TRAKTOR PRO 3

NATIVE INSTRUMENTS

THE FUTURE OF SOUND

Table of Contents

1. Disclaimer 1

2. Welcome to TRAKTOR 2
    2.1. Document Conventions 2

3. New in TRAKTOR PRO 3 3

4. The TRAKTOR Workflow 4

5. Setting Up TRAKTOR 6
    5.1. Importing Your Data from a Previous TRAKTOR Version 7
    5.2. Pre-Configuring TRAKTOR using the Setup Wizard 7
    5.3. Configuring TRAKTOR to Use with an External Audio Interface 7
    5.4. TRAKTOR Layouts and Layout Switching 8

6. TRAKTOR Overview 9
    6.1. Application Menu Bar 10
    6.2. Header 10
    6.3. Global Section 11
        6.3.1. Master Control Panel 12
        6.3.2. FX Units 14
        6.3.3. Audio Recorder 15
        6.3.4. LOOP RECORDER 16
    6.4. Decks and Deck Types 17
        6.4.1. Common Deck Controls 17
        6.4.2. Track Deck 22
        6.4.3. STEM Deck 22
        6.4.4. Remix Deck 24
        6.4.5. Live Input 25
        6.4.6. Advanced Panel 26
        6.4.7. Advanced Panel on the Remix Deck 29
    6.5. Mixer 30
        6.5.1. Mixer Channel 31
        6.5.2. Crossfade Controls 32
    6.6. Browser 32

7. Automatic Track Synchronization 34
    7.1. Beatgrid 34
    7.2. Tempo Master and Master Clock 34
    7.3. Automatic Tempo Master Assignment 34

8. Basic Usage Tutorials 35
    8.1. Importing Music to the Track Collection 35
    8.2. Browsing for Music 35
        8.2.1. Navigating through Folders in the Browser Tree 35
        8.2.2. Performing a Text Search 36
        8.2.3. Previewing Tracks in the Browser 36

8.3. Loading Music into Decks 36
8.3.1. Loading Tracks from Your iTunes Library 37
8.4. Mixing Your First Two Tracks 38
8.4.1. Prerequisites 38
8.4.2. Loading the First Track into Deck A 38
8.4.3. Starting Playback of Deck A 38
8.4.4. Loading the Second Track into Deck B 39
8.4.5. Syncing the Track Tempos 39
8.4.6. Starting Playback of the Second Track 39
8.4.7. Mixing in the Audio Signal 39
8.5. Adjusting Gain Levels for Incoming Audio Signals 40
8.5.1. Dynamic Range 40
8.5.2. Clipping 40
8.5.3. Headroom 41
8.5.4. Always Level Incoming Audio Signals 41
8.6. Using the Equalizer 41
8.6.1. EQing the Bass Frequencies of Tracks during Transition 41
8.7. Working with Mixer FX 42
8.7.1. About Mixer FX 42
8.7.2. Enabling Mixer FX 43
8.7.3. Selecting Mixer FX 43
8.7.4. Applying Mixer FX 43
8.7.5. Pre-Selecting Mixer FX 44
8.8. Working with Hotcue buttons and Flux Mode 44
8.8.1. Accessing the Cue Page in the Advanced Panel 44
8.8.2. Storing Cue Points using Hotcue buttons 44
8.8.3. Storing Loops using Hotcue buttons 45
8.8.4. Triggering Stored Hotcues 45
8.8.5. Remapping Stored Hotcues 45
8.8.6. Using Flux Mode and Reverse Mode 45
8.9. Locking the Key of Tracks 46
8.10. Working with the Waveform and the Stripe 47

9. Advanced Usage Tutorials 49
9.1. Working with Cue Points 49
9.1.1. About Cue Points 49
9.1.2. Cue Point Types 49
9.1.3. Accessing the CUE Page in the Advanced Panel 50
9.1.4. Setting Cue Points 50
9.1.5. Storing Cue Points 50
9.1.6. Jumping to Cue Points 51
9.1.7. Renaming Cue Points 51
9.1.8. Changing the Cue Point Type 51
9.1.9. Deleting Cue Points 52
9.1.10. Setting Fade Out and Fade In Cue Points in Tracks for Automated Mixing 52
9.2. Working with Loops 53
9.2.1. About Looping 53

9.2.2. Enable Looping with a Predefined Loopsize 53
9.2.3. Enable Looping with a Customized Loop Size 54
9.2.4. Disable Looping 54
9.2.5. Storing Loops 54
9.2.6. Moving the Loop 55
9.2.7. Moving Loop In Points and Loop Out Points 55
9.3. Working with FX Units 56
9.3.1. Assigning FX Units to Mixer Channels 56
9.3.2. Using the FX Unit in Single FX Mode 56
9.3.3. Switching between Single FX Mode and Goup FX Mode 57
9.3.4. Using the FX Units in Group FX Mode 57
9.3.5. Saving a Snapshot of FX Parameter Settings 58
9.4. Using the Cue Channel for Mixing 58
9.5. Working with STEM Decks 59
9.5.1. About STEM Files 59
9.5.2. Loading a STEM File 59
9.5.3. Playing Back the STEM File 60
9.5.4. Adjusting STEM Parts Volumes 60
9.5.5. Applying Filter FX to STEM Parts 60
9.5.6. Applying FX Send to STEM Parts 61
9.6. Working with Remix Decks 61
9.6.1. About Remix Sets 62
9.6.2. Loading Remix Sets 62
9.6.3. Enabling and Adjusting the Remix Deck's Quantize Mode 62
9.6.4. Triggering Samples 63
9.6.5. Switching Sample Grid Pages 63
9.6.6. Adjusting the Volume and Muting Sample Slots 64
9.6.7. Applying Filter Effects the Sample Slots 64
9.6.8. Locking Key for Sample Slots 65
9.6.9. Sending Sample Slots to FX Units 65
9.6.10. Routing Sample Slots into the Headphones Cue Channel 65
9.6.11. Enabling Punch Mode for the Sample Slot 66
9.7. Creating Remix Sets 66
9.7.1. Importing Samples to the Track Collection 66
9.7.2. Creating an empty Remix Set 66
9.7.3. Loading Samples into Samples Cells 67
9.7.4. Capturing Samples from Tracks 67
9.7.5. Changing Sample Colors 67
9.7.6. Adjusting Sample Parameter Settings 67
9.7.7. Saving a Remix Set 69
9.7.8. Exporting Remix Sets 70
9.8. Correcting Beatgrids 70

10. Working with Playlists 72
10.1. Creating Playlists 72
10.2. Adding Tracks to Playlists 72
10.3. Sorting Tracks in Playlists 72
10.4. Organizing Playlists in Folders 73

10.5. Exporting Playlists 73
10.6. Importing Playlists 74
10.7. Importing iTunes Playlists 74
10.8. Using Preparation Playlist 74
10.9. History Playlists 75
10.10. Track Status Icons in the Track List 75
10.11. Playlist Maintenance 75
10.11.1. Renaming a Playlist 76
10.11.2. Removing Tracks from Playlists 76
10.11.3. Restore Auto GAIN Value 76
10.11.4. Resetting Played State of Tracks 76
10.11.5. Deleting Playlists 76
10.11.6. Removing Duplicates from Playlists 76
10.11.7. Saving Playlists as Webpage File 77
10.11.8. Search Tracks in Playlists 77
10.11.9. Clearing Playlists 77

11. Managing Your Track Collection 78
11.1. About the Track Collection 78
11.2. Compatible Audio File Formats 78
11.3. Importing Music Files from the Local Music Folder 78
11.4. Adding Music from Other Folders 78
11.5. Importing iTunes Tracks into Your Track Collection 79
11.6. Importing Remix Sets 79
11.7. Show Tracks on Your Local Drive 79
11.8. Editing Track Metadata in the Track List 79
11.9. Editing Track Metadata using the Edit Dialog 80
11.10. Editing Track Cover Artwork 81
11.11. Assigning Playlists and Folders to the Favorites 81
11.12. Track Collection Maintenance 82
11.12.1. Checking Consistency of your Track Collection 82
11.12.2. Analyzing Tracks Manually 84
11.12.3. Relocating Missing Tracks 85
11.12.4. Deleting Tracks from the Track Collection 86
11.12.5. Saving Your Track Collection 86
11.12.6. Exporting Your Track Collection 86
11.12.7. Restoring the Track Collection from an Automatic Backup 87
11.12.8. Clearing Your Track Collection 87

12. Advanced Operation of TRAKTOR 88
12.1. Synchronization using Ableton Link 88
12.1.1. Connecting to a Network 88
12.1.2. Joining and Leaving a Link Session 88
12.1.3. Synchronizing TRAKTOR Decks to the Link Timeline 89
12.2. Syncing TRAKTOR via MIDI Clock 91
12.2.1. Syncing TRAKTOR to External MIDI Clock Signal 91
12.2.2. Using TRAKTOR as Master Clock 91
12.2.3. Syncing two Instances of TRAKTOR 92

12.3. Recording Your Mix with the AUDIO RECORDER 92
12.4. Broadcasting Your Mix 93
12.4.1. Streaming Protocol 95
12.5. Using Cruise Mode for Automatic Mixing 95
12.6. Enabling FX Unit 3 and FX Unit 4 96
12.7. Configuring the FX Units to be used in Send FX Mode 96
12.8. Additional Mouse Controls for Faders and Knobs 97

13. Setting up TRAKTOR for SCRATCH Control 99
13.1. Connecting Audio Interface to Computer 99
13.2. Connecting Audio Interface to DJ Mixer 99
13.3. Connecting Turntables to Audio Interface 100
13.4. Connecting CD Players to Audio Interface 100
13.5. Connecting Amplification System to DJ Mixer 100
13.6. Connecting Headphones to DJ Mixer 100
13.7. Final Hardware Preparations 100
13.8. Configuring TRAKTOR for SCRATCH Control 101
13.9. Control TRAKTOR using Timecode Media 102
13.10. Switching to Scratch Playback Mode 102
13.11. The Control Zones on CD 103
13.12. The Control Zones on Vinyl 103
13.13. Tracking Modes 104

14. Common TRAKTOR Setups 105
14.1. Using TRAKTOR with an External Mixer 105
14.2. Using TRAKTOR with an Add-On Controller 106
14.3. Integrating a Microphone to Your TRAKTOR Setup 106

15. Configuring MIDI Controller for Controlling TRAKTOR 108
15.1. Importing Controller Mapping 108
15.2. Controller Manager Overview 108
15.2.1. Device Setup Section 109
15.2.2. Assignment Table Section 110
15.2.3. Device Mapping Section 111
15.2.4. Mapping Details Section 111
15.2.5. Available Controller Types 112
15.3. Assigning MIDI Controls 114
15.4. Assignable MIDI Controls 116
15.4.1. AUDIO RECORDER 116
15.4.2. Browser 117
15.4.3. Deck Common 118
15.4.4. FX Unit 120
15.4.5. Global 120
15.4.6. Layout 121
15.4.7. LOOP RECORDER 121
15.4.8. Master Clock 121
15.4.9. Mixer 121
15.4.10. Modifier 122

15.4.11. Preview Player 123
15.4.12. Remix Deck 123
15.4.13. Track Deck 124

16. Preferences 126
16.1. Preferences Dialog Overview 126
16.2. Preferences – Audio Setup Page 128
16.3. Preferences – Output Routing Page 129
16.4. Preferences – Input Routing Page 132
16.5. Preferences – External Sync Page 133
16.6. Preferences – Timecode Setup Page 134
16.7. Preferences – Loading Page 136
16.8. Preferences – Transport Page 137
16.9. Preferences – Decks Layout Page 140
16.10. Preferences – Track Decks Page 142
16.11. Preferences – Remix Decks Page 144
16.12. Preferences – Mixer Page 146
16.13. Preferences – Global Settings Page 149
16.14. Preferences – Effects Page 151
16.15. Preferences – Mix Recorder Page 153
16.16. Preferences – Loop Recorder Page 154
16.17. Preferences – Broadcasting Page 155
16.18. Preferences – Browser Details Page 157
16.19. Preferences – Layout Manager Page 158
16.20. Preferences – File Management Page 159
16.21. Preferences – Analyze Options Page 161
16.22. Preferences – Controller Manager Page 163

17. Effect Reference 164
17.1. Delay 164
17.2. Reverb 165
17.3. Flanger 165
17.4. Flanger Pulse 166
17.5. Flanger Flux 166
17.6. Gater 167
17.7. Beatmasher 2 167
17.8. Delay T3 168
17.9. Filter LFO 169
17.10. Filter Pulse 169
17.11. Filter 170
17.12. Filter:92 LFO 171
17.13. Filter:92 Pulse 171
17.14. Phaser 172
17.15. Phaser Pulse 173
17.16. Phaser Flux 173
17.17. Reverse Grain 174
17.18. Turntable FX 174
17.19. Iceverb 175

17.20. Reverb T3 175
17.21. Ring Modulator 175
17.22. Digital LoFi 176
17.23. Mulholland Drive 176
17.24. Transpose Stretch 177
17.25. BeatSlicer Buffer 178
17.26. Formant Filter 178
17.27. Peak Filter 178
17.28. Tape Delay 179
17.29. Ramp Delay 179
17.30. Auto Bouncer 180
17.31. Bouncer 181

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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

Thank you for choosing TRAKTOR PRO 3 — it is because of customers like you that we can continue developing groundbreaking music software and hardware. TRAKTOR is the most powerful and versatile DJ software on the market. With TRAKTOR, you can mix your tracks traditionally as well as combine your tracks and loops in a non-linear way, using it as a powerful live remixing tool. This documentation provides you with all the information you need to make use of TRAKTOR's features to their full capacity.

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].

3. NEW IN TRAKTOR PRO 3

TRAKTOR PRO 3 preserves most of the workflows of TRAKTOR PRO 2. It will install alongside TRAKTOR PRO 2 and offer you to copy your collection.

All controllers and setups supported with TRAKTOR PRO 2 remain supported with TRAKTOR PRO 3.

With the release of TRAKTOR PRO 3 you get plenty of new features and improvements, including:

Fully Overhauled User Interface

We have overhauled TRAKTOR's user interface for extra clarity, by flattening and sharpening it. Now in challenging environments, you can see everything you need at a glance. New Master and Channel level metering means you can accurately control your mix with full visual feedback.

Improved information hierarchy, consistency in design and colours throughout all panels of the application, drop-down menus, dialogs, full width Hotcue buttons.

New Mixer Effects

Whether it's heavy drops or smooth transitions that define your style, the new Mixer FX are designed for one-knob modulation with big-sounding results. Choose from eight extra effects and three new filters to assign to each channel, in addition to TRAKTOR's famous Deck FX.

TRAKTOR PRO 3 introduces the concept of easy to use, one-knob Mixer Effects located in the mixer channels. The new type of effects will be launched with a selection of eight standard effects: Reverb, Dual Delay, Dotted Delay, Flanger, Time Gater, Noise, Crush and Barber Pole.

Scratch right out of the box

TRAKTOR SCRATCH is now included in TRAKTOR PRO 3, right out of the box.

Use any soundcard

DJs using timecode vinyl can now use any soundcard they like, in addition to tried and tested TRAKTOR SCRATCH Certified soundcards and mixers. So if there's a model that does it for you, or if you're playing back-to-back with somebody on a different setup, TRAKTOR can adapt.

Additional master limiter

An alternative, additional Master Limiter provides a more transparent sound.

4. THE TRAKTOR WORKFLOW

The following steps outline the key workflow of using TRAKTOR. Each milestone step is briefly introduced and provides links with further information:

1. **Importing Your Music**: At first, you need to import your music into TRAKTOR. When you import your music, all music files get stored in the Track Collection. The Track Collection uses track-specific metadata to categorize the tracks by certain criteria. For more information, refer to Importing Music to the Track Collection.
2. **Browsing for Music**: Once your music is imported in TRAKTOR, you can use the Browser to find specific tracks for your mix. Search for music in the Browser by performing a text search or by navigating the Browser Tree. The Track List shows the tracks of the selected folder with its metadata sorted inside a table. For more information, refer to Browsing for Music.
3. **Loading Tracks into Decks:** When loading a track from the Track List, TRAKTOR calculates its exact tempo and key information. This analysis of each track can also be done before loading tracks. While analyzing, TRAKTOR creates the Beatgrid and the Waveform for each imported track. This information is then stored for each track in the Track Collection. For more information, refer to Loading Music into Decks.
4. **Start Playback of a Deck**: In order to hear music from the Deck you need to adjust the Mixer controls of the respective Mixer channel and set the crossfader accordingly. Then you can start playback and the Waveform will start moving. For more information, refer to Mixing Your First Two Tracks.
5. **Finding and loading another Track**: While the first track is playing you can browse for the next track in your Track Collection and load it into another Deck. For more information, refer to Mixing Your First Two Tracks.
6. **Syncing the Tracks**: Since TRAKTOR has calculated the tempos and the Beatgrids for both tracks, you can sync the next track with the track that is currently playing by using the **SYNC** button on the stopped Deck. Now when playing back the next track, the beats of both tracks will perfectly match. You can also sync the tracks manually by using the tempo and synchronization controls provided on any Deck. For more information, refer to Mixing Your First Two Tracks.
7. **Previewing the transition**: The Mixer provides you with the controls to preview the next track when preparing the transition, using your headphones. This allows you to find the right position for starting playback, and you can then fade the track in using the crossfader. For more information, refer to Using the Cue Channel for Mixing.
8. **Using Equalizer and adding Effects**: To make transitions more flawless, the Mixer is equipped with equalizer controls for tweaking frequency bands in the audio signals. Furthermore, TRAKTOR provides FX Units and Mixer FX for modulating the audio signals. For more information, refer to Using the Equalizer, Working with FX Units, Working with Mixer FX.
9. **Cueing using Hotcue buttons**: You can create Cue points and store them on Hotcue buttons. When later loading the track, you can trigger the Hotcues and the playback will instantly continue from the stored cue point position. For more information, refer to Working with Hotcue buttons and Flux Mode, Working with Cue Points.
10. **Looping**: TRAKTOR provides you with Loop controls for enabling Loops in pre-defined sizes. As with Cue points, Loops can be stored using the Hotcue buttons and triggered at a later

time. For more information, refer to Working with Hotcue buttons and Flux Mode, Working with Loops.

11. **Remixing**: Using the STEM Decks, you can perform your music by taking out entire musical elements in STEM Files. You can also remix your music using Loops and One-shot Samples in Remix Decks. For more information, refer to Working with STEM Decks, Working with Remix Decks.

5. SETTING UP TRAKTOR

This section assumes you have already installed TRAKTOR PRO 3 using NATIVE ACCESS, and that you can start to configure TRAKTOR for its first use. If this is not the case, follow the instructions using this link Registering and Installing a Native Instruments Product using NATIVE ACCESS.

TRAKTOR can be used in various setups. Besides using TRAKTOR with a dedicated TRAKTOR KONTROL hardware controller, it can also be used with an external audio interface (with or without an external DJ Mixer).

It can also be used with a MIDI controller of another manufacturer. In this case, you need to load the specific controller mapping file or you create a custom controller mapping yourself.

TRAKTOR with External Audio Interface

This section and so this documentation assumes you are using TRAKTOR with at least an external audio interface with one stereo output and a stereo headphone output. This way we can make sure the workflows explained also apply to TRAKTOR setups using any other external audio equipment or controller with an integrated audio interface.



Of course you can use TRAKTOR with your the built-in sound card. However, you are then only using the stereo output.

The steps in this section will guide you through the process of configuring TRAKTOR using an external audio interface.

TRAKTOR Configuration Steps

When starting TRAKTOR for the first time, you need to configure TRAKTOR so that it works in your specific setup. The following steps for configuring TRAKTOR are required:

1. **Importing Data from previous installations**: If you have installed a previous TRAKTOR installation, TRAKTOR asks you to import the data. For more information, refer to Importing Your Data from a Previous TRAKTOR Version.
2. **Configuring TRAKTOR using the Setup Wizard**: The Setup Wizard helps to you configure TRAKTOR step-by-step. For more information, refer to Pre-Configuring TRAKTOR using the Setup Wizard.
3. **Configuring TRAKTOR for using the external audio interface**: When connecting an external audio interface, TRAKTOR automatically sets the Mixing Mode to External Mixing. For more information on setting up TRAKTOR with an external audio interface, refer to Configuring TRAKTOR to Use with an External Audio Interface.
4. **TRAKTOR Layouts and Layout Switching**: TRAKTOR provides several Layouts that display more or less elements, depending on use case. For more information, refer to TRAKTOR Layouts and Layout Switching.

