

## DEX 1.1 Skin Objects Reference

This document explains the values you can use for a skin object's type, value, valuespecifier and drawtype

If you are not familiar with the skin system yet, first read the [Skinning Documentation](#)

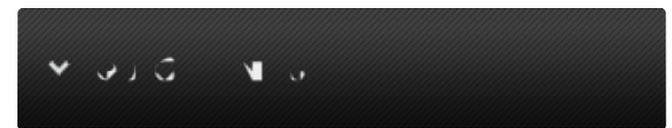
### Object Field 'Type' Details

Type	Description
Slider	<p><b>DrawType 0</b> : Will draw a rectangle indicating position only. Color specifies the color of the rectangle.</p> <p>You may also specify color2, in which case it will be used as the color for the right or top part of the rectangle.</p> <p><b>DrawType 1</b> : Will draw a button only. The button is specified by the additionalpic_1 field</p> <p><b>DrawType 3</b> : Will draw one picture from an image strip specified by additionalpic_1, works similar to drawtype 3 of a Knob object</p>

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**DrawType 6:** Will draw the bottom or left part of additionalpic\_1. You could for example use ref active and draw the lit led strip on the active pictures.

**DrawType 10 :** Will draw a bar of LED's. The LED to be used is specified by the additionalpic\_1 field.

To specify a LED, you must specify the borders of the led picture. Next to it there has to be a mask. White will be copied, black won't. The transparent bounds of the LED must be white. For an example, see elements.gif of the default skin.

**DrawType 11 :** Will also draw a bar of LED's, but only one LED is lit.



LIVE CHAT  
NOT AVAILABLE

## Button

**DrawType -1 :** Use this when you don't want anything extra to draw. Useful when you need an area that takes an action without visually changing.  
(Can be used on top of a Text for instance)

**DrawType 0 :** Additionalpic\_1 specifies the picture to be used on mouseover,

Additionalpic\_2 specifies the picture to be used when the button is pressed.

**DrawType 1 :** Same as drawtype 0, but value will be evaluated to a boolean. When evaluated to true Additionalpic\_3 will be used for active picture.

**DrawType 4 :** Additionalpic\_1 is used as an image strip. The first image is used on mouseover, the second when the button is active, the third on mousedown, and the fourth as default image. The third and fourth image are optional.

**Text**  
**TextPercentage**

**DrawType 0** : Just draws the text in the color specified and with the font specified

**DrawType 1** : Draws the text centered

**DrawType 2** : Draws the text centered. If the value evaluates to true, color2 is used instead of color.

**DrawType 3** : Draws a text that you can scroll in with your mouse. This will AutoScroll if the autoscroll option is enabled in the options.

**DrawType 4** : Draws the text right-aligned

**DrawType 5** : Draws text left-aligned. Color is normal color, color2 is used on mouseover, and color3 when the value evaluates to true. Color4 is optional but can be used on mousedown

**DrawType 7** : Draws text center-aligned. Color is normal color, color2 is used on mouseover, and color3 when the value evaluates to true. Color4 is optional but can be used on mousedown

TextPercentage will draw the value as a percentage.

**Knob**

**DrawType 0** : The knob is simply drawn as a line in the color that you specify.

**DrawType 1** : The knob is a true rotating bitmap. The source image can be specified by additionalpic\_1.

An easy solution is to draw the knob on the background of the skin, and specify `<ref>background</ref>` for additionalpic\_1. If there is some kind of position-indication on the knob, it should point to the top on

the image you specify.

**DrawType 2** : Similar to drawtype 1, but will only rotate the center circle of the square you specify. This looks more realistic for rotating round objects.

**DrawType 3** : This uses a horizontal or vertical image strip which is taken from additionalpic\_1. You can define an image strip as long as you like, the number of pictures in it is calculated by the width of the image strip divided by the width of this object itself.

To specify the accuracy you can set the valuespecifier to " | 10". The larger the number after the pipeline, the more accurate you will be able to move the knob.

The space in front of the valuespecifier can be used when the value is 'effect' and you need to specify which effect.

