match To Player 2
CTRL+SHFT+A	= Match To Player 3
CTRL+S	= Quantize Grid (Toggle On/Off)

CTRL+D	= Lock To Master Sync (Toggle On/Off)
CTRL+SHFT+S	= Timestretch (Toggle On/Off)
CTRL+SHFT+D	= Timestretch HQ (Toggle On/Off)
CTRL+Z	= Step Pitch -0.5%
CTRL+X	= Step Pitch +0.5%
CTRL+SHFT+Z	= Step Pitch -0.1%
CTRL+SHFT+X	= Step Pitch +0.1%
CTRL+Comma	= Reset Pitch
CTRL+Semi-Colon	= Timecode On/Off
Num1	= Load Track
CTRL+Num1	= Unload Track

## Player 2:

ALT+CTRL+F7	= Step -1 Active Cue (No Jump)
ALT+CTRL+F8	= Step +1 Active Cue (No Jump)
F5	= Cue, If Not Playing It Does Cue Play While Down
CTRL+SHFT+F5	= Jump To Autocue
F6	= Play/Pause (Toggles)
CTRL+SHFT+F6	= Beat Synced Play Start
F7	= Bend - 2%, Stutter Edit If Pause, Moves Cue If Cued
F8	= Bend + 2%, Stutter Edit If Pause, Moves Cue If Cued
SHFT+F5	= Punch In Cue
SHFT+F6	= Play Re-trig, Continue Play If Cueplay Started
SHFT+F7	= Fast Fwd
SHFT+F8	= Fast Rev
CTRL+F7	= Beat Step -1
CTRL+F8	= Beat Step +1
CTRL+SHFT+F7	= Beat Step -16.0
CTRL+SHFT+F8	= Beat Step +16.0
CTRL+5	= Hot Key 1
CTRL+SHFT+5	= Save To Hot Key 1
CTRL+6	= Hot Key 2
CTRL+SHFT+6	= Save To Hot Key 2
CTRL+7	= Hot Key 3
CTRL+SHFT+7	= Save To Hot Key 3
CTRL+8	= Hot Key 4

CTRL+SHFT+8	= Save To Hot Key 4
CTRL+T	= 4 Beat Loop
CTRL+Y	= Loop Exit, Reloop
CTRL+SHFT+T	= Step Pitchshift -0.1 Semitones
CTRL+SHFT+Y	= Step Pitchshift +0.1 Semitones
CTRL+SHFT+U	= Move Loop Back
CTRL+SHFT+I	= Move Loop Fwd
CTRL+U	= Cut Loop
CTRL+I	= Expand Loop
CTRL+F	= Match To Player 1
CTRL+SHFT+F	= Match To Player 3
CTRL+G	= Quantize Grid (Toggle On/Off)
CTRL+H	= Lock To Master Sync (Toggle On/Off)
CTRL+SHFT+G	= Timestretch (Toggle On/Off)
CTRL+SHFT+H	= Timestretch HQ (Toggle On/Off)
CTRL+C	= Step Pitch -0.5%
CTRL+V	= Step Pitch +0.5%
CTRL+SHFT+C	= Step Pitch -0.1%
CTRL+SHFT+V	= Step Pitch +0.1%
Num2	= Load Track
CTRL+Period	= Reset Pitch
CTRL+Singlequote	= Timecode On/Off
CTRL+Num2	= Unload Track

### Player 3:

ALT+CTRL+F11	= Step -1 Active Cue (No Jump)
ALT+CTRL+F12	= Step +1 Active Cue (No Jump)
F9	= Cue, If Not Playing It Does Cue Play While Down
CTRL+SHFT+F9	= Jump To Autocue
F10	= Play/Pause (Toggles)
CTRL+SHFT+F10	= Beat Synced Play Start
F11	= Bend - 2%, Stutter Edit If Pause, Moves Cue If Cued
F12	= Bend + 2%, Stutter Edit If Pause, Moves Cue If Cued
SHF+Tf9	= Punch In Cue
SHFT+F10	= Play Re-trig, Continue Play If Cueplay Started
SHFT+F11	= Fast Fwd

SHFT+F12	= Fast Rev
CTRL+F11	= Beat Step -1
CTRL+F12	= Beat Step +1
CTRL+SHFT+F11	= Beat Step -16
CTRL+SHFT+F12	= Beat Step +16
CTRL+9	= Hot Key 1
CTRL+SHFT+9	= Save To Hot Key 1
CTRL+0	= Hot Key 2
CTRL+SHFT+0	= Save To Hot Key 2
CTRL+Minus	= Hot Key 3
CTRL+SHFT+Minus	= Save To Hot Key 3
CTRL+Equal	= Hot Key 4
CTRL_SHFT+Equal	= Save To Hot Key 4
CTRL+O	= 4 Beat Loop
CTRL+P	= Loop Exit, Reloop
CTRL+SHFT+O	= Step Pitchshift -0.1 Semitones
CTRL+SHFT+P	= Step Pitchshift +0.1 Semitones
CTRL+SHFT+L-Bracket	= Move Loop Back
CTRL+SHFT+R-Bracket	= Move Loop Fwd
CTRL+L-Bracket	= Cut Loop
CTRL+R-Bracket	= Expand Loop
CTRL+J	= Match To Player 2
CTRL+SHFT+J	= Match To Player 1
CTRL+K	= Quantize Grid (Toggle On/Off)
CTRL+L	= Lock To Master Sync (Toggle On/Off)
CTRL+SHFT+K	= Timestretch (Toggle On/Off)
CTRL+SHFT+L	= Timestretch HQ (Toggle On/Off)
CTRL+B	= Step Pitch -0.5%
CTRL+N	= Step Pitch +0.5%
CTRL+SHFT+B	= Step Pitch -0.1%
CTRL+SHFT+N	= Step Pitch +0.1%
CTRL+Backslash	= Timecode On/Off
Num3	= Load Track
CTRL+Slash	= Reset Pitch
CTRL+Num3	= Unload Track