

How can I verify that the DJConsole RMX2 is working correctly as a MIDI controller?

Although it is possible to test the **DJConsole RMX2** from within most applications that can use MIDI controller, we'll use a MIDI test program available from the following website:

MIDI Monitor

<http://obds.free.fr/midimon/>

NOTE: Be sure to run the software as Administrator when used under **Windows 10/8/7/Vista**.

The first thing to do upon launching **MIDI Monitor** is to configure it so the **DJConsole RMX2** is used:

- From the Left column, click **SETUP**
- Using the drop down menu for **MIDI In Device** and **MIDI Out Device** select the **DJConsole RMX2**.



By default, the **MIDI In Device** should be **Open**. This is necessary for the software to be able to read the incoming data from the controller.

Once done. Click on **Data Monitor**, which will bring you to the test page.

Start by pressing a button on the DJ Console. Under column **Data2**, you will notice a value of **127** (when pressing the button) and **0** (when releasing the button). This is also displayed under **Event History**.

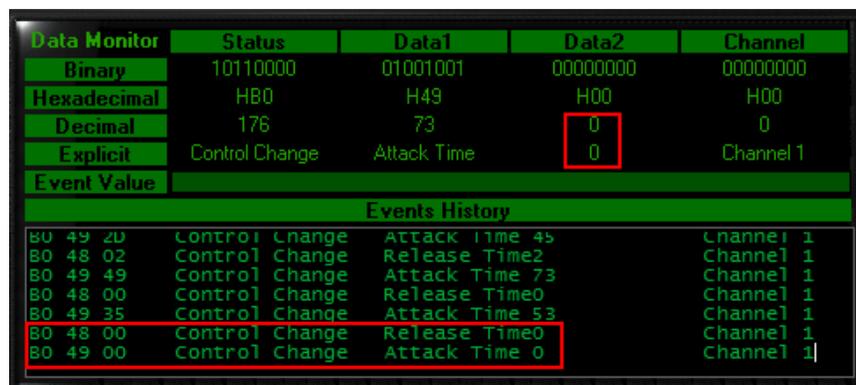


You should normally get the same type of results for pads, although you'll need to first **disable the velocity** in the DJ Control Panel:



For incremental controls like knobs and sliders, things might be a little confusing. Since they are **14bit** controls, you have to take into account that they send data using *two* distincts **Control Change (CC)**. The important thing to remember is that both should display the same value (either **0** or **127**) at the extremities.

For example, if you look at the Crossfader, you should see the following values when set to the **left** position:



And when set to the **right** position:

Data Monitor	Status	Data1	Data2	Channel
Binary	10110000	01001001	01111111	00000000
Hexadecimal	H80	H49	H7F	H00
Decimal	176	73	127	0
Explicit	Control Change	Attack Time	127	Channel 1
Event Value				
Events History				
B0 48 7F	Control Change	Release Time	127	Channel 1
B0 49 1D	Control Change	Attack Time	29	Channel 1
B0 48 7F	Control Change	Release Time	127	Channel 1
B0 49 4D	Control Change	Attack Time	77	Channel 1
B0 48 7F	Control Change	Release Time	127	Channel 1
B0 49 7F	Control Change	Attack Time	127	Channel 1

Knowing this, you can determine if some of the controls are not working correctly. For example, if the Crossfader is only halfway to his course but already displays its maximum value of 127. The **Event Value** should also display the relative position of the control being used according to the value.