5.1. Importing Your Data from a Previous TRAKTOR Version

When you start TRAKTOR for the first time, TRAKTOR will ask if you want to import your previous data by copying the existing user content to a new folder in your user folder. Your previous data will not be altered if you copy it to the new default folder.

5.2. Pre-Configuring TRAKTOR using the Setup Wizard

When starting TRAKTOR for the first time, you are provided with the Setup Wizard. In a few steps, the Setup Wizard guides you through the process of configuring TRAKTOR. It can also be used to reset TRAKTOR to an out-of-the-box setup.

Setup Wizard Pages

1. The **WELCOME** page asks you to connect any controllers and devices to your computer.
2. The **MIXER SETUP** page asks you to select whether or not you want to use TRAKTOR with a controller different than TRAKTOR KONTROL. If yes, on the next page you can choose the controller manufacturer and model from the drop-down lists.
3. On the **DECK LAYOUT** page you can select whether or not you are using Timecode vinyls or CDs to externally control TRAKTOR's Decks. Furthermore, you can select how many Decks and the Flavors you want to use. This can also be changed from within the software.
4. The **SUMMARY** Page shows you the configuration of TRAKTOR. You can click **Back** to change the settings made, **Cancel** to close the Setup Wizard completely, or **Finish**, which confirms your configuration.

Starting the Setup Wizard

You can start the Setup Wizard in two ways:

1. Select **Start Setup Wizard** in the **Help menu** of the Application Menu bar (not visible in Full-screen mode).
2. Or click the Setup Wizard button at the bottom left corner of the Preferences dialog window.

5.3. Configuring TRAKTOR to Use with an External Audio Interface

To use TRAKTOR’s preview feature, you need to have an audio interface with two independent stereo outputs, one for the Master Out and one for the Headphones CUE channel. Refer to the manufacturer’s manual for installing and connecting your external audio interface.

In TRAKTOR, do the following:

1. Click the Preferences button in the Header to open the Preferences.
2. Select the **Audio Setup** page.
3. Select your external audio interface from the **Audio Device** drop-down menu.
4. Open the **Output Routing** page.
5. Select **Internal** under **Mixing Mode**.
6. Select an output pair for **Output Master** and one output pair for **Output Monitor**.

7. If your audio device provides another output, you can assign this to the **Output Record**.
8. Close the Preferences.
   TRAKTOR is now configured.

5.4. TRAKTOR Layouts and Layout Switching

TRAKTOR uses a set of user interface layouts to organize its graphical user interface. These are called Layouts. You can access them from TRAKTOR's Layout selection drop-down menu in the software's Header. Depending on which Layout you select, certain elements of the user interface will be displayed while others will remain hidden.

Available Layouts

The following Layouts are available:

- **Mixer**: The Mixer Layout is optimized for using TRAKTOR with the computer keyboard and the mouse. This Layout shows all available controls of the internal Mixer, the crossfade controls, and the Headphone Cue controls. The Decks provide all the required controls for adjusting tempo and syncing.
- **Extended**: The Extended view shows TRAKTOR's Global Section with the FX Units, and extends the Decks with more controls and further track information. You are also provided with the buttons and knobs for assigning the FX Units to the Mixer channels and for applying MIXER FX.
- **Essential**: The Essential Layout shows TRAKTOR in a reduced appearance with the most important control elements for basic mixing. This Layout is optimized for mixing using an external controller, as the internal Mixer is not displayed. The Browser takes up the majority of the application window and the Decks only show the Waveform displays, the Stripe-view, and the transport controls.
- **Browser**: The Browser Layout maximizes the Browser and minimizes the Decks to only the Stripe view. The Mixer is not visible.

Besides the provided Layouts, you can adjust a graphical user interface to your needs and save it in a custom Layout that you can also select from the Layout selection drop-down menu. For more information about creating Layouts, refer to Preferences – Layout Manager Page.

Switching Layouts

To switch to another Layout:

- Select the Layout from the Layout selection drop-down menu in the Header.

6. TRAKTOR OVERVIEW

The picture below shows the interface of TRAKTOR.



TRAKTOR PRO 3 user interface.

(**1**) **Application menu bar**: Provides access to basic functions and information about the software. For more information, refer to Application Menu Bar.

(**2**) **Header**: Here you can find various status indicators and useful functions and buttons, e.g., the Preferences button. For more information, refer to Header.

(**3**) **Global section**: The Global section contains the FX Units, the Master Control panel, the AUDIO RECORDER, and the LOOP RECORDER. For more information, refer to Global Section.

(**4**) **Decks**: TRAKTOR provides you with the four virtual Decks **A**, **B**, **C**, and **D**. The Decks are where tracks, STEM files, and Samples are played back. If you previously selected to use only two Decks **A** and **B** from the Setup Wizard, you can enable the lower Decks **C** and **D** in the Preferences. For more information, refer to Decks and Deck Types.

(**5**) **Mixer**: The Mixer receives audio signals on its four Mixer channels, coming from the four Decks. The Mixer's basic purpose is to adjust the relative level of each Mixer channel, to control the channels' frequency content, possibly routing them into the FX Units, before sending the overall result to the master output. For more information, refer to Mixer.

(**6**) **Browser**: Lets you manage all your tracks in the Track Collection. You can group tracks in Playlists, sort them according to various attributes, and search within Playlists as well as in the entire Track Collection. For more information, refer to Browser.

6.1. Application Menu Bar

The Application menu bar provides access to **File**, **View** , and **Help** menus.



Application menu bar.

File: Contains options for setting up TRAKTOR.

- **Preferences**: Opens the Preferences dialog.
- **Audio Setup**: Directly calls up the **Audio Setup** page in the Preferences dialog.
- **Controller Manager**: Directly calls up the **Controller Manager** page in the Preferences dialog.
- **Exit**: Closes the TRAKTOR application.

View: Contains options for the TRAKTOR Layout.

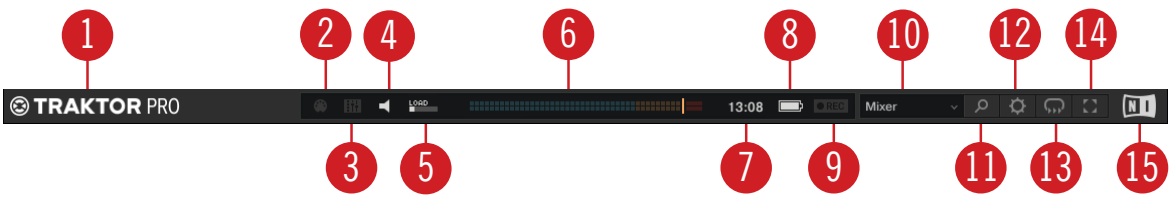
- **Layouts**: Shows the list of available TRAKTOR Layouts you can select.
- **Fullscreen**: Switches the TRAKTOR application into Fullscreen view.

Help: Contains options for updating TRAKTOR and getting help.

- **Check for Updates on Native Access**: Calls up the Native Access application that is checking for available software updates.
- **Downloads**: Opens the web browser on your computer and directs you to the download page on the Native Instruments website.
- **Get Started with TRAKTOR**: Opens the web browser on your computer and directs you to the TRAKTOR video tutorials page on the Native Instruments website.
- **Online TRAKTOR documentation**: Opens the web browser on your computer and directs you to the Online TRAKTOR documentation page on the Native Instruments website.
- **Start Setup Wizard**: Launches the Setup Wizard for configuring TRAKTOR.
- **Buy Upgrades and Accessories**: Opens the web browser on your computer and directs you to the TRAKTOR products page on the Native Instruments website.
- **About**: Opens the about screen.

6.2. Header

The Header is located at the very top of TRAKTOR's user interface and contains various status indicators, and useful functions and buttons.



Header.

(**1**) **TRAKTOR Logo**: Clicking the TRAKTOR logo displays the about screen with the current version number of the TRAKTOR software, the credits, and some additional information.

(**2**) **MIDI indicator**: Indicates the incoming MIDI and Native (NHL) signals. The indicator lights blue while a signal is received.

(**3**) **Connection indicator**: Indicates if all listed controllers are connected. The indicator lights blue if all controllers are connected, orange if some controllers are connected, unlit if no controller is connected.

(**4**) **Audio indicator**: Indicates the connection to your audio interface. It lights up blue if an audio interface is connected, red if no audio interface is connected, orange if the internal soundcard selected. For more information, refer to Preferences Audio setup.

(**5**) **LOAD indicator**: Indicates how much computing time available per audio buffer is currently used by TRAKTOR to process audio data contained in one buffer. This value shows how much CPU load the audio processing requires and how much headroom is left before audio starts dropping out. The system should be kept at values below the **LOAD** indicator turning red.

(**6**) **Master Output level meter**: Displays the Master Output level.

(**7**) **System Clock**: Displays the time of day derived from the system time of your computer.

(**8**) **Battery indicator**: Indicates how much power remains in your computer's battery. It lights up blue if a power supply is connected and red when running out of battery power.

(**9**) **Recording indicator**: Indicates the status of the AUDIO RECORDER. It lights up red when recording. For more information, refer to Recording Your Mix with the AUDIO RECORDER.

(**10**) **Layout selector**: Provides you with a list of default TRAKTOR Layouts. For more information, refer to TRAKTOR Layouts and Layout Switching.

(**11**) **Maximize Browser button**: Maximizes the Browser view by minimizing the sizes of the Decks, the Mixer, and the Global section.

(**12**) **Preferences button**: Opens the Preferences dialog. All TRAKTOR settings are made here. For more information, refer to Preferences.

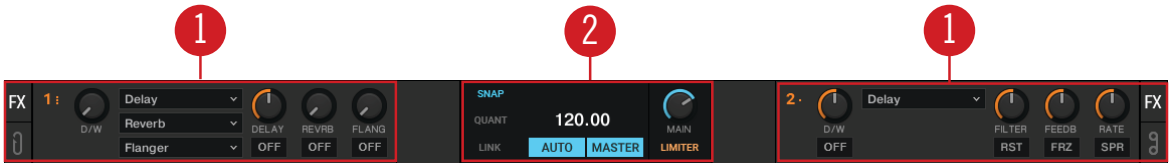
(**13**) **Cruise Mode button**: Enables Cruise mode allowing you to automatically play one track after the other from a Playlist or your Track Collection. Cruise mode seamlessly takes over playback control. For more information, refer to Using Cruise Mode for Automatic Mixing.

(**14**) **Fullscreen button**: Enables Fullscreen mode. When enabled, none of the operating system's controls are visible.

(**15**) **NI Logo**: Displays the about screen with the current version number of the TRAKTOR software, the credits, and some additional information.

6.3. Global Section

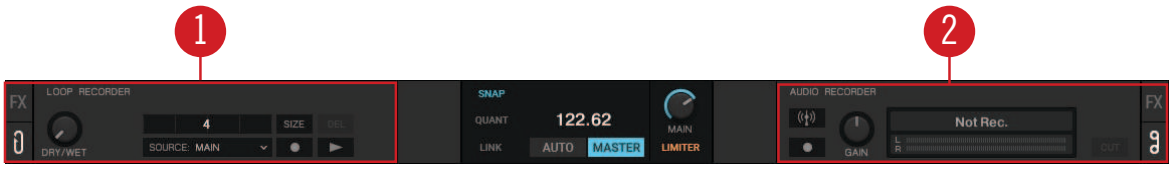
The Global section contains five distinct panels with global controls and recording functions: FX Unit 1 and FX Unit 2, AUDIO RECORDER, LOOP RECORDER, and the Master Control panel. Not all of the panels can be displayed at once. The Master Control panel is always visible. In the left panel you can display FX Unit 1 or the LOOP RECORDER, and on the right side you can display either FX Unit 2 or the AUDIO RECORDER. The panels can be selected using the corresponding buttons at the far left and right of the Global section.



Global Section with FX Unit 1 and 2 displayed.

(**1**) **FX Unit 1 and FX Unit 2**: TRAKTOR offers four FX Units for tweaking the audio signals in the Mixer. By default, only FX Unit 1 and FX Unit 2 are enabled. All FX Units can be freely assigned to any of the Mixer channels A - D. For more information, refer to FX Units.

(**2**) **Master Control panel:** The Master Control panel is a central component of TRAKTOR. It lets you control the **MAIN** volume, and defines the behavior for setting Cue Points and Loops as well as enabling and disabling the Master Limiter. It also contains the Master Clock and works as a tempo reference for the Sync function and the effects. Here you can also join or start network sessions via Ableton Link, or send a MIDI Clock signal to external hardware and software. For more information, refer to Master Control Panel.



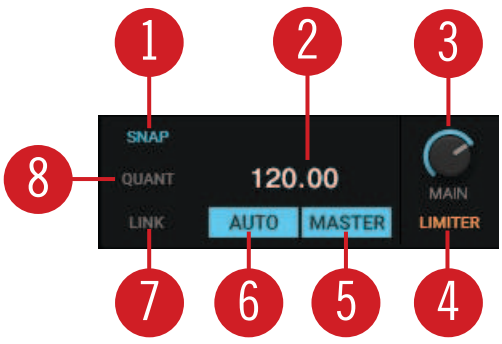
Global Section with the LOOP RECORDER and AUDIO RECORDER displayed.

(**1**) **LOOP RECORDER**: The LOOP RECORDER allows you to instantly create Loops from the Mixer's main output signal, from a particular Deck, or from an external audio input. For more information, refer to LOOP RECORDER.

(**2**) **AUDIO RECORDER**: The AUDIO RECORDER enables you to record your mix from the main output as well as from other physical audio inputs. For more information, refer to Audio Recorder.

6.3.1. Master Control Panel

The Master Control panel is a central component of TRAKTOR. It allows you control the MAIN volume, and defines the behavior for setting Cue Points and Loops. It also contains the Master Clock and works as a tempo reference for the Sync function and for the effects. Here you can also join or start network sessions via Ableton Link, or send a MIDI Clock signal to external hardware and software.



Master Control panel.

(**1**) **SNAP**: Enables **SNAP** mode. When **SNAP** mode is enabled, Cue Points or Loops are always set to the closest beat. The button lights up blue when enabled.

(**2**) **MASTER CLOCK TEMPO display**: Displays the current tempo and offset of the Master Clock. You can enter a new tempo with a double-click.

(**3**) **MAIN knob**: Controls the main output volume.

(**4**) **LIMITER**: Enables the Limiter for the main output signal. When enabled, the main output level meter shows the Limiter position right before the red LEDs. For more information, refer to Adjusting Gain Levels for Incoming Audio Signals.

(**5**) **MASTER**: When enabled you can play on four Decks with a stable tempo reference. It is also the mode to be used when TRAKTOR is sending out the master tempo via MIDI Clock messages to another application or hardware being slaved to TRAKTOR.

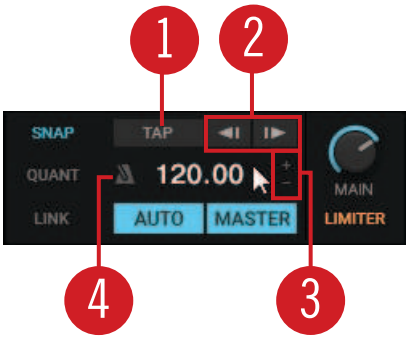
(**6**) **AUTO**: When enabled TRAKTOR automatically selects one of the Decks as Tempo Master. The Master Clock then automatically syncs to the Master Deck.

(**7**) **LINK**: Syncs TRAKTOR to an Ableton Link session and gives additional status information. For more information, refer to Synchronization using Ableton Link. When the **Enable MIDI Clock** setting is enabled in the **External Sync** page in the Preferences, **LINK** is replaced by **EXT**. For more information, refer to Syncing TRAKTOR via MIDI Clock.

(**8**) **QUANT**: Enables Quantize mode. Quantize mode lets you jump between Cue Points and Stored Loops seamlessly, without losing sync. Skipping in the track in Quantize mode brings the playhead position to the next destination without losing sync. The button lights up blue when enabled.

Further Master Clock Controls

When hovering the mouse over the MASTER CLOCK display you are provided with additional Master Clock controls.



Master Control panel.

(**1**) **TAP button**: With this button you can tap in the desired Master Clock tempo.

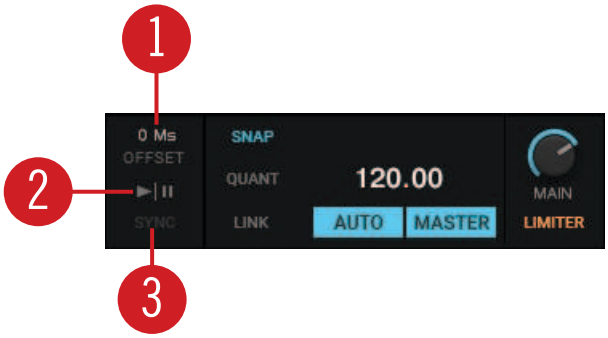
(**2**) **Master Clock Bend buttons**: Slows down or speeds up the Master Tempo momentarily.

(**3**) **MASTER CLOCK Tempo Up** / **Down buttons**: Decreases or Increases the Master Tempo step-wise.

(**4**) **Metronome** (Master Clock Tick): Toggles an audible metronome beat tick with the Master Clock as source on or off.

Further MIDI Clock Sync Controls

When the MIDI Clock is enabled in the Preferences, the Master Control panel expands providing further MIDI Clock controls. For more information, refer to Preferences – External Sync Page.



Master Control panel.

(**1**) **Offset display**: Indicates the offset for the synchronization.

(**2**) **MASTER CLOCK START**: Enables or disables MIDI Clock for external synchronization.

(**3**) **MASTER CLOCK SYNC**: Resets the external devices (slaves) connected via MIDI clock.

6.3.2. FX Units

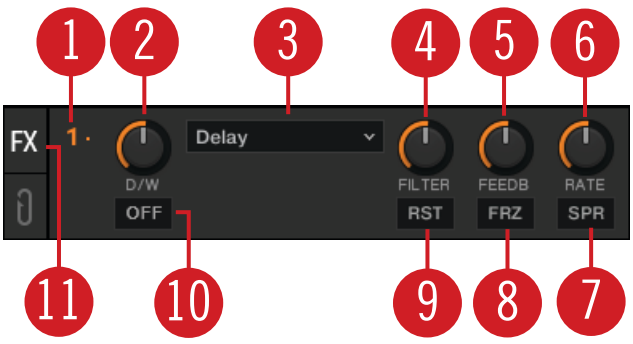
TRAKTOR offers four FX Units which give you the control of adding FX to your mix. By default there are only two FX Units enabled - FX Unit 1 and FX Unit 2. Each FX Unit can be assigned to any Mixer channel individually or to more than one Mixer channel at a time. The FX Units are located on the left and the right side in the Global section. A click on the FX Unit buttons labeled **FX** on either end of the Global section shows the corresponding FX Unit.

The FX Units are used as insert effects by default, but you can also use them as post-fader effects and as Send effects. The FX Units are freely configurable.

Additionally, you can choose from two different FX Unit modes in TRAKTOR: Either Single FX mode, where four buttons and four knobs control one effect, or Group FX mode, where you can use chain of three effects. For more Information on using the FX Units, refer to Working with FX Units.

FX Units in Single FX Mode

In Single FX mode you get full control over all parameters of a single effect.



FX Unit 1 in Single FX Mode.

In Single FX mode you get full control over all parameters of a single effect.

(**1**) **FX Unit Config drop-down menu**: Opens a drop-down menu for configuring the FX Unit and taking snapshots. Additionally, the number identifies the FX Unit and the selected FX mode.

(**2**) **D/W knob**: Controls the direct-to-processed signal mix.

(**3**) **FX Selector**: Selects the effect to be controlled in the FX Unit.

(**4**) – (**6**) **FX Parameter control 1** – **3**: Modulates the parameters for the selected effect.

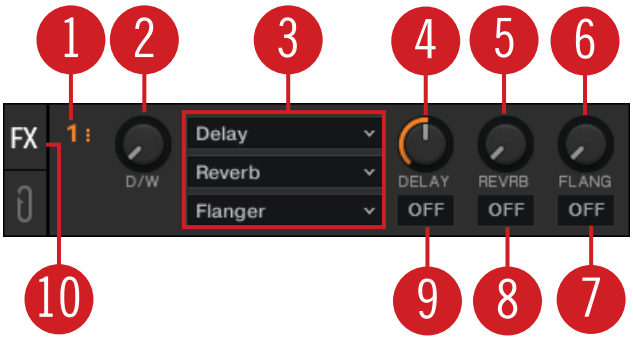
(**7**), (**8**) **FX buttons 1** – **2**: Controls the selected effect. The exact function depends on the selected effect.

(**9**) **RST button**: Resets all parameters for the selected effect. This button is not available for all effects.

(**10**) **FX On button**: Switches the effect on and off. If on, the buttons light up yellow.

FX Unit 1 in Group FX Mode

In Group FX mode you can control up to three FX at once in one FX Unit.



FX Unit 1 in Group FX Mode.

(**1**) **FX Unit Config drop-down menu**: Opens a drop-down menu for configuring the FX Unit and taking snapshots. Additionally, the number identifies the FX Unit and the selected FX mode.

(**2**) **D/W knob**: Controls the direct-to-processed signal mix for the entire effect chain.

(**3**) **FX Selector 1** – **3**: Selects the effect to be controlled in the FX Unit.

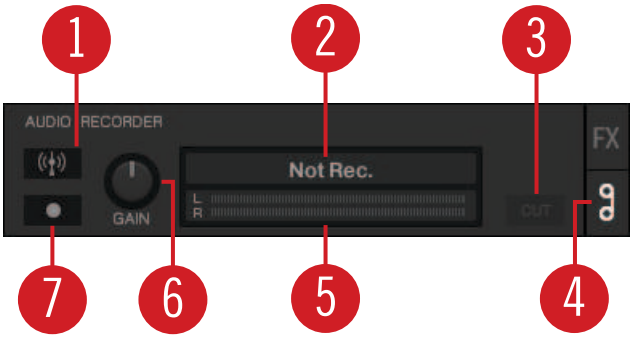
(**4**) – (**6**) **Effect Amount knob 1** – **3**: Controls the individual effect amount.

(**7**) – (**9**) **Effect On buttons 1** – **3**: Switches every effect in the effect chain on and off.

(**10**) **FX On button**: Switches the effect on and off.

6.3.3. Audio Recorder

The Audio Recorder in TRAKTOR is used for recording your mixes or audio from an external source e.g. your mix with an external mixer, a microphone, or a turntable. It is also used for broadcasting your mix. A click on the Tape icon displays the AUDIO RECORDER in the Global Section.



AUDIO RECORDER.

(**1**) **Broadcast button**: Starts broadcasting your mix once a server has been installed and configured.

(**2**) **Display**: Shows the actual file size and recorded time.

(**3**) **CUT button**: Saves the recording until the current recording time and seamlessly starts a new file for recording.

(**4**) **AUDIO RECORDER button**: Opens the **AUDIO RECORDER**.

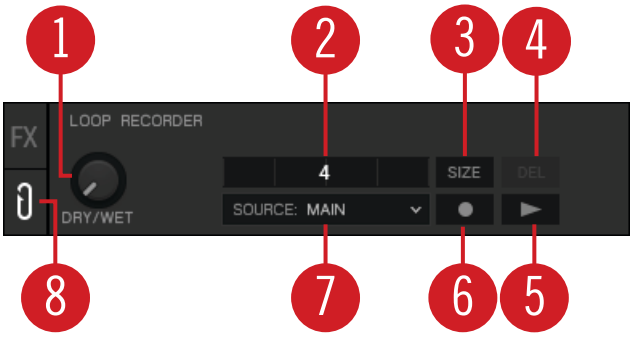
(**5**) **Recording meter**: Indicates the current recording level.

(**6**) **Record GAIN knob**: Adjusts the level for the incoming audio signal.

(**7**) **Record button**: Starts and stops recording and saves the recorded file in the Recordings folder.

6.3.4. LOOP RECORDER

The LOOP RECORDER allows you to record Loops from several sources on the fly. A click on the LOOP RECORDER button on the left side of the Global section displays the LOOP RECORDER.



LOOP RECORDER.

(**1**) **DRY/WET knob**: Adjusts the ratio of main-to-recorded signal.

(**2**) **Progress bar**: Displays the current length of the recording.

(**3**) **SIZE button**: Determines the initial length of the recording.

(**4**) **Delete** / **Undo** / **Redo**: Deletes the recorded Loop, undoes the last overdubbing, and restores last undo.

(**5**) **Play button**: Starts and stops playback of the recording.

(**6**) **Record button**: Starts and stops the recording and the overdubbing.

(**7**) **Source drop-down menu**: Selects the source for the recording.

(**8**) **LOOP RECORDER** button: Opens the **LOOP RECORDER**.

If you're using TRAKTOR with the Scratch feature and are therefore in External Mixing mode, the only available recording source to select is **EXT**.

6.4. Decks and Deck Types

TRAKTOR provides you with four virtual Decks. These Decks can be operated in different Deck Types which are Track Deck, STEM Deck, Remix Deck, and Live Input:

The Decks contain common Deck elements as well as Deck elements specific to their Deck Type. For more information on common Deck elements, refer to Common Deck Controls.

- **Track Deck**: The Track Deck in TRAKTOR represents the equivalent of a turntable or a CD player used to play back conventional tracks in a classic mixing setup. For more information, refer to Track Deck.
- **STEM Deck**: The STEM Deck is capable of playing back and remixing STEM Files (.stem.mp4). The functionality is basically identical to the Track Deck, but features additional sub-mix controls for the four Slot Volumes, Filters, and FX Sends for the STEM Parts. For more information, refer to STEM Deck.

  It is mandatory that STEM Files have to be analyzed before loading them into a STEM Deck. It is not possible to load and play a STEM File before it has been analyzed.

- **Remix Deck**: The Remix Deck provides you with four Sample Slots, for adding Samples and loops to your mix. You can load, create and save complex Remix Sets, and arrange Samples live in your mix. The Remix Deck comes with a variety of Sample-related features. For more information, refer to Remix Deck.
- **Live Input**: The Live Input is not a Deck, but it allows you to include live audio from an external source in your mix. This can be from any audio input, i.e. a turntable, a microphone, or a synthesizer. For more information, refer to Live Input.

6.4.1. Common Deck Controls

Besides the Live Input, any Deck provides the same synchronization, trigger, and track modification controls. The following image shows a full Deck:



Common Deck controls.

(**1**) **Deck Header**: Displays information about the loaded track, like the artist name or track title. By double-clicking the Deck Header, you can switch the Deck layout between five different views from minimized to full layout. For more information, refer to Deck Header.

(**2**) **Deck Tempo display**: Contains information about the track tempo. Depending on Deck Type, the contained elements and controls slightly differ. For more information, refer to Deck Tempo Display on the Remix Deck.

(**3**) **Deck Focus**: Identifies the Deck and holds a menu for selecting the Deck Flavor and the playback mode for the Deck. Each Deck is named by a letter **A**, **B**, **C** and **D**. The letter of the focused Deck is highlighted in orange.

(**4**) **Synchronization** and **Tempo controls**: Define if the Deck is the Tempo Master or if it is synced to the Tempo Master. The controls visualize if the track is out of sync, and they contain tempo bend controls. For more information, refer to Synchronization and Tempo Controls.

(**4**) **Deck center**: Hosts the elements and controls the characteristic of the selected Deck Flavor. For more Information, refer to Track Deck,STEM Deck,Remix Deck, and Live Input.

(**5**) **Loop controls**: Activate looping and define the loop size. For more information, refer to Loop Controls.

(**6**) **Advanced panel**: On the Track Deck and on the STEM Deck, the Advanced panel contains advanced control options for Cue Point and Loop management. On the Remix Deck the Advanced panel gives you access to the parameter settings of the individual Sample Cells. For more information, refer to Advanced Panel and Advanced Panel on the Remix Deck.

(**7**) **Advanced panel button**: Shows and hides the Advanced panel below the Loop controls for Deck **A** and **B**, and for Deck **C** and **D**, respectively. It also shows and hides the Panorama controls in the Mixer for Deck **A** and **B**, and for Deck **C** and **D**, respectively.

(**8**) **Transport controls**: Contain the usual transport controls Play/Pause and **CUE** as well as the Flux mode and Reverse mode buttons. For more information, refer to Transport Controls.

Deck Header

The Deck Header displays information about the loaded track, Remix Set, or STEM File such as the artist name, track title and tempo. The displayed information can be customized in the Preferences.



Deck Header.

(**1**) **Track Cover Artwork**: Displays the cover artwork of the track.

(**2**) **Track title**: Displays the track title.

(**3**) **Artist name**: Displays the artist name.

(**4**) **Album title**: Displays the album title.

(**5**) **Track time**: Displays the track time.

(**6**) **Remaining track time**: Displays the time remaining until the track ends.

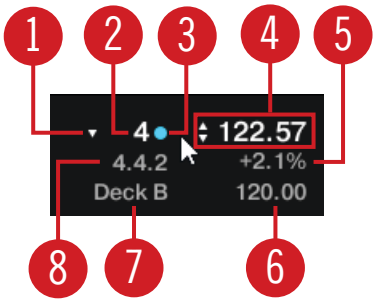
(**8**) **Current tempo**: Displays the current tempo value in BPM, determined by the Tempo Fader position.

(**7**) **Tempo fader position**: Reflects the current Tempo fader position as a percentage.

(**9**) **Base tempo**: Represents the original track tempo.

Deck Tempo Display on the Remix Deck

The Deck Tempo display in the Remix Deck's Header contains further controls for the Remix Deck.



Deck Tempo display on the Remix Deck.

(**1**) **Quantize value drop-down menu**: Selects the quantize value.

(**2**) **Quantize value**: Shows current quantize value for the Remix Deck.

(**3**) **Quantize enable**: The dot enables or disables Quantize mode on the Remix Deck. Quantize is enabled when the dot is lit blue.

(**4**) **Remix Deck Tempo**: Shows the current tempo of the Deck. Dragging this value up and down changes the tempo. A double-click resets it to the base tempo.

(**5**) **Tempo fader position**: Represents the current Tempo fader position.

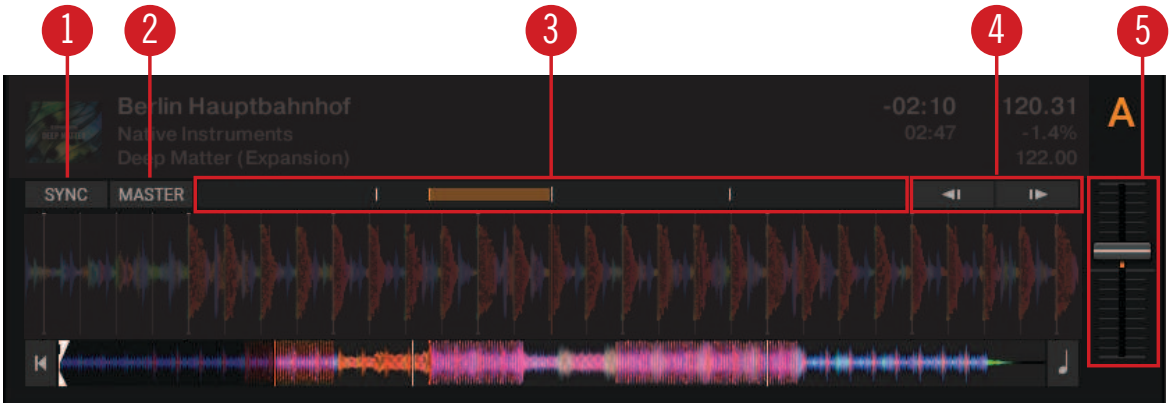
(**6**) **Base tempo**: Represents the original Remix Deck tempo. You can enter a new value by double-clicking.

(**7**) **Capture source**: Represents the selected source for capturing Samples when using hardware controllers. The triangle that appears when hovering with the mouse, opens a drop-down menu where you can select the source.

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

Synchronization and Tempo Controls

Any Deck Type contains the same controls for syncing and for adjusting the tempo manually.



Synchronization and Tempo controls.

(**1**) **SYNC button**: Synchronizes the current track to the Tempo Master.

(**2**) **MASTER button**: Sets the Deck as the Tempo Master.

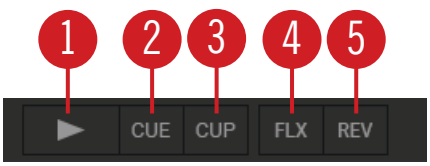
(**3**) **Phase meter**: Visually indicates the offset of the beats when manually syncing a track to the Tempo Master or the Master Clock.

(**4**) **Tempo bend buttons**: Correct the offset of the beats when manually syncing a track to the Tempo Master or the Master Clock. The left arrow slightly slows down the tempo and the right arrow speeds it up.

(**5**) **Tempo fader**: Decreases or increases the tempo of the playing track, Remix Set, or STEM file in the respective Deck.

Transport Controls

All Deck Types contain the same transport controls, which are used for playing back tracks with TRAKTOR's internal playback mode.



Transport controls.

(**1**) **Play/Pause button**: Starts or pauses playback of the Deck.

(**2**) **CUE button**: Depending on the playback state, this button either sets a new Floating Cue Point or jumps to the previously set Floating Cue Point.

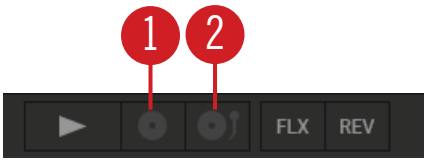
(**3**) **CUP button** (CUE/Play): Jumps to the current cue point and starts playback upon release.

(**4**) **Flux Mode button**: Enables Flux mode for the Deck. For more information on Flux mode, refer to Working with Hotcue buttons and Flux Mode.

(**5**) **Reverse Mode button**: Enables Reverse mode and Flux Mode for the Deck. For more information on Reverse mode, refer to Working with Hotcue buttons and Flux Mode.

Scratch Controls

When setting the Deck's playback mode to Scratch Control, the **CUE** and **CUP** buttons are replaced by the Absolute Mode button and the Relative Mode button.



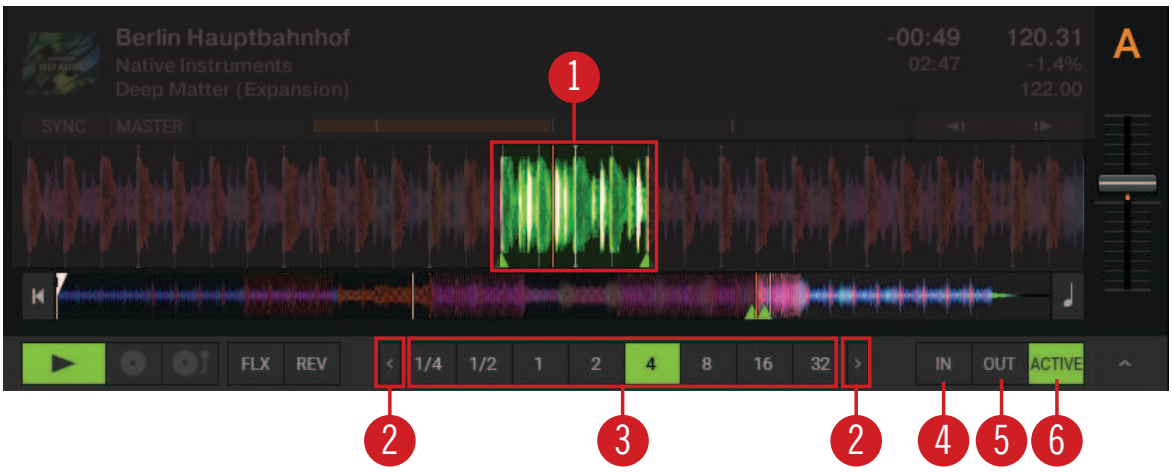
Transport controls in Scratch Playback mode.

(**1**) **Relative Mode button**: Enables Relative mode for controlling the Deck with Timecode vinyl or CD.

(**2**) **Absolute Mode button**: Enables Absolute mode for controlling the Deck with Timecode vinyl or CD.

Loop Controls

The Loop controls offer the functions required for the creative usage of Loops in your mix.



Loop controls.

(**1**) **Active Loop**: When a Loop is enabled it is highlighted in green in the Waveform display and in the Stripe view.

(**2**) **Arrow buttons**: Clicking the left and right arrows of the Loop Size control will scroll through the list of Loop values. The Arrow buttons flash if the selected size is out of range.

(**3**) **Loop size control**: Determine the size of the enabled or disabled Loop.

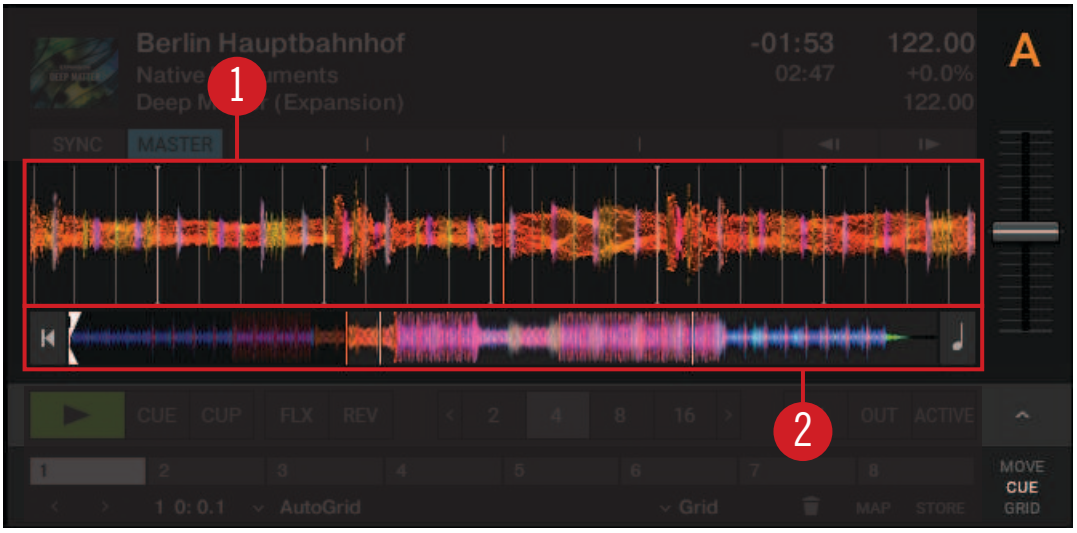
(**4**) **Loop In button**: Sets the start point for the Loop.

(**5**) **Loop Out button**: Sets the end point for the Loop. The Loop will be enabled when the playback position reaches these two points and the **ACTIVE** button will be highlighted.

(**6**) **ACTIVE button**: Enables/disables Looping. The button lights up green when Looping is enabled.

6.4.2. Track Deck

The Track Deck in TRAKTOR is the equivalent to a turntable or a CD player in a classic mixing setup, used to play back conventional tracks. Besides the Common Deck controls, the Track Deck's center contains the following elements:



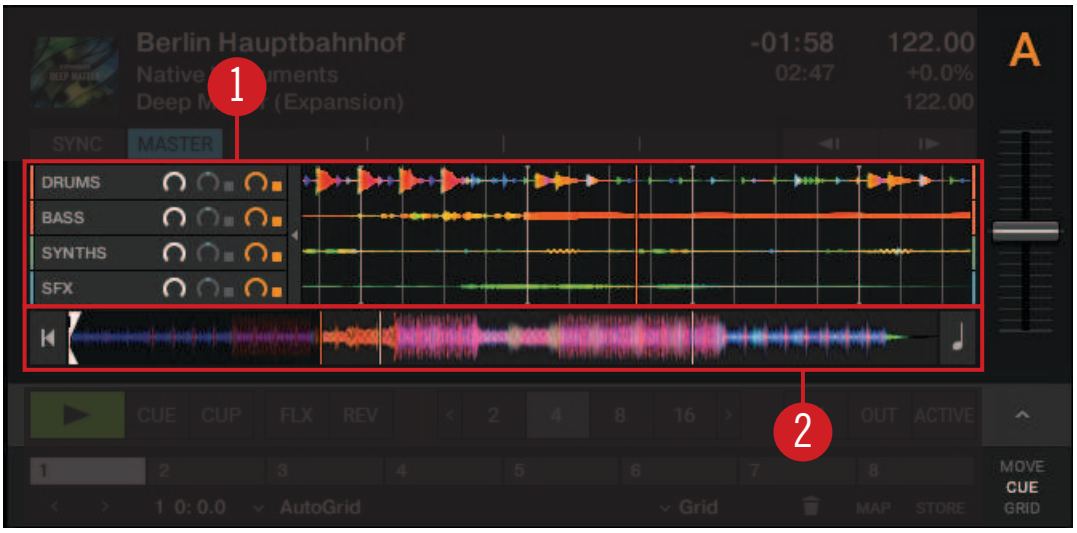
Track Deck.

(**1**) **Waveform display**: Visually represents a localized view of the loaded track. The brighter color shade represents higher frequencies, while the darker color shade represents lower frequencies. It also shows the Beatgrid markers, and shows zoom controls when hovering the mouse over the Waveform display.

(**2**) **Stripe view**: The Stripe view shows the entire waveform of the track including all Cue Point markers and Loop markers. You can jump back to the start of the track or directly jump within the track by clicking inside the Stripe view. You can also activate Keylock for the track.

6.4.3. STEM Deck

The STEM Deck operates in a similar way to the Track Deck, however instead of the Waveform display it provides the Multi-Track Waveform:



STEM Deck.

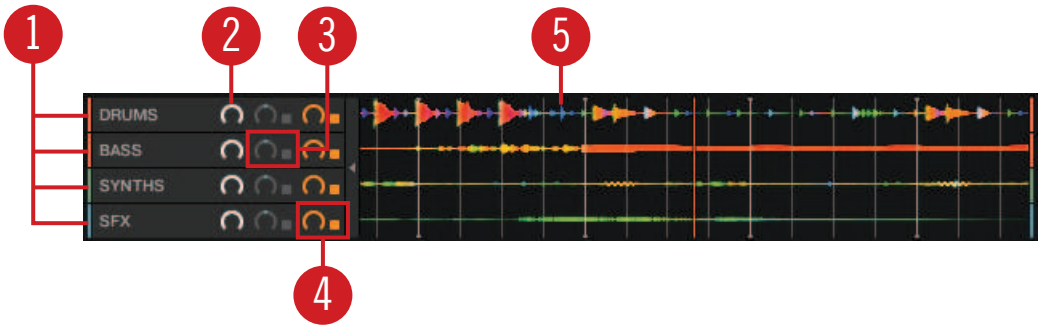
(**1**) **Multi-Track Waveform**: The Multi-Track Waveform shows the waveforms of the STEM Parts, and provides controls to adjust volumes and apply effects individually. The brighter color shade represents higher frequencies, while the darker color shade represents lower frequencies.

For more information on the Multi-Track Waveform, refer to section Multi-Track Waveform.

(**2**) **Stripe view**: Shows the entire Waveform of the STEM File including all Cue Point markers and Loop markers. You can jump back to the start of the track or directly jump within the track by clicking inside the Stripe view. You can also activate Keylock for the STEM file.

Multi-Track Waveform

The Multi-Track Waveform shows the waveforms of the STEM Parts, and provides controls to adjust volumes and apply effects individually.



Multi-Track Waveform.

(**1**) **STEM channel 1 – 4**: Each of the four rows represents one STEM Channel, including the individual STEM Part name.

(**2**) **Volume control**: Every STEM Channel provides a Volume control for adjusting the volume individually. All STEM controls can be hidden using the small arrow button.

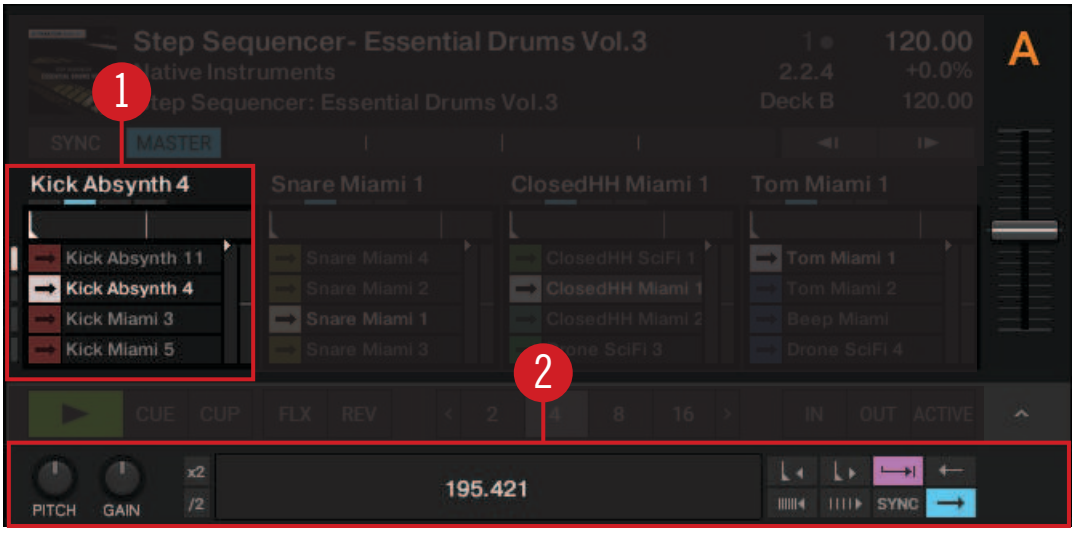
(**3**) **Filter controls**: Every STEM Channel provides Filter controls. The Filter button enables the Filter, whereby the Filter knob determines the Filter amount.

(**4**) **FX Send control**: Every STEM channel provides FX Send controls. The FX Send button enables FX Send mode for the individual STEM Channel, whereby the FX Send knob determines the FX Send amount.

(**5**) **Waveform**: Each STEM Channel displays the waveform of the contained STEM Part in a different color, as well as the Beatgrid.

6.4.4. Remix Deck

Besides the Common Deck controls, the Remix Deck's center contains the following elements:



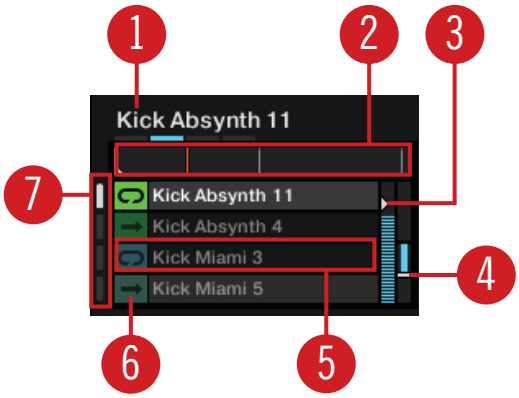
Remix Deck.

(**1**) **Sample Slot**: The Remix Deck shows four Samples Slots containing the Samples, trigger controls and other elements. For more information, refer to Sample Slot.

(**2**) **Advanced panel**: The Advanced panel on the Remix Deck contains options for i.e. adjusting Sample Grids. For more information, refer to Advanced Panel on the Remix Deck.

Sample Slot

A Sample Slot contains the following elements:



Sample Slot.

(**1**) **Sample name**: Displays the name of the Sample loaded in the Slot Player.

(**2**) **Slot Player**: Displays the waveform of the Sample currently loaded. A moving red playhead indicates the current playback position within the Sample. Hovering the mouse over the Slot Player shows a Mute button, which mutes/unmutes the Sample.

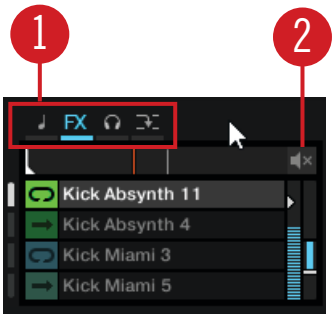
(**3**) **Volume control**: Controls the Sample Slot's volume. This control is applied after the individual Gain control of a Sample Cell, which is accessible from the Advanced panel.

(**4**) **Filter control**: Applies a low-pass or high-pass filter to the Sample Slot by moving the bar downwards or upwards, respectively.

(**5**) **Sample Cell**: Represents the container for Samples in the Sample Slot.

(**6**) **Play Type indicator**: Indicates whether the Sample Cell is set to Loop or One-shot mode. Clicking this symbol also triggers the Sample.

(**7**) **Page Selector**: Selects the current Page with Samples for the Remix Set.



Sample Slot hovered.

(**1**) **Sample Slot parameters**: Each Sample Slot has a set of parameters. Hovering the mouse over the Sample Slot Player or Sample title displays the relevant parameters:

- **Keylock button**: Separates the playback key from the playback speed. This control needs to be activated to adjust the Sample Cell's pitch in the Advanced panel. Otherwise, the Sample Cell's pitch directly relates to the Remix Deck's tempo.
- **FX button**: Routes the Sample Slot through the FX Unit(s) currently assigned to the Mixer channel for the Remix Deck.
- **Monitor button**: Routes the Sample Slot to the Mixer's Monitor Output (which can be monitored in headphones).
- **Punch mode**: When a Sample is triggered, the position of that Sample is fixed to the Remix Deck's internal timeline.

(**2**) **Sample Mute**: Mutes/un-mutes the Sample Slot.

6.4.5. Live Input

When selecting the Deck Flavor Live Input, you can route the audio signal from an external audio source into TRAKTOR and add it to your mix. The Live Input does not provide any control elements apart from the Deck focus.



Live Input.

6.4.6. Advanced Panel

On the Track Deck and on the STEM Deck, the Advanced panel contains advanced control options for Cue Point and Loop management, and for correcting the Beatgrids for your tracks. On the Remix Deck, the Advanced panel gives you access to the parameter settings of the individual Sample Cells. For more information on the Advanced panel on the Remix Deck, refer to Advanced Panel on the Remix Deck.



Advanced panel.

(**1**) **Advanced panel button**: Shows and hides the Advanced panel below the Loop controls for Deck **A** and **B**, and for Deck **C** and **D**, respectively. It also shows and hides the Panorama controls in the Mixer for Deck **A** and **B**, and for Deck **C** and **D**, respectively.

> The Advanced panel can only be displayed when the Deck is displayed in full Deck layout and in advanced Deck layout.

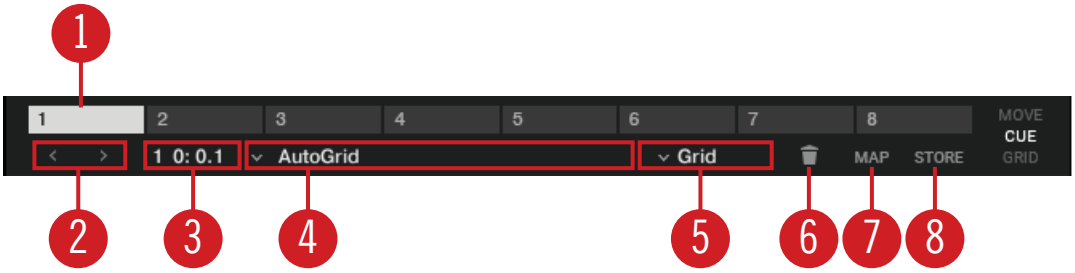
(**2**) **Advanced panel page selector**: Selects one of three Advanced panel pages; **MOVE**, **CUE**, and **GRID** containing individual control and editing elements.

- **CUE**: Provides direct access to 8 user-definable Cue/Loop In Points per track, as well as further Cue Point management controls. For more information, refer to Working with Cue Points.

- **MOVE**: Provides options for moving the active Loop within the track as well as jumping the current playhead position within the track by beats. For more information, refer to Working with Loops.
- **GRID**: Provides control over the Beatmarker, the Beatgrid, and the stored tempo of a track. For more information, refer to Correcting Beatgrids.

Advanced Panel – CUE Page

The **CUE** page provides direct access to eight user-definable Cue/Loop In Points per track, as well as further Cue Point management controls. For more information, refer to Working with Hotcue buttons and Flux Mode, Working with Cue Points, and Working with Loops.



Advanced Panel – CUE page.

(**1**) **Hotcue 1** – **8**: Allows you to directly set or access eight Hotcue or Loop In Points per track.

(**2**) **Prev Cue** / **Next Cue**: Skips backward or forward to the previous or next stored Cue Point in the track.

(**3**) **Cue Point Position**: Displays the position of the selected Cue Point or Loop in minutes : seconds : milliseconds.

(**4**) **Cue Point List**: Selects the Cue Point.

(**5**) **Cue Point Type menu**: Provides a list of several Cue Point Types.

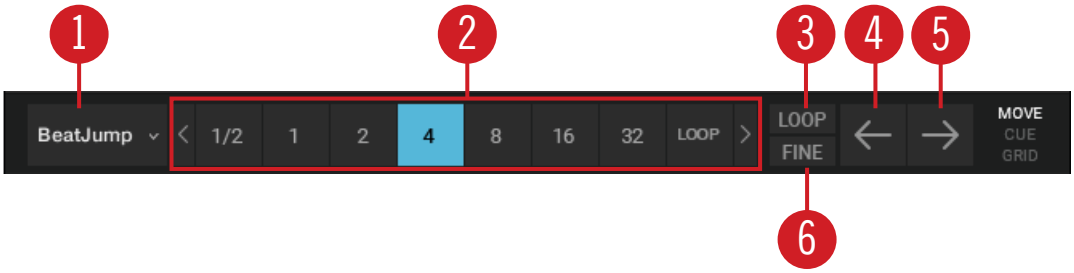
(**6**) **Delete Cue Point**: Deletes the selected Cue Point or Loop In Point.

(**7**) **MAP**: Enables Hotcue Mapping mode. When enabled, pressing a Hotcue button will map the displayed Cue Point or Loop In Point to it.

(**8**) **STORE**: Stores the selected Cue Point and maps it to the next free Hotcue button.

Advanced Panel – MOVE Page

The **MOVE** page provides options for moving the active Loop within the track, as well as for jumping the current playhead position within the track by beats. For more information, refer to Working with Loops.



Advanced Panel – MOVE page.

(**1**) **Move Mode menu**: Selects one of the Move modes **BeatJump**, **Loop**, **Loop In**, and **Loop Out**.

(**2**) **Move Size control**: Selects the step size in beats.

(**3**) **LOOP mode**: Selects a step size that is based on the current Loop size for the movement.

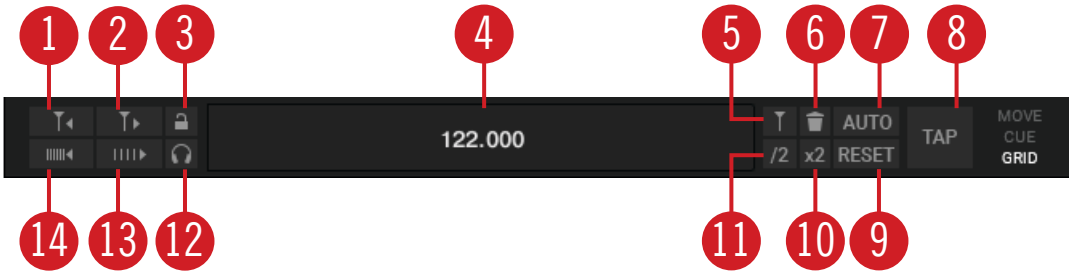
(**4**) **Cue Move BWD**: Depending on the selected Move mode, the selected Cue Point or Loop is moved backwards at the selected step size.

(**5**) **Cue Move FWD**: Depending on the selected Move mode, the selected Cue Point or Loop is moved forward at the selected step size.

(**6**) **FINE mode**: Selects a fine step size for the movement. Use this for fine adjustments.

Advanced Panel – GRID Page

The **GRID** page provides control over the Beatmarker, the Beatgrid, and the stored tempo of a track. For more information, refer to Correcting Beatgrids.



Advanced Panel – GRID page.

(**1**) **Move Grid BWD**: Moves the Grid backward.

(**2**) **Move Grid FWD**: Moves the Grid forward.

(**3**) **Analysis Lock button**: Locks all values against future changes by the track analysis and by the user.

(**4**) **BPM Edit Display**: Shows the current tempo of the track. A double-click enables manual tempo adjustment.

(**5**) **Set Gridmarker**: Sets a Gridmarker at the current playback position.

(**6**) **Delete Gridmarker**: Deletes the last set Gridmarker.

(**7**) **AUTO Grid**: Calculates the BPM of the current track and sets a Gridmarker next to the current playback position. This function is only available for previously analyzed tracks.

(**8**) **TAP**: Sets the BPM based on how fast or slow the button is tapped. The BPM will be adjusted after the fourth tap.

(**9**) **RESET Gridmarker**: Resets the set BMP and recalculates it.

(**10 BMP x2**: Doubles the tempo in the Edit Display.

(**11 BPM /2**: Halves the tempo in the Edit Display.

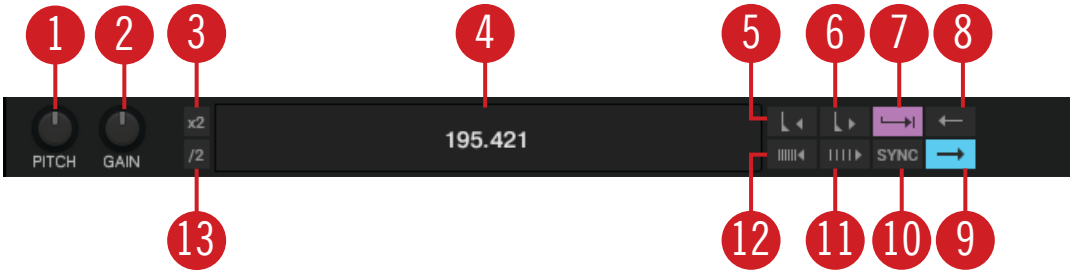
(**12**) **Beat Tick**: Enables an audible beat tick (metronome) to help align the Beatgrid during playback. In Internal Mixer mode, the Beat Tick is only audible on signals cued over the headphones. In External Mixer mode, the tick is laid over the Deck's Mixer channel signal when Headphone Cue on the Internal Mixer is active.

(**13**) **BPM INC** (Increase): Precisely increases the BPM in minor steps. As a result the Beatgrid gets narrower.

(**14**) **BPM DEC** (Decrease): Precisely decreases the BPM in minor steps. As a result the Beatgrid gets expanded.

6.4.7. Advanced Panel on the Remix Deck

Each Sample Cell has a set of individual parameters, which are accessible from the Remix Deck's Advanced Panel. The Advanced panel can only be displayed when in Full Deck Layout or Advanced Deck Layout.



Advanced Panel on the Remix Deck.

(**1**) **SAMPLE PITCH control**: Sets the pitch for the selected Sample in semitone steps.

(**2**) **SAMPLE GAIN control**: Sets the gain level for the selected Sample.

(**3**) **BPM x2**: Doubles the tempo of the Sample.

(**4**) **BPM Edit Display**: Shows the current BPM value for the Sample. A double-click enables manual tempo adjustment.

(**5**) **Move Grid Left**: Moves the Sample Cell's Beatgrid to the left.

(**6**) **Move Grid Right**: Moves the Sample Cell's Beatrgid to the right.

(**7**) **Trigger Type**: When enabled (**Latch** mode), a Sample will continue to play after you release the mouse button, either until the end of the Sample is reached (for One-shot Samples) or until it is stopped by some other method (like triggering a new Sample in the same Slot).

The alternative Type is **Gate** mode, where a Sample will only play while you're holding down on the mouse button. Upon releasing the mouse button, the Sample will stop playing.

(**8**) **Reverse Playback**: Enables reverse playback for the Sample Cell currently being played in the Slot Player.

(**9**) **Play Type**: This property determines whether a Sample stops after reaching its end or if it continuously loops. When set to One-Shot (arrow symbol), a Sample will stop playing when it gets to its end. When set to Loop (ellipse symbol), the Sample will automatically return to its start and continue playing indefinitely.

(**10**) **Sync Type**: This property determines if the Sample should be synchronized to the Remix Deck's Tempo or not. When SYNC is on, the Sample's BPM will match the Remix Deck's BPM. When SYNC is off, the Sample will play at its original speed.

(**11**) **BPM Increase**: Precisely increases the BPM in minor steps. As a result the Beatgrid is expanded.

(**12**) **BPM Decrease**: Precisely decreases the BPM in minor steps. As a result the Beatgrid becomes narrower.

(**13**) **BPM /2**: Halves the tempo of the Sample.

6.5. Mixer

The Mixer is the center of TRAKTOR, used to control and modulate the audio signals coming from the Decks before they are sent to the master output.



Mixer.

(**1**) **Mixer channel**: Contains the controls to adjust the Mixer channels' volume and to modulate the audio signals' frequency. Furthermore, you can assign the FX Units to the Mixer channel and route the audio signal to the Headphone Cue channel. For more information, refer to Mixer Channel.

(**2**) **Crossfade controls**: These controls allow you to make seamless transitions between various Mixer channels. For more information, refer to Crossfade Controls

(**3**) **Headphone Cue Vol**: Determine the ratio of the cue-signal-to-master-signal in your headphones.

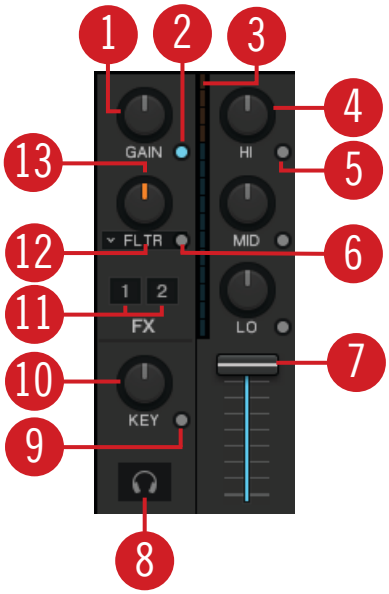
(**4**) **Headphone Cue Mix**: Let you adjust the Headphone Cue volume.

(**5**) **AUX control**: Controls the volume of the AUX input, which can be fed by an external signal like a microphone. For more information, refer to AUX Control.

The available Mixer controls differ depending on the current Mixing mode and the selected TRAKTOR Layout. If TRAKTOR is used in External Mixing mode, the channel faders, the crossfader, as well as Heaphone Cue controls are disabled.

6.5.1. Mixer Channel

The Mixer channel contains the controls to adjust the Mixer channels' volume and to modulate the audio signals' frequency. Furthermore, you can assign the Mixer channel to the FX Units and route the audio signal to the Headphone Cue channel.



Mixer channel.

(**1**) **GAIN knob**: Controls the pre-fader input level. **GAIN** is only visible when full size Deck Layouts are activated.

(**2**) **GAIN View button**: Enables/disables visibility of the **GAIN** button. When disabled, the the pre-fader input level cannot be adjusted manually.

(**3**) **Channel Level Meter**: Indicate the current volume of the audio signal in the Mixer channel. It also indicates if the signal is clipping.

(**4**) **HI, MID, LOW EQ knobs**: Adjusts the high, middle, and lower frequencies in the audio signal.

(**5**) **HI, MID, LOW Kill buttons**: Complete takes out (kills) high, middle, and lower frequencies from the audio signal.

(**6**) **Mixer FX On button**: Enables/disables the Mixer FX.

(**7**) **Channel fader**: The channel fader adjust the channel volume.

(**8**) **CUE channel button**: Sends the audio signal to the Headphone Cue channel for preview. For using the Cue function a multi-channel audio device is required. The Cue channel button is only visible when full size Decks Layout is enabled. For more information, refer to Using the Cue Channel for Mixing.

(**9**) **KEY button**: Locks the key for the Deck.

(**10**) **KEY knob**: Controls the key of a playing track without affecting its tempo.

(**11**) **FX Assign buttons**: Assigns the individual FX Unit to the Mixer channel.

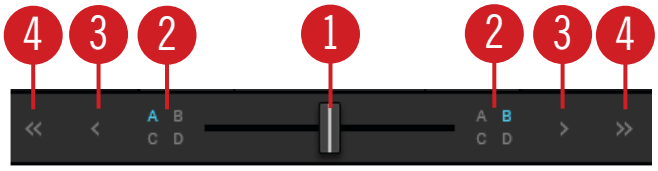
(**12**) **Mixer FX drop-down menu**: HEre you can select the Mixer FX.

(**13**) **Mixer FX Amount knob**: The Mixer FX Amount knob controls the selected Mixer FX.

(**14**) **PAN knob**: Controls the balance between the left and right stereo channel for any Mixer channel individually. The **PAN** knobs are only visible when the Advanced Panels are opened.

6.5.2. Crossfade Controls

These controls allow you to make seamless transitions between various Mixer channels.



Crossfade controls.

(**1**) **Crossfader**: Enables transitions between Decks by dragging it from one side to the other. The crossfader curve can be adjusted individually in the Preferences.

(**2**) **Crossfader assign buttons**: Allow to assign the Mixer channels to be audible either on the left or right crossfader position.

(**3**) **Fade left** / **right buttons**: Let the crossfader move to the dedicated direction step by step.

(**4**) **Auto fade left** / **right button**: Let the crossfader automatically move from one side to the other.

6.6. Browser

TRAKTOR's Browser lets you load tracks into Decks and provides you with tools to organize your Track Collection.



Browser.

(**1**) **Preview Player**: Allows you to preview tracks before loading them into a Deck. For more information, refer to Previewing Tracks in the Browser.

(**2**) **Search field**: Provides a live search based on the tags of the tracks in the Collection. For more information, refer to Browsing for Music.

(**3**) **Browser Tree**: Displays the content of the selected folder:

- **Track Collection**: Contains all tracks imported to your Track Collection. They are automatically sorted by **Artist**, **Release**, **Label** or **Genre**.
- **Playlists**: Contains all your TRAKTOR Playlists.
- **Explorer**: Lets you browse your hard drives for tracks. It also contains an **Archive** folder containing History Playlists.
- **Audio Recordings**: Contains all recordings created with the **AUDIO RECORDER**.
- **iTunes**: Provides direct access to your iTunes Library including all iTunes Playlists.
- **History**: Contains latest history playlists.
  Each History Playlist is time-stamped and contains the additional columns **Start-Time**, **Duration**, **Deck** for more information about when and how you have played the tracks.

(**4**) **Cover Artwork**: Displays the Cover Artwork of the selected track in the Track List.

(**5**) **Status bar**: Displays the progress of track analysis, error messages, and the overall status of TRAKTOR.

(**6**) **Track List**: Shows tracks depending on the source that is selected (folder, Playlist, search results or tag-based).

(**7**) **Favorites**: Provides direct access to favorite Playlists and favorite folders.

7. 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 to 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.

7.1. 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.

7.2. 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.

7.3. 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 until there is no other track is 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.

8. BASIC USAGE TUTORIALS

This section introduces you to the basics of importing, browsing and previewing tracks as well as loading music to the Decks. The tutorials also guide you through the fundamentals of mixing your tracks, using Equalizer and Hotcues as well as using Mixer FXs.

8.1. 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.

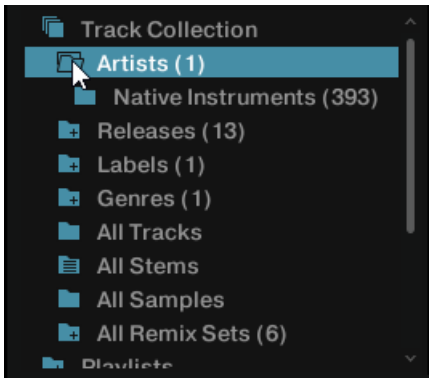
8.2. Browsing for Music

The Browser lets you conveniently find the tracks you are looking for. You can navigate along the subfolders of the **Track Collection** in the Browser Tree or you can perform a text search in the Search field.

8.2.1. Navigating through Folders in the Browser Tree

To navigate the Browser Tree:

1. In the Browser Tree expand the **Track Collection** folder to show the subfolders.
2. Expand the subfolder of the metadata category by which you want to search a track, i.e. **Artists**.

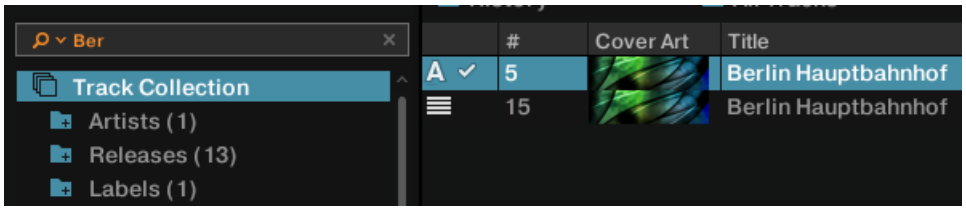


3. Select the subfolder named by the artist to your liking, for example, **Native Instruments**.
   The Track List now shows all the music according to the selected artist.
4. In the Track List, browse for a track to your liking.
5. Load the track into Deck **A** by using drag and drop.
   TRAKTOR now analyzes the entire track for calculating the tempo (BPM) to create the Beatgrid and the Waveform.

8.2.2. Performing a Text Search

You can perform a text search in the current playlist or in the Track Collection:

1. Click in the Search field.
2. Start typing the characters in relation to the track you are looking for. This can either be the track name, the artist, or another category.
   Upon typing, the Track List instantly filters the selected playlist.



3. Press [Enter] on your computer keyboard.
   The Track list now provides you with all the music in the Track Collection matching your search query.

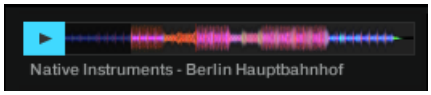
8.2.3. Previewing Tracks in the Browser

TRAKTOR'S Browser provides a Preview Player to preview tracks without loading them into a Deck and without changing the played stated and play count.

To use the Preview Player you need to assign an output to "Output Preview" (for External Mixer mode) or "Output Monitor" (for Internal Mixer mode). Find these settings on the **Output Routing** page in the **Preferences**.

To preview a track in the Preview Player:

1. Drag-and-drop a track from the Track List into the Preview Player.



   The Stripe view is visible.
2. Click the play button to start preview.
3. Click inside the Stripe view to skip within the track.
4. Click the play button again to stop preview.

8.3. Loading Music into Decks

To load a track, STEM file, or Remix Set into a Deck, you may use one of the following methods: using drag and drop or using the context menu.

Loading Music via Drag and Drop

- Drag the selected music from the Track List and drop it into the Deck to your liking. TRAKTOR now analyzes the track for its tempo (BPM) to create the Beatgrid and the Waveform. Depending on the selected track, the Deck flavor switches, i.e to a STEM Deck. The Track information are visible in the Deck Header.

Loading Music via Browser Context Menu

1. Right-click the track in the Track list to open the context menu.
2. Select the entry for the Deck you want to load the track in to, i.e **Load into Track Deck A**. TRAKTOR now analyzes the track for calculating its tempo (BPM) to create the Beatgrid and the Waveform.



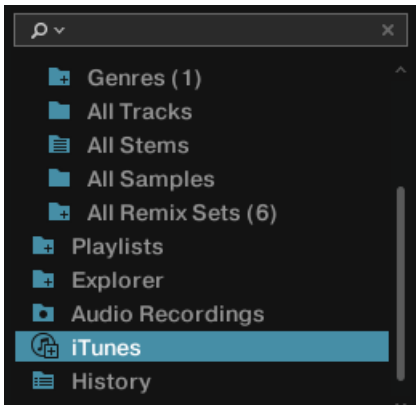
The entries in the context menu differ according to the selected music. When right-clicking a Remix Set, the entries change to i.e. **Load into Remix Deck A**. If none of the Decks is currently a Remix Deck, the corresponding entries are not available in the Browser context menu. This also applies to STEM files.

8.3.1. Loading Tracks from Your iTunes Library

You can load tracks from your iTunes Library and Playlists directly from TRAKTOR. The iTunes folder in the Browser Tree directly accesses your iTunes Library and its Playlists. Editing functions are not available.

To load a track from your iTunes Library:

1. Select the iTunes folder in the Browser Tree to display its content in the Track List. A double-click expands the iTunes folder.



2. Browse for a track in the Track List or in the Playlists.
3. Drag the track and drop it into a Deck to load it.

8.4. Mixing Your First Two Tracks

In this section you will learn to mix your first two tracks using Track Deck **A** and Track Deck **B**. At first prepare the Mixer by adjusting the control elements for mixing from Deck **A** to **B**. Then you load the first track into Deck **A**, and begin to perform step by step.

8.4.1. Prerequisites

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


2. Assign Mixer channel A to the left crossfader position.


3. Assign Mixer channel B to the right crossfader position.

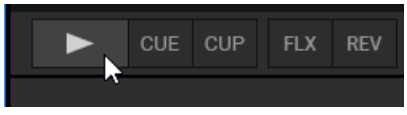

4. Set Channel fader A to maximum position.
5. Set Channel fader B to maximum position.
6. Set the **MAIN** knob to center position at 0.0 dB.
7. Set the volume of your audio system or active speakers to minimum level.

8.4.2. Loading the First Track into Deck A

1. Browse for a track to your liking in the Track Collection, i.e. the demo track **Berlin Hauptbahnhof** by Native Instruments.
2. Drag and drop the track into Deck A to load it.
   TRAKTOR now analyzes the track for its tempo and to create the Beatgrid and the Waveform.

8.4.3. Starting Playback of Deck A

To start playback on Track Deck **A**:

1. Click the Play button.


   The waveform starts moving and the Channel Volume meter LEDs and the **MAIN** Volume Level meter LEDs start to 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.

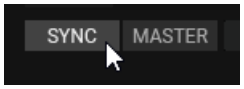
8.4.4. Loading the Second Track into Deck B

1. Browse for a track with a similar tempo to your liking in the Track Collection, i.e. **Lisa**.
2. Drag and drop the track into Deck B to load it.
   TRAKTOR now analyzes the Track for its tempo and to create the Beatgrid and the Waveform.

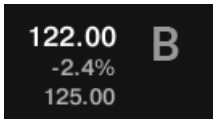
8.4.5. Syncing the Track Tempos

In order to sync the tempos both tracks:

- Click the **SYNC** button on Deck **B**.



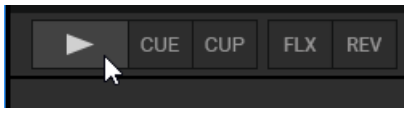
The tempos of both tracks are now in sync, indicated by the equal tempo value in the Deck Header. The Tempo fader on Deck **B** has also moved accordingly and the **SYNC** button lights up.



8.4.6. Starting Playback of the Second Track

When the playback time of the Track in Deck **A** is almost over you can start the playback of Deck **B**:

- Click the Play button on 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 beat-accurate in sync.



8.4.7. Mixing in the Audio Signal

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

1. Drag the crossfader and slowly move it towards center position, then hold it for a moment.

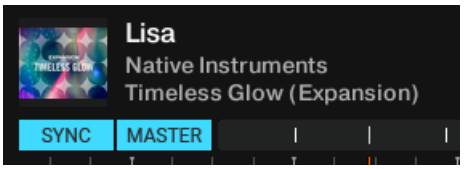


   The audio signal of the track in Mixer channel **B** is fading into the main signal.
2. While the track in Deck **A** reaches its end, slowly move the crossfader to the right-most position.



The audio signal of Mixer channel **A** slowly fades out of the main signal. Only Mixer Channel **B** is now audible. Alternatively to the crossfader, you can also use the Fade left and Fade right buttons to move the crossfader step-wise, or you can even use the Autofade buttons to let the crossfader automatically move to the opposite side. You have now mixed your first two tracks.

With the end of the playback of Deck **A**, Deck **B** automatically becomes the new Tempo Master and is ready for the next transition to another Deck.



- To mix another track, repeat the aforementioned steps.

8.5. Adjusting Gain Levels for Incoming Audio Signals

In this section you briefly learn about the importance of adjusting or leveling the gain levels for incoming audio signals in the Mixer as well as adjusting the outgoing master volume level to the connected sound system or active speakers.

Adjusting the levels at these different stages supports the audio quality of the mix and ensures the best possible dynamic range. It also protects the audience from potential ear damage and preserves the audio equipment, for example, power amplifiers and speakers.

8.5.1. Dynamic Range

Each track has its own dynamic range. This means the maximum volume level of a single musical element in a track can be way louder than the average volume of all musical elements together. Besides the different average audio levels, the dynamic ranges between tracks can also differ. That is why it is important to align the levels of the incoming audio signals to prevent them from clipping.

The normal dynamic range for an audio signal is between no sound to nominal level (0 dB).

8.5.2. Clipping

If an audio signal clips, the gain of the audio signal is too high. An audio signal clips if it exceeds the nominal level and also the headroom – normally at +6 dB. Then the audio signal starts to distort and looses dynamics and punch. Although the audio signal then seems louder, the entire audio quality decreases significantly. This critical audio signal can damage ears and audio equipment. That is why it is important to as well adjust the gain levels to protect ears and electronics.

To protect the audio equipment connected to the MAIN output stage, TRAKTOR uses an integrated Limiter. The purpose of the Limiter is to prevent the signal from clipping by reducing the dynamic range.

However, the Limiter in TRAKTOR can be switched off.

We not recommend to switch off the Limiter.

8.5.3. Headroom

Before an audio signal starts to clip there is still a reserve to buffer transient audio peaks, the so-called headroom. The headroom starts where where nominal level ends, at 0 db. It normally ends before + 6dB.

However, you can configure the available Headroom for your Mixer channels in the Preferences on the **Mixer** page, or you can entirely switched it off. Furthermore, you can let the Channel Level Meters reflect the Headroom settings. For more information, refer to Preferences – Mixer Page.

8.5.4. Always Level Incoming Audio Signals

When you mix using the Auto Gain function, the incoming audio signals from the Decks are always leveled by TRAKTOR automatically. This ensures none of your tracks dominate over the others.

The Auto Gain function is active by default. However, if you prefer to adjust the gain level by yourself, i.e. when using an external Mixer or a controller with integrated Mixer, you can also deactivate this feature in the Preferences. In this case you always have to make sure the audio levels always stay in the area before clipping.

8.6. Using the Equalizer

The EQ knobs and EQ Kill buttons are used for making sound adjustments to tracks while cueing and while mixing.

- The **EQ knobs** adjust the high, middle, or low frequencies in the audio signal.
- The **Kill buttons** completely remove high, middle, or low frequencies from the audio signal.

Using the EQs can make transitions more flawless. The following example outlines a procedure on how to use the Equalizer during a transition.

8.6.1. EQing the Bass Frequencies of Tracks during Transition

The most common EQing technique is to take out the bass of the next track before the transition and to gradually bring it back in during the transition.

Assuming you want to transition tracks from Deck **A** to Deck **B**:

1. Before starting the transition, turn the **LOW** knob on Mixer channel **B** to minimum position for taking out the bass frequencies of the track in Deck B.
2. Progressively mix in Mixer channel **B** by gradually moving the crossfader from the left to the center position.
   Both tracks are audible in the Master signal but the track on Deck **B** has no bass.

3. When you want to bring the bass back in, gradually increase the bass amount of Mixer channel **B** while simultaneously decreasing that of Mixer channel **A** using the **LOW** knobs on both Mixer channels.
   Both tracks are still audible in the Master signal but the track on Deck **A** has no bass.
4. Complete the transition by gradually moving the crossfader all the way to the right.
   You mixed two tracks in conjunction with the Equalizer.



Alternatively to the EQ knobs, you can also use the EQ Kill buttons. These buttons are used for immediate killing the respective the frequency band of the audio signals during transitions as well as for performances in between.



Using the EQs during a transition to take out frequencies can avoid clipping that can easily occur when two tracks play together with full volume.

8.7. Working with Mixer FX

In this section you learn how to apply Mixer FX to your mix.

8.7.1. About Mixer FX

A Mixer FX is a grouped effect which can be applied to the audio signal in the Mixer channel using the Mixer FX Amount knob. Aside from the Filter, you can choose one of four Mixer FX from the Mixer FX drop-down menu below the Mixer FX Amount knob. In total TRAKTOR provides you with eight Mixer FX of which you can pre-select four in the Preferences.

Available MIXER FX

When you start TRAKTOR, the Filter is always selected by default. However, you can pre-select four MIXER FX from the available eight:

- Reverb
- Dual Delay
- Noise
- Time Gater
- Flanger
- Barber Pole
- Dotted Delay
- Modern Krush

Pre-Selected Mixer FX

By default the following Mixer FX are pre-selected:

- **Filter**: The pointer color of the Mixer FX Amount knob is orange. The Filter is not removable from the drop-down menu.
- **Reverb**: The pointer color of the Mixer FX Amount knob is red.
- **Dual Delay**: The pointer color of the Mixer FX Amount knob is green.
- **Noise**: The pointer color of the Mixer FX Amount knob is blue.
- **Time Gater**: The pointer color of the Mixer FX Amount knob is yellow.

8.7.2. Enabling Mixer FX

To enable the Mixer FX for the Mixer channel:

- Click the Mixer FX On button.



The button lights up with the color of the selected Mixer FX, indicating the Mixer FX is enabled.

8.7.3. Selecting Mixer FX

To select another Mixer FX from the pre-selection:

1. Click the label next to the Mixer FX On button to open the Mixer FX drop-down menu.



2. Select the Mixer FX you want to use.



The pointer color of the Mixer FX Amount knob changed according to the selected Mixer FX.

8.7.4. Applying Mixer FX

You can apply the Mixer FX by turning the Mixer FX Amount knob when Mixer FX is enabled for the Mixer channel:

1. Apply a low-pass Filter FX by turning the Mixer FX Amount knob counter-clockwise.



The higher and middle frequencies get progressively filtered out from the audio signal and you noticeably hear the low-pass Filter FX.

2. Apply a high-pass Filter FX by turning the Mixer FX Amount knob clockwise.



The middle and lower frequencies get progressively filtered out from the audio signal and you noticeably hear the high-pass Filter FX.

8.7.5. Pre-Selecting Mixer FX

To change the pre-selection for the Mixer FX drop-down menu:

1. Open the Preferences and select the **Mixer** page.
2. Under **Mixer FX** select the Mixer FX in the drop-down menus for the individual **Mixer FX Slots 1** – **4**.

8.8. Working with Hotcue buttons and Flux Mode

In TRAKTOR, you can assign Cue Points and Loops to the eight Hotcue buttons (Hotcues) on the **CUE** Page in the Advanced Panel. This allows instant access to your most important Cue Points and Loops.

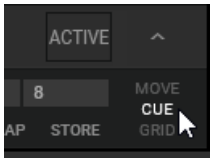
8.8.1. Accessing the Cue Page in the Advanced Panel

To manage your Cue Points in a track, you need to open the **CUE** page in the Advanced Panel first:

1. Click on the Advanced Panel button to display the Advanced Panels of Deck A and B, and Deck C and D, respectively.

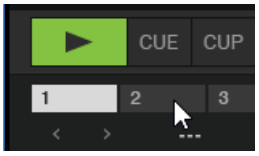


2. In the Advanced Panel select **CUE** to the show **CUE** page.



8.8.2. Storing Cue Points using Hotcue buttons

1. Playback the track or scroll to the position in the track where you want to set a Cue Point.
2. Click a Hotcue button to set a Cue Point at the current playback position and to store it on the Hotcue button.



The Cue Point is stored to the Hotcue button. The Hotcue button lights up blue.

8.8.3. Storing Loops using Hotcue buttons

1. Playback the track or scroll to the position in the track where you want to activate a Loop.
2. Activate a Loop with a size of your liking using the Loop control bar.
3. Click a Hotcue button to store the Loop on the Hotcue button.
   The Loop is stored to the Hotcue button. The Hotcue button lights up green.

8.8.4. Triggering Stored Hotcues

The behavior of a Hotcue button depends on the playback status of the track.

When the Deck is playing:

- Click a Hotcue button to jump to the stored Cue Point or Loop and for continuing playback.

When the Deck is stopped, the Hotcue buttons behave in the same manner as the **CUE** button in the Transport Controls:

- Click and hold a Hotcue button to jump to the stored Cue Point or Loop.
  Holding the Hotcue button continues playback until it is released. Upon release the playback position will jump back to the Cue Point or Loop and remain paused.

8.8.5. Remapping Stored Hotcues

The **MAP** button allows you to remap stored Cue Points and Loops to other Hotcue buttons:

1. Click the Hotcue button with the Cue Point or Loop you want to remap.
2. Click the **MAP** button to enable **MAP** mode.
3. Click the Hotcue button to which you want to map the Cue Point or Loop.
   The Cue Point or Loop is mapped to the new Hotcue button. The original Hotcue button is now empty.

8.8.6. Using Flux Mode and Reverse Mode

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

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

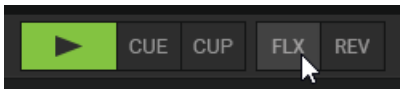
Additionally, a Flux Mode indicator will flash in the Deck Header.

You can also enable the Reverse mode, which allows the track playback reversely from the current playhead position.

Enabling Flux Mode

To enable Flux mode for the Deck:

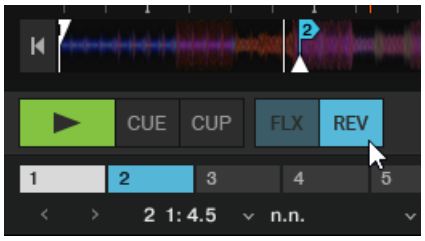
- Click the Flux mode button.



Enabling Reverse Mode

To enable Reverse mode for the Deck:

1. Click and hold the Reverse mode button.



   The track plays back reversely.
2. Release the Reverse mode button to resume normal playback.

8.9. Locking the Key of Tracks

When synchronizing tracks, you alter their tempo and consequently their pitch (or key). Slowing down a track will cause its pitch to drop, while speeding up the track will cause its 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, TRAKTOR provides you with the Keylock feature that uncouples the pitch (key) and the tempo (BPM) of a track. This means if you lock the key of a track at the normal tempo, and you then move the tempo fader up or down, the tempo changes but the key remains unaffected.

Locking at Original Key

1. Load a track into any Deck.
2. Set the tempo fader to the original tempo position.
3. Click the Key Lock switch in the Stripe view or click the Key switch in the Mixer channel to lock the key for the track.



When now changing the tempo, you will notice the key remains at its original pitch.

Changing Key Without Tempo

You can change the key of a track without changing the tempo:

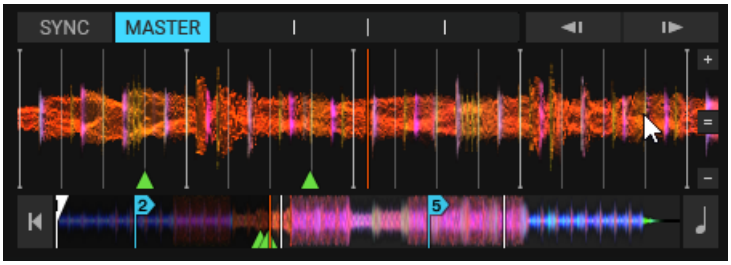
1. Load a track into any Deck.
2. Click the Key Lock switch in the Stripe view or click the Key switch in the Mixer channel to lock the key for the track.



3. Turn the Key knob clockwise or counter-clockwise to change the key accordingly.
   The key changes without affecting the tempo.

8.10. Working with the Waveform and the Stripe

The Waveform and the Stripe are visual representations of the loaded track. Once a track has been analyzed, the Waveform and the Stripe will be displayed.



The mouse hovers the Waveform Display to display additional controls.

Waveform

The Waveform gives an overview of the loaded track, its transients, and Beatgrid information.

- The Waveform is only visible in Essential, Full, and Advanced Deck Layouts. It is not available when using the Micro or Small Deck Layouts. You can change the Deck Layout in the Preferences. For more information, refer to Preferences – Decks Layout Page.
- The Waveform has color-coded transients; lighter colors represent high frequency content while darker colors represent low frequency content.
- The Waveform provides a visual reference for BeatJumps, Cue Points, Loops and Beatmarkers. Zoom in the Waveform to precisely place markers.
- The Waveform and Stripe share the same Color Mode (color scheme). There are four Color Modes available: Ultraviolet, Infrared, X-Ray and Spectrum. You can change the Color Mode in the Preferences. For more information, refer to Preferences – Decks Layout Page.
- The behavior of dragging the waveform with the mouse depends on the Mouse Control mode. There are two Mouse Control modes available: Vinyl and Snap. You can change the behavior in the Preferences. For more information, refer to Preferences – Transport Page.

Waveform View Interactions

1. You can zoom in and out on a waveform by clicking the **+** and **-** buttons.
2. A click on the **=** symbol resets the zoom view.
3. Dragging the Waveform: The behavior of dragging the waveform with the mouse depends on the Mouse Control mode. There are two Mouse Control modes available: Vinyl and Snap.

Stripe

The Stripe gives an overview of the entire track. It also displays the current playback position as well as all of the Cue Points and Loops.

- The Stripe is visible in all Deck Layouts.
- The Stripe provides a visual overview of BeatJumps, Cue Points, Loops and Beatmarkers.
- The Stripe flashes red when the configured Track End Warning Time is reached.

Stripe Interactions

- When clicking inside the Stripe, the consequent behavior depends on the **SNAP** mode and **QUANTIZE** mode.

9. ADVANCED USAGE TUTORIALS

This section guides you through more advanced workflows of TRAKTOR PRO 3 such as using FX Units, creating Remix Sets, working with Cue Points and managing your Track Collection.

9.1. Working with Cue Points

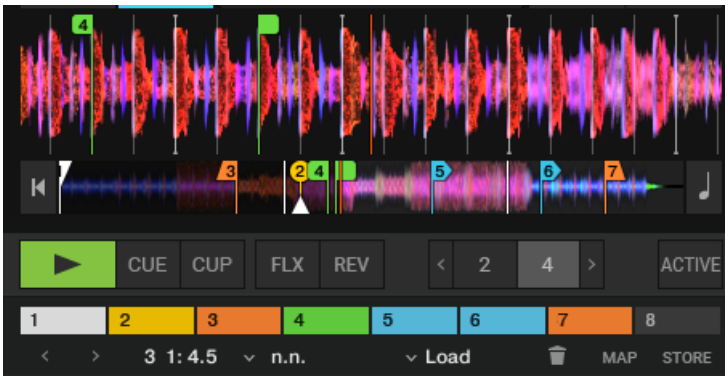
In this section you learn how to work with Cue Points. At first you learn what exactly a Cue Point is and about the different available types. Then you will learn where in TRAKTOR you can store and manage your Cue Points.

9.1.1. About Cue Points

Starting from a particular point in a track (for mixing in, triggering, etc.) is called “cueing”. TRAKTOR lets you mark points for cueing and for directly jumping to particular positions—so called Cue Points. Cue Points can be stored for each track which allows you to re-use them at a later stage or in a later session. With the eight Hotcue buttons on the **CUE** page in the Advanced Panel, you can store your most important Cue Points (and Loops) and trigger them any time with a click. Besides jumping to particular positions of a track e.g., beginning vocals, instrumentals or breaks, Cue Points can also be used for creative techniques such as remixing parts of a track or beat-juggling performances.

9.1.2. Cue Point Types

TRAKTOR provides several Cue Point types for several purposes. This section gives a detailed description of the different Cue Point Types available in the Cue Type drop-down menu, featured on the **CUE** page in the Advanced panel:



Cue Point types in the Waveform and Stripe.

- **Floating Cue Point**: The Floating Cue Point is always your starting point for working with cue points and for storing loops. The Floating Cue Point is displayed in white.
- **Cue Point**: The regular Cue Points used to jump to particular positions in the track. Cue Points are displayed in blue.
- **Load**: A track with a Load Cue Point will automatically jump to this point when loaded. Load Cue Points are displayed in yellow.

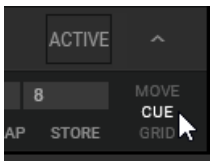
If you want to make use of Load Cue Points, you need to enable the **Initially cue to Load Marker** option in the Preferences > **Loading** > **Loading**.

- **Fade Out** and **Fade In**: The Fade Out and Fade In Cue Points are used for the automated Cue/Play of tracks. For this to work, you have to set a Fade Out Cue Point in one track and a Fade In Cue Point in another track. Fade In and Fade Out Cue Points are displayed in orange. For more information, refer to Setting Fade Out and Fade In Cue Points in Tracks for Automated Mixing.
- **Grid** (Beatmarker): This is a special Cue Point from which the regularly spaced Beatgrid is created. The Beatmarker sets the starting point for the Beatgrid. Beatmarkers are displayed in white. For more information, refer to Beatgrids and Correcting Beatgrids.
- **Loop** (Loop In point): When selecting Loop from the menu, this changes the selected Cue Point into a Loop In marker. Loop markers are displayed in green. For more information, refer to Working with Loops.

9.1.3. Accessing the CUE Page in the Advanced Panel

To manage your Cue Points in a track, you need to open the **CUE** page in the Advanced Panel:

1. Click on the Advanced Panel button to display the Advanced Panels of Deck A and B, and Deck C and D, respectively.


2. In the Advanced Panel select **CUE** to the show **CUE** page.


9.1.4. Setting Cue Points

Setting Cue Points is straight forward. On a paused Deck:

1. Scroll to the position in the track where you want to set a Cue Point.
2. Click the **CUE** button in the Transport Controls to set the Cue Point at the current position.

When you now playback the track and you click the **CUE** button in the transport controls, the playhead jumps directly to the Cue Point.

9.1.5. Storing Cue Points

Cue Points can be stored to the CUE List.

1. Scroll to the position in the track where you want to set a Cue Point.
2. Click the **CUE** button in the Transport Controls to set the Cue Point at the current position.
3. Click the **STORE** button on the **CUE** page in the Advanced Panel to store the Cue Point.
   The Cue Point is stored in the Cue List.

9.1.6. Jumping to Cue Points

When you have stored a number of Cue Points in the CUE list you can select them individually to jump to the respective position in the track.

Skipping to the Next/Previous Stored Cue Point

- Use the Next/Previous Cue Point buttons to skip from one Stored Cue Point to the next.
  The playhead jumps to the respective position in the Waveform and in the Stripe. The Cue Position display shows the position of the stored Cue Point within the track.

Selecting Cue Points from the CUE List

You can jump to Cue Point positions in the track by selecting the Cue Point directly from the CUE list:

1. Click on the arrow button to open the CUE list.
2. Click one of the entries to select the stored Cue Point.
   The playhead jumps to the respective position in the Waveform and in the Stripe. The Cue Position display shows the position of the stored Cue Point within the track.

9.1.7. Renaming Cue Points

You can rename any stored Cue Point in a track:

1. Select the stored Cue Point you want to rename.
2. Click in the Cue Name display to enable editing.
3. Enter the name.

9.1.8. Changing the Cue Point Type

You can change the Cue Point Type using the Cue Type menu, which is featured on the **CUE** page in the Advanced Panel.

The following Cue Point Types are available in the Cue Type drop-down menu:

- **Cue** (Cue Point).
- **Fade-In** (Fade In Cue Point)
- **Fade-Out** (Fade Out Cue Point)
- **Load** (Load Cue Point)
- **Grid** (Gridmarker)
- **Loop** (Loop In Point)

Procedure

1. Select the stored Cue Point for which you want to change the Cue Type.
2. Click on the Cue Type menu button to open the menu.
3. Select the Cue Type to which you want to change the Cue Point.
   The Cue Point Type and the color of the Cue Point marker in the Waveform display and the Stripe view are changed accordingly.

9.1.9. Deleting Cue Points

If you want to delete a stored Cue Point permanently, perform the following:

1. Select the stored Cue Point you want to delete.
2. Click on the Bin icon to delete the Cue Point.
   The Cue Point is permanently deleted.

9.1.10. Setting Fade Out and Fade In Cue Points in Tracks for Automated Mixing

This section explains how you set Fade Out Points and Fade In Cue Points for tracks to be mixed automatically. For this to work, you have to set a Fade Out Cue Point in one track and a Fade In Cue Point in the other track. While a Fade Out Cue Point always triggers the playback of the next track, a Fade In Cue Point triggers no action. Fade In and Fade Out Cue Points also work when using Cruise mode.



You have to enable the **Activate Fade In & Fade Out Markers** option in the **Preferences** > **Loading** > **Loading**.

Defining the Fade Out Point in the First Track in Deck A

1. On a Track Deck open the Advanced Panel and select the **CUE** page.
2. Load a track into Deck A.
3. Scroll to the position where you want the track to fade out for the transition.
4. Click **CUE** to set the Cue Point to this position.
5. Click **STORE** to convert the Cue Point into a stored Cue Point.
6. Open the Cue Type drop-down menu and and select **Fade-Out**.
   An orange Fade Out Cue Point appears in the Waveform and in the Stripe.

Defining the Fade In Point in the Second Track in Deck B

1. Load a track into Deck B.
2. Scroll to the position where you want the track to fade for the transition.
3. Click **CUE** to set the Cue Point to this position.

4. Click **STORE** to convert the Cue Point into a stored Cue Point.
5. Open the Cue Type drop-down menu and and select **Fade-In**.
   An orange Fade In Cue Point appears in the Waveform and in the Stripe.

When you start the playback of the track in Deck A and the playhead crosses the Fade Out Cue Point, the track in Deck B will automatically begin playing from its Fade In Cue Point.

9.2. Working with Loops

In this section you will learn how to work with Loops using TRAKTOR's dedicated Loop controls.

9.2.1. About Looping

A Loop is a snippet of audio that repeats (loops). Loops are used as tools for remixing parts of tracks and as a way to extend track transitions. The length or size of Loops differ but are always beat-accurate. This means Loops always stick to the beat.

Available Auto-Loop Sizes

In TRAKTOR you can trigger a loop using one of the following predefined loop sizes automatically:

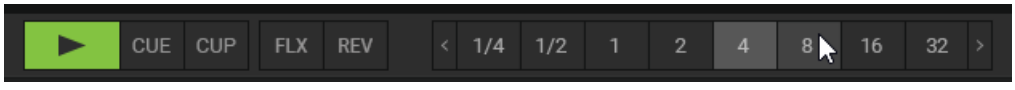
- 1/32 of a beat
- 1/16 of a beat
- 1/8 of a beat
- 1/4 of a beat
- 1/2 of a beat
- 1 beat
- 2 beats
- 4 beats
- 8 beats
- 16 beats
- 32 beats

You can also define the loop start and loop end manually with the help of dedicated Loop **IN** and **OUT** buttons.

9.2.2. Enable Looping with a Predefined Loopsize

To enable looping on a playing track:

- Click one of the Auto Loop buttons with the predefined size on the Deck.



  This automatically enables Looping at the current playback position in the track. The Loop is marked in green in the Waveform display. Also, the **ACTIVE** button lights up in green.

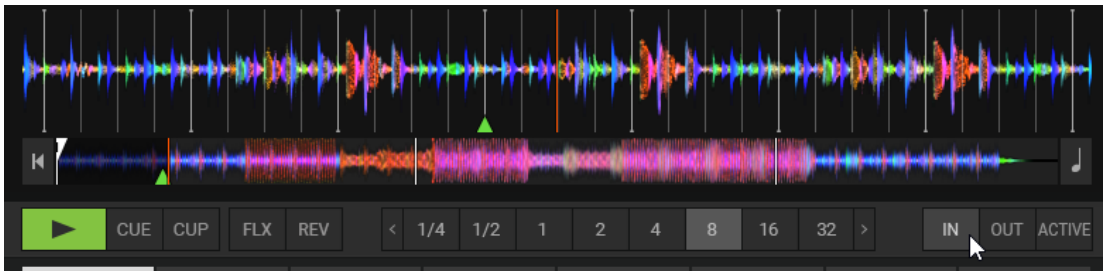
By pressing the **ACTIVE** button when no Loop is enabled, this will enable the next Loop stored in the track.

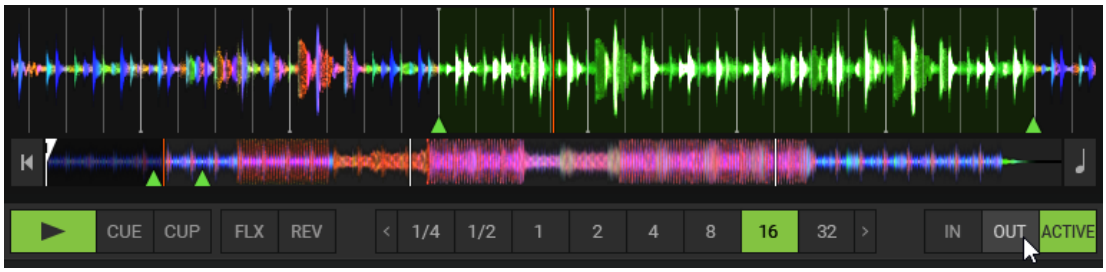
9.2.3. Enable Looping with a Customized Loop Size

You can also enable Looping with a customized Loop size:

On a playing Deck:

1. Click the **IN** button to set the Loop In Point at the current position in the Waveform display.


2. Wait as long as you want the loop size to be.


3. Click the **OUT** button to set the Loop Out Point.


Looping is enabled using a customized Loop size.

9.2.4. Disable Looping

To disable Looping:

- Click the **ACTIVE** button.
  Looping stops and playback continues as normal. The Loop In and Out markers remain at their positions in the Waveform dsplay. The **ACTIVE** button is unlit.

9.2.5. Storing Loops

As with Cue Points you can also store Loops and return to them at a later point. Loops are stored on the **CUE** page in the Advanced Panel.

To store the active Loop:

1. Open the Advanced Panel.
2. Select the **CUE** page.
3. Click an empty Hotcue button to store the current Loop.

The Loop is stored on the Hotcue button. The Hotcue button lights up green. You can return to the Loop by pressing the same Hotcue button again.

Besides using the Hotcue buttons you can alternatively use the **STORE** button in the **CUE** page to store loops in the CUE list.

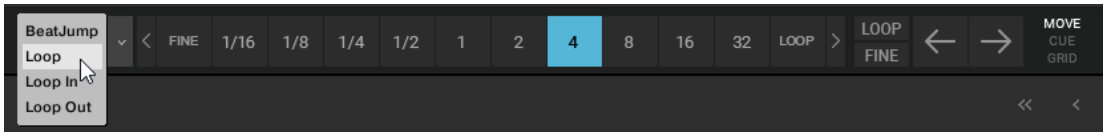
9.2.6. Moving the Loop

You can also quickly move the current Loop across your track by using the **MOVE** tab in the Advanced Panel:

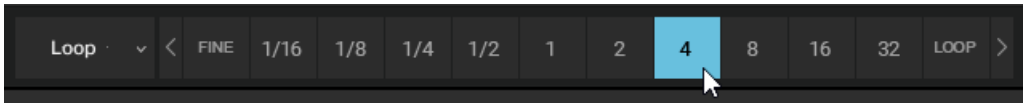
1. Open the **MOVE** tab in the Advanced Panel.



2. Select **Loop** from the drop-down menu.



3. Select a Move Size from the MOVE Size Control bar.



4. Move the Loop forward or backward by clicking the Loop Move buttons (arrow buttons).



9.2.7. Moving Loop In Points and Loop Out Points

The Loop In and Loop Out modes allow you to move the Loop In Point and the Loop Out Point of the enabled Loop. This will change the Loop size making it smaller or larger by a set amount when the Cue Move BWD/FWD buttons are used.

Moving only Loop In or Loop Out point can be used for tension-building drum roll effects with the active loop.

Procedure

1. Select **Loop In** from the Move Mode menu.
2. Choose a move size in the Move Size Control bar.
3. Use the Cue Move BWD/FWD buttons to move the Loop In Point by the chosen amount.
4. To move the Loop Out Point, repeat the aforementioned steps with selecting the **Loop Out** entry from the Move Mode menu.

- By using the **LOOP Mode** button, you select a move size that is based on the current Loop size for the movement.
- By using **FINE Mode** button, you select a fine step size for the movement. The MOVE Size Control bar automatically switches to **FINE**. Use **xFNE** to make even finer changes.

9.3. Working with FX Units

In this section you will learn how to assign FX Units to Mixer channels and how to control individual Effect parameters in the FX Units. The FX units can be operated in different modes and are freely configurable.

9.3.1. Assigning FX Units to Mixer Channels

Assigning FX Units to Mixer channels is straight forward. In order to assign an FX Unit to a Mixer channel:

- Click the FX Unit On button for the corresponding FX Unit in the Mixer channel.



The FX Unit is assigned and the FX Unit On button lights up orange.





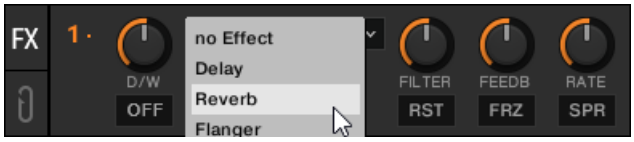
Any FX Unit can be assigned to all Mixer channels simultaneously.

9.3.2. Using the FX Unit in Single FX Mode

In Single FX mode you have full control over all the parameters of one effect:

Selecting an Effect

- Select an effect in the Effect selector.



Modulate the Effect Behavior

- Modulate the behavior of the selected effect with the Effect Parameter knobs and Effect buttons.

Control the Mix between the Effect Signal and the Original Signal

1. Turn the **D/W** knob to control the direct-to-processed signal mix.
2. Switch the effect on and off by clicking the Effect On button.

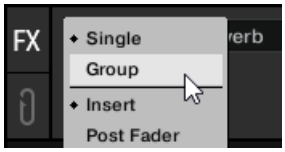
Resetting the Parameter Settings

- Click the **RST** button to reset all the effect settings inside the panel to the default value.

9.3.3. Switching between Single FX Mode and Goup FX Mode

In order to select Single FX mode or Group FX mode for an FX Unit:

1. Click the FX Unit number to open the context menu.


2. Select **Group** or **Single**.


The FX Unit switched to the selected FX mode.

An FX Unit in Single FX mode can be recognized on the single dot next to the FX Unit number. An FX Unit in Group FX mode shows three dots.

9.3.4. Using the FX Units in Group FX Mode

In Group FX mode you can use and control up to three effects in one FX Unit:

Selecting Effects

- Select the effects you want to use in the Effect selectors.

Switching Effects On and Off

- Switch on and off every effect in the effect chain with the three FX On buttons.

Controlling the Effect Amounts

- Control the effect amounts with the Effect Amount knobs.

Controlling the Mix of the Effect Signal and the Original Signal

- Turn the **D/W** knob to control the direct-to-processed signal mix for the entire effect chain.

Resetting the Effect Settings

- Double-click an effect knob to reset the individual setting to the default value.

9.3.5. Saving a Snapshot of FX Parameter Settings

You can save the current parameter settings in the FX unit in a snapshot:

1. Click the FX Unit number to open the context menu.

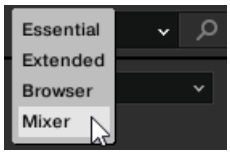

2. While holding the left mouse button, select **Save Snapshot** and release.


The parameter settings are saved. The next time you select the Effect in an FX Unit, this will recall the saved settings.

9.4. Using the Cue Channel for Mixing

Any Mixer channel provides the Cue button to send the audio signal to the Headphones Cue channel. This way you can prepare the transition to the next track, preview tracks, or preview effect behavior in a live situation. In order to use the Headphone Cue channel, you ideally use a TRAKTOR KONTROL DJ controller providing the dedicated Headphone Cue channel. However, you can also use an external audio interface with a monitor output channel and configure it in the Preferences. For more information on, refer to Configuring TRAKTOR to Use with an External Audio Interface.

To cue the next track in the Headphones Cue channel:

1. Switch the TRAKTOR Layout to **Mixer** by selecting it from the Layout drop-down menu in the header.


The Headphone Cue controls and the Cue buttons on the Mixer channels are now displayed.
2. Click the Cue button on the Mixer channel with the audio signal you want to mix next.



The button lights up, indicating that the audio signal of the Mixer channel is sent to the Headphone Cue channel which you will hear in your headphones.

3. Turn the **VOL** knob to adjust the volume of the Headphones Cue channel to a moderate listening level.



4. Turn the **MIX** knob to adjust the balance between the cued track and the main mix in your headphones. Turn it counter-clockwise when you want to concentrate on the cued track and turn it clockwise when you want to hear more of the main mix.

9.5. Working with STEM Decks

In this section you 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 while DJing. The four STEM parts of a track can be modified individually to create spontaneous instrumentals, remixes, or mashups. You can create transitions between elements STEM-by-STEM, or apply effects and EQ to just to a specific STEM part instead of the entire track. To get really creative, mix musical elements across multiple STEM Decks, for example, you could take the vocals from one track and mix it with the beat from another.

9.5.1. About STEM Files

A STEM File is a track in the file format stem.mp4 that contains four audio tracks (STEM Parts). Each STEM Part represents one of the key elements, for example, drums, percussions, synths, vocals, of the entire track. By default when a STEM File is played back in TRAKTOR all STEM Parts are audible and summarize to an entire track.

STEM Files have to be Analyzed Before they can be Loaded

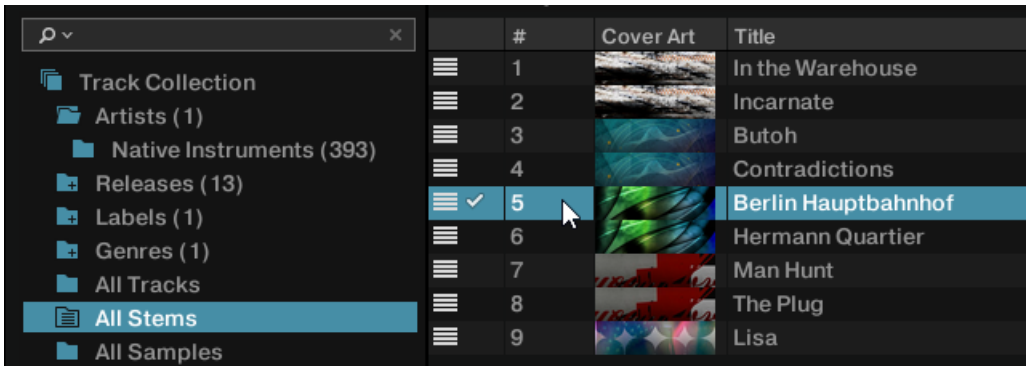
Due to the large amount of data that must be read from a STEM File, it is necessary that STEM Files are analyzed before loading into a STEM Deck. It is not possible to load and play a STEM File before it has been analyzed.

For more information on how to analyze tracks or STEM files, refer to Analyzing Tracks Manually.

9.5.2. Loading a STEM File

To load a STEM File from the Track Collection:

1. In the Browser navigate to **Track Collection** > **All Stems**.
2. Select a STEM File from the Track List.



3. Drag and drop the STEM File into the desired Deck.
   The Deck Type automatically switches to STEM Deck. The Waveform display shows the four individual STEM Part Waveforms. The Stripe view shows the Waveform for the entire STEM File.

9.5.3. Playing Back the STEM File

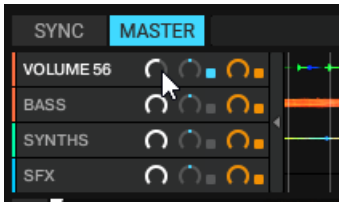
In order to play back a STEM File:

- Click on the Play button on the STEM Deck.
  The STEM Deck plays back the STEM File similar to a track. The individual waveforms start moving.

9.5.4. Adjusting STEM Parts Volumes

In order to adjust the volumes for the individual STEM Parts or take them completely out:

- Drag the Volume knob up or down in any of the STEM Channels.



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

Resetting STEM Part Volumes

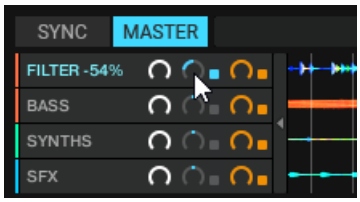
In order to reset STEM Part volumes:

- Double-click the respective volume knob.
  The volume is set back to default.

9.5.5. Applying Filter FX to STEM Parts

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

1. In any STEM Channel, click the Filter button to activate the Filter effect.
2. Drag the respective Filter knob up or down to change the Filter FX amount.



You hear a high-pass or a low-pass filter applied to the key elements of the music.

Resetting Filter FX in STEM Parts

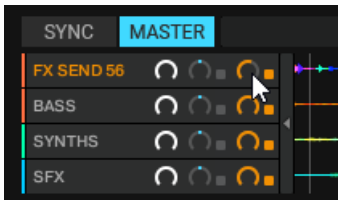
In order to reset Filter FX:

- Double-click the respective Filter knob.
  The parameter is set back to default.

9.5.6. Applying FX Send to STEM Parts

In order to apply FX Send to key elements of the music:

1. In any STEM Channel, click the FX Send on button to apply the FX Send.
2. Drag the respective FX Send knob up or down to change the FX Send amount.



You will hear the Effect from the assigned FX Unit applied to the key element of the music.

Resetting FX Send Parameters in STEM Parts

In order to reset FX Send parameters:

- Double-click the respective FX Send knob.
  The FX Send parameter is set to default.

9.6. Working with Remix Decks

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

You can also create your own Remix Sets by directly capturing Samples from tracks in Track Decks or from the LOOP RECORDER, and saving them in your Track Collection. For more information on creating new Remix Sets, refer to Creating Remix Sets.

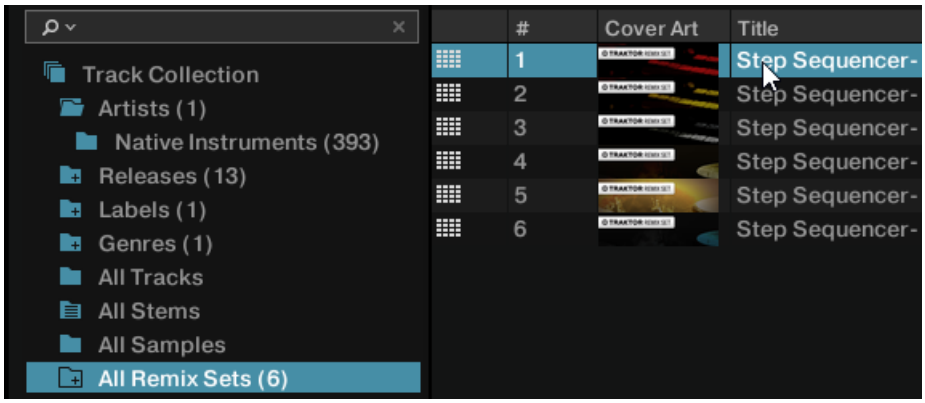
9.6.1. About Remix Sets

A Remix set is a collection of Samples to be loaded into a Remix Deck at once. 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, the first 16 Samples are visible in the four Sample Slots, with four Samples per Sample Slot.

9.6.2. Loading Remix Sets

To load a Remix Set from your Track Collection:

1. Select the folder **All Remix Sets** in the Browser Tree to display all Remix Sets in the Track List.



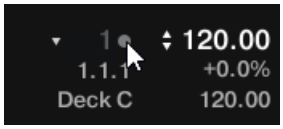
2. Drag the Remix Set to your liking and drop it in any Deck.
   The Deck loads the Remix Set and switches the Deck Type to Remix Deck.

9.6.3. Enabling and Adjusting the Remix Deck's Quantize Mode

The Remix Deck provides an internal Quantize mode in order to let the Samples trigger at the right beat in the internal timeline. The Quantize value can be determined in the Deck Tempo display in the Deck Header:

To enable Quantize mode for the Remix Deck:

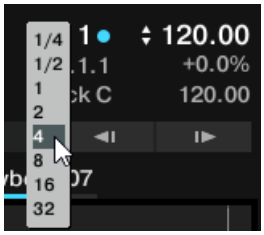
1. Click gray dot to enable Quantize mode for the Remix Deck.



   The dot lights up blue, indicating Quantize mode is enabled for the Remix Deck.



2. Click on the triangle next to the blue dot to open the Quantize value menu.
3. Select the Quantize value at which you want the Samples to trigger, i.e. **1** (one beat).



The Quantize mode is enabled and the Quantize value is set for the Remix Deck. The Samples will now trigger always to the downbeat.

9.6.4. Triggering Samples

In order to trigger Samples in Sample Cells, proceed as follows:

1. Click the Play button on the Remix Deck.
   The Remix Deck starts playing and is ready for triggering Samples. The Beat counter starts counting the beats according the internal timeline of the Remix Deck.
2. Click the Sample Trigger buttons in the Sample Cells in each Sample Slot one by one.
   The Sample Trigger buttons flash until the next down beat (Quantize value set to 1 beat) of their internal timeline is reached, and then start playing. The playheads move in the Slot Players.



3. Anytime, trigger other Samples in the Sample Slots, by clicking their Sample Trigger buttons in the Sample Cells.
   The Sample Trigger buttons flash until the next down beat is reached, and then start playing. The former Samples stop playback immediately.

Stopping Samples

To stop the Samples and reset the playheads to start positions:

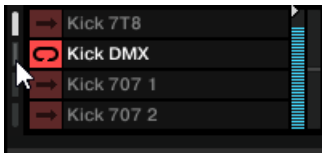
- Hold [Shift] + click the individual Sample Trigger button.
  The Sample stops playback according to the setting of the Quantize value.

9.6.5. Switching Sample Grid Pages

The Sample Grid can contain up to 64 Samples over four pages with 16 Samples each.

To scroll through the Sample Grid pages:

- Click the Page Selector to switch to the individual page on the Sample Grid.

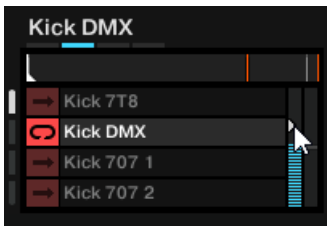


9.6.6. Adjusting the Volume and Muting Sample Slots

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

Adjusting Sample Slot Volume

- Drag the Volume fader up or down.

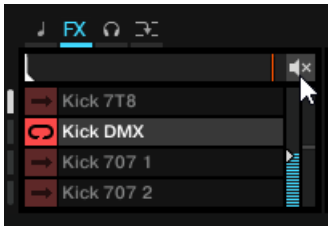


Resetting Sample Slot Volume

- Double-click the Volume fader.

Muting Sample Slots

1. Hover the mouse over the Slot Player to display additional controls.

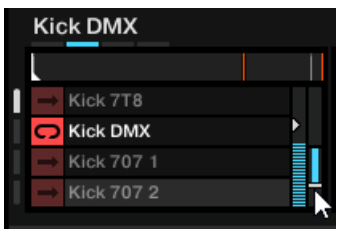


2. Click the mute button to mute the Sample Slot.

9.6.7. Applying Filter Effects the Sample Slots

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

- Drag the Filter control up or down to apply a high-pass or low-pass Filter Effect to the Sample Slot.



Resetting the Filter

To reset the Filter:

- Double-click the Filter control.

9.6.8. Locking Key for Sample Slots

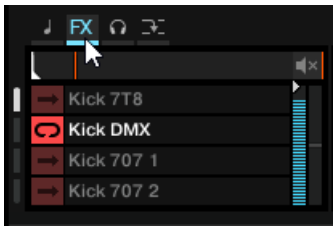
When adjusting the Remix Deck's tempo or syncing the Remix Deck to the Tempo Master, you can prevent the Sample changing its pitch by locking the key for the individual Sample Slots:

1. Hover the mouse over the Slot Player.
   Additional Slot parameters appear.
2. Click on the Slot Keylock control to enable keylock for the Sample Slot.
   

   When you now change the Remix Deck's tempo, the pitch of the Samples in the Sample Slot remains.

9.6.9. Sending Sample Slots to FX Units

Using the FX Unit(s) assigned to the Remix Deck's Mixer channel has no effect by default. In order to use the FX Units the Sample Slots need to be send to the FX Units individually.

1. Hover the mouse over the Slot Player.
   Additional Slot parameters appear.
2. Click on the Slot FX Enable control to send the Sample slot to the FX Unit(s) assigned to the Mixer channel.
   

   When now adjusting the parameters in the FX Unit(s), the sound of the Sample Slot gets modulated accordingly.

9.6.10. Routing Sample Slots into the Headphones Cue Channel

To route individual Sample Slots into the Headphone Cue channel:

1. Hover the mouse over the Slot Player.
   Additional Slot parameters appear.

2. Click on the Slot Monitor control to route the Sample Slot to the Headphone Cue channel.

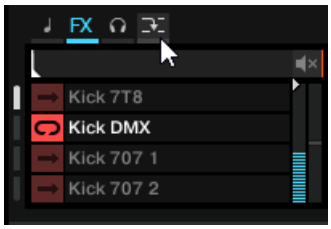


9.6.11. Enabling Punch Mode for the Sample Slot

When triggering another Sample in the Sample Slot, the new Sample starts playback from its start position, independently from the playhead position of the previous Sample. When Punch mode is enabled for the Sample Slot, the triggered Sample will start the playback from the playhead position of the previous Sample.

To enable Slot Punch Mode:

1. Hover the mouse over the Slot Player.
   Additional Slot parameters appear.
2. Click on the Slot Punch Mode button to enable Slot Punch mode for the Sample Slot.



   When now triggering another Sample in the Sample Slot, the triggered Sample will start the playback from the playhead position of the previous Sample.

9.7. Creating Remix Sets

In this section you learn to create Remix Sets using the Remix Deck. You learn to capture Samples from different sources and to make further refinements and adjustments for the Samples. When your edits are final, you save the Remix Set into your Track Collection.

9.7.1. Importing Samples to the Track Collection

When importing tracks into the Track Collection TRAKTOR recognizes tracks shorter than 10 seconds and categorizes them as Samples. You can find the Samples in the All Samples subfolder in the Track Collection.

9.7.2. Creating an empty Remix Set

Before you can load Samples into a Remix Deck, you need to create an empty Remix Set. This is done by assigning a Deck to a Remix Deck:

1. Click on the Deck Focus to open the context menu.
2. Select **Remix Deck**.

The Deck is switched to the Deck Flavor Remix Deck. The Remix Deck is empty. You can now load or capture Samples into the Sample Cells.

9.7.3. Loading Samples into Samples Cells

You can load Samples into Sample Cells directly from TRAKTOR's Track Collection:

1. In the Browser Tree select the folder **All Samples** to display all Samples in your Track Collection.
2. Drag a Sample from the Track list and drop it into any Sample Cell in the Sample Slot.
   The Sample is now loaded and ready to play.
3. To load more Samples to Sample Cells, repeat the aforementioned steps.

When a Sample Cell already contains a Sample, loading another Sample to the Sample Cell replaces the Sample.

9.7.4. Capturing Samples from Tracks

You can capture Samples directly from Track Decks on the fly:

1. Activate **SNAP** mode in the Master Control panel.
2. Load and play back a track in a Track Deck.
3. Activate a Loop with the desired size at the playback position to your liking.
4. Drag the track title in the Track Deck Header and drop into a Sample Cell in the Remix Deck.
   The Loop is copied as a Sample in the Sample Cell.

If the Track Deck you captured from was not playing a Loop, the Remix Deck will still capture a Sample from it, but it will instead take it from the current playback position. The Sample will automatically be cut to the length of the selected Loop size in the Loop control bar in the Track Deck.

9.7.5. Changing Sample Colors

When loading or capturing Samples, TRAKTOR randomly assigns a color to the Samples. However, you can change the color of Samples in Sample Cells to your liking:

1. Right-click the Sample Trigger button to display the 16 color palette.
2. Select the desired color.
   The Sample color is changed.

9.7.6. Adjusting Sample Parameter Settings

This section introduces you to the several parameter settings for adjusting your Samples in your Remix Set.

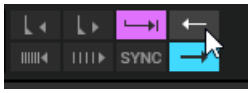
Defining the Playback Behavior of a Sample Cell

The following options let you define how the Sample plays back when it is triggered:

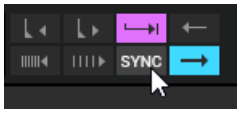
1. Click the Sample Play Type button to define the Sample to be played back as a Loop or One-shot.



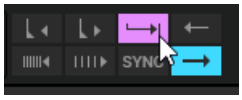
2. Click the Reverse mode button, if you want the Sample to be played back reversely.



3. Click the Sample Sync mode button to let the Sample be played back in sync to the Remix Deck.



4. Click the Sample Trigger Type button to let the Sample play back until its end or for only as long as you keep the Sample Trigger button clicked.



When enabled (Latch mode), a Sample will continue to play after you release the mouse button, either until the end of the Sample is reached (for One-shot Samples) or until it is stopped by some other method (like triggering a new Sample in the same Slot). Latch mode is enabled by default.

When disabled (Gate mode), a Sample will play only when the mouse button is held. Upon releasing the mouse button, the Sample will stop playing immediately.

Adjusting Sample Gain and Pitch

As recorded or captured Samples can have different recording levels, it can be mandatory to adjust the gain level for individual Samples in the Remix Set.

1. Click the name of the Sample you want to edit.
2. Drag the Sample **GAIN** knob to adjust the gain level to your liking.



As recorded or captured Samples can have different pitches that might not be suited to other Samples in the Remix Set, it can be mandatory to adjust the pitch for individual Samples:

1. Click the name of the Sample you want to edit.
2. Drag the Sample **Pitch** knob to adjust the pitch to your liking.



Adjusting Sample Base Tempo

As recorded or captured Samples can have different base tempos, it can be mandatory to adjust the base tempo for individual Samples in the Remix Set.

1. Click the name of the Sample you want to edit.
2. Click in the Sample Tempo display and enter the desired tempo in BPM.



You can halve or double the current tempo using the **x2** or **/2** buttons to adjust the base tempo accordingly.

Correcting Sample Beatgrid

As the Beatgrid of recorded or captured Samples might not be calculated correctly, it can be mandatory to correct the Beatgrid for individual Samples in the Remix Set.

1. Click the name of the Sample you want to edit.
2. Use the Move Grid Left and Move Grid Right buttons to moves the Sample's Beatgrid to the left or to the right.



3. Use the BPM Decrease and BPM Increase buttons to make minor corrections to the base tempo.



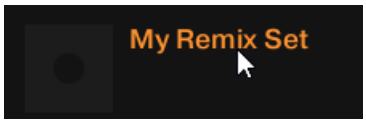
As a result the Beatgrid gets expanded or compressed.

9.7.7. Saving a Remix Set

1. Double-click the current title **New Remix Set** in the Deck Header to enable renaming.



2. Type in a new name for the Remix Set.



3. In the Browser Tree select the folder **All Remix Sets** to display all Remix Sets in the Track List.
4. Click and hold the Remix Set title in the Deck Header and drag it down into the Track List.
   The Remix Set is saved and stored in the Track Collection. Additionally, all contained Samples are stored as individual Samples in the **All Samples** folder.

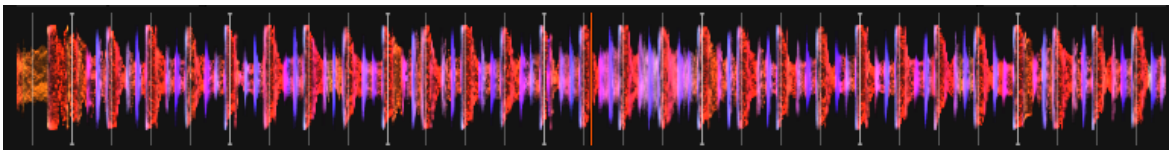
9.7.8. Exporting Remix Sets

To export Remix Sets:

1. Expand the **Track Collection** folder in the Browser Tree.
2. Select the **All Remix Sets** folder to display its Remix Sets in the Track List.
3. Right-click the Remix Set you want to export to open the context menu.
4. Select **Export Remix Set**.
5. In the dialog navigate to the destination you want to export to.
6. Confirm.
   TRAKTOR now exports the Remix Set.

9.8. Correcting Beatgrids

When TRAKTOR calculates the track tempo it also creates the Beatgrid for the track. However, when a track contains a complex rhythm or uneven timing it can happen the Beatgrid does not match precisely.

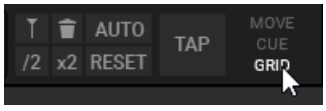


Incorrect Beatgrid.

To correct mismatching Beatgrids, TRAKTOR provides you with the tools to do so:

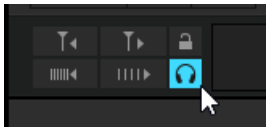
Step 1 - Opening the GRID page

1. Load the track with the mismatching Beatgrid into a Deck.
2. Click Play to start playback.
3. On the Deck click the Advanced Panel button to open the Advanced Panel.
4. Click on **GRID** to select the **GRID** page.



Step 2 - Enabling Beat Tick

- Click the Beat Tick button to enable the beat tick for the Deck.

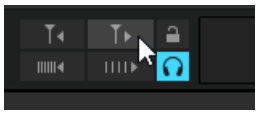


You now hear a tick on every beat of the calculated tempo and Beatgrid. If the Beatgrid is miscalculated, you notice the beat tick is off the track's beat.

Step 3 - Correcting the Beatgrid

You can now correct the Beatgrid by using the following buttons:

1. Click the MOVE GRID BWD and MOVE GRID FWD buttons to move the Beatgrid backward or forward.



2. Click the BPM INC or BPM DEC buttons to compress or enlarge the Beatgrid slighty.



These buttons change the tempo value accordingly.

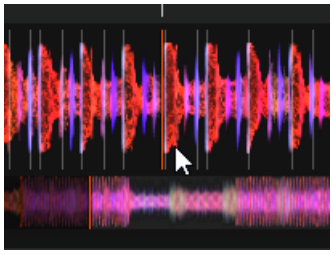
Alternative Step - Creating a new Beatgrid

If the aforementioned steps do not lead to the expected results you can also create a new Beatgrid manually:

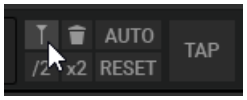
1. Click the Delete Beatgrid Marker button to delete the current Beatgrid.



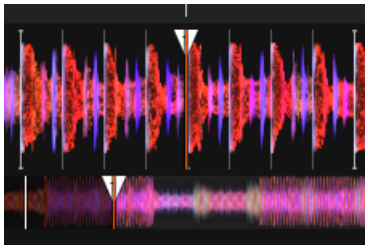
2. Skip to a beat in the track.



3. Click the Set Beatgrid Marker button to set a Beatgrid marker at that position.



Outgoing from that position a new Beatgrid is created throughout the track according to the base tempo.



You can also define a new base tempo by either tapping in the Tempo using the TAP button or by entering the tempo in the tempo edit display.

10. WORKING WITH PLAYLISTS

In this section you learn about Playlists and how work with them. Playlists are effective tools of organizing your tracks for different purposes. Generally, a Playlist is a collection of tracks to be used for preparing for DJ sets.

- One track can be contained in multiple Playlists.
- A Playlist can be re-ordered or reset to the original state rapidly.
- Additional functions are saving, loading and exporting Playlists.

10.1. Creating Playlists

To create a new Playlist you either do it in the Browser Tree or directly of selected tracks:

Creating a New Playlist in the Browser Tree

1. Right-click the **Playlists** folder in the Browser Tree.
2. Select **Create Playlist** from the context menu.
3. Type a name for your new Playlist in the dialog.
4. Click **OK** to confirm.
   Your new Playlist appears under the **Playlists** folder.

Creating a New Playlist from Selected Tracks

1. Select one or more tracks in the Track List.
2. Drag these tracks onto the **Playlists** folder in the Browser Tree.
3. Type a name for your Playlist in the dialog.
4. Click **OK** to confirm.
   Your new Playlist appears under the Playlists folder.

10.2. Adding Tracks to Playlists

1. Click and hold the track(s) in the Track List.
2. Drag the selection onto any Playlist in the Browser Tree.
   The tracks are added to the Playlist. New tracks will be added at the last position in the Playlist.

Additionally, you can directly add the tracks at the desired position inside the Playlist by moving the mouse over to the Track List and dropping it at the position to your liking. The orange line indicates where the track(s) will be inserted when releasing the mouse button.

10.3. Sorting Tracks in Playlists

There are several ways to sort tracks in Playlists:

Sorting Tracks by Original Order

- Click on the header of the **#**-column to sort the Playlist by original track order.

Sorting Tracks by Category

- Click on the name of the column header to sort the Playlist by this category. A second click inverts the sorting order.

After restarting TRAKTOR all Playlists will reset to their original track order.

Consolidating a Categorized Track Sorting

To make a categorized track sorting permanent:

1. Right-click the Playlist in the Browser Tree to open the context menu.
2. Select the option **Consolidate**.

Changing the Original Track Sorting Order

This is only possible when the tracks are sorted in original order:

1. Click on the header of the **#**-column to sort the Playlist by original track order.
2. Select one or more track(s) and drag them up or down in the Playlist. The orange line indicates where the selection will drop when releasing the mouse button.

10.4. Organizing Playlists in Folders

You have the option to further organize your Playlists by creating Playlist folders:

1. Right-click the **Playlist** folder in the Browser Tree to open the context menu.
2. Select **Create Folder**.
3. Type in the name for the Playlist folder in the dialog.
4. Click **OK** to confirm.
   Your new Playlist folder will appear under the **Playlist** folder. You can now add Playlists to this folder via drag-and-drop.

10.5. Exporting Playlists

You can export your Playlists including the tracks to import and playing them on other computers with TRAKTOR. Exporting a Playlist creates a folder containing the tracks in the Playlist as well as the Playlist file.

To export a Playlist:

1. Right-click the Playlist in the Browser Tree to open the context menu.
2. Select **Export Playlist**.
3. Enter a name for the Playlist to be exported in the dialog.
4. Enter a destination path.

5. Click **OK** to confirm.
   TRAKTOR now exports the Playlist including the tracks to the destination on your computer.

10.6. Importing Playlists

Importing Playlists including tracks of another computer with TRAKTOR can be done in several ways. You can use the context menu or drag and drop.

Importing Playlists using the Context Menu

1. Right-click on the **Playlists** folder or a Playlist sub-folder in the Browser Tree to open the context menu.
2. Select **Import Playlist**.
   The Playlist and all contained tracks will be added to your Track Collection.

Importing Playlists using Drag and Drop

1. Locate the Playlist file (*.nml) on your computer.
2. Drag-and-drop the Playlist file onto the **Playlists** folder in the Browser Tree or onto a Playlist folder you have created.
   The Playlist and all contained tracks will be added to your Track Collection.

10.7. Importing iTunes Playlists

You can directly import iTunes Playlists into your TRAKTOR Playlists folder:

1. Double-click the **iTunes** folder in the Browser Tree to display the iTunes Playlists.
2. Right-click a Playlist to open the context menu.
3. Select **Import to Playlists**.
4. In the dialog enter the name for the new Playlist.
5. Click **OK** to confirm.

10.8. Using Preparation Playlist

The Preparation Playlist is used to prepare your next mix. When adding tracks to the Preparation Playlist, they show a diamond icon in the first column in the Track List. Any existing Playlist can be used as the Preparation Playlist.

Selecting a Playlist as the Preparation Playlist

1. Right-click a Playlist in the Browser Tree to open the context menu.
2. Select **Select as Preparation List**.
   The Playlist icon changes to the Preparation Playlist icon.

Appending Tracks to the Preparation Playlist

1. Right-click any track(s) in the Track List to open the context menu.

2. Select **Append to Preparation Playlist** to add the selection to the Preparation Playlist.
3. Alternatively, select **Add as Next to Preparation Playlist** to insert the selection after the last loaded track into the Preparation Playlist.
   Each track is displayed with a diamond icon indicating it appends to the Preparation Playlist.

10.9. History Playlists

It can be useful to have a record of which tracks were played in a specific session. TRAKTOR automatically lists the tracks you have played in the **History** Playlist which will be stored in a History Playlist file when TRAKTOR gets closed. When opening TRAKTOR again the History Playlist in the Browser Tree is cleared.

You can then find all History Playlists labeled with date and time in the **Explorer > Archive** folder in the Browser Tree.

History Playlist Storage Location on your Computer

You can find the History Playlists labeled with date and time also in the following location on your computer:

- **Windows**: `My Documents\Native Instruments\Traktor\History`
- **macOS**: `Users/~/Native Instruments/Traktor/History`

10.10. Track Status Icons in the Track List

When loading and playing tracks, TRAKTOR records the status of the individual tracks in the icon column in the Track List:

- Deck Letters **A**, **B**, **C** and **D**: Identify the tracks currently loaded into the Decks.
- **Check mark**: Identifies tracks that have already been played.
- **Exclamation mark**: Identifies tracks which are not found at the file's previous location. Some possible reasons for this could be that a storage medium is unavailable (external hard drive for example), the location of the track has been changed or the track has been renamed.
- **Lock icon**: Identifies tracks with a locked Beatgrid.
- **Triangle** (only available in the History and Archive folders): Identifies tracks that have already been played. Tracks that have been previewed will not be marked.

Sorting the Track List by Track Status

When sorting the Track List by Track Status, the tracks are listed by the following order:

- Already played tracks on top.
- Currently playing tracks in the center.
- Unplayed tracks below.
- Missing tracks at the bottom.

10.11. Playlist Maintenance

To maintain you Playlists TRAKTOR provides you with several functions and commands to do so.

10.11.1. Renaming a Playlist

To rename a Playlist:

1. Right-click the Playlist in the Browser Tree to open the context menu.
2. Select **Rename**.
3. Enter the new name for the Playlist.

10.11.2. Removing Tracks from Playlists

To remove tracks from a Playlist:

1. Right-click the track(s) in the Playlist to open the context menu.
2. Select **Delete**.
   The track is removed.

10.11.3. Restore Auto GAIN Value

If you changed the gain values for tracks in the Playlist you can restore them to the Auto Gain values:

1. Right-click the track(s) in the Track List of the Playlist to open the context menu.
2. Select **Restore AutoGain**.
   The gain value is restored to original.

10.11.4. Resetting Played State of Tracks

To reset the status of played tracks in your Playlist:

1. Right-click the track in the Playlist to open the context menu.
2. Select **Reset Played State**.
   The play count and the status are reset.

10.11.5. Deleting Playlists

To delete a Playlist from the Browser Tree:

1. Right-click the Playlist in the Browser Tree to open the context menu.
2. Select **Delete Playlist**.
   The Playlist is deleted.

10.11.6. Removing Duplicates from Playlists

To remove tracks which are more than one time in your Playlist:

1. Right-click the Playlist in the Browser Tree to open the context menu.
2. Select **Remove Duplicates**.
   All double entries in the Playlist are removed.

10.11.7. Saving Playlists as Webpage File

You can save a Playlist to a webpage file (HTML file) which allows you to create an overview of the running order of tracks.

1. Right-click the Playlist in the Browser Tree to open the context menu.
2. Select **Save as Webpage**.
3. Enter a name for the Playlist.
4. Enter a destination for the exported file.
5. From the **List Options** select the columns you want to add to the Playlist file.
6. Click **OK** to confirm.
   The Playlist is saved as HTML file.

10.11.8. Search Tracks in Playlists

To find out if tracks are already added to a Playlist:

1. Right-click the track(s) in the Track List to open the context menu.
2. Select **Search in Playlists**.
   TRAKTOR now searches for the selected track(s) and returns with a report showing all Playlists containing the selected track(s).

10.11.9. Clearing Playlists

To clear a Playlist from all tracks:

1. Right-click the Playlist in the Browser Tree to open the context menu.
2. Select **Clear Playlist**.
   All tracks are removed from the selected Playlist.

11. MANAGING YOUR TRACK COLLECTION

In this section you learn how to manage your Track Collection.

11.1. 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 it stores the metadata of the tracks, like track title, artist name, tempo, genre, key etc. It also stores TRAKTOR-specific information about your tracks.

11.2. Compatible Audio File Formats

TRAKTOR supports the following music file formats:

- MP3
- M4A (AAC)
- WAV
- AIFF
- FLAC
- OGG Vorbis

DRM-protected music files cannot be played back in TRAKTOR. This affects for example AAC-tracks bought in the iTunes store.

WMA files are not supported in TRAKTOR.

11.3. Importing Music Files from the Local Music Folder

You can import the music contained in the local music folder of your operating system:

1. Right-click the **Track Collection** folder in the Browser Tree to open the context menu.
2. Select **Import Music Folders**.
   TRAKTOR now imports the music files from the local music folder.

11.4. Adding Music from Other Folders

If you have stored tracks in other folders or on external storage devices, you can add these folders to the list of TRAKTOR Music Folders as follows:

1. Open the **File Management** page in the **Preferences**.
2. Under **Music Folders** click **Add…**
3. In the dialog navigate to a folder you want to add.
4. Confirm your selection.
5. Repeat to add all of your music folders.
6. Click **Close** to apply the changes.
   When now selecting the folder **Music Folders** in the **Explorer** folder in the Browser Tree, TRAKTOR scans the respective folders and update the Track List accordingly. Subfolders are automatically included in the scan. Hence, you don't need to add them to this list.

11.5. Importing iTunes Tracks into Your Track Collection

You can import tracks from your iTunes Library into the Track Collection:

1. Select the iTunes folder in the Browser Tree to display its content in the Track List. A double-click expands the folder in the Browser Tree.
2. Select the track(s) you want to import into the Track Collection.
3. Right-click on the selection to open the context menu.
4. Hover the mouse over **Import to Collection** to display further importing options.
5. Select either **as Tracks**, **as Looped Samples**, or **as One-Shot-Samples** to load the selection into the Track Collection accordingly.

11.6. Importing Remix Sets

To import Remix Sets into your Track Collection:

1. Expand the **Track Collection** folder in the Browser Tree.
2. Select the **All Remix Sets** folder.
3. Drag the Remix Sets (*.trak) file on your computer and drop it into the Track List.
   The new Remix Sets are now added and appear in the Track List.

11.7. Show Tracks on Your Local Drive

To open the destination of tracks stored on your local drive:

1. Right-click the track(s) in the Track List to open the context menu.
2. Select **Show in Explorer/Finder**.
   Your operating system opens a window with the track(s) stored on your local drive.

11.8. Editing Track Metadata in the Track List

Each track in your Collection can contain track metadata properties such as track title, artist name, