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THE FUTURE OF SOUND

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Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

2. WELCOME TO TRAKTOR KONTROL S4

Thank you for choosing TRAKTOR KONTROL S4, it is because of customers like you that we can continue developing groundbreaking music software and hardware. TRAKTOR KONTROL S4 is a fully integrated hardware and software DJ performance system. The all-in-one TRAKTOR KONTROL S4 controller offers you an ergonomic DJ mixer, a built-in 24-bit/96 kHz audio interface, and a high-resolution control surface, perfectly tailored for TRAKTOR PRO 3.

This documentation provides you with all the information you need to get started mixing, syncing and looping. If you are already familiar with TRAKTOR, this guide will also help you use the more advanced features of TRAKTOR KONTROL S4.

2.1. Document Conventions

This document uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information can be expected:



The speech bubble icon indicates a useful tip that may help you to solve a task more efficiently.



The exclamation mark icon highlights important information that is essential for the given context.



The warning icon warns you of serious issues and potential risks that require your full attention.

Furthermore, the following formatting is used:

- Paths to locations on your hard disk or other storage devices are printed in *italics*.
- Important names and concepts are printed in **bold**.
- Square brackets are used to reference keys on a computer's keyboard, e.g., Press [Shift] + [Enter].

Pet Names for Software and Hardware

Throughout the documentation, we will refer to the TRAKTOR KONTROL S4 hardware controller as **TRAKTOR KONTROL S4**, **S4 controller**, or simply **S4**.

Likewise, the TRAKTOR software may be referred to as **TRAKTOR**.

2.2. Documentation Resources

Native Instruments provides many information sources regarding TRAKTOR KONTROL S4. The main resources to get you started are:

- **TRAKTOR KONTROL S4 Manual:** This manual guides you through the hardware and software setup process to get the TRAKTOR KONTROL S4 system up and running. Additionally, by providing task-based tutorials, it offers a practical approach to using your TRAKTOR KONTROL S4.
- **TRAKTOR PRO 3 Manual:** For in-depth information on all features provided by the TRAKTOR software, refer to the TRAKTOR PRO 3 Manual.

2.3. In this Document

What you are reading now is the TRAKTOR KONTROL S4 Manual. This manual is structured as follows:

- [Concepts](#) quickly introduces you to the TRAKTOR KONTROL S4 user interface and its main areas, both hardware and software.
- [Setting up TRAKTOR KONTROL S4](#) guides you through the process of setting up your TRAKTOR KONTROL S4 system and importing your music into TRAKTOR.
- [TRAKTOR KONTROL S4 Overview](#) is an extensive reference of all hardware control elements to be found on your TRAKTOR KONTROL S4 hardware controller. Whenever you are unsure about the functionality of a particular control element, you will find all the necessary information here.
- [Mixing Your First Tracks](#) is a quickstart tutorial introducing you to the main steps of mixing your first tracks using the SYNC function.
- [Tutorials](#) contains a collection of short tutorials, showing you how to work with the individual areas of the controller.
- [Preferences](#) explains how to open the Preferences in TRAKTOR and introduces the options to customize the TRAKTOR KONTROL S4 for specific needs.
- [Integrating External Devices](#) shows you how to integrate TRAKTOR KONTROL S4 with your studio or live setup, in various configurations.
- [Setting the TRAKTOR KONTROL S4 as Your Default Audio Interface](#) describes how to use the audio interface of the TRAKTOR KONTROL S4 as the default audio device of your computer.
- [Specification](#) gives you the technical specifications of the TRAKTOR KONTROL S4 controller.

3. CONCEPTS

In this section you are briefly introduced to the main concepts of the TRAKTOR KONTROL S4 and some basic concepts of the TRAKTOR software.

3.1. S4 and TRAKTOR Control Concept

This section quickly introduces the main areas and concepts of your TRAKTOR KONTROL S4 hardware controller with reference to the TRAKTOR PRO software.



S4 and TRAKTOR control concept.

(1) Decks: You can use the Decks to control tracks and Samples, similar to DJ turntables or CD players but with additional features. TRAKTOR controls four virtual Decks and each of them can be operated in several Deck Types: Track Deck, Remix Deck, STEM, Deck, and Live Input.

TRAKTOR provides you with four virtual Decks. The two Decks on your S4 hardware controller allow you to control the four software Decks **A**, **B**, **C** and **D** in TRAKTOR: the left Deck on your S4 controls Decks **A** and **C** in the software. The right Deck on your S4 controls Decks **B** and **D** in the software.

(2) Mixer: You can use the Mixer to mix the audio signals coming from the Decks. The Mixer sits in the middle of the TRAKTOR software as well as on your TRAKTOR KONTROL S4 controller. On the S4, the Mixer consists of the four Mixer channels **A**, **B**, **C**, and **D** which receive the individual audio signals from the corresponding Decks. Each Mixer channel contains controls to modulate the audio signal and to adjust the outgoing volume before the audio signal is sent to the **MAS-TER** output. Furthermore, the Mixer provides the crossfader to let you fade between the audio signals in the Mixer channels.

(3) FX Units: You can further process the signals in the Mixer channels by using the two FX Units located at the top-left and top-right on your S4 and in the software interface. The FX Units give you access to a collection of high-quality effects included in TRAKTOR. FX Unit 1 at the top-left on your S4 controls FX Unit 1 in the software. FX Unit 2 at the top-right on your S4 controls FX Unit 2 in the software.

3.2. Haptic Drive Modes

You can operate the Jog Wheels on the S4 in three different modes, called HAPTIC DRIVE MODEs. Each HAPTIC DRIVE MODE provides you with different control functions for the Jog Wheels.

- **JOG mode:** The **JOG** mode lets you control the playback of your tracks by spinning the Jog Wheel. Depending on the playback state or if you touch the top plate or the outer rim, the behavior differs accordingly. In **JOG** mode you can use the Jog Wheel for tempo bending and nudging, to cue beats and scratch tracks, as well as seeking within tracks. Furthermore, you can adjust the tension for the Jog Wheel using the JOG button as well as in the Preferences. Furthermore, you can enable a tick felt as haptic feedback in the Jog Wheel in the Preferences. For more information, refer to [Using Jog Wheels in JOG Mode](#).
- **TT mode:** As with the **JOG** mode, the **TT** mode (turntable mode) lets you control the playback of your tracks. The difference is, the Jog Wheels rotate during playback. This enables you to control your tracks as you would on conventional turntables. In **TT** mode you can use the Jog Wheel for tempo bending and nudging, to cue beats and scratch tracks, as well as seeking within tracks. Furthermore, you can adjust the base rotation speed using 33.3 revolutions or 45 revolutions per minute. For more information, refer to [Using Jog Wheels in Turntable Mode](#).
- **GRID mode:** The **GRID** mode lets you correct faulty Beatgrids for tracks directly on the S4 using the Jog Wheels and the CUE channel on the fly. For more information, refer to [Correcting Beatgrids of Tracks](#).

3.3. Pad Modes

You can operate the Pads on a Deck in three different Pad modes. Depending on selected Pad mode the functions differ accordingly:

- **HOTCUES mode:** In HOTCUES mode, the Pads let you store and trigger Cue Points and Loops in tracks and STEM Files as Hotcues. On Decks **A** and **B** the **HOTCUES** button lights up blue whereas on Decks **C** and **D** the **HOTCUES** button lights up orange. The HOTCUES mode is the default mode for Track Decks and STEM Decks. For more Information on using HOTCUES mode, refer to [Playing with Cue Points](#), and [Playing with Loops](#).



HOTCUES mode is not available for Remix Decks. When a Remix Deck is focused, the **HOTCUE** button is disabled.

- **SAMPLES mode:** In SAMPLES mode, the Pads let you control the Samples on the Remix Deck. The the upper row of Pads give you direct access to the first Samples in the Sample Slots. When the Deck is focused on a Remix Deck, the SAMPLES mode is enabled by default. You can enable the SAMPLES mode on a Track Deck and on a STEM Deck as well. This way you can control the Track Deck or STEM Deck together with the Remix Deck, without switching the Deck focus to the Remix Deck. For more Information, refer to [Playing with Remix Decks](#).
- **STEMS mode:** In STEMS mode, the Pads let you control the individual STEM Parts in the STEM File. With the Pads you can adjust the individual STEM Part volume levels, filters. The

STEMS mode is available only for STEM Decks. On the S4 Decks **A** and **B** the **STEMS** button lights up blue whereas on the S4 Decks **C** and **D** the **STEMS** button lights up orange. For more information, refer to [Playing with STEM Decks](#).

3.4. Automatic Track Synchronization

This section introduces the principles of the automatic synchronization features offered by TRAKTOR.

One of the key features of TRAKTOR is the automatic synchronization of tracks. After loading tracks into the Decks, you can synchronize the track tempos with the **SYNC** function. The tempo of the synced track then adjusts the tempo of the Tempo Master, for example, the track in the playing Deck. For this to work, TRAKTOR uses the tempo and beat information from the Beatgrids of tracks. Samples and time-evolving effects sync to the current Tempo Master automatically.

3.4.1. Beatgrid

TRAKTOR analyzes the tracks by providing reliable tempo information for syncing. This analysis determines the tempo (BPM) as well as the position of the beats; the result is the Beatgrid. There is a specific Beatgrid for each of your tracks.

3.4.2. Tempo Master and Master Clock

The **Tempo Master** represents the reference tempo to which the Decks synchronize. When enabling the **SYNC** function on a Deck, TRAKTOR synchronizes the track to the Tempo Master. The Tempo Master can either be a Deck or TRAKTOR's **Master Clock**. When the Master Clock is the Tempo Master, it then represents the global tempo reference to which all Decks can sync. The Tempo Master does not have to be the same throughout your mix, but there can only be one Tempo Master.

3.4.3. Automatic Tempo Master Assignment

TRAKTOR assigns the new Tempo Master automatically using the **AUTO** mode in the Master Control panel. When mixing tracks using the SYNC function, the synced Deck automatically becomes the new Tempo Master, as soon as the track of the current Tempo Master Deck ends or is stopped manually. This continues as long as there is no other track synced to the Tempo Master. Then the Master Clock automatically becomes the new Tempo Master as soon the current track stops playing. The MASTER button then lights up in the Master Control panel.

The **AUTO** mode is activated by default.

3.5. About the Track Collection

The Track Collection represents all the music you use in TRAKTOR. With the Track Collection you can organize, tag, and prepare your tracks for being played as part of your mix.

A benefit of the Track Collection is that reads the metadata of the tracks, like track title, artist name, tempo, genre, key etc. It also stores TRAKTOR-specific information about your tracks.

3.6. Snap Mode and Quantize Mode

Snap mode and Quantize mode are important tools that can help you when working with Cue Points and Loops, and for jumping in the track:

- The Snap mode ensures that any Loop or Cue Point you set in a track snaps to the closest beat.
- The Quantize mode ensures that you remain in sync to the quantize value, whenever you jump to a Loop, to a Cue Point, or to any position within the track.

Examples for using and not using Snap Mode

Depending on what you want to do, you can enable or disable Snap mode and Quantize mode at any time. Here are a few examples on different use cases:

- Enable Snap mode if you want to set a Loop starting directly on a beat.
- Disable Snap mode if you want to set a Cue Point at the beginning of vocals that do not necessarily start on the beat.
- Enable Quantize mode if you want to mix in a synced track and want the downbeats of both tracks to perfectly match.
- Disable Quantize mode if you want to trigger tracks or Samples any time you press play or trigger Hotcues.

Enabling and Disabling Quantize Mode

When Quantize mode is enabled, the **QUANT (Snap)** button lights up brightly. When Quantize mode is disabled, the **QUANT (Snap)** button lights up dimly.

To enable or disable Quantize mode:

- Press the **QUANT (Snap)** button.

Enabling and Disabling Snap Mode

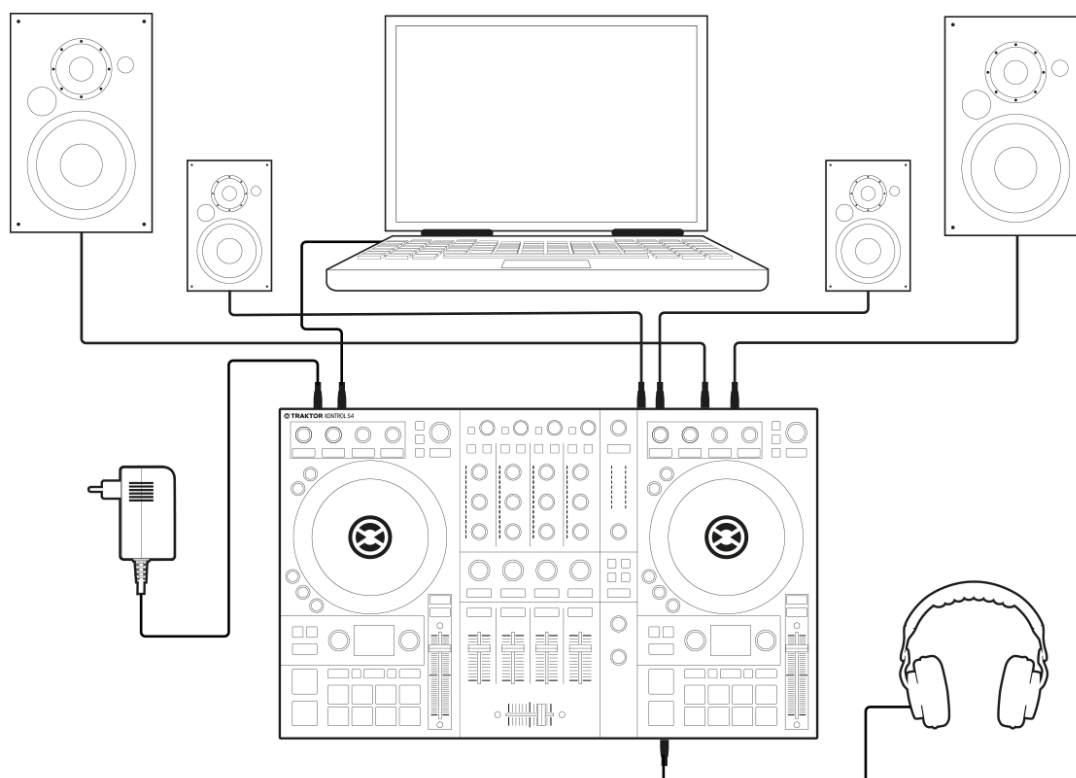
To enable or disable Snap mode:

1. Press and hold **SHIFT** to access the secondary functions of your S4.
When Snap mode is disabled, the **QUANT (Snap)** button lights up dimly. When Snap mode is enabled, the **QUANT (Snap)** button lights up brightly.
2. While holding **SHIFT**, press the **QUANT (Snap)** button to enable or disable Snap mode, respectively.

4. SETTING UP TRAKTOR KONTROL S4

By this section, you should have already installed TRAKTOR PRO 3 software using NATIVE ACCESS, in order to configure the S4 for its first use. If this is not the case, follow the instructions under this link [Registering and Installing a Native Instruments Product using NATIVE ACCESS](#).

This section describes how to set up the TRAKTOR KONTROL S4. When all devices are connected your setup will look like the following illustration:

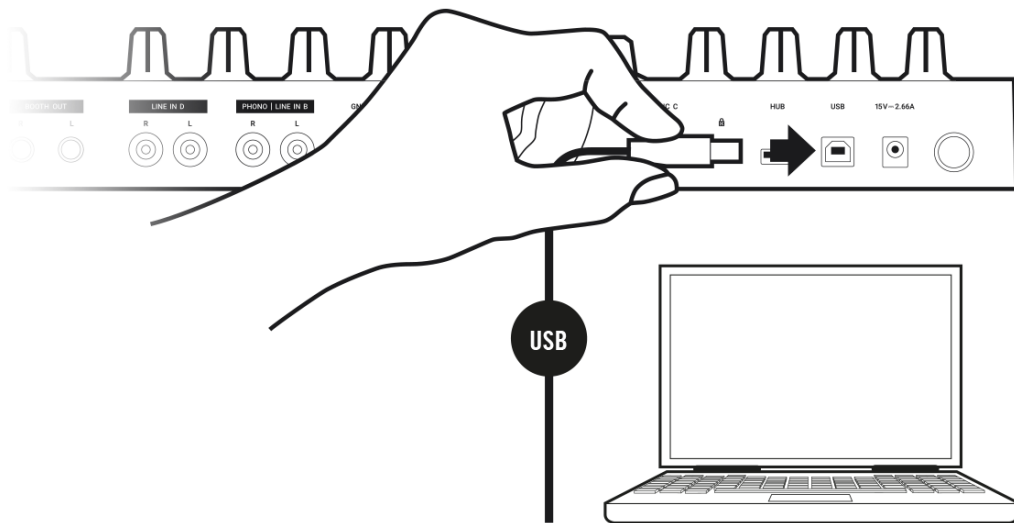


TRAKTOR KONTROL S4 setup.

4.1. Connecting to the Computer

To connect the TRAKTOR KONTROL S4 to your computer:

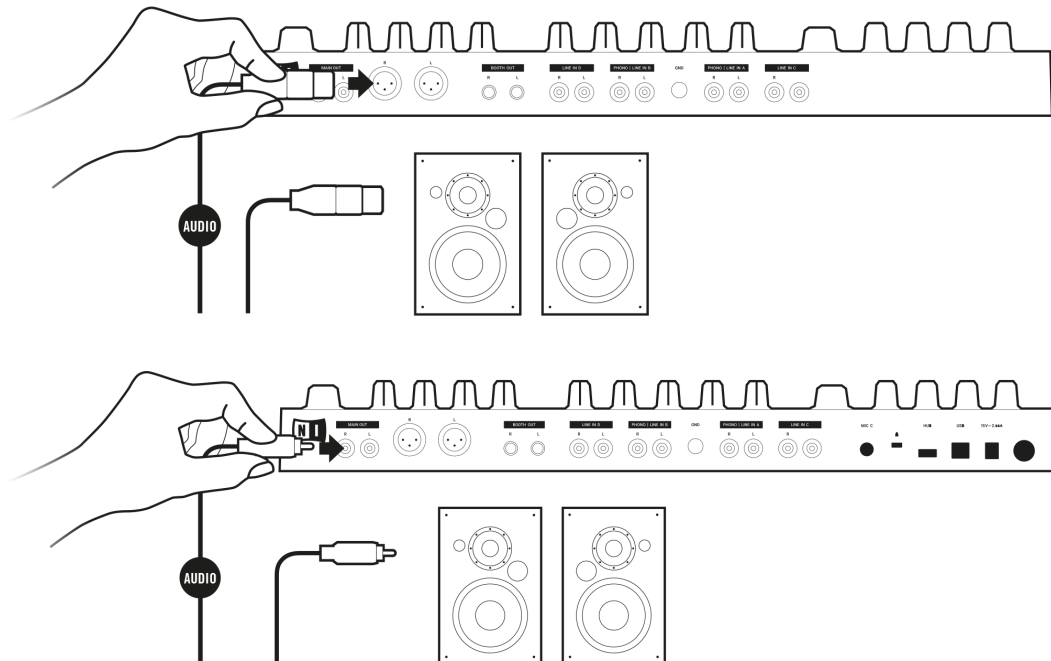
1. Connect the device end of the included USB cable to the USB socket on the rear panel of your S4.
2. Connect the computer end of the USB cable to an available USB 2.0 port (or later) on your computer.



4.2. Connecting an Amplification System

To connect your power amplifier system to the TRAKTOR KONTROL S4:

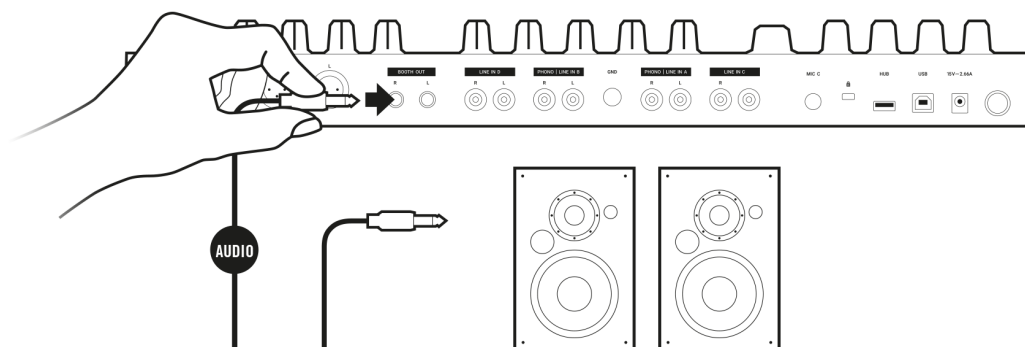
- Connect the **MAIN OUT** XLR or RCA outputs on the rear panel of the TRAKTOR KONTROL S4 to the inputs of your amplification system using the appropriate cables.



4.3. Connecting Monitors for DJ Booth

To connect your monitor speakers or a second power amplifier for the DJ booth to the TRAKTOR KONTROL S4:

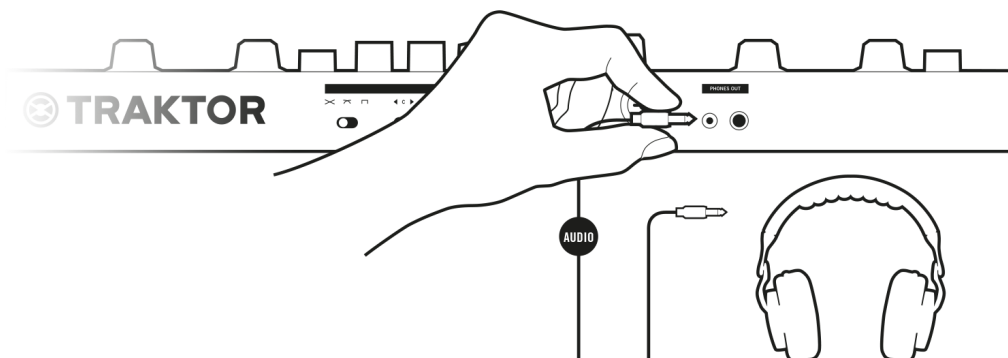
- Connect the **BOOTH OUT** outputs on the rear panel of the TRAKTOR KONTROL S4 to the inputs of your monitoring system using appropriate cables.



4.4. Connecting Headphones

To connect headphones to the TRAKTOR KONTROL S4:

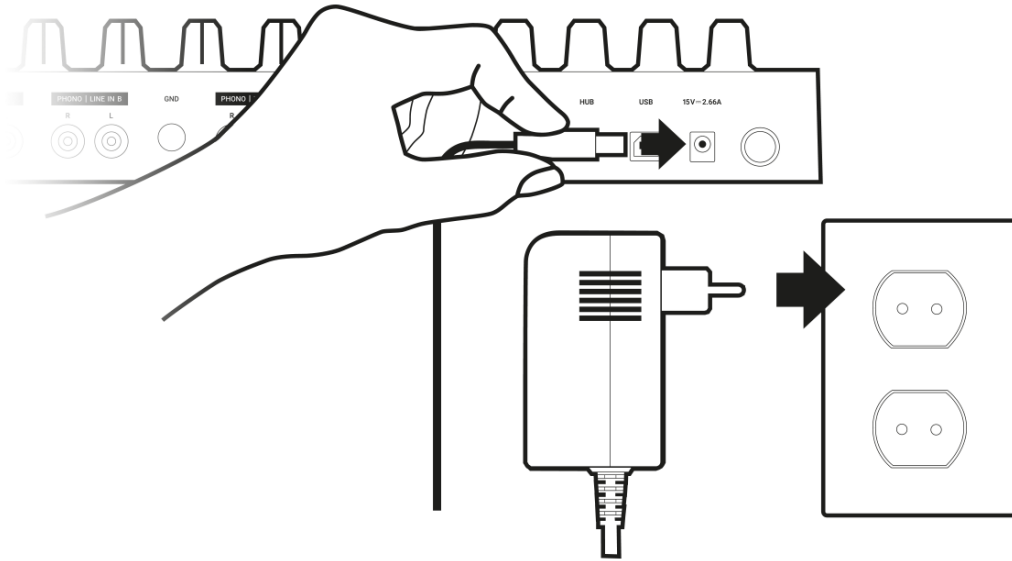
- Connect your headphones to the **PHONES OUT** socket on the front panel of the TRAKTOR KONTROL S4 using a 1/4" or a 1/8" connector.



4.5. Connecting to the Power Supply

To connect the Power supply to the TRAKTOR KONTROL S4:

1. Connect the device end of the Power supply cable to the Power socket on the rear panel of your S4.
2. Connect the Power Supply unit to a power outlet.



4.6. Final Preparation

After successfully setting up the TRAKTOR KONTROL S4 system, you need to prepare final steps before you can start using you S4. At first you switch on your devices and then you configure TRAKTOR to be used with you S4.

Switching on Devices and Starting TRAKTOR

You can now switch on the devices. We recommended that you follow the order in the instructions below:

1. On your S4, turn down the volume controls to minimum position by using the **MASTER** knob, the **BOOTH** knob and the **VOL** knob.
2. Switch on your amplification system.
3. Switch on your computer.
4. Switch on your S4.
5. Start TRAKTOR by double-clicking the Traktor application icon on your desktop.
The TRAKTOR software opens.

Importing Data from Your Previous TRAKTOR Version

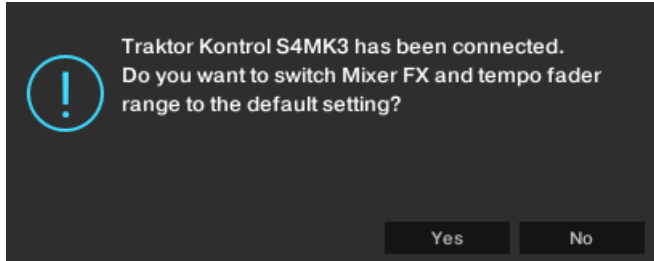
When you start TRAKTOR for the first time, TRAKTOR recognizes if a previous version of TRAKTOR is installed on you system. In this case TRAKTOR asks if you want to import your previous data from the existing user content into a new folder in your user folder. Your previous data will not be changed if you import it to the new default folder.

If you want to import data from your previous TRAKTOR installation:

- Click **Yes** to confirm.
The data is imported.

Switching to TRAKTOR Default Settings

When you start TRAKTOR with the S4 for the first time, TRAKTOR asks if you want to switch Mixer FX selection and the Tempo fader range to default setting. This is necessary to get the intended user experience of your S4:



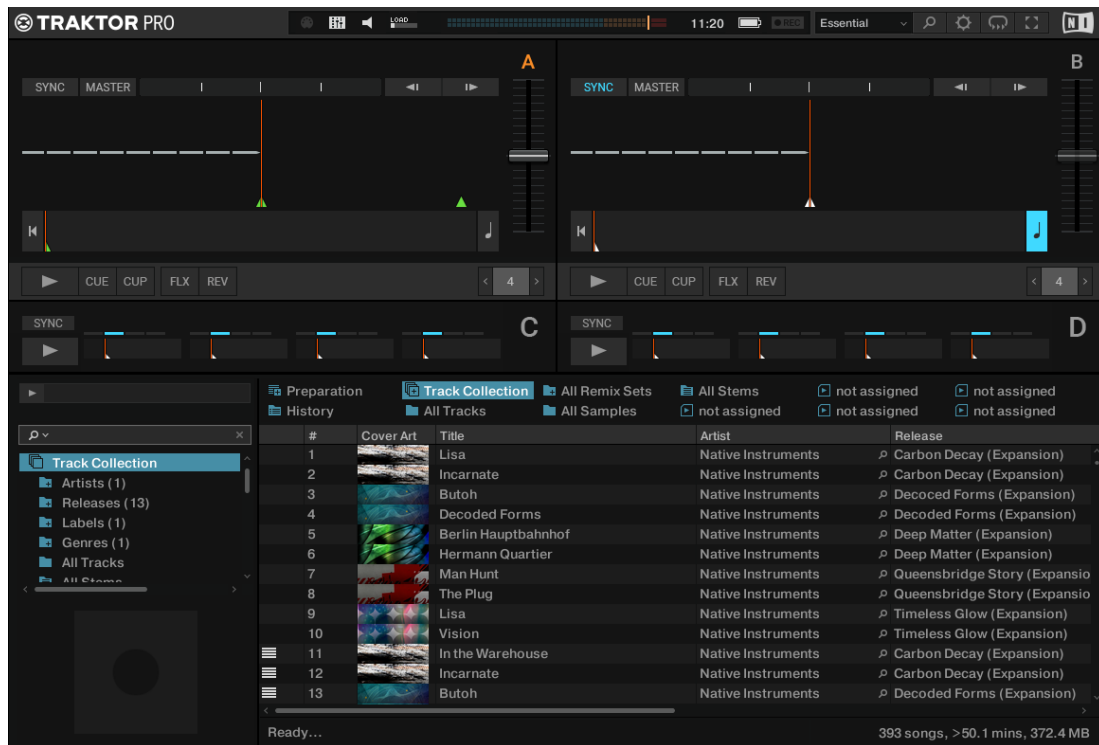
TRAKTOR alert for switching Mixer FX and TEMPO fader range to default settings.

- Click **Yes**.
The Mixer FX and the **TEMPO** fader range are set to default settings.

Configuring TRAKTOR using the Setup Wizard

The Setup Wizard dialog appears automatically when you start TRAKTOR for the first time after installation. The Setup Wizard helps you to configure the software to your needs only with a few clicks. To configure TRAKTOR to be controlled with your S4 controller, perform the following actions:

1. On the **WELCOME** page click **Next** to proceed.
2. On the **DECK LAYOUT** page select the Deck setup to control with your S4, for example, **2 Track Decks + 2 Remix Decks**.
3. Click **Next** to proceed.
The **SUMMARY** page shows you the configuration of TRAKTOR.
4. Click **Finish** to confirm your configuration.
The TRAKTOR window now appears in the Essential Layout.



4.7. Importing Music to the Track Collection

The most convenient way to get your tracks into TRAKTOR's Track Collection is using drag and drop:

- Drag the music files from the location on your computer and drop them in the **Track Collection** folder in TRAKTOR's Browser Tree.

TRAKTOR now analyzes the metadata of the music files and stores the files in the Track Collection.

5. TRAKTOR KONTROL S4 OVERVIEW

This section introduces you to the TRAKTOR KONTROL S4 and all its control elements and connectors.



TRAKTOR KONTROL S4 Overview.

(1) Decks: You can use the Decks to control tracks and Samples, similar to DJ turntables or CD players but with additional features. TRAKTOR controls four virtual Decks and each of them can be operated in several Deck Types: Track Deck, Remix Deck, STEM, Deck, and Live Input.

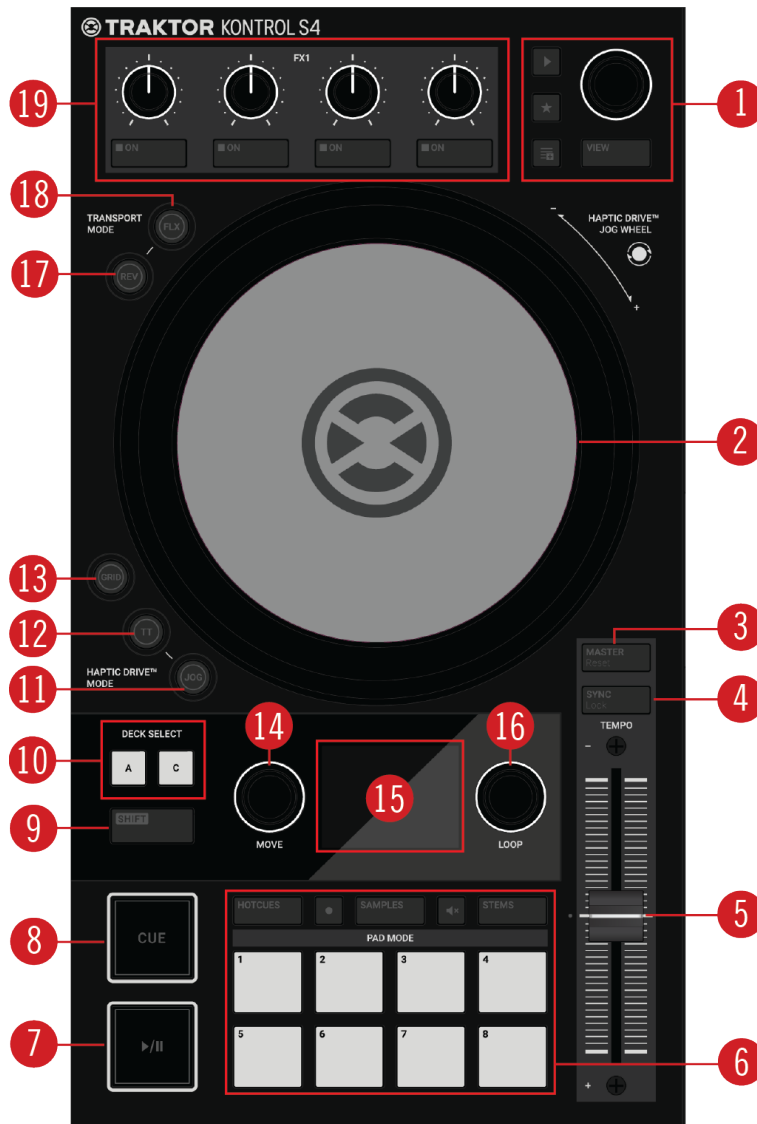
TRAKTOR provides you with four virtual Decks. The two Decks on your S4 hardware controller allow you to control the four software Decks **A**, **B**, **C** and **D** in TRAKTOR: the left Deck on your S4 controls Decks **A** and **C** in the software. The right Deck on your S4 controls Decks **B** and **D** in the software. For more information on the Deck control elements, refer to [Decks](#).

(2) Mixer: You can use the Mixer to mix the audio signals coming from the Decks. The Mixer consists of the two Mixer channels **A** and **B** which receive the individual audio signals from the Decks **A** and **B**. Each Mixer channel contains controls to modulate the audio signal and to adjust the outgoing volume before the audio signal is sent to the **MASTER** output. The **SAMPLE** knob in the middle of the Mixer controls the relative level of the combined channel for Deck **C** and **D**. Furthermore, the Mixer provides the crossfader to instantly fade between the audio signals in the Mixer channels **A** and **B**. For more information on the Mixer control elements, refer to [Mixer](#).

(3) FX Units: You can further process the signals in the Mixer channels by using the two FX Units located at the top-left and top-right on your S4 and in the software interface. The FX Units give you access to a collection of high-quality effects included in TRAKTOR. FX Unit 1 at the top-left on your S4 controls FX Unit 1 in the software. FX Unit 2 at the top-right on your S4 control FX Unit 2 in the software. For more information, refer to [FX Unit](#).

5.1. Decks

TRAKTOR KONTROL S4 provides you with two physical Decks to control the TRAKTOR Decks. Each Deck provides you with the following control elements:



S4 Deck.

(1) **Browse controls:** Allow you to scroll through the Track Collection to find and load tracks, as well as previewing tracks and preparing playlists. For more information, refer to [Browse Controls](#).

(2) **Jog Wheel:** The Jog Wheel provides advanced control over track transport. As with a conventional CD player or turntable, you can manually hold playback, nudge and bend, and start scratching by touching and turning the Jog Wheel and the outer rim. Furthermore, you can manually correct tracks' Beatgrids. The outer LED ring around the Jog Wheel gives you visual feedback on the playback status. For more information, refer to [Using Jog Wheels in JOG Mode](#) and [Using Jog Wheels in Turntable Mode](#).

(3) **MASTER (Reset) button:** Assigns the Deck to Tempo Master. Using the **SHIFT** button, it resets the relative **TEMPO** fader position in the software. For more information, refer to [Adjusting Tempo](#) and [Automatic Track Synchronization](#).

(4) **SYNC (Lock)**: Syncs the Deck to the Tempo Master. Using **SHIFT** and **SYNC (Lock)** locks the **TEMPO** fader for the Deck. For more information, refer to [Adjusting Tempo](#) and [Locking the Key of Tracks](#).

(5) **TEMPO fader**: Lets you manually adjust the track tempo on that Deck. The **TEMPO** fader can be operated in Absolute mode and in Relative mode. If the Deck is synced to the Tempo Master, the **TEMPO** Fader has no effect. When the Deck is playing at original track tempo, the LED lights up blue independently from the current **TEMPO** fader position. When the Deck tempo is faster or slower than the original tempo, the LED is unlit. When the tempo is locked for the Deck, the LED lights up red. For more information, refer to [Adjusting Tempo](#).

(6) **Pad section**: You can use the Pads to store and trigger Cue Points and Loops, and to control Samples and STEM Files. The individual function depends on the selected Pad mode and on the selected Deck Type. For more information, refer to [Pad Section](#).

(7) **Play/Pause**: Lets you start or pause the track playback on that Deck. The button brightly lights up green during playback. For more information, refer to [Using Transport Controls](#).

(8) **CUE**: Lets you start track playback from the Floating Cue Point when the Deck is stopped. Moves the playback position back to the Cue Point during playback. For more information, refer to [Using Transport Controls](#).

(9) **SHIFT**: When you hold **SHIFT**, you are provided with the secondary functions of some of the control elements on the S4.

(10) **DECK SELECT buttons**: Allow you to switch between TRAKTOR Decks A and C on the left Deck, and between TRAKTOR Decks B and C on the right Deck. For more information, refer to [Switching Deck Focus](#).

(11) **JOG button**: Enables **JOG** mode (Jog Wheel mode) for the Jog Wheel. For more information, refer to [Using Jog Wheels in JOG Mode](#).

(12) **TT button**: Enables **TT** mode (turntable mode) for the Jog Wheel. For more information, refer to [Using Jog Wheels in Turntable Mode](#).

(13) **GRID button**: Enables **GRID** mode to manually correct the Beatgrid for the current track using the Jog Wheel. For more information, refer to [Correcting Beatgrids of Tracks](#).

(14) **MOVE encoder**: Allows you to jump within the track. When Looping is enabled the **MOVE** encoder allows you to move the Loop forwards and backwards in the track. Furthermore, it adjusts volume parameters for Samples and STEM parts using **SHIFT**. For more information, refer to [Using Transport Controls](#) and [Playing with Loops](#).

(15) **Multicolor display**: The multicolor display gives visual feedback about playback times and the Loop settings, and also provides track details such as artist name and track name. For more information, refer to [Display Elements for Tracks and STEM Files](#) and [Display Elements on a Remix Deck](#).

(16) **LOOP encoder**: Allows you to enable/disable Looping as well as changing the Loop size. Furthermore, it adjusts Filter effect parameters for Samples and STEM parts using **SHIFT**. For more information, refer to [Playing with Loops](#).

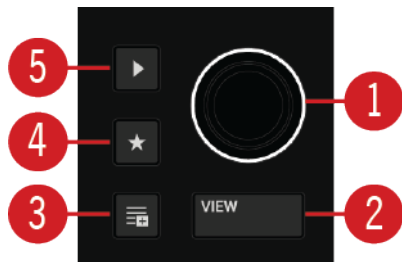
(17) **REV button**: Plays back the track in reverse when in Flux mode. When you press the **REV** button, this automatically enables Flux mode as long as the **REV** button is pressed. For more information, refer to [Playing with Flux Mode and Reverse Mode](#).

(18) **FLX button**: Enables Flux Mode for that Deck. For more information, refer to [Playing with Flux Mode and Reverse Mode](#).

(19) **FX Unit:** The FX Units allow you to control the effect parameters in the FX Units in the TRAKTOR software. Each Deck features one FX Unit which can be assigned to any Mixer channel. FX Unit 1 is located on the left Deck, and FX Unit 2 on the right Deck. For more information, refer to [FX Unit](#).

5.1.1. Browse Controls

The Browse controls let you browse the Track Collection to find and load tracks as well as preview tracks and prepare playlists.



Browse controls.

(1) **Browse encoder:** You select tracks in the Track List by turning the **Browse** encoder and you can load the selected track into the Deck by pressing the **Browse** encoder. You can also use the **Browse** encoder to seek within the track that is playing in the Preview Player. When in SAMPLES mode you can select another Sample in the Sample Slot by turning the **Browse** encoder. For more information, refer to [Browsing and Loading](#) and [Previewing Tracks in the Browser](#).

(2) **VIEW button:** Maximizes or minimizes the Browser view in the TRAKTOR software. For more information, refer to [Browsing and Loading](#).

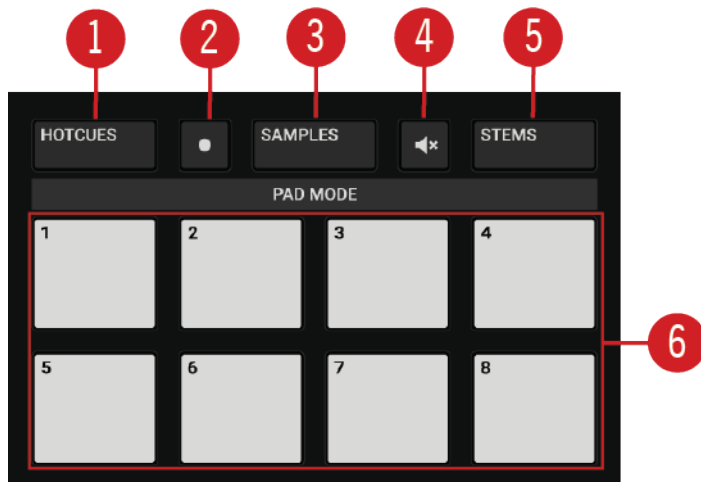
(3) **Preparation List button:** Assigns a track to the Preparation List. For more information, refer to [Adding Tracks to the Preparation List](#).

(4) **Star button:** When this button is held the Browse encoder then selects favorites. For more information, refer to [Browsing and Loading](#).

(5) **Preview Player:** Loads a track into the Preview Player in TRAKTOR's Browser and plays it back. For more information, refer to [Previewing Tracks in the Browser](#).

5.1.2. Pad Section

The Pads can be used to store and trigger Cue Points and Loops, as well as to Samples, and to control STEM Files. The individual function depends on the selected Pad mode as well as on the selected Deck Type.



Pad section.

(1) **HOTCUES button:** Enables **HOTCUES** mode. In this mode, you can store and trigger Cue Points and Loops within tracks using the Pads. On Decks **A** and **B** the **HOTCUES** button lights up blue whereas on Decks **C** and **D** the **HOTCUES** button lights up orange. The **HOTCUES** mode is the default mode for Track Decks and STEM Decks. For more information, refer to [Playing with Cue Points](#) and [Playing with Loops](#).



HOTCUE mode is not available for Remix Decks. When a Remix Deck is focused, the **HOTCUE** button is disabled.

(2) **Record button:** Enables the Pattern Recorder on the Remix Deck. With the Pattern Recorder you can record sequences to be played by the Samples. For more information, refer to [Using Pattern Recorder](#).

(3) **SAMPLES button:** Enables **SAMPLES** mode. The **SAMPLES** mode can only be enabled when the underlying Deck is configured as Remix Deck. Otherwise the **SAMPLES** button remains unlit. For more information, refer to [Playing with Remix Decks](#).

(4) **Mute button:** Mutes or un-mutes Samples on a Remix Deck or STEM Parts on a STEM Deck. For more information, refer to [Playing with Remix Decks](#) and [Playing with STEM Decks](#).

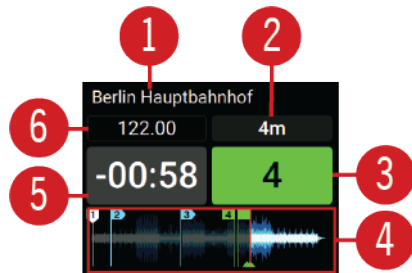
(5) **STEMS button:** Enables **STEMS** mode on a STEM Deck. Using the Pads, you can adjust the volumes and mute the individual STEM Parts of the STEM File. The **STEMS** mode is only available on STEM Decks. For more information, refer to [Playing with STEM Decks](#).

(6) **Pads:** Depending on the current Pad mode, the eight Pads have individual functions:

- When in **HOTCUES** mode the Pads store and trigger Cue Points and Loops for Track Decks and STEM Decks.
- When in **SAMPLES** mode the Pads control the first four **SAMPLE** Slots of Remix Decks.
- When in **STEMS** mode the Pads control the volumes of the individual STEM Parts and also mute them.

5.1.3. Display Elements for Tracks and STEM Files

When the HOTCUES mode or the STEMS mode is enabled, the display contains the following elements:

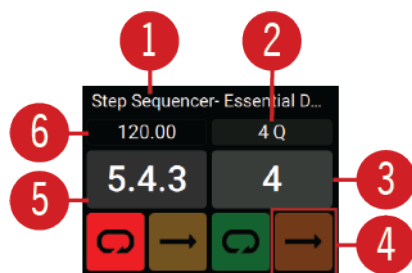


Display elements for tracks and STEM Files.

- (1) **Track title:** Displays the title of the loaded track or STEM File.
- (2) **Key value:** Displays the current key value of the track or STEM File.
- (3) **Loop indicator:** Displays the selected Loop size. When a Loop is enabled the Loop indicator is highlighted in green.
- (4) **Waveform:** Displays the Waveform of the track or the STEM File. It also shows stored Cue Points as white and blue markers, and stored Loops in green markers. The moving red marker represents the current playhead position.
- (5) **Remaining Track time:** Displays the time remaining until the track or the STEM File ends.
- (6) **Current Track Tempo:** Displays the current tempo for the track or STEM File.

5.1.4. Display Elements on a Remix Deck

When the Deck is a Remix Deck or the SAMPLES mode is enabled, the display contains the following elements:



Display elements on a Remix Deck.

- (1) **Remix Set title:** Displays the title of the loaded Remix Set.
- (2) **Quantize value:** Displays the Quantize value of the Remix Deck. If Quantize mode is enabled the field is highlighted in blue.
- (3) **Loop indicator:** Displays the selected Loop size. When a Loop is enabled the Loop indicator is highlighted in green.
- (4) **Play Type indicator:** Indicates if the corresponding Sample in the Sample Cell is a Loop or a One-shot Sample.

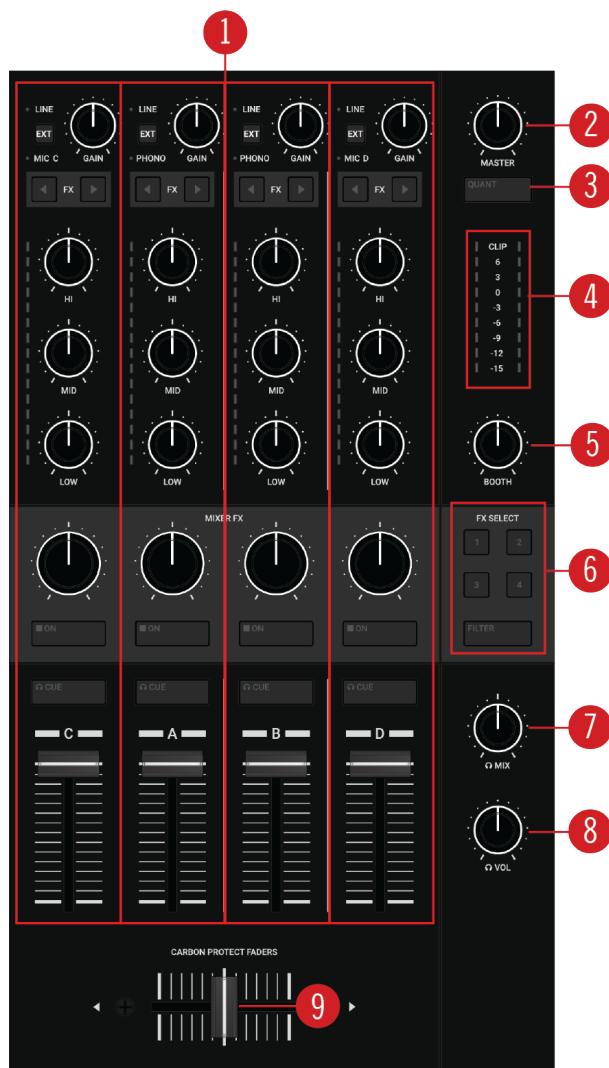
(5) **Beat Counter:** Represents the current internal Beat Count position of the Remix Deck. Synchronization and Quantize functions are based on this value.

(6) **Remix Deck Tempo:** Displays the current tempo of the Remix Deck.

For more information, refer to [Playing with Remix Decks](#).

5.2. Mixer

Sitting in the middle of the TRAKTOR KONTROL S4 controller, the Mixer receives the audio signals coming from Decks. There is one channel for each Deck. The Mixer's purpose is to adjust the relative level of each channel, to control the mixer channels' frequency content, possibly feeding them into the FX Units before sending the overall result to the Master output, and in the end, to generate the mix that is sent to your audience. The Mixer also provides you with a crossfader, which allows you to make seamless transitions between various channels.



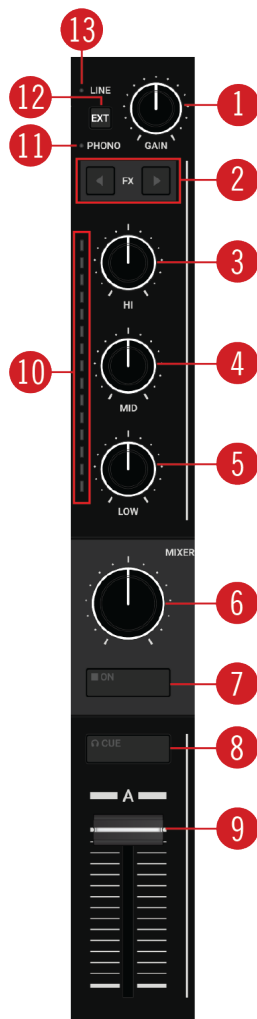
Mixer.

(1) **Mixer Channel A ,B, C, D:** The Mixer channels receive the individual audio signals from the Decks. Each Mixer channel contains controls to adjust the audio signal's frequency content and to adjust the outgoing volume before the audio signal is send to the **MASTER** output. Any Mixer channel can be individually assigned to FX Units. For more information, refer to [Mixer Channel](#).

- (2) **MASTER knob:** Adjusts the MASTER signal level. For more information, refer to [Adjusting Levels](#).
- (3) **QUANT (Snap) button:** Allows you to enable or disable Quantize mode and Snap mode. For more information, refer to [Snap Mode and Quantize Mode](#).
- (4) **Master Level Meter:** Gives you visual feedback on the current Master Output volume level. The blue LEDs indicate if the signal is below Headroom area. The red LED indicates if the signal is clipping. The yellow LEDs indicate if the audio signal is currently within the Headroom area before the audio signal starts clipping.
- (5) **BOOTH knob:** Adjusts the Volume of the Booth output signal for the DJ monitors. For more information, refer to [Adjusting Levels](#).
- (6) **MIXER FX SELECT buttons:** Select the **MIXER FX** to be controlled by the individual **MIXER FX** controls in the Mixer channels. For more information, refer to [Playing with MIXER Effects](#).
- (7) **MIX knob:** Adjusts the signal mix between MASTER signal and the CUE channel signal in the headphones. For more information, refer to [Using CUE Channel](#).
- (8) **VOL knob:** Adjusts the level for the CUE channel. For more information, refer to [Using CUE Channel](#).
- (9) **Crossfader:** Controls the mix between the Mixer channels' signals that are assigned to the left crossfader side and the right crossfader side. At each crossfader's end, the opposite signals are totally silent. Moving the crossfader gradually fades in and fades out the relevant audio signal in the master output. At the center position, both audio signals are fully audible. For more information, refer to [Assigning Mixer Channels to the Crossfader](#).

5.2.1. Mixer Channel

The Mixer channels receive the individual audio signals from the Decks. Each Mixer channel contains controls to adjust the incoming and outgoing levels, and the audio signal's frequency content. Any of the four Mixer channels can integrate different external sources. Whereas Mixer channels **A** and **B** are equipped with an additional **PHONO** pre-amplifier for connecting turntables, Mixer channels **C** and **D** integrate microphones instead. The Mixer channels provide you with the following control elements:



Mixer channel.

- (1) **GAIN knob:** Adjusts the input level for the incoming signal of the corresponding Deck, before it passes the channel fader. For more information, refer to [Adjusting Levels](#).
- (2) **FX Assign buttons:** These buttons individually assign the FX Units to the Mixer channel. For more information, refer to [Playing with FX Units](#).
- (3) **HI knob:** Emphasizes, attenuates, or removes the middle frequency band of the audio signal. For more information, refer to [Using the Equalizer](#).
- (4) **MID knob:** Emphasizes or attenuates the middle frequency band of the audio signal. For more information, refer to [Using the Equalizer](#).
- (5) **LOW knob:** Emphasizes, or attenuates, or removes the low frequency band of the audio signal. For more information, refer to [Using the Equalizer](#).

(6) **MIXER FX Amount knob**: The **MIXER FX** Amount knob controls the amount of the **MIXER FX** to be applied to the audio signal. In center position the **MIXER FX** is disabled for the individual Mixer channel. For more information, refer to [Playing with MIXER Effects](#).

(7) **MIXER FX ON button**: Enables or disables the **MIXER FX** for the individual Mixer channel. For more information, refer to [Playing with MIXER Effects](#).

(8) **CUE button**: Routes the audio signal of the Mixer channel into the CUE channel. For more information, refer to [Using CUE Channel](#).

(9) **Channel fader**: Adjusts the Mixer channel's level before the audio signal is sent to the cross-fader and **MASTER** volume knob. For more information, refer to [Adjusting Levels](#).

(10) **Channel Level Meter**: The Channel Level Meter gives you visual feedback on the current channel volume. The blue LEDs indicate if the audio signal is below Headroom area. The red LED indicates if the audio signal is clipping. The yellow LEDs indicate if the audio signal is currently in the Headroom area before the audio signal starts to clip.

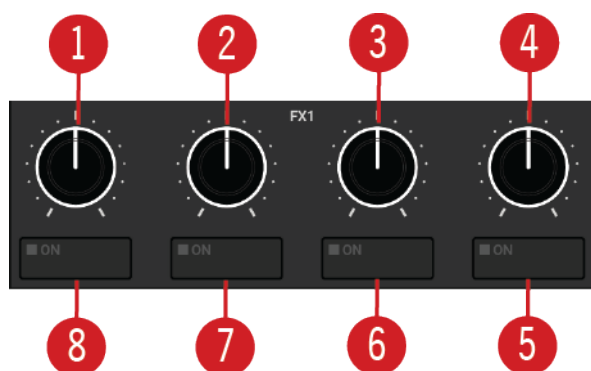
(11) **MIC C or D / PHONO LED**: On Mixer channel **A** and **B**, the **PHONO** LED lights up if the external input for the Mixer channel is set to receive a phono level signal from a turntable. On Mixer channel **C** and **D**, the **MIC** LED lights up if the external input for the Mixer channel is set to receive a microphone signal. For more information, refer to [Integrating External Devices](#).

(12) **EXT button**: Switches the Mixer channel to insert the audio signal coming from the external audio source. For more information, refer to [Integrating External Devices](#).

(13) **LINE LED**: Indicates if the external input for the Mixer channel is set to receive a line level signal, for example, from a CD player. For more information, refer to [Integrating External Devices](#).

5.3. FX Unit

The FX Units 1 and 2 on your S4 allow you to control the effect parameters selected in the FX Units in the TRAKTOR software. The FX Units can be assigned to any Mixer channel.



FX Unit 1 controls.

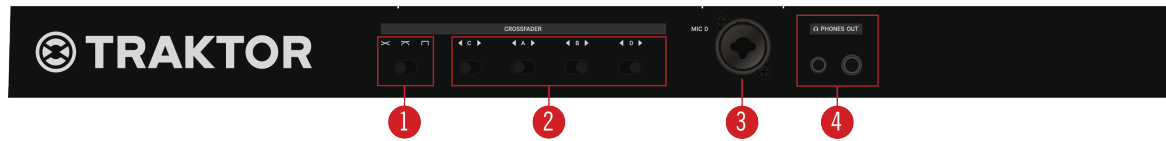
(1) - (4) **FX knob 1 - 4**: Adjusts the individual effect parameter that is selected in the FX Unit in the TRAKTOR software.

(5) - (8) **FX ON button 1 - 4**: Enables or disables the individual effect parameter that is selected in the FX Unit in the TRAKTOR software.

For more information on using FX Units, refer to [Playing with FX Units](#).

5.4. Front Panel View

The front panel hosts controls for assigning the Mixer channels to the crossfader, and sockets for connecting headphones and a microphone.



Front panel.

(1) **Crossfader Curve selector:** Selects the curve which lets the audio signals fade in and out when moving the crossfader from one side to the other. For more information, refer to [Assigning Mixer Channels to the Crossfader](#).

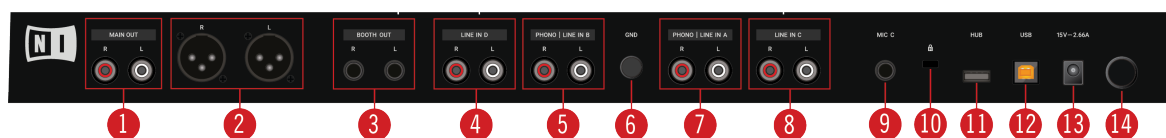
(2) **Crossfader Assignment selectors C, A, B, D:** Assigns the individual Mixer channels to either the left or right crossfader side. You can also unassigns the Mixer channels from the crossfader when the selectors are set to center position. For more information, refer to [Assigning Mixer Channels to the Crossfader](#).

(3) **MIC D:** Connects a microphone to Mixer channel **D** using an XLR connector. For more information, refer to [Integrating Microphone](#).

(4) **PHONES OUT 1/8" and 1/4":** Connect one or two pairs of headphones. When two pairs of headphones are connected, the maximum headphone volume level is decreased.

5.5. Rear Panel

The rear panel hosts all sockets for connecting the S4 to the computer, for powering it up, and for connecting external devices.



Rear panel.

(1) **MAIN OUT RCA R / L:** Connects the S4 to a power amplifier using unbalanced RCA cables.

(2) **MAIN OUT XLR R / L:** Connects the S4 to a power amplifier using balanced XLR cables.

(3) **BOOTH OUT 1/4" R / L:** Connects the S4 to a power amplifier for the DJ booth using balanced 1/4" cables.

(4) **LINE IN D RCA R / L:** Connects a line level audio source, for example, a CD player to Mixer channel **D** using RCA cables.

(5) **PHONO / LINE IN B RCA R / L:** Connects a phono level device, for example, a turntable, or a line level audio source, for example a CD player to Mixer channel **B** using RCA cables.

(6) **GND:** The **GND** (ground) screw connects the ground wire of turntables to prevent buzzing in the audio signal.

(7) **PHONO / LINE IN A RCA R / L:** Connects a phono level device, for example, a turntable, or a line level audio source, for example, a CD player to Mixer channel **A** using RCA cables.

- (8) **LINE IN C RCA R / L:** Connects a line level audio source, for example, a CD player to Mixer channel **C** using RCA cables.
- (9) **MIC C:** Connects a microphone to Mixer channel **C** using a 1/4" connector.
- (10) **Kensington Lock slot:** Connects a Kensington Lock to the S4 to help prevent against theft.
- (11) **USB HUB:** Connects a USB device, for example, another TRAKTOR controller or a USB-Hub.
- (12) **USB socket:** Connects your S4 to the computer using the supplied USB cable.
- (13) **PSU socket:** Connects the supplied Native Instruments Power Supply to the S4.
- (14) **Power switch:** Switches the S4 on or off.

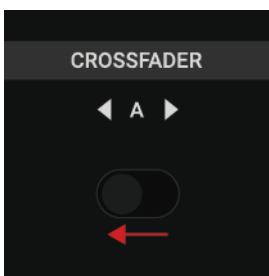
6. MIXING YOUR FIRST TRACKS

In this section you will learn to mix your first two tracks, using Deck **A** and Deck **B**, with the **SYNC** function. For this method, you will not need to use the Jog Wheels or your headphones.

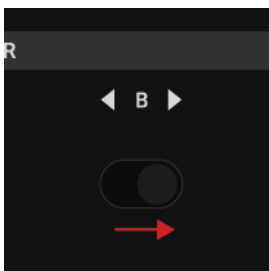
At first you will prepare the Mixer by adjusting the control elements for mixing tracks between Deck **A** to Deck **B**. Then you will load the first track into Deck **A**, and begin to perform step by step.

6.1. Prerequisites

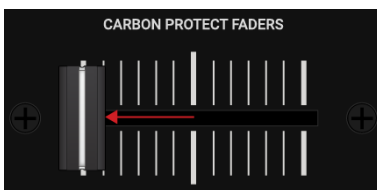
1. Set Crossfader Assignment selector **A** to the left to assign Mixer channel **A** to the left cross-fader end.



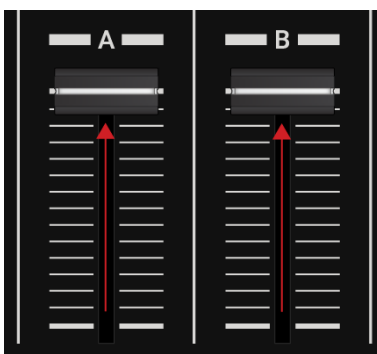
2. Set Crossfader Assignment selector **B** to the right to assign Mixer channel **B** to the right crossfader end.



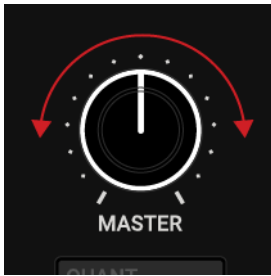
3. Set the crossfader to the left-most position.



4. Set channel fader **A** and channel fader **B** to maximum position.



- Set the **MASTER** knob to center position.



- Set the **BOOTH** knob to center position.

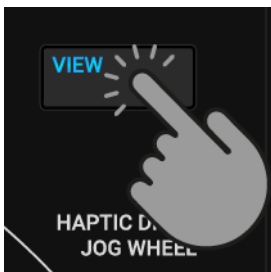


- Set the volume of your audio system or active speakers to minimum level.

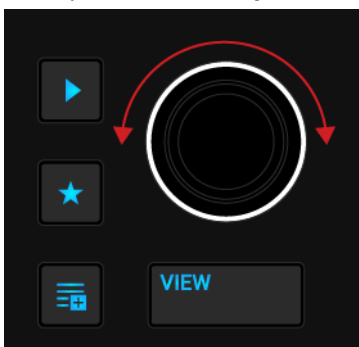
6.2. Loading the First Track into Deck A

To load the first track into Deck A:

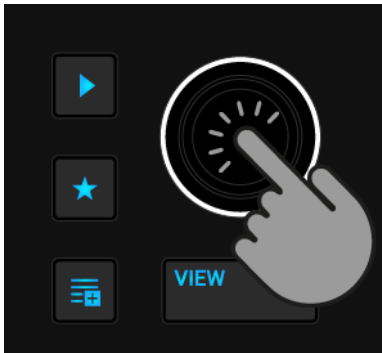
- Press **DECK SELECT** button **A** to focus the left S4 Deck on Deck **A**. The **DECK SELECT** button **A** and the Deck LEDs light up blue.
- Press the **VIEW** button to maximize the Browser view in the software.



- Turn the Browse encoder to select one of your tracks in the Track List, or a demo track, for example, **Berlin Hauptbahnhof** by Native Instruments.

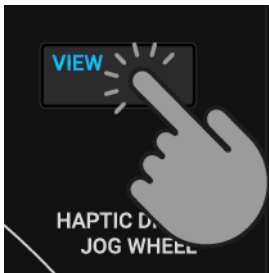


- Press the Browse encoder to load the selected track into that Deck.



TRAKTOR now analyzes the track to determine its tempo, and to create the Beatgrid and the Waveform.

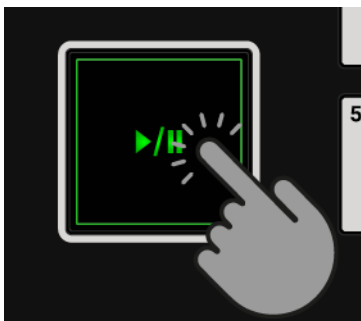
5. Press the **VIEW** button again to minimize the Browser view in the software.



6.3. Starting Playback of Deck A

To start playback on Deck **A**:

1. Press the Play/Pause button on the left S4 Deck.



The Waveform starts moving and the Channel Level Meter LEDs in the left Mixer channel **A** illuminate.

2. Slowly increase the volume of your audio system or active speakers to a moderate listening level.

You now hear the audio of the track in your speakers.

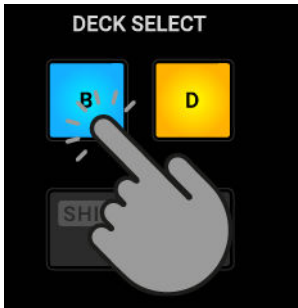
6.4. Loading the Second Track into Deck B

To load the second track into Deck **B**:



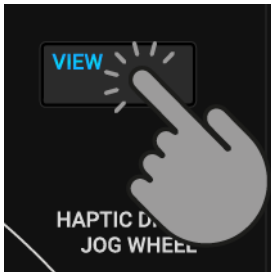
The next track you want to mix must have a similar tempo like the playing track.

1. Press **DECK SELECT** button **B** to set the right S4 Deck's focus to Deck **B**.

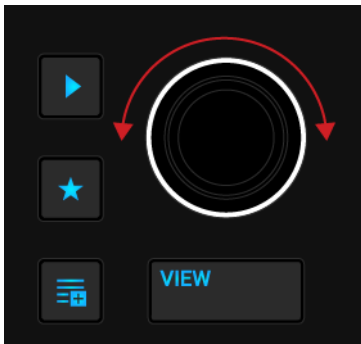


The **DECK SELECT** button **B** and the Deck LEDs light up blue.

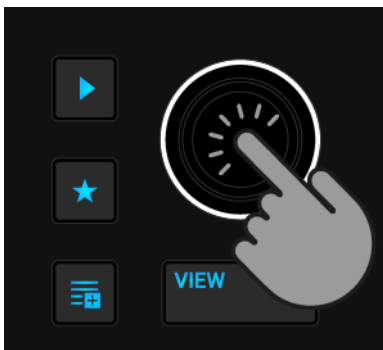
2. Press the **VIEW** button to maximize the Browse view in the software.



3. Turn the Browse encoder to select one of your tracks in the Track List, or a demo track, for example, **Lisa** by Native Instruments.

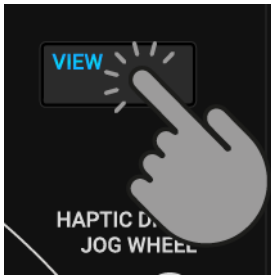


4. Press the Browse encoder to load the track into the Deck.



TRAKTOR now analyzes the track to determine its tempo, and to create the Beatgrid and the Waveform.

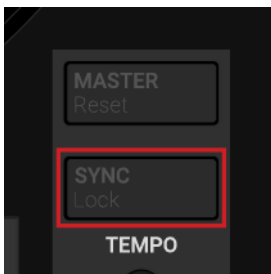
5. Press the **VIEW** button again to minimize the Browser view in the software.



6.5. Syncing the Track Tempos

In order to sync the tempos of both tracks:

- Press the **SYNC (Lock)** button on the right S4 Deck.

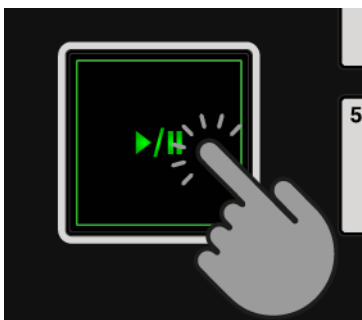


The tempo of the track in Deck B is now synced to the running track, indicated by the equal tempo value in the software's Deck Header. The **SYNC (Lock)** button lights up on the right S4 Deck.

6.6. Starting Playback of the Second Track

When the track in Deck **A** is almost over you can start the playback of the next track:

- Press the Play/Pause button on the right S4 Deck to start playback of the track in Deck **B**.

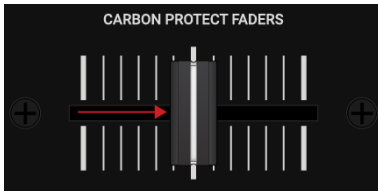


The Waveform starts moving and the Channel Volume Meter LEDs in Mixer channel **B** illuminate. The tracks in Deck **A** and Deck **B** play in sync.

6.7. Mixing in the Audio Signal

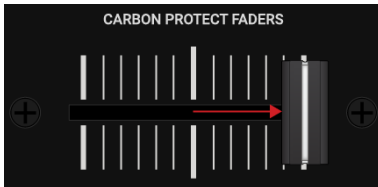
You can now mix the audio signal of Mixer channel **B** into the Master signal:

1. Move the crossfader slowly towards center position and hold for a moment.



The audio signal of the track in Mixer channel **B** fades into the Master signal.

2. While the track in Deck **A** reaches its end, slowly move the crossfader towards the right-most position.



The audio signal of Mixer channel **A** slowly fades out of the Master signal. Only Mixer channel **B** is now audible.

When the playback of Deck **A** ends, Deck **B** automatically becomes the Tempo Master and is ready to transition to the next track.

7. TUTORIALS

The tutorials in this section introduces you to the several functions and features of the S4. The following list provides you with an overview of the tutorials including the link to it:

- **Browsing and Loading Tracks:** By having your music imported in TRAKTOR, you can use the Browse controls on the S4 to find tracks for your mix. When loading a track into a Deck, TRAKTOR starts to analyze the track, calculating its exact tempo and key information. From this analysis, TRAKTOR creates the Beatgrid and the Waveform. This information is then stored for the track in the Track Collection. For more information, refer to [Browsing and Loading](#).
- **Controlling Track Playback:** The S4 lets you control the playback of your tracks using transport controls and the Jog Wheels which can be operated several modes. For more information, refer to [Controlling Playback](#), [Using Jog Wheels in JOG Mode](#), and [Using Jog Wheels in Turntable Mode](#).
- **Adjusting the Crossfader:** You can determine which Mixer channel is to be routed to the crossfader and set the crossfader curve accordingly. For more information, refer to [Assigning Mixer Channels to the Crossfader](#).
- **Switching Decks Focus:** Each S4 Deck controls two TRAKTOR Decks. The Deck Select buttons determine which of the Decks is in focus. For more information, refer to [Switching Deck Focus](#).
- **Adjusting Levels and Using the Equalizer:** The Mixer lets you adjust volumes of your tracks and tweak the frequency bands of the audio signals using the equalizer. For more information, refer to [Adjusting Levels](#) and [Using the Equalizer](#).
- **Adjusting Tempo:** You can use the **TEMPO** faders to adjust the tempo on each Deck manually. The **TEMPO** faders can be operated in two modes. For more information, refer to [Adjusting Tempo](#).
- **Locking Key of Tracks:** When adjusting the track tempo, then the pitch changes accordingly. Using Keylock you can adjust the track tempo without changing the pitch. For more information, refer to [Locking the Key of Tracks](#).
- **Working with MIXER FX:** You can modulate the sound of your tracks using **MIXER FX** and the FX Units. For more information, refer to [Playing with MIXER Effects](#), and [Playing with FX Units](#).
- **Working with Cue Points and Loops:** By triggering stored Hotcues from the Pads, you are able to jump to specific sections within the track. For more information, refer to [Playing with Cue Points](#). To extend the playback of tracks or to loop a specific part in a track, you can make use of the S4's looping functions. For more information, refer to [Playing with Loops](#).
- **Snap Mode and Quantize Mode:** In order to precisely place Cue Points, Loops and jumps within tracks without loosing the sync, use Snap mode and Quantize mode. For more information, refer to [Snap Mode and Quantize Mode](#).
- **Using Flux and Reverse mode:** Flux mode and Reverse mode allow you to create a parallel playhead when performing with Hotcues and Loops. The parallel playhead ensures you don't lose the original track playhead position in the track. For more information, refer to [Playing with Flux Mode and Reverse Mode](#).
- **Previewing Tracks:** The Preview Player in the Browser lets you conveniently preview tracks without loading them into the Deck. The CUE channel and its controls on the Mixer also enable

you to preview your tracks and your sound adjustments before you transition to the next track. For more information, refer [Previewing Tracks in the Browser](#), and [Using CUE Channel](#).

- **Working with the Preparation List:** TRAKTOR's Browser allows you to prepare for your next mix. The S4 has a dedicated control so you can easily add tracks to the Preparation List. For more information, refer to [Adding Tracks to the Preparation List](#).
- **Working with Remix Decks:** The Remix Decks allow you to playback Samples and add them to your mix. Furthermore, you can enable the Pattern Recorder for recording sequences to be played by the Samples. For more information, refer to [Playing with Remix Decks](#).
- **Working with STEM Decks:** The STEM Decks let you playback STEM Files which include four individual STEM Parts for musical elements. The STEM Deck gives you the control over the STEM Parts. For more information, refer to [Playing with STEM Decks](#).
- **Correcting Beatgrids of Tracks:** If the SYNC function is enabled but the playing tracks are not synced, it is likely that the Beatgrids were miscalculated. The S4 allows you correct Beatgrids manually. For more information, refer to [Correcting Beatgrids of Tracks](#).

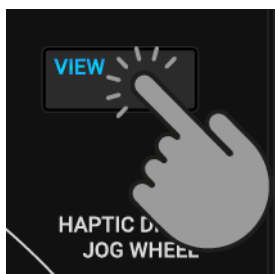
7.1. Browsing and Loading

The S4 lets you conveniently browse for your music in the Track Collection in TRAKTOR. Using the Browse controls on the Decks, you can quickly open the Browser view, navigate in the Track List, and select Favorite folders and Playlists for loading your desired tracks.

Maximizing and Minimizing Browser View

Using the Browse controls you can instantly browse for your music in TRAKTOR. However, you can maximize Browser view in TRAKTOR for a better overview:

1. Press the **VIEW** button.



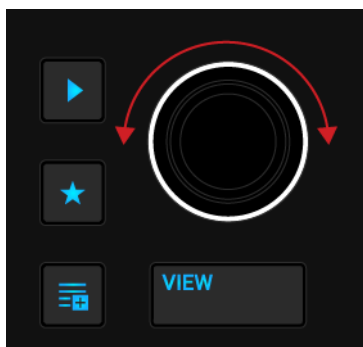
The TRAKTOR Layout switches to Browser view.

2. Press the **VIEW** button again to close the Browser view in TRAKTOR.

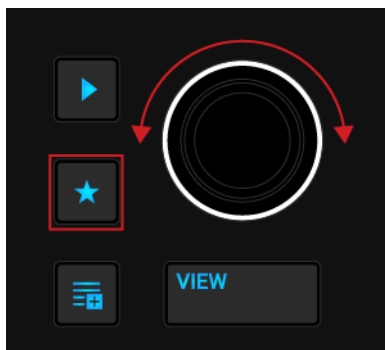
Finding a Track

On the Deck you want load a track:

1. Turn the Browse encoder to scroll through the Track List for selecting a track.



2. Press and hold the **Star** button + turn the Browse encoder to select another favorite folder.

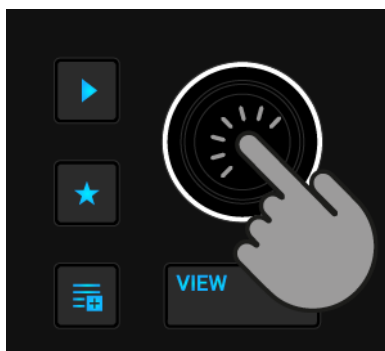


The Track List shows the content according to the selected folder.

Loading the Track into the Deck

To load the selected track into the Deck:

- Press the Browse encoder.



The track is loaded into the Deck. Depending on the loaded track, the Deck Type switches accordingly.

If the track is loaded into the Deck for the first time, TRAKTOR starts to analyze the track to determine its tempo, and then calculate the Beatgrid and Waveform. The moment of the analysis can be switched to another context in the Preferences.

7.2. Controlling Playback

The Transport Controls and the Jog Wheels on the S4 let you control the playback of tracks. This section describes the several interactions you can perform to control the playing track, as well as previewing tracks in the CUE channel for the next transition.

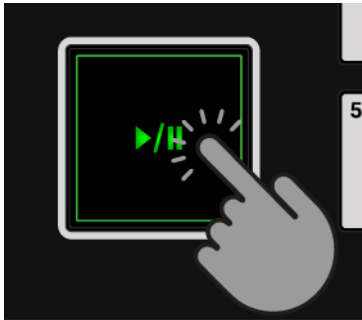
7.2.1. Using Transport Controls

The Transport Controls let you start and pause playback as well as cue the track.

Starting/Pausing Playback

To start the playback of the loaded track:

- Press the Play/Pause button.



To pause the playback:

- Press the Play/Pause button again.

Cueing the Track using the Cue Button

The **CUE** button has several functions:



- When pressing and holding the **CUE** button, the playback continues from the position of the floating Cue Point as long as the **CUE** button remains depressed.
- When releasing the **CUE** button, playback stops immediately and the playback position jumps back to the Cue Point.
- When pressing and holding the **CUE** button and pressing the Play/Pause button, the playback continues as normal.

7.2.2. Using Jog Wheels in JOG Mode

In this section you are provided with the several interactions you can perform with the Jog Wheels when used in **JOG** mode. In JOG mode you can use the Jog Wheel to bend and nudge the tempo, to cue a beat and to perform a scratch, and to fast seek within the Track. Furthermore, you can disable the touch-sensitivity of the top plate and you can adjust the resistance for spinning the Jog Wheel.

Enabling JOG Mode

To enable JOG mode:

- Press the **JOG** button on the Deck.



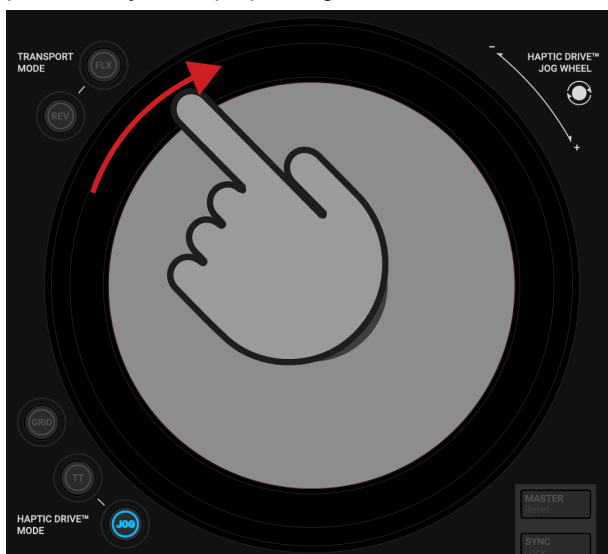
The **JOG** button brightly lights up in the color of the focused Deck.

Tempo Bending and Nudging

You can use the Jog Wheel to manually correct the sync of tracks by bending or nudging the Deck tempo.

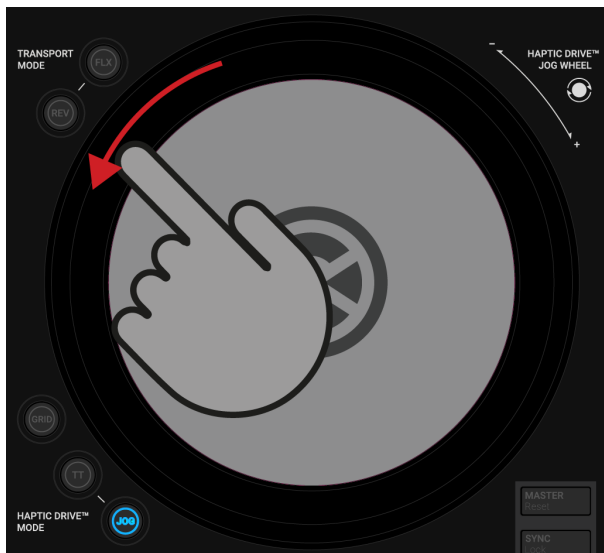
To nudge the Deck tempo:

- Touch the Jog Wheel's outer rim and spin it clockwise to temporarily raise the Deck tempo. When you stop spinning the rim, the Deck returns to its original tempo.



To bend the Deck tempo:

- Touch the Jog Wheel's outer rim and spin it counterclockwise to temporarily lower the Deck tempo. When you stop spinning the rim, the Deck returns to its original tempo.

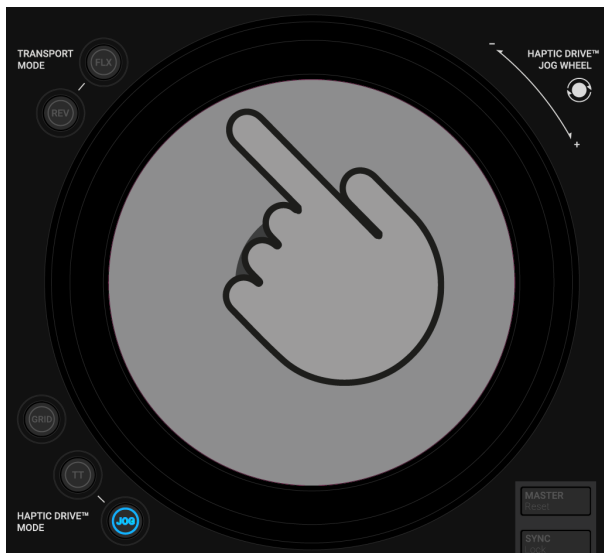


If you select the option **Ticks when Nudging** in the Preferences, you then feel ticks in the Jog Wheel when spinning it using its outer rim. This option applies only for **JOG** mode. For more information, refer to [Preferences](#).

Cueing and Scratching

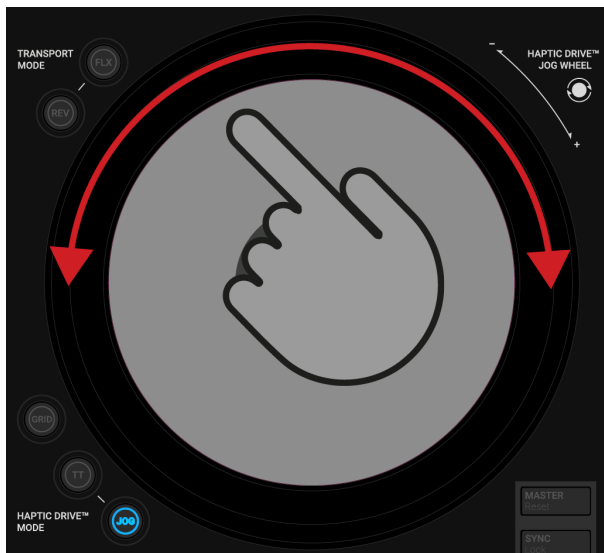
You can hold the track playback with the Jog Wheel to cue a beat or to scratch:

1. Touch and hold the top plate of the Jog Wheel.



The playback is held. When you release the top plate, the playback continues as normal.

2. While holding the top plate, spin the Jog Wheel clockwise or counterclockwise to cue a beat.



3. While holding the top plate, spin the Jog Wheel back and forth to perform a scratch.

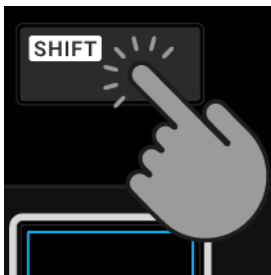


If you select the option **Enable Haptic Hotcues** Preferences, you then feel haptic feedback in the Jog Wheel when cuing Cue Points and Loop markers while touching the top plate. For more information, refer to [Preferences](#).

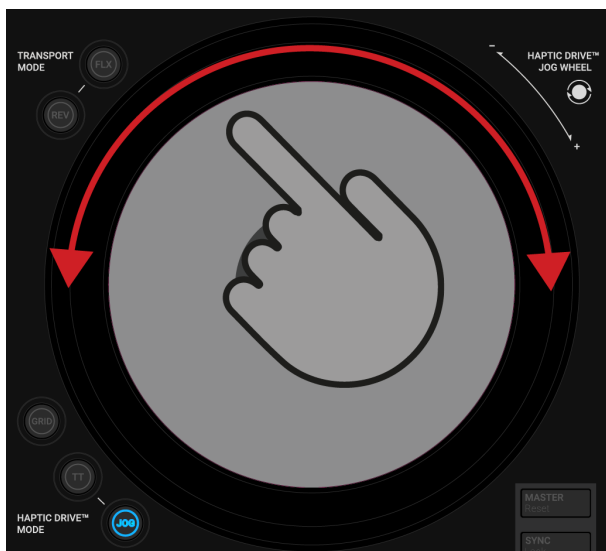
Fast Seeking

You can use the Jog Wheel to fast seek within the track:

1. Press and hold **SHIFT** to access the secondary S4 functions.



2. While holding **SHIFT** turn the Jog Wheel clockwise or counterclockwise to fast seek within the track.



Disabling the Top Plate's Touch-Sensitivity

You can disable the touch-sensitivity of the top plate for the JOG mode. This enables you to also use the top plate to bend or nudge the track tempo.

To disable the touch-sensitivity:

- Press the **JOG** button.
The **JOG** button now illuminates red indicating the touch-sensitivity of that top plate is disabled. When you press the **JOG** button again, the touch-sensitivity is re-enabled.

When you disable the touch-sensitivity of the top plate, you cannot perform backspins. Also, the haptic feedback options in the Preferences do not apply.

Adjusting the Jog Wheel Spinning Tension

You can adjust the spinning tension for the Jog Wheel:

1. Press and hold the **JOG** button and turn the Jog Wheel clockwise to raise the tension.
The Jog Wheel's tension raises.
2. Press and hold the **JOG** button and turn the Jog Wheel counterclockwise to loosen the tension.
The Jog Wheel's tension gets loose.
3. Release the **JOG** button at the desired Jog Wheel tension.

You can adjust the tension also in the Preferences.

7.2.3. Using Jog Wheels in Turntable Mode

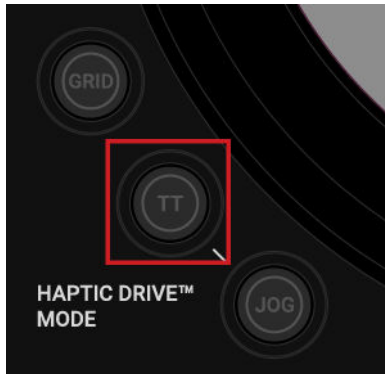
This section introduces you the several interactions you can perform with the Jog Wheels when used in Turntable mode. In **TT** mode (Turntable mode) the Jog Wheels behave like the platters of conventional DJ turntables. When the **TT** mode is enabled, the Jog Wheel will rotate during track playback.

In the Preferences you can adjust the Base speed for the Jog wheels. For more information, refer to [Preferences](#).

Enabling Turntable Mode

To enable Turntable mode:

- Press the **TT** button on that Deck.



The **TT** button brightly lights up in the color of the focused Deck.

Tempo Bending and Nudging

During Deck playback you can use the Jog Wheel to temporarily bend or to nudge the Deck tempo. This is used when syncing tracks manually.

To nudge the Deck tempo:

- Touch the Jog Wheel's outer rim and spin it clockwise to temporarily raise the Deck tempo. When you stop spinning the rim, the Jog Wheel and the Deck returns to original tempo.



To bend the Deck tempo:

- Slightly touch the Jog Wheel's outer rim to temporarily lower the Jog Wheel rotation tempo and the Deck tempo. When you stop touching the rim, the Jog Wheel and the Deck return to original tempo.



Cueing, Seeking and Scratching

You can use the Jog Wheel to cue a beat or to scratch:

1. Touch and hold the top plate of the Jog Wheel.



The Jog Wheel stops to rotate and the playback is held.

2. While holding the top plate, spin the Jog Wheel clockwise or counterclockwise to cue a beat or to seek in the track.



3. While holding the top plate, quickly spin the Jog Wheel back and forth for scratching the track.
When you release the top plate, the Jog Wheel continues to rotate and the Deck playback continues.



By enabling the option **Enable Haptic Hotcues** in the Preferences, you then feel a haptic feedback in the Jog Wheel when cueing Cue Points and Loop markers using the top plate. For more information, refer to [Preferences](#).

7.3. Assigning Mixer Channels to the Crossfader

You can use the crossfader to transition between the audio signals in the Mixer channels. You can assign any Mixer channel to either crossfader side. If you do not intend to use the crossfader, we recommend you to unassign the Mixer channels from the crossfader to prevent accidental usage in a live situation.

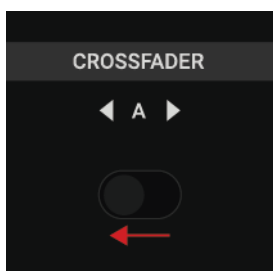
Furthermore, you can determine the fading behavior for the audio signals when moving the crossfader.

Assigning Mixer Channels

For any Mixer channel there is a crossfader assign selector on the front panel.

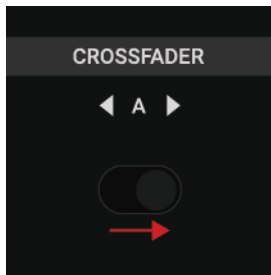
To assign a Mixer channel to the left crossfader side:

- Set the crossfader assign selector for the corresponding Mixer channel to the left.



To assign a Mixer channel to the right crossfader side:

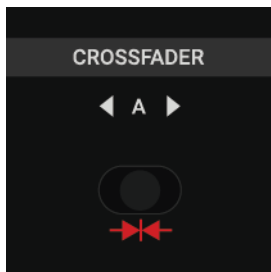
- Set the crossfader assign selector for the corresponding Mixer channel to the right.



Unassigning Mixer Channels

To unassign a Mixer channel from the crossfader:

- Set the crossfader assign selector for the corresponding Mixer channel to the center position.



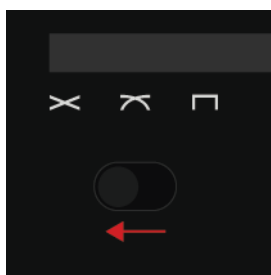
7.3.1. Setting the Crossfader Curve

You can determine the fading behavior of the crossfader with the crossfader curve selector on the front panel. You can set it to the positions constant, smooth, or sharp.

- **Constant:** With this setting, moving the crossfader allows the levels of the Mixer channel signals to be raised and lowered constantly.
- **Smooth:** With this setting, moving the crossfader enables the levels of the Mixer channel signals to be raised and lowered smoothly.
- **Sharp:** With this setting, moving the crossfader lets the level of the other Mixer channel signal immediately raise to full volume. Both signals are audible in full volume when the crossfader is placed at any position between the crossfader ends.

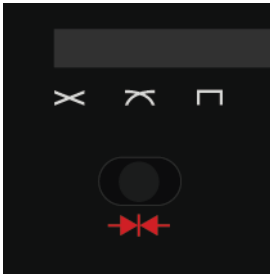
If you want the crossfader to use the constant curve:

- Set the crossfader curve selector to the left.



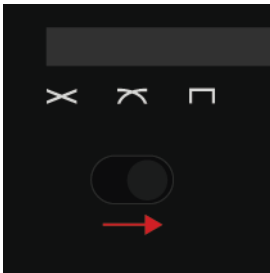
If you want the crossfader to use the smooth curve:

- Set the crossfader curve selector to the center position.



If you want the crossfader to use the sharp curve:

- Set the crossfader curve selector to the right.



7.4. Adjusting Levels

When you mix tracks you need to make sure that the levels of both tracks are at the same level for flawless transitions. But also, you need to make sure the signals are not too loud neither too silent to gain the best possible audio quality. For this, you can define the level for the incoming audio signals into the Mixer channel, and you can define the levels for the outgoing signals sent to the MASTER output.

Adjusting Levels for Incoming Audio Signals

With the **GAIN** knob in the Mixer channel you can determine the level for the incoming audio signal. When you adjust the incoming level the Channel Volume Meter visually indicates the current level.

To adjust the level for the incoming audio signal in the Mixer channel:

- Turn the individual **GAIN** knob clockwise or counterclockwise so that the incoming level does not exceed the Headroom area reflected by the yellow LEDs of the Channel Volume Meter.

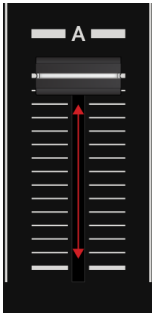


Adjusting Outgoing Mixer Channel Levels

The channel fader in a Mixer channel limits the maximum level sent from the Mixer channel to the MASTER output.

To adjust the outgoing level of a Mixer channel:

- Move the relevant channel fader up or down.



The outgoing level changes accordingly. When the channel fader is set to its maximum position, the outgoing signal level equals the level of the incoming signal.

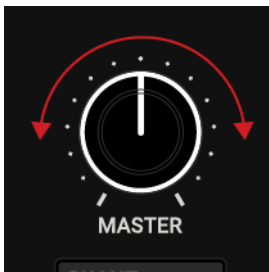
You can also use the channel faders to transitions between audio signals without using the cross-fader.

Adjusting the MASTER Output Level

The MASTER output stage receives the signals coming from the Mixer channels. You can determine the MASTER output level with the **MASTER** knob.

To adjust the MASTER output level:

- Turn the **MASTER** knob clockwise or counterclockwise.

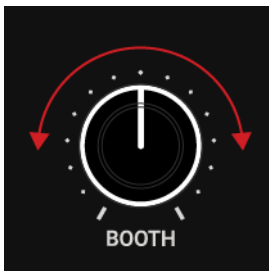


The MASTER output level adjusts accordingly.

Adjusting the BOOTH Output Level

The Booth output stage receives the same signals coming from the Mixer channels like the **MASTER** output stage. You can determine the BOOTH output level with the **BOOTH** knob:

- Turn the **BOOTH** knob clockwise or counterclockwise.



The outgoing BOOTH output level adjusts accordingly.



To avoid damaging your ears, always watch the listening level of the connected speakers or power amplifier, and set it to a comfortable listening level.

7.5. Using the Equalizer

You can use the equalizer to slightly adjust certain frequencies in the audio signal to highlight a specific part, like, attenuating vocals or a lead line. Another common technique is to take out the bass frequency of one track in order to let the bass of the other track dominate the mix.

The **EQ** knobs adjust the high, middle, or low frequencies in the audio signal.

Taking out Frequency Bands of the Audio Signal

To take out frequency bands of the audio signal:

- Turn the individual **EQ** knob counterclockwise to take out the corresponding frequency band.



When you turn the **EQ** knob entirely counterclockwise you entirely remove the individual frequency band from the audio signal.

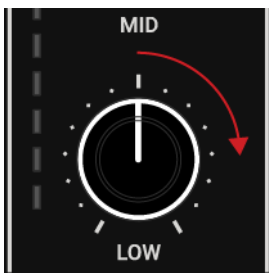


Taking out frequencies can avoid clipping that can easily occur when two tracks play together with full level.

Attenuating Frequency Bands in the Audio Signal

To attenuate frequency bands of the audio signal:

- Turn the individual **EQ** knob clockwise to attenuate the corresponding frequency band.



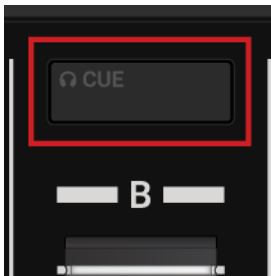
7.6. Using CUE Channel

You can use the CUE channel on the Mixer to preview tracks in the headphones. Any Mixer channel is equipped with a **CUE** button to route the audio signal into the CUE channel. You can use the **MIX** and **VOL** knobs to determining the level for the **CUE** channel, as well as the ratio between the cued signal and the MASTER signal.

Routing Audio Signals into the Cue Channel

To route the audio signal from a Mixer channel into the CUE channel:

- Press the **CUE** button of that Mixer channel.



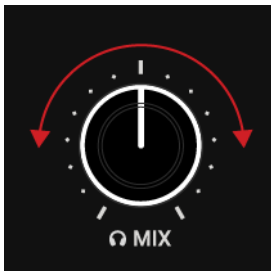
The audio signal is audible in the CUE channel.

You can route the audio signals of all Mixer channels into the CUE channel at once.

Adjusting the Ratio between the Cue-Mix Signal

In the CUE channel, you can use the **MIX** knob to determine the ratio between the cued signal and the MASTER signal.

1. Turn the **MIX** knob clockwise to let the MASTER signal dominate.



When you turn the **MIX** knob entirely clockwise, then you will only hear the MASTER signal in the headphones.

2. Turn the **MIX** knob counterclockwise to let the Mixer channel signal dominate.

When you turn the **MIX** knob entirely counterclockwise, you then only hear the Mixer channel signal in the headphones.

Adjusting the CUE Channel Level

To adjust the CUE channel level:

- Turn the **VOL** knob clockwise or counterclockwise to increase or to decrease the CUE channel level.



7.7. Adjusting Tempo

You can adjust the track tempo with the automatic Deck synchronization function SYNC and the **TEMPO** fader. When you use the **TEMPO** fader the resulting effect depends on several factors:

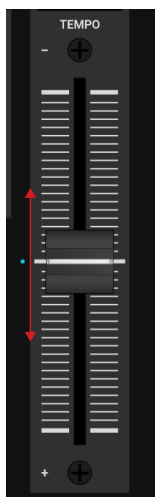
- When the SYNC function is used, changing the Tempo by moving the **TEMPO** fader only works on the Deck assigned to Tempo Master. Moving the **TEMPO** fader on the synced Deck has no effect.
- When the **TEMPO** fader is locked on the Deck, moving the **TEMPO** fader has no effect.
- The **TEMPO** faders can be operated in two different modes, in **Absolute mode** and in **Relative mode**. By default, the **TEMPO** faders operate in Relative mode.
 - **Relative:** In this mode, each **TEMPO** fader on your S4 affects the **TEMPO** fader of the software Deck relatively to its current position, even if this position does not match the position of the **TEMPO** fader on your S4. This notably resolves possible conflicts between the Tempo fader and the Deck synchronization.
 - **Absolute:** In this mode, whenever you move the **TEMPO** fader on your S4, its position is transmitted 1:1 to the **TEMPO** fader of the software Deck, no matter what the current position of the Tempo fader in the software is. In Absolute mode, the software Deck's tempo always matches the **TEMPO** fader position on your S4, unless you have somehow changed the software Deck's tempo.

You can select the **TEMPO** fader mode in the Preferences. For more information, refer to [Preferences](#).

Adjusting Tempo

To change the tempo on a Deck:

- Move the **TEMPO** fader up or down.

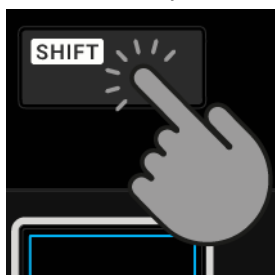


The track tempo decreases or increases, respectively. The key of the track changes accordingly.

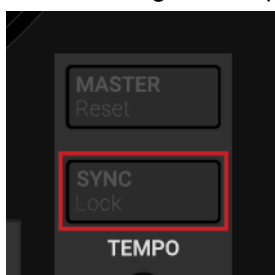
Locking TEMPO Fader

To prevent accidental tempo changes you can lock the **TEMPO** fader:

1. On the Deck, press and hold **SHIFT** to access the secondary Deck controls.



2. While holding **SHIFT**, press the **SYNC (Lock)** button.



The **TEMPO** fader is locked, indicated by the red **TEMPO** fader LED. Moving the **TEMPO** fader will have no effect.

3. To unlock the **TEMPO** fader, repeat the aforementioned steps.

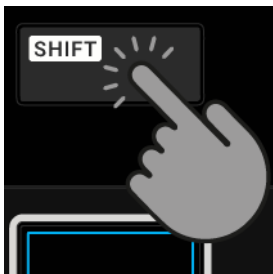


When you unlock a **TEMPO** fader that is operated in Absolute Mode, the tempo for that Deck will immediately change to the value reflected by the current **TEMPO** fader position.

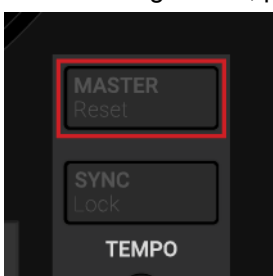
Resetting Relative Tempo Fader Position

When the **TEMPO** fader position in the software Deck does not match the **TEMPO** fader position on the S4 Deck, then you can reset the relative **TEMPO** fader position on the S4:

1. On the S4 Deck, press and hold **SHIFT** to access the secondary Deck controls.



2. While holding **SHIFT**, press the **MASTER (Reset)** button.



The **TEMPO** fader position in the software now reflects the **TEMPO** fader position of the S4 Deck.

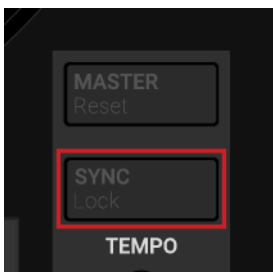


When you reset the **TEMPO** fader that is operated in Absolute Mode, the tempo for that Deck will immediately change to the value reflected by the current Tempo Fader position.

Syncing Deck Tempo to Tempo Master using Sync

You can sync the Deck tempo to the Tempo Master:

- Press the **SYNC (Lock)** button to sync the Deck.



The Deck tempo is now synced to the Tempo Master. The button brightly lights up blue.

7.8. Locking the Key of Tracks

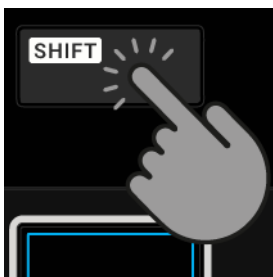
When you sync tracks, you change their tempos and, consequently, their pitches (or keys). Slowing down a track's tempo will cause the track's pitch to drop while speeding up a track's tempo will cause the track's pitch to rise. This is not problematic for small tempo adjustments. But when the tempo is changed more drastically, the resulting pitch shift might sound unnatural, especially for vocals.

To avoid this, you can use the **KEYLOCK** function on the S2 Deck to lock the track's current key value. When you then move the **TEMPO** fader up or down, you change the track tempo but the track's key remains at the locked value:.

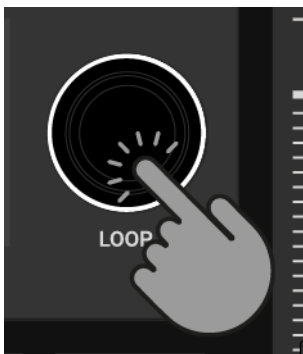
Enabling Keylock for the Track

To lock the key for a track:

1. Load a track into a Deck.
2. Set the **TEMPO** fader to the center position.
3. Press and hold **SHIFT** to access the secondary Deck functions.



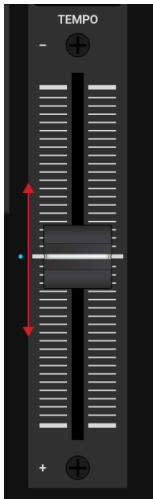
4. While holding **SHIFT**, press the **LOOP** encoder on that Deck to enable Keylock for the track.



The enabled Keylock is indicated by the blue dot next to the key value.



5. Move the **TEMPO** fader up or down to change the track tempo.

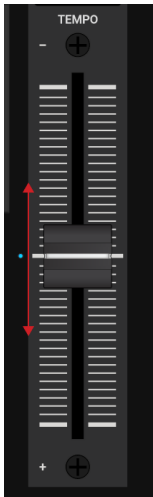


The track tempo changes but the key value remains at the locked value.

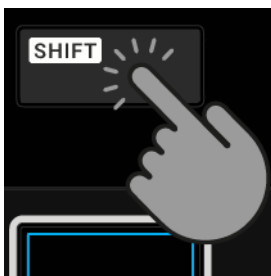
Adjusting the Key without Changing Tempo

To change the pitch without changing the track tempo:

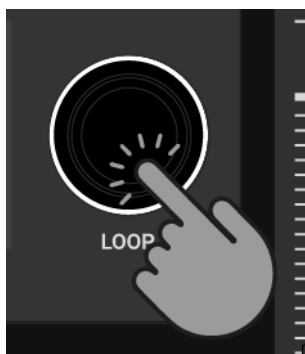
1. Move the **TEMPO** fader up or down to set the desired track tempo.



2. Press and hold **SHIFT** to access the secondary Deck functions.



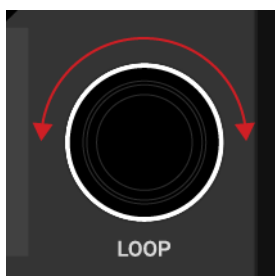
3. While holding **SHIFT**, press the **LOOP** encoder on that Deck to enable Keylock for the track.



The enabled Keylock is indicated by the blue dot next to the key value.



4. While holding **SHIFT**, turn the **LOOP** encoder clockwise to shift up the key value. Turn the **LOOP** encoder counterclockwise to shift down the key value.



The pitch changes accordingly but the tempo remains unchanged.

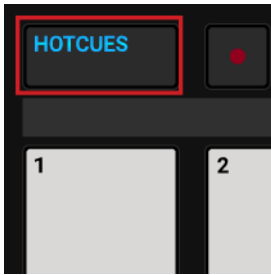
7.9. Playing with Cue Points

When mixing tracks a common technique is to mix in the next track from a particular position in that track instead from its start, for example, at a certain beat. Mixing in tracks from a particular position in that track is called “cueing”. The S4 enables you to set points for cueing and for directly jumping to these particular positions: Cue Points. You can store Cue Points as Hotcues using the Pads on the Deck. This allows you to gain instant access to your Cue Points.

Enabling Hotcues Mode

In order to work with Cue Points you need to ensure you are in HOTCUES mode:

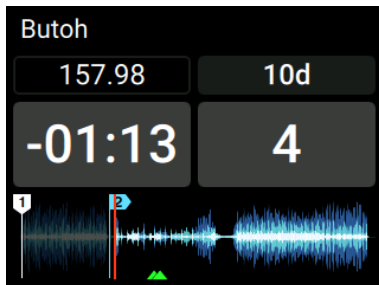
- Press the **HOTCUES** button to enable HOTCUES mode for the selected Deck.



Storing Cue Points as Hotcues Buttons

To store a Cue Point as Hotcue:

- At the desired position in the track, press a Pad.
The Cue Point is set at the current playback position in the track and stored as Hotcue on the Pad. This Pad lights up blue.



Triggering Cue Points on a Deck During Playback

To trigger Cue Points on a Deck during playback:

- Press a Pad.
The playback position jumps to the stored Cue Point and playback continues.

Triggering Cue Points on a Stopped Deck

On a stopped Deck, triggering Cue Points result in a different playback behavior:

- When pressing and holding a blue lit Pad, the playback continues from the position of the stored Cue point as long as the Pad is kept depressed.
- When releasing the Pad, the playback position jumps back to the Cue Point and playback stops immediately.
- When pressing and holding a blue lit Pad and later pressing the Play/Pause button, the playback continues as normal.

Removing Cue Points

To remove a Cue Point from the track and so the Hotcue:

- Press **SHIFT** and press a blue lit Pad.
The Hotcue is removed and the Cue Point is deleted from the track. The Pad is now unlit.

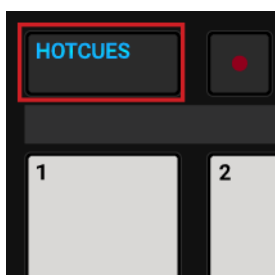
7.10. Playing with Loops

Loops are used as tools for remixing parts of tracks and can be used to extend track transitions. In this section you learn to play with Loops on the S4. Besides enabling Loops, you can store Loops as Hotcues in the track using the Deck's Pads. This allows you to gain instant access to your most important Loops.

Enabling Hotcues Mode

In order to store and work with Loops you need to ensure you are in HOTCUES mode:

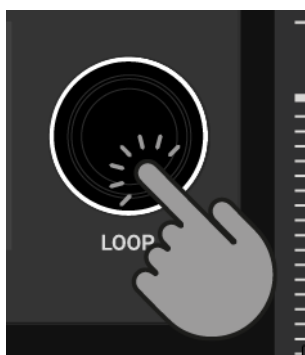
- Press **HOTCUES** to enable HOTCUES mode for the Deck.



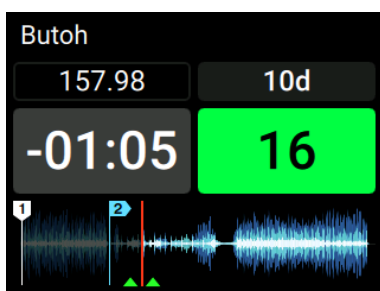
Enabling a Loop

To enable a Loop:

1. Press the **LOOP** encoder.



The Loop is enabled. The playback is looping by the selected Loop size. The Loop appears as the green area in the Waveform. When the playhead position reaches the Loop out point, the playback position seamlessly jumps back to to Loop In point. Looping continues as long as as the Loop is enabled.

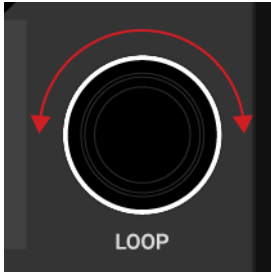


2. To disable the Loop, press the **LOOP** encoder again.
The playback continues.

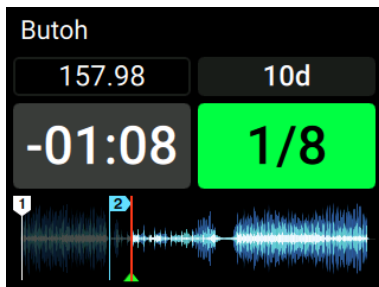
Changing the Loop Size

You can instantly change the size of an enabled or disabled Loop:

- Turn the **LOOP** encoder clockwise or counterYou can change the size of the enabled or disabled Loop:clockwise.



The Loop size for the enabled Loop instantly changes by the value displayed in the Loop Control bar.



If there is no Loop enabled, turning the **LOOP** encoder only selects a Loop size.

Storing a Loop as Hotcue

To store a Loop as a Hotcue:

1. Press the **LOOP** encoder to enable a Loop.
2. Press an unlit Pad.

The Loop is stored as a Hotcue. The Pad lights up green.

Triggering a Stored Loop

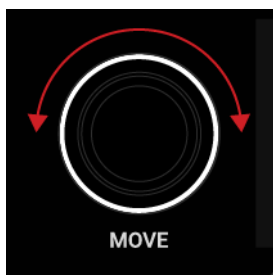
To trigger a stored Loop:

- Press a green lit Pad.
The Loop is enabled. The playback position jumps to the stored Loop In point and playback loops by the selected Loop size.

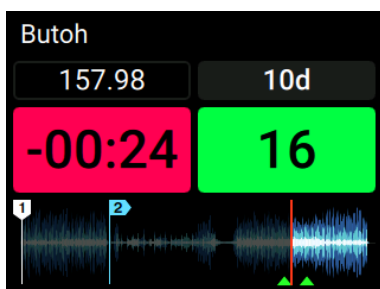
Moving the Loop within the Track

You can move an enabled or disabled Loop forwards or backwards within the track:

- Turn the **MOVE** encoder clockwise or counterclockwise.



This instantly moves the Loop within the track by the selected Loop size.



Removing a Stored Loop

To remove a stored Loop from the Hotcue and from the track:

- Press **SHIFT** and press a green lit Pad.
The Loop is removed from the Hotcue and from the track. The Pad is now unlit.

7.11. Playing with Flux Mode and Reverse Mode

Flux mode lets you jump to Cue Points and Loops without losing the phrasing of your tracks. It is a timeline-based transport technique that enables you to interact with TRAKTOR's transport controls, and then immediately jump back to the position in the timeline where the track would have been if the transport action had not been used. In other words, it is as if a second, virtual playhead continues forwards in the track, while TRAKTOR loops or jumps to a Cue Point.

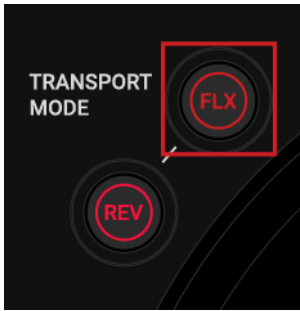
When you release the Loop or Cue Point, by releasing the relevant Pad with the Hotcue, playback resumes at this playhead position. The longer you loop, the further ahead the playhead position will move and therefore the further ahead playback will jump to when you release Pad. The virtual Flux mode timeline is represented by a green playhead in the Waveform view.

An expansion to the Flux mode is the Reverse mode. When you enable Reverse mode while in Flux mode, you can let the track playback reversely from the current playhead position. The second, virtual playhead continues forwards in the track.

Enabling Flux Mode

To enable Flux mode for the selected Deck:

1. Press the **FLX** button on the selected Deck.



Flux mode is enabled. The second, virtual playhead continues forwards in the track.

2. Press and hold a Pad with the Hotcue.
The playback continues from the stored Cue Point or Loop.
3. Release the Pad.
The playback resumes at the playhead position created by Flux mode.

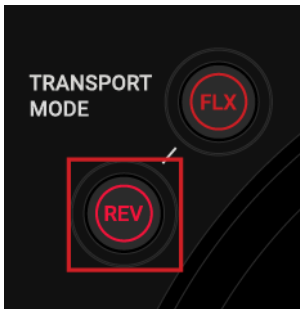


You can also use Flux mode in conjunction with the Jog Wheel in JOG mode. When you backspin and release the Jog Wheel, the playback resumes at the playhead position created by Flux mode.

Enabling Reverse Mode

To enable Reverse mode:

1. Press and hold the **REV** mode button on the selected Deck.



The track begins to playback in reverse. The second, virtual playhead continues forwards in the track.

2. While holding the **REV** button, press and hold a Pad with a stored Hotcue.
The playback reversely continues from the stored Cue Point or Loop.
3. Release the **REV** button.
The playback resumes at the playhead position created by Flux mode.

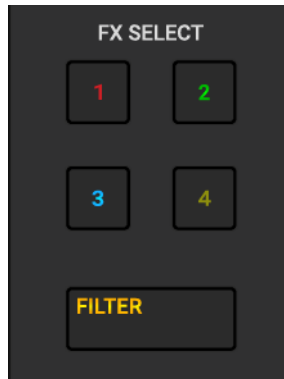


Enabling Reverse mode also enables Flux mode.

7.12. Playing with MIXER Effects

A Mixer FX is a grouped effect that can be applied to the audio signal in the Mixer channel using the Mixer FX Amount knob. You can choose between the **FILTER** effect and one of four preselected **MIXER FX** with the **FX SELECT** buttons 1 to 4.

The following effects can be selected using the **FX SELECT** buttons:



FX SELECT buttons.

- **FILTER**: Selects the **FILTER** effect.
- **FX SELECT 1**: Selects the Reverb effect.
- **FX SELECT 2**: Selects the Dual Delay effect.
- **FX SELECT 2**: Selects the Noise effect.
- **FX SELECT 4**: Selects the Time Gater effect.

Besides the Filter Effect, each Mixer FX consists of the individual Effect and a Filter Effect. Depending on the direction you turn the FX Amount knob, you either apply the Mixer FX in combination with a low-pass Filter, or with a high-pass Filter.

Selecting a MIXER Effect for all Mixer Channels

To select a **MIXER FX** to be applied to all Mixer channels:

- Press the **FX SELECT** button with the individual **MIXER FX**.
The **FX SELECT** button brightly lights up, indicating the MIXER FX is selected. The **MIXER FX ON** buttons in the Mixer channels also light up in the corresponding color.

Selecting a MIXER FX for individual Mixer Channels

You can select an individual **MIXER FX** for any of the Mixer channels:

1. Press and hold the **FX SELECT** button with the individual Mixer FX.
The **FX SELECT** button lights up brightly.
2. While holding the **FX SELECT** button, press the **MIXER FX ON** button on the individual Mixer channel.
3. Release the **FX SELECT** button.
The **MIXER FX ON** button in the Mixer channel now reflects the color of the corresponding **FX SELECT** button.

Applying MIXER FX to the Audio Signal

To apply the selected **MIXER FX**, in combination with a low-pass Filter, to the audio signal:

- Turn the **MIXER FX** Amount knob counterclockwise.



To apply the selected MIXER FX in combination with a high-pass Filter to the audio signal:

- Turn the **MIXER FX** Amount knob clockwise.



If the **FILTER** is selected, turning the **MIXER FX** Amount knob only applies a low-pass Filter or a high-pass Filter to the audio signal.

7.13. Playing with FX Units

In this section you learn how to assign FX Units to Mixer channels and how to control individual effect parameters.

In TRAKTOR you can use the FX Units in the Global section to modulate the audio signals in the Mixer channels. You can directly control the parameters of FX Unit 1 and 2 in the software using the controls of the corresponding FX Unit 1 and 2 on the S4. In the software the FX Units are freely configurable, whereas on the S4 you can only control the effect parameters that are assigned in the software.

Assigning FX Units to Mixer Channels

To assign FX Units to the Mixer channels:

- Press the FX Unit Assign buttons for the corresponding FX Unit in the Mixer channel. The left FX Unit Assign button assigns FX Unit 1, and the right FX Unit Assign button assigns FX Unit 2.



The FX Unit Assign button lights up brightly.



You can assign both FX Units to any Mixer channel at a time.

Controlling FX Units

On the S4 the FX Units reflect the current FX Unit configuration in TRAKTOR. To control the FX Units:

1. Turn the FX Unit knobs 1 - 4 clockwise or counterclockwise to change the corresponding Effect parameter.
The FX Unit knobs in the software change accordingly.
2. Press the FX Unit **ON** buttons 1 - 4 to enable or disable the corresponding Effect parameter.
The FX Unit **ON** buttons brightly light up on the S4 and in the software.

If the FX Unit is operated in Group FX mode in the software, the FX Unit **ON** button 1 on the S4 has no effect. The FX Unit **ON** button remains dimmed.

Displaying FX Units in the TRAKTOR Software

You can control the FX Units in the software from the S4, with or without displaying the FX Units in the software. However, it can be helpful to display the FX Units in the software for getting instant feedback about the selected Effects and the individual parameters.

To display the FX Units in the TRAKTOR software:

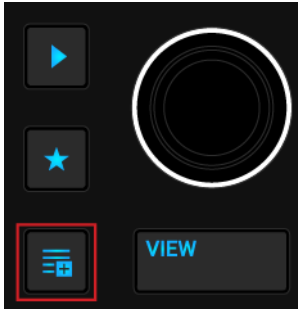
1. In TRAKTOR, select **Extended** from the Layout drop-down menu to display the Global section.
2. In the Global section, click the **FX** buttons on the far left and far right to display the FX Units 1 and 2.

7.14. Adding Tracks to the Preparation List

In TRAKTOR's Browser you can prepare for your next mix by adding tracks to its Preparation List. In TRAKTOR you can do this by tagging the selected track in the Track List. The track is then added to the Preparation List. When you select the Preparation List in the Browser, you are then provided with all the tracks contained in the Preparation List. On your S4 you can add the selected track in the Track List to the Preparation List using the Preparation List buttons on the S4 Decks.

To add tracks to the Preparation List:

1. Turn the Browse encoder to select a track in the Track List.
2. Press the Preparation List button on that Deck.

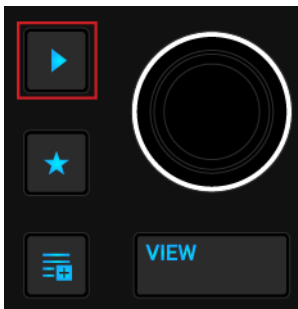


The track is added to the Preparation List. A diamond icon appears in the first column in the Track List in TRAKTOR indicating that the track is added to the Preparation List. Pressing the Preparation List button again removes the track from the Preparation List.

7.15. Previewing Tracks in the Browser

With the Browse controls you can conveniently preview tracks in the Browser view:

1. Put on your headphones.
2. Turn the Browse encoder to select a track in the Track List.
3. Press and hold the Preview button to load the track into the Preview Player and to instantly start playback.



The track is now playing back and audible in the CUE channel.

4. While holding the Preview button turn the Browse encoder to seek within the track.
5. Release the preview button to stop preview.

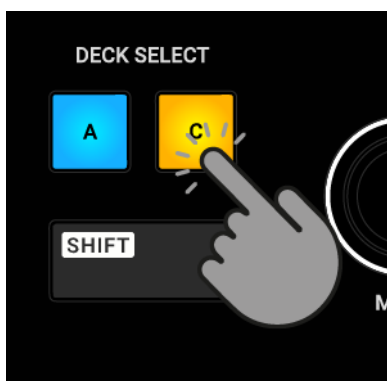
The preview Player is unloaded.

7.16. Switching Deck Focus

Any of the S4 Decks control two Decks in TRAKTOR. The left S4 Deck controls Deck **A** and Deck **C**, the right S4 Deck controls Deck **B** and Deck **D**. However, the S4 Decks can focus only on one of the TRAKTOR Decks.

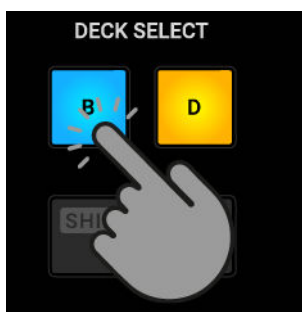
To switch the Deck Focus on the left S4 Deck:

- On the left S4 Deck press the **DECK SELECT** buttons **A** or **C** to switch the Deck focus to the corresponding Deck.



To switch the Deck Focus on the right S4 Deck:

- Press the **DECK SELECT** buttons **B** or **D** to switch the Deck focus to the corresponding Deck.



When Decks **A** and Deck **B** are focused on the S4, the Deck LEDs light up blue. When Decks **C** and Deck **D** are focused on the S4, the Deck LEDs light up orange.

7.17. Playing with Remix Decks

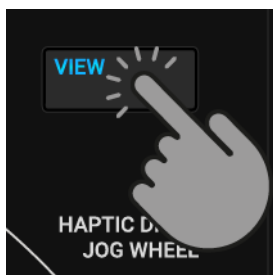
Remix Decks enable you to load collections of Samples (Remix Sets) and trigger the individual Samples in your mix. As with Track Decks and STEM Decks, the Remix Decks can be synchronized to the Tempo Master to ensure the Samples always play in sync with other tracks.

A Remix Set can contain up to 64 Samples organized in the Sample Grid. The Sample Grid consists of four columns containing 16 Sample Cells each. When a Remix Set is loaded into a Remix Deck on the S4, the first of the 16 Samples is visible in each Sample Slot. You can trigger them individually and manipulate their volume and sound using the Pads and the **MOVE** and **LOOP** encoders. You can instantly select another Sample in the Sample Slots using the Browse encoder.

Loading Remix Sets

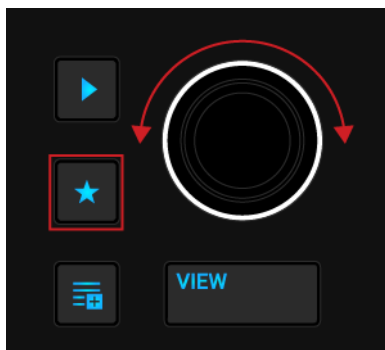
To load a Remix Set from your Track Collection and to switch the Deck Type to Remix Deck:

1. Press the **VIEW** button.

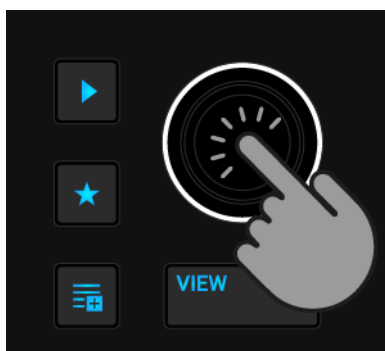


The TRAKTOR Layout switches to Browser view.

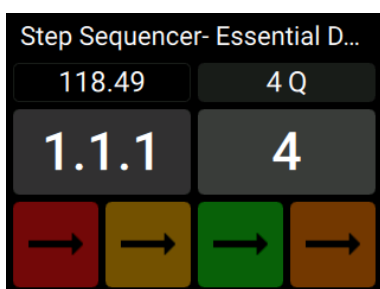
2. Press and hold the **Star** button and turn the Browse encoder to select the **All Remix Sets** favorite folder.



3. Turn the Browse encoder to select a Remix Set in the Track List.
4. Press the Browse encoder to load the Remix Set into that Deck.



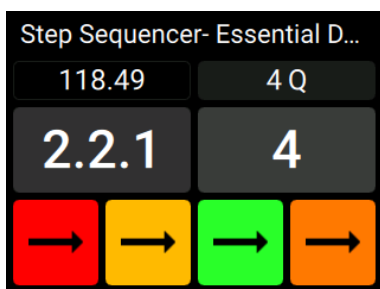
The Deck Type switches to Remix Deck and enables the **SAMPLES** mode for that S4 Deck.



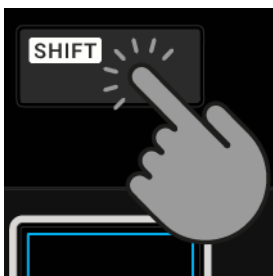
Triggering Samples

Once the Remix Set is loaded into the Deck you can trigger the Samples:

1. Press Pad **1 - 4** to trigger the corresponding Samples.
The Deck and the Samples play back and the Pads brightly light up.



- To stop the playback of a Sample, press and hold **SHIFT** to access the Decks secondary functions.



The colors of the first row of Pads change to white.

- While holding **SHIFT**, press the Pad for the corresponding Sample you want to stop playback.

The Sample stops immediately and the Pad turns dim. The Deck playback continues.

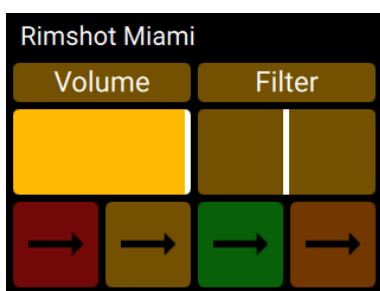
Adjusting Sample Slot Volume

The volume level of any Sample Slot can be adjusted and muted individually:

To adjust the volume level of a Sample Slot:

- Press and hold the Pad below the Pad for the corresponding Sample to access the sound controls for the Sample Slot.

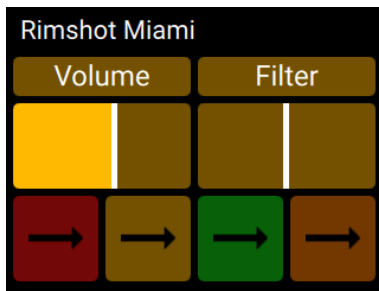
The display shows the current **Volume** and **Filter** parameter values.



- While holding the Pad, turn the **MOVE** encoder clockwise or counterclockwise to adjust the volume for the Sample Slot.



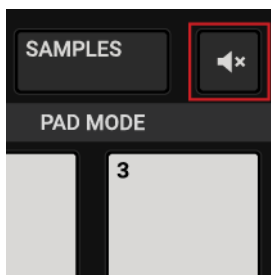
The **Volume** parameter value in the display changes accordingly.



Muting Sample Slots

You can mute a Sample Slot immediately:

1. Press and hold the Mute button.

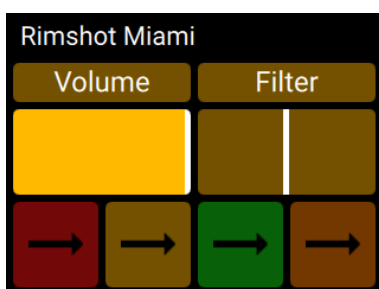


2. While holding the Mute button, press the Pad corresponding to the Sample Slot.
The Sample Slot is muted.
3. To unmute the Sample Slot, repeat the aforementioned steps.

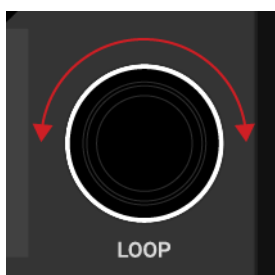
Applying Filter Effect to Sample Slot

Any Sample Slot contains a Filter control for applying a high-pass or low-pass filter:

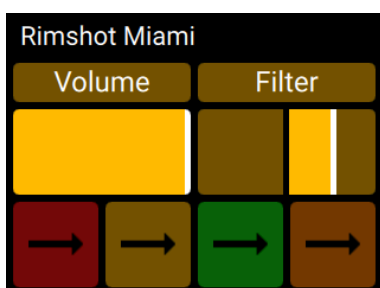
1. Press and hold the Pad below the Pad for the corresponding Sample to access the sound controls for the Sample Slot.
The display shows the current **Volume** and **Filter** parameter values.



2. While holding the Pad, turn the **LOOP** encoder clockwise or counterclockwise to apply a high-pass or low-pass Filter effect to the Sample Slot.



The **Filter** parameter value in the display changes accordingly.

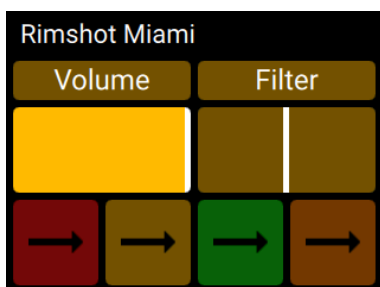


Selecting another Sample in Sample Slot

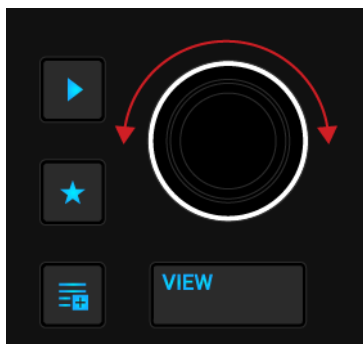
You can instantly select another Sample in any Sample Slot, independent of the playback status of the Sample Slot. When the Sample Slot is playing

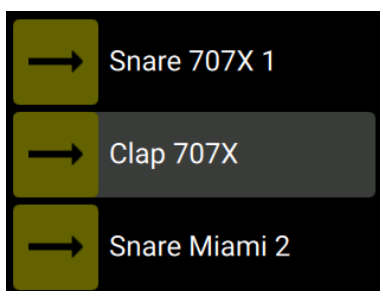
1. Press and hold the Pad below the Pad for the corresponding Sample to access the sound controls for the Sample Slot.

The display shows the current **Volume** and **Filter** parameter values.



2. While holding the Pad, turn the Browse encoder clockwise or counterclockwise to scroll through the List of Samples contained in the Sample Slot.





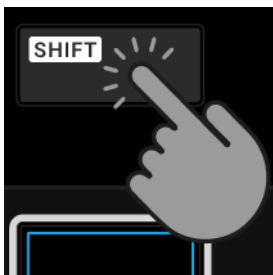
- When the new Sample is highlighted, release the Pad.
The playback of the Sample starts immediately in sync with the Quantize value.

Enabling and Adjusting the Remix Deck's Quantize Mode

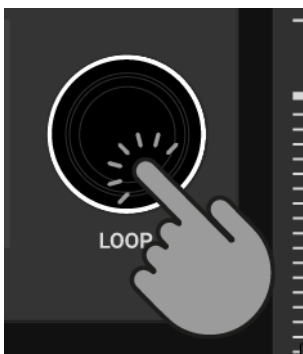
The Remix Deck provides an internal Quantize mode to let the Samples trigger at the right beat in the internal timeline. You can adjust the Quantize value with the **LOOP** encoder.

To enable Quantize mode for the Remix Deck:

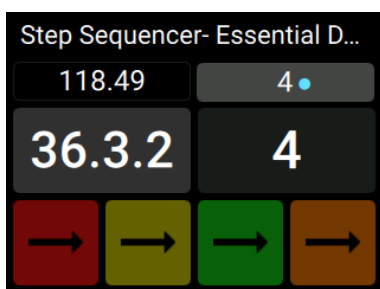
- Press and hold **SHIFT** to access the secondary Deck functions.



- While holding **SHIFT**, press the **LOOP** encoder to enable or disable Quantize mode for the Remix Deck.



The enabled Quantize mode is indicated by the blue dot next to the Quantize value.



- To adjust the Quantize value, hold **SHIFT** and turn the **LOOP** encoder clockwise or counter-clockwise.

The Quantize value changes accordingly.

7.17.1. Using Pattern Recorder

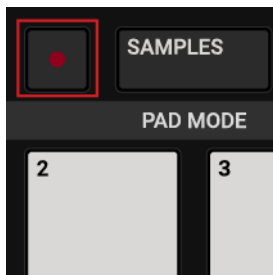
The Pattern Recorder allows you to program sequences to be played by the Samples in the Remix Slots. When the Pattern Recorder is enabled, you can instantly play and record your sequences by tapping the Pads. Upon recording, the sequences will automatically be quantized and instantly play back in sync to the Deck tempo and repeat. You can program sequences up to 16 steps.

The Pattern Recorder is meant to be used with one-shot Samples such as kick drum, snare, hi-hat, sound FX, etc. The usage of Loops will also work, but may not bring the appropriate results.

Enabling Pattern Recorder

To enable Pattern Recorder:

1. Load a Remix Set into a Deck.
The Deck Type switches to Remix Deck. Alternatively, you can load individual Samples into an empty Remix Deck.
2. To enable Pattern Recorder, press the record button on the Deck.



The Pattern Recorder is enabled and the record button brightly lights up red.

Recording Sequences

Once the Pattern Recorder is enabled you can play and record your sequences:

- Play your sequences by tapping Pad 1 - Pad 4, corresponding to the Samples.
The Pattern Recorder instantly records your sequences and repeat them.

Removing a Sequence

To remove a sequences:

- Press and hold **SHIFT** + press the Pad corresponding to the sequence you want to remove.
The sequence is removed. You can now tap in a new sequence on that Pad.

7.18. Playing with STEM Decks

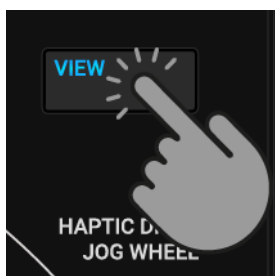
In this section you will learn how to load and play back a STEM File, how to adjust volumes and apply Filter FX on individual STEM parts in the STEM Decks.

STEM Files allow you to interact with four different musical elements of a track independently. You can modify these four STEM Parts individually to create spontaneous instrumentals, remixes, or mashups. You can create transitions between musical elements STEM Part by STEM Part, or apply effects and EQ to a specific STEM Part, rather than the entire track. Furthermore, you can mix musical elements across multiple STEM Decks, for example, taking the vocals from one STEM File and mixing it with the beat from another.

Loading a STEM File

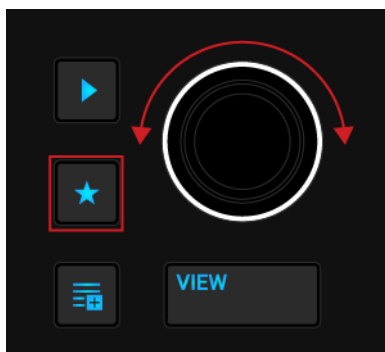
To load a STEM File into a Deck and switch the Deck Type to STEM Deck:

1. Press the **VIEW** button.



The TRAKTOR Layout switches to Browser view.

2. Press and hold the **Star** button + turn the Browse encoder to select the **All Stems** favorite folder.



3. In the Track List, select the STEM File you want to load by turning the Browse encoder.
4. Press the Browse encoder to load the STEM File into the Deck.

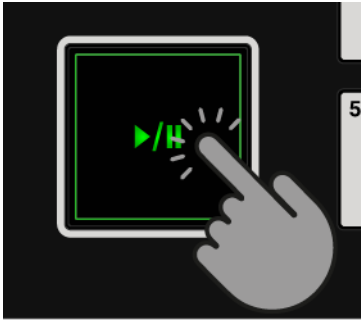
The Deck Type automatically switches to STEM Deck. The display shows the Waveform for the entire STEM File.



Playing Back the STEM File

In order to play back a STEM File:

- Press the Play/Pause button on the Deck.



The STEM Deck plays back the STEM File.

Adjusting STEM Part Volumes

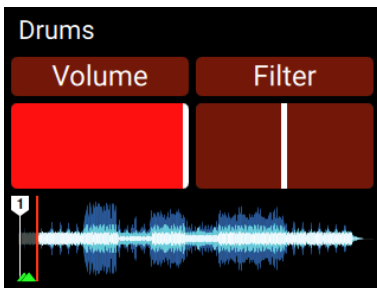
In order to adjust the volumes for the individual STEM Parts:

1. Press the **STEMS** button to access STEM Deck controls.



2. Press and hold the Pad below the Pad for the corresponding STEM Part to access the sound controls for that STEM Part.

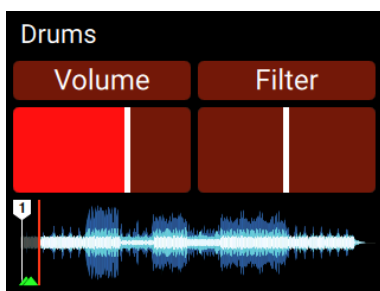
The display shows the current **Volume** and **Filter** parameter values.



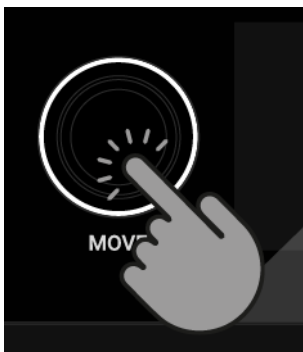
3. While holding the Pad, turn the **MOVE** encoder clockwise or counterclockwise to adjust the volume for the STEM Part.



The volume of the musical element in the STEM Part decreases or increases accordingly.



4. To reset the STEM Part volume, press and hold the Pad below the Pad of the corresponding STEM Part and press the **MOVE** encoder.

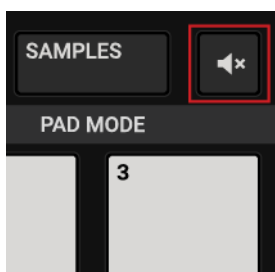


The STEM Part volume is reset to full level.

Muting STEM Parts

You can mute a STEM Part immediately:

1. Press and hold the Mute button and press the Pad corresponding to the STEM Part.



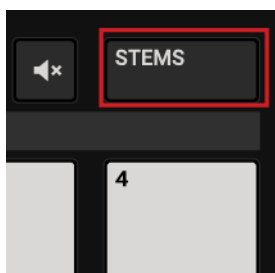
The STEM Part is muted.

2. To unmute the STEM Part, repeat the aforementioned steps.

Applying Filter FX to STEM Parts

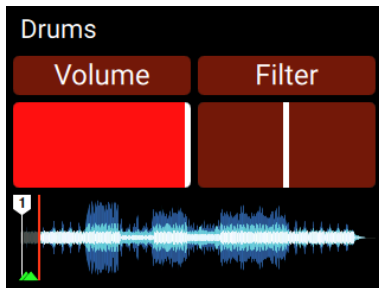
In order to apply a Filter effect to key elements of the music:

1. Press the **STEMS** button to access STEM Deck controls.

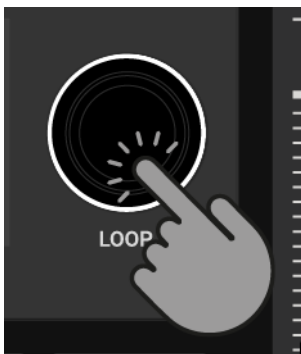


2. Press and hold the Pad below the Pad corresponding to the STEM Part to access the sound controls for that STEM Part.

The display shows the current **Volume** and **Filter** effect parameter values.

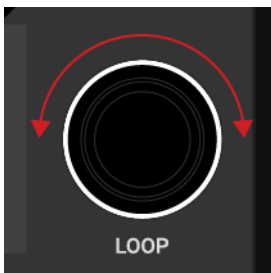


3. While holding the Pad, press the **LOOP** encoder to enable the Filter effect for that STEM Part.

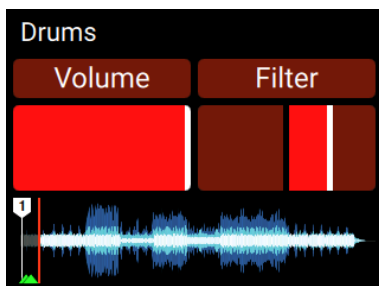


The **Filter** effect parameter in the display is highlighted accordingly.

4. While still holding the Pad, turn the **LOOP** encoder clockwise or counterclockwise to apply a high-pass or low-pass Filter effect to the STEM Part.



The **Filter** effect parameter value in the display changes accordingly.



5. To reset the Filter effect for the STEM Part, press and hold the Pad below the Pad for the corresponding STEM Part and press the **LOOP** encoder.

The **Filter** effect parameter set back to the center position.

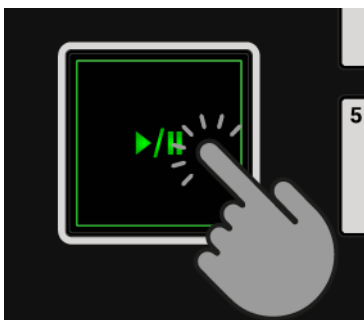
7.19. Correcting Beatgrids of Tracks

When a track contains a complex rhythm or an uneven timing, it can happen that the Beatgrid calculated by TRAKTOR does not precisely match the beat of the track. It is then not possible to match the beats of that track when mixing it using the **SYNC** function. Miscalculated Beatgrids can be corrected using the GRID mode on the S4. The GRID mode allows you to check and correct the Beatgrid of tracks.

Checking Beatgrid

To check the Beatgrid for the selected track:

1. Load the track into a Deck.
2. Press Play/Pause to start playback of the track.



3. Press the **CUE** button of the Mixer channel corresponding to that Deck.



4. Press the **JOG** button to enable Jog Wheel mode.



5. Press and hold the **GRID** button on that Deck to make the Beatgrid tick audible.



Besides the beat of the track, you now hear a second beat tick (like a metronome tick) representing the Beatgrid. If the beat tick does not match the beat of the track, the Beatgrid is set incorrectly.

Correcting Beatgrid

To correct the Beatgrid setting, proceed as follows:

1. While holding the **GRID** button, slightly turn the Jog Wheel clockwise or counterclockwise to move the Beatgrid forward or backward, respectively.
By turning the Jog Wheel you are able to adjust the Beatgrid, so that the beat tick matches the beat of the track.
2. Release the **GRID** button.
The track's Beatgrid is corrected and saved with the track.

Disable Analysis Lock if Tick is not audible

Ensure the Analysis Lock is disabled for the track to make Beatgrid correction possible.

To disable the Analysis Lock you need to perform the following actions in the TRAKTOR software:

1. Select the **Extended** Layout in the Layout drop-down menu in the Header.
The Decks provide you with more functions and controls.
2. Click on the Advanced Panel button to open the Advanced Panel for that Deck.
3. Click on **GRID** to open the **GRID** page.
4. Disable the Analysis Lock by clicking the **Analysis Lock** button.
The Beatgrid for the track can now be corrected.

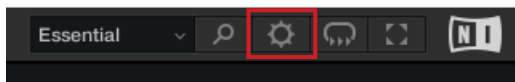
8. PREFERENCES

When opening the Preferences dialog in TRAKTOR you will find an additional page for the S4 controller with configuration settings.

Accessing TRAKTOR Preferences

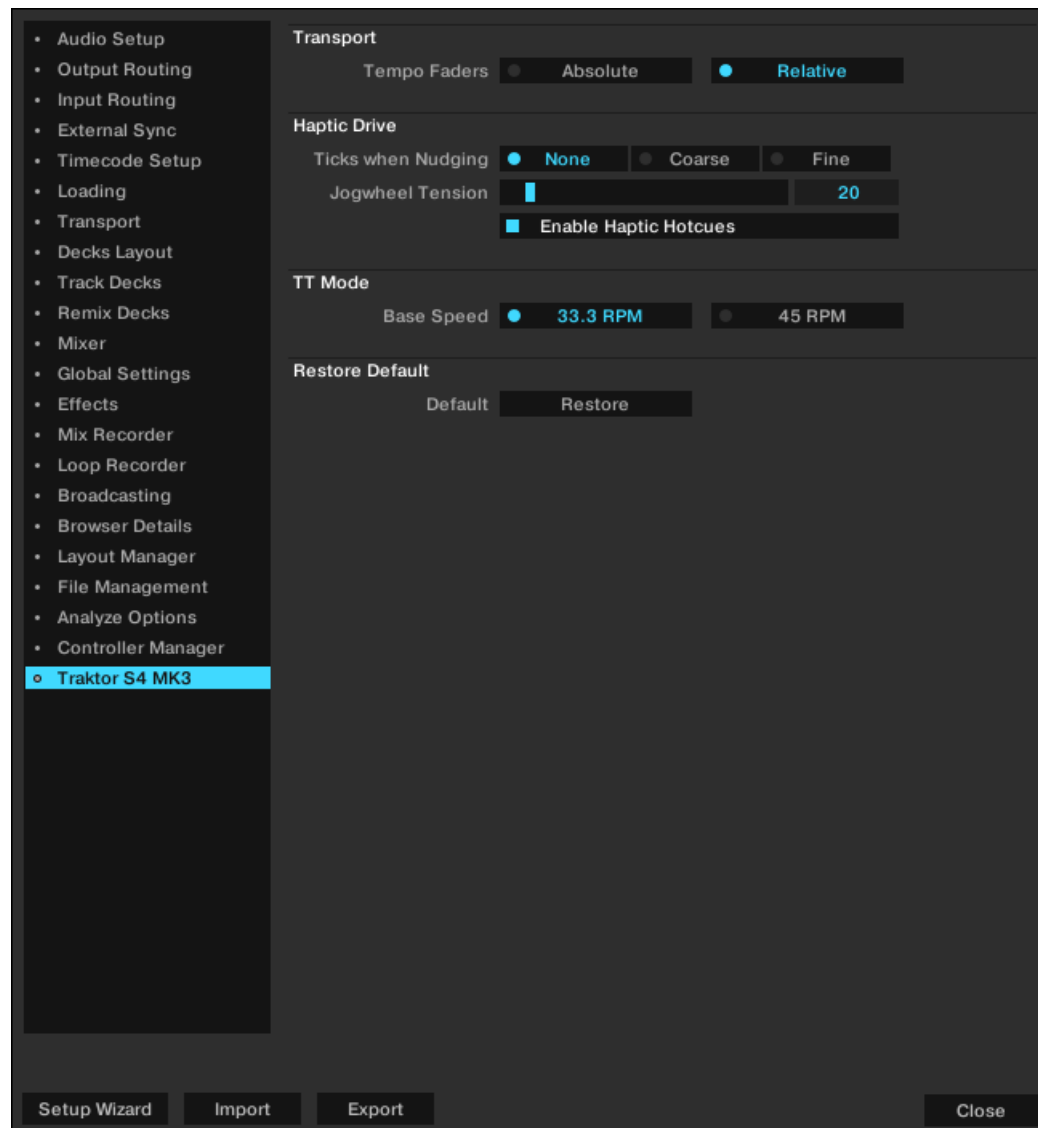
To open the Preferences in TRAKTOR:

1. Click the Preferences button in TRAKTOR's Header.



2. Select the **Traktor S4 MK3** page.

TRAKTOR S4 MK3 Preferences Page



Traktor S4 MK3 Preferences Page.

Transport

- **Tempo Faders:** Determines the TEMPO fader mode.
 - In **Absolute** mode, the track tempo automatically adjusts according to the TEMPO fader position when loading the track.
 - In **Relative** mode, the track tempo is always set to the original tempo independent of the current TEMPO fader position when loading the track.

Haptic Drive

- **Ticks when Nudging:** Determines the haptic feedback sensitivity when turning the Jog Wheel using the rim in **JOG** mode.
 - When **None** is selected, you do not feel any feedback in the Jog Wheel by turning it.
 - When **Coarse** is selected, you feel ticks in coarse increments in the Jog Wheel by turning it.
 - When **Fine** is selected, you feel ticks in fine increments in the Jog Wheel by turning it.
- **Jogwheel Tension** Determines the resistance when turning the Jog Wheel. A lower value results in less resistance, a higher value results in more resistance. The range is between **0** and **255**.
- **Enable Haptic Hotcues** When this option is ticked, you feel Cue Points and Loop markers in the Jog Wheel as haptic feedback when cueing them by touching the top plate.

TT Mode

- **Base** Determines the Jog Wheel's revolutions per minute when used in **TT** mode.
 - When **33.3 RPM** is selected, the Jog Wheel rotates slower.
 - When **45 RPM** is selected, the Jog Wheel rotates faster.

Restore to default

- **Restore:** Restores to default S4 settings.

9. INTEGRATING EXTERNAL DEVICES

The S4 provides you with the possibility to integrate external audio devices. Besides integrating microphones, you can also connect devices like turntables and CD players. This enables you to mix in external audio from vinyl and CD. In conjunction with turntables and CD players you can enable TRAKTOR's Scratch function to control the Decks with timecode vinyls or timecode CDs, which you can purchase separately.

In this section you learn how to integrate external audio devices and how to setup TRAKTOR for using the Scratch function:

- For integrating a microphone, refer to [Integrating Microphone](#).
- For integrating turntables into your setup, refer to [Integrating Turntable](#).
- For integrating CD players into your setup, refer to [Integrating CD Players](#).
- For configuring your S4 system connected with turntables or CD players to be used with TRAKTOR's Scratch function, refer to [Enabling Scratch Function in TRAKTOR](#).

9.1. Integrating Microphone

The Mixer channels **C** and **D** on the S4 allow you to integrate a microphone. On the rear panel on the S4 you can connect a microphone using a 1.8" connector to be inserted into Mixer channel **C**. On the front panel you can connect a microphone using an XLR connector to be integrated into Mixer channel **D**.

This section introduces you the workflow to integrate a microphone. At first you connect the microphone to the S4. Then you enable the microphone pre-amplifier stage for the Mixer channel. Finally, you switch the Deck to Live Input to insert the microphone signal.

Connecting Microphone

To connect a microphone to your S4 system:

1. Switch off the S4.
2. Connect the microphone to the input **MIC C** on the rear panel, or to the input **MIC D** on the front panel on the S4, corresponding to its connector.

Enabling the Microphone Pre-Amplifier for the Mixer Channel

To let the Mixer channel receive the microphone signal, you need to enable the microphone pre-amplifier stage for the Mixer channel:

1. Switch on the S4.
2. Press and hold **SHIFT** on the S4 Deck to access the secondary Deck functions.
3. While holding **SHIFT**, press the **EXT** button on the corresponding Mixer channel.
The **MIC C** or **MIC D** LED lights up indicating the microphone pre-amplifier stage is enabled for the Mixer channel.

Switching the Deck to Live Input

To switch the S4 Deck to Live Input

1. Press the **EXT** button on the Mixer channel you want to insert the microphone signal from. The Deck has switched to Live Input. You can now speak into the microphone.
2. Set the incoming microphone signal to an adequate level by turning the **GAIN** knob on the Mixer channel.

9.2. Integrating Turntable

The Mixer channels on the S4 allow you to connect up to two phono level audio devices and two line level devices simultaneously.

A turntable that requires a separate phono pre-amplifier stage has to be connected to Mixer channel **A** or **B**. A turntable that has an integrated phono pre-amplifier can be connected to any Mixer channel.

This section provides you with the steps of how to connect a turntable without an integrated phono-pre-amplifier stage. At first you connect the turntable to the S4. Then you enable the phono pre-amplifier stage for the Mixer channel. Finally, you switch the Deck to Live Input.

Connecting Turntable

To connect your turntable to the S4:

1. Switch off the S4.
2. Connect your turntable to the inputs **PHONO / LINE IN A** or **B** on the rear panel of the S4 using a stereo RCA cable.
3. Attach the ground wire of your turntable to the ground post **GND** on the rear panel of the S4.

Enabling the Phono Pre-Amplifier for the Mixer Channel

To let the Mixer channel receive the phono signal, you need to enable the phono pre-amplifier stage for the Mixer channel:

1. Switch on the S4.
2. Press and hold **SHIFT** on the S4 Deck you want to integrate the turntable to access the secondary Deck functions.
3. While holding **SHIFT** press the **EXT** button on the corresponding Mixer channel. The **PHONO** LED lights up indicating the phono pre-amplifier is enabled for the Mixer channel.

Switching the Deck to Live Input

To switch the S4 Deck to Live input:

1. Press the **EXT** button on the Mixer channel you want to insert the external audio from. The Deck has switched to Live Input.
2. Put a vinyl on your turntable and start playback. The Mixer channel now inserts the audio signal from the turntable.

9.3. Integrating CD Players

The Mixer channels on the S4 allow you to connect up four line level devices simultaneously. This section guides you through the steps for connecting a CD player. At first you connect the CD player to the S4. Then you enable the line level input for the Mixer channel. Finally, you switch the Deck to Live Input.

Connecting CD Players

To connect a CD player to the S4:

1. Switch off your S4.
2. Connect your CD player to any of the inputs **PHONO / LINE IN A** or **B** or **LINE IN C** or **D** respectively, on the rear panel of the S4 using a stereo RCA cable.

Enabling Inputs for Line Level Signals

You need to enable the Mixer channel to receive a line level audio signal. In this case the **LINE** LED has to light up. If this is not the case, you need to enable the line level input for the Mixer channel:

1. Switch on the S4.
2. Press and hold **SHIFT** on the S4 Deck you want to integrate the CD player to access the secondary Deck functions.
3. While holding **SHIFT** press the **EXT** buttons on the Mixer channel corresponding to the connected CD player.

The **LINE** LED lights up indicating the Mixer channel receives the line level audio signal from the Deck used as Live Input.

Switching the Deck to Live Input

To switch the S4 Deck to Live input:

1. Press the **EXT** button on the Mixer channel you want to insert the external audio from. The Deck has switched to Live Input.
2. Insert a CD into the CD player and start playback. The Mixer channel now receives the line level audio signal from the CD player.

9.4. Enabling Scratch Function in TRAKTOR

The S4 enables you to use TRAKTOR's Scratch function in conjunction with the connected turntable(s) or CD player(s). For this, you need the timecode control vinyl or CD which you can purchase separately on the Native Instruments website. This section introduces you the workflow on how to enabling the Scratch function in TRAKTOR.

Enabling Scratch Function in TRAKTOR

To enable the Scratch function for a Deck in TRAKTOR:

1. Start TRAKTOR.

2. Click the Deck letter of the Deck for which you want to enable the Scratch function.
The context menu opens.
3. Select **Track Deck**.
The Deck switches to Track Deck.
4. Click the Deck letter again to open the context menu.
5. Select **Scratch Control**.
The Scratch function is enabled for the Track Deck. The **CUE** and **CUP** buttons of the Transport Controls are replaced by the Absolute mode button and Relative mode button.
6. Repeat the aforementioned steps if you have another device for Scratch control connected.

Using Timecode Media

To control the Decks you need to use the timecode media corresponding to the devices you use:

1. Load a track into the Deck.
2. Put on the timecode vinyl(s) on your turntable(s) or insert the CD(s) into your CD player(s).
3. Start playback on the device(s).
TRAKTOR now calibrates the incoming timecode signal.
4. Click either the Absolute mode button or the Relative mode button in the Transport Controls.
The track playback in the Deck is now controlled by the timecode signal coming from the external device.

Displaying the Timecode Scopes in the Decks

To additionally monitor the timecode signal quality, you can display the timecode signal scopes on the individual Decks in TRAKTOR:

1. Open the Preferences in TRAKTOR.
2. Select the **Decks Layout** page.
3. In the **Platter / Scope** option, select **Scope** from the individual drop-down menus.
The timecode scopes are now visible in the Decks.

10. SETTING THE TRAKTOR KONTROL S4 AS YOUR DEFAULT AUDIO INTERFACE

If you want to use the TRAKTOR KONTROL S4 for playback of all audio applications on your computer, you can set it as your default audio interface.

Windows

On Windows you can define the TRAKTOR KONTROL S4 as your default audio interface as follows:

1. Open Start > Preferences > System.
2. Select the Sound tab.
3. In the device list, select TRAKTOR KONTROL S4 and click Set Default.
4. On the Sound tab scroll down to Input.
5. In the device list, select TRAKTOR KONTROL S4 and click Set Default.
6. Close the dialog.

macOS

On macOS you can define the TRAKTOR KONTROL S4 as your default audio interface as follows:

1. From the Apple menu, select System Preferences.
2. In the panel that opens, click Sound.
3. On the Sound Effects drop-down menu, select TRAKTOR KONTROL S4.
4. Click the Output tab and select TRAKTOR KONTROL S4 from the Choose a device for sound output list.
5. Click the Input tab, and select TRAKTOR KONTROL S4 from the Choose a device for sound input list.
6. Close the window to confirm your changes.