## Special

Some (usually more graphical) objects require a special way of drawing them and are therefore put in a different group called 'Special'. Details about these objects can be found in the value detail list under the header 'Special'

## Object Field 'Value' Details

INFO	
TrackInfo	Shows the track info as specified in the options (Song format)
TrackInfoArtist	Shows the track info as specified in the options (Artist Info format)
TrackInfoTitle	Shows the track info as specified in the options (Title Info format)
TrackInfoCustom	ValSpecifier specifies which part of the id3 tag will be shown (in the same manner as the other fields can be specified from within the djdecks options)
TimeInfo	Shows elapsed and total time of the song. Can be used in a Text object. If used with DrawType 2 or DrawType 6, the color will change when only 30 seconds are remaining.
TimeRemaining	Shows remaining of the song. Can be used in a Text object. If used with DrawType 2 or DrawType 6, the color will change when only 30 seconds are remaining.

TimeElapsed	<p>Shows elapsed time of the song.</p> <p>Can be used in a Text object. If used with DrawType 2 or DrawType 6, the color will change when only 30 seconds are remaining.</p> <p>Can also be used on a slider or knob for visualising the current song position</p>
TrackLength	Shows the length of the song
BPMSong	BPM as stored in the id3 tag, or best bpm found by the bpm detection
BPMDetection	BPM as currently detected by the bpm detection
BeatLEDS	
VU_Player	<p>Shows the volume of the specified deck.</p> <p>Use valuespecifier 0 for mono, 1 for left or 2 for right channel</p>
VU_Master	Shows the master volume. When using djDecks' internal mixer, this is the actual master volume, when using an external mixer, this is the max volume

	<p>of both decks.</p> <p>Use valuespecifier 0 for mono, 1 for left or 2 for right channel</p>
CustomText	Show any text specified in the valuespecifier
Constant	Can be used to set a slider or knob to a fixed value between 0 and 1 as specified in the valuespecifier
Vinyl_ModeInfo	String: FS/MP/VDJ/SSL ABS/REL
VinylControl_Quality	Measures the quality of the time code by giving the number of codes detected per second.
EffectVSTParamName	<p>Can be used to get the name of a parameter to a text field.</p> <p>Valuespecifier is in the form 'xx yy'</p> <p>xx defines the effect number, for now only '00' is available yy defines the parameter that you want to show, starting from 00</p>
EffectVSTPreset	<p>Get the name of the currently selected program. Can also be used on a slider/knob to browse through presets.</p> <p>Valuespecifier indicates the effect you want to show the preset name for.</p>

(starts from 00)

**BOTH SET AND GET**

Volume\_Master

Master volume

Volume\_Player

Volume of the specified deck

Volume\_PlayerFade

Not recommended for use, works together with  
crossfader

Volume\_Cue

Output of specified deck to cue output (can be used on  
sliders and knobs)

Crossfader

CrossfaderTo

Pitch

PitchTo

PitchRange

If you don't specify a pitch range, this button will  
cycle through the possible pitch ranges. You can use  
action 'reverse'

	<p>instead of 'default' to go to the other direction (for example for right mouse button)</p> <p>If you do specify a valuespecifier, the valuespecifier will indicate the pitch range you want to set</p>
PitchStartUpSpeed	Time (in milliseconds) it takes to start a song. (Default = 0, instantly)
PitchBrakeSpeed	Time (in milliseconds) it takes to stop a song. (Default = 0, instantly)
CuePoint	<p>Use on a button to select/record a cue point Use on a text to show the time of the specified cuepoint</p> <p>ValueSpecifier specifies which cue point (ranges from 1 to 10)</p>
Effect	
EffectBPM	
EffectVST	<p>Can be used on sliders or knobs to change a vst effect parameter.</p> <p>You can also use it on a Text object to show the textual</p>

	<p>representation of the parameters' value</p> <p>Valuespecifier is in the form 'xx yy'</p> <p>xx defines the effect number, for now only '00' is available yy defines the parameter that you want to edit, starting from 00</p>
EffectPFL	Can be used on a button to enable/disable effects on cue output
Keyboard	
Loop	
Loop_Move	<p>Can be used on a button to move the current loop forwards or backwards. The valuespecifier specifies the speed by which will be moved until the key is released. Use action 'default' for normal behaviour, or 'reverse' to reverse the direction (can be useful for right-button binding)</p>
Loop_MoveBeats	<p>This will move the current loop a number of beats forwards or backwards. Use action 'reverse' for backwards moving. The value specifier specifies the number of beats that will be moved</p>

Loop_MoveMultiply	This will move the current loop forward or backwards by the current length multiplied with the value specified with the valuespecifier.
LoopLength_Move	As long as the button is pressed, the length of the loop will be increased or decreased. Valuespecifier specifies the speed at which the length will increase/decrease.
LoopLength_MoveBeats	Changes the length of the loop by a number of beats specified by the valuespecifier.
LoopLength_Multiply	Changes the length of the loop by multiplying the current length with the valuespecifier.
LoopTrack	Activate/Deactivate looping of the entire track
TouchPad	<p>Draws a small rectangle according to the value of the variables assigned to TouchPadX and TouchPadY.</p> <p>Color specifies the color of the rectangle If additionalpic1 is defined, it is drawn instead of the rectangle.</p>
TouchPadX	

TouchPadY	
Pan_LR_Player	
CrossFaderCurve	
CrossFaderSpeed	The time for the crossfader to move from left to right when using the 'CrossfaderTo' value, or when moving the crossfader with the keypad.
Record_Quick	Use on a button to start/stop recording. Before recording, a filename will be asked. The button will show it's active picture when recording if the correct drawtype is specified You can also use it on a text field, which will show the text 'Idle' when not recording, and 'Recording 00:00' when recording.
Waveformzoom	Defines how much the waveform will be zoomed. Note that this only works when 'High Quality and zoomable waveform' is enabled in the options.
ActiveDeck	Use on a button/slider/knob to select the active deck for keyboard shortcuts.

	Can be used on Text and Button objects to show the currently active deck
LockWindows	Locks/unlocks all windows so they can not be moved anymore
<b>SET (BUTTONS)</b>	
Button_Play	Plays the song. If the song is already playing, this button has no effect
Button_Pause	Plays the song if it is paused, and pauses the song when it is playing. Also sets the active cue point.
Button_Cue	Stop the song and return to the active cue point. If the song is already stopped, the position will switch between the active cue point and the start of the song.
Button_CueRec	Enables/Disables Cuepoint Set mode. When you press a CuePoint button while this mode is enabled, the cue point will be set to the current

position.

Button\_CueDel

Enables/Disables CuePoint Delete mode. When you press a CuePoint button while this mode is enabled, the cue point will be reset.

CuePoint

ValueSpecifier specifies which cue point is affected. You can have up to 20 cue points per song. When pressed, this button will set the active cue point to the selected cue point, and move the position to that cue point.  
If CueRec or CueDel are enabled, the cue point is changed or deleted.

Button\_BPMUp

Button\_BPMDown

Button\_BPMClick

Button\_PitchEqual

Button\_PitchZero

Button\_PitchUp

Increases the pitch each time it is pressed.  
If valuespecifier is specified, it indicates how much the pitch is

increased.

Button\_PitchDown

Decreases the pitch each time it is pressed.  
If valuespecifier is specified, it indicates how much the pitch is increased.

Button\_BendUp

Bends the pitch up while pressed, pitch will return to previous value when released.  
Valuespecifier can be used to indicate how much the button will bend.

Button\_BendDown

Bends the pitch down while pressed, pitch will return to previous value when released.  
Valuespecifier can be used to indicate how much the button will bend.

FinalScratch

Similar to VinylControl, but always starts FinalScratch records

MsPinky

Similar to VinylControl but always starts MsPinky records

VinylControl

Start/stop the preferred type of vinyl control for the specified deck. Optionally, the valuespecifier specifies the input channel to use (by default input 0 is used for deck 0, and input 1 for deck 1)

LineInput	Route an input directly to an output. Optionally, the valuespecifier specifies the input channel to use
RecordInput	Start recording from the input specified by the valuespecifier on the specified deck.
Vinyl_Mode	Switches between abs and rel mode
VinylControlCallibrate	Perform a calibration for vinyl control
VinylControl_SuperRelativeMode	Enable/Disable super relative mode
Vinyl_SpeedMultiplier	Alters/Shows the current vinyl control speed multiplier. Use valuespecifier on a button to set a specific value (1.0 is normal speed)
MuteOnReverse	Use on a button to enable/disable mute on reverse. Use valuespecifier 2 to enable/disable mute on forward.
ExecuteScript	Executes the script specified by the valuespecifier.  The script is searched for in the user's settings dir, in the main settings dir, and in the skin's directory. (ex. djDecks\skins\skinname\myscript.djdsript)

Button_MainMenu	
Button_VSTMenu	<p>Show a menu with basic options to load, enable, select preset and show user interface of a vst effect.</p> <p>On a main window, the valuespecifier must be xx yy where xx is the player number (-1 for main vst effect, 0 for first deck, 1 for second deck) and yy is the vst effect slot (from 00 to 03)</p> <p>On a player window, you can also use valuespecifier yy, with yy the effect slot number</p>
Button_PlayerMenu	
Button_Minimize	Minimize djDecks
Button_Exit	Exit djDecks
Button_ShowPL	Show/Hide the playlist window
Button_ShowDeck	Shows the deck specified by valuespecifier (0, 1 or 2)
Button_ShowFX	Shows or hides the effect panels

Button_ShowFXOneDeck	Shows or hide the effect panel of the indicated deck
Button_TabSelect	<p>Pressing this button will select the tab specified by the valuespecifier.</p> <p>You can either use the tab's number (starting from 1) or the tab's name</p> <p>You can also use it on a text field to show the name of the tab</p>
Button_EffectOnOff	<p>Switches an effect's state between on and off. Possible valuespecifiers are:</p> <p>flanger, echo, gapper, loop, tempocontrol, filter, bitcrusher, lfo_enabled</p>
EffectVSTEnable	<p>Used to enable or disable a vst effect, similar to Button_EffectOnOff for other effects</p> <p>ValueSpecifier specifies which vst effect slot is to be used, using 2 digits.</p>
EffectVSTLoad	<p>Button used to select and load a vst effect</p> <p>ValueSpecifier specifies which vst effect slot is to be used,</p>

using 2  
digits.

EffectVSTShow

Button to shows the native GUI of the loaded vst  
effect if available  
ValueSpecifier specifies which vst effect slot is to be used,  
using 2  
digits.

EffectVSTPresetMenu

Shows a menu with the possible programs for the  
current VST effect  
ValueSpecifier specifies which vst effect slot is to be used,  
using 2  
digits.

EffectVSTScrollPreset

Selects the next or previous vst effect. ValueSpecifier is  
'xx|yy' where  
xx is the vst effect slot, yy is the direction (1 is next effect, -1  
is  
previous effect)

**SPECIAL**

WaveformComplete

When an action on a button is 'default' the position will be  
set to

where the user clicked.  
When the action is 'switch' the display will switch from complete to local display each time the user uses the button  
**DrawType 3** : Default. Waveform is drawn as a regular waveform, position is a transparent overlay with the color specified by color2.  
**DrawType 4** : CDJ1000-like, not very accurate, with separate squares.

WaveformLocal

When the action is 'switch' the display will switch from local to complete display each time the user uses the button  
Color defines the main color of the waveform  
Color2 defines the normalized color  
Color3 defines the looped part's color (when drawtype is 3)  
  
Color4 defines the color of the line that indicates the current position  
  
**DrawType 2** : Draw waveform in color. Color3 defines the color of loops.  
Color4 defines the color of the line indicating the current position.  
**DrawType 3** : Same as drawtype 2, but color2 is used to draw a normalized version as well

BothWaveForms	<p>Draws both waveforms in one graphic. Use color and color2 to give each deck a different color.</p> <p><b>DrawType 0</b> Draws waveforms from center to top and bottom</p> <p><b>DrawType 1</b> Draws waveforms from top and bottom to the center</p>
PlayerSpectrum	<p>Draws the spectrum of one deck. This is volume-independent.</p> <p>Color is the color of the bars</p>
Spectrum	<p>Draws the spectrum of the main output.</p> <p>Color defines the color of the bars, Color2 defines the color of the peaks</p>
Disc	<p><b>DrawType 0</b> : Default. Draws a trail of light in a circle. The trail rotates depending on the speed of the related deck.</p> <p><b>DrawType 2</b> : Rotate the picture specified by additionalpic_1. You can reference the background for an easy source image (See Knob drawtype 2 for more info)</p> <p><b>DrawType 3</b> : Use a horizontal image strip to define a rotating image. (See Knob drawtype 3 for more info)</p> <p><b>DrawType 4</b> : Similar to drawtype 0, but draws just one dot instead of a trail</p>

SongPicture	Draws the picture related to the current song for the selected deck
MainLCD	<p style="text-align: center;"><b>This object will probably be removed in v0.84!</b></p> <p><b>DrawType 0</b> : Works the same as in the old skin system  <b>DrawType 1</b> : The header with all columns is not shown</p>
InfoBar	<p>Draws some info such as current time, time used, cpu usage, memory usage, ...</p> <p style="padding-left: 40px;">Color defines the color of the text (default white)  Color2 defines the color of the value (default bright-blue)</p>
DropBox	Where you can drag songs in for loading them to the specified player
CrossFaderType	<p style="text-align: center;">Draws the crossfadertype specified by the valuespecifier (0-3)</p> <p style="text-align: center;">Use valuespecifier '-1' to draw the currently selected crossfader curve.</p> <p style="text-align: center;">When action is 'default' and the user clicks on this item, the crossfader type will be changed to this type.</p> <p style="text-align: center;">Color defines the color of the border, and of the bar that indicates current crossfader position.</p> <p style="text-align: center;">Color2 defines the color for the left deck curve,  Color3 defines the color for the right deck curve</p>

TitleBar	This indicates the area that the user can use to move the window with.
EqualizerResponse	<p><b>DrawType 0</b> : The frequency response of the current equalizer settings is drawn as a line with color specified by color. The scale depends on the current x-axis of the touchpad object.</p> <p><b>DrawType 1</b> : The scale is always 20Hz to 20kHz.</p>

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## Object Field 'ValueSpecifiers'

**Value: Effect**

**Value: EffectBPM**

//Equalizer

eq\_low

eq\_mid

eq\_high

eq\_low\_kill (use in combination with action 'kill' on a button)

eq\_mid\_kill (use in combination with action 'kill' on a button)

eq\_high\_kill (use in combination with action 'kill' on a button)

eq\_lowfreq  
eq\_midfreq  
eq\_highfreq

//Loop  
loop\_length  
loop\_enabled

//Filter

filter\_position  
filter\_bandwidth

//BitCrusher  
bitcrusher\_bits  
bitcrusher\_downsample  
bitcrusher\_overdrive

//Amplifier  
amp\_set

//Flanger  
flanger\_length  
flanger\_strength  
flanger\_auto  
flanger\_speed  
flanger\_stereo\_offset  
flanger\_mode  
flanger\_highpass

flanger\_sound

```
//Echo
echo_length
echo_echo
echo_source
echo_highpass
echo_lowpass
echo_stereo_offset
```

```
echo_lock_buffer
```

```
//Stereo Voice Remover
stereofx_voiceremovalstrength
```

```
//Gapper
gapper_length
gapper_strength
gapper_shape
gapper_stereo_offset
```

```
//TempoControl
tempo_tempo
tempo_automatic
tempo_amount
tempo_interpolation
```

### **Value: Keyboard**

ValueSpecifier can be any action that you can use as a keyboard shortcut.

See the list of possible actions in the keyboard shortcut configuration for a complete list.

To specify a parameter, just use a space followed by the parameter.

Example: loop\_startstop 4

#### **Value: CustomText**

ValueSpecifier specifies the text to be drawn.

#### **Value: Constant**

ValueSpecifier specifies the constant. To set a fixed slider position, use a value between 0 and 1

#### **Value: TouchPadX**

#### **Value: TouchPadY**

ValueSpecifier specifies what value the X and Y axis of the touchpad control. You specify both a value and a valuespecifier here, separated with a | For example, if you want the X axis to control the frequency of the low equalizer, you can do so as follows:

```
<VALUESPECIFIER>Effect | eq_lowfreq</VALUESPECIFIER>
```

#### **Value: VU\_Player**

ValueSpecifier = 0 or omitted means just the volume of the specified player.

ValueSpecifier = 1 means vu of left channel

ValueSpecifier = 2 means vu of right channel



PCDJ DEX 3 - Sidelist-Singers List

Preview Video:

<http://t.co/6k1cMAjUHK> via  
@YouTube about 29 mins ago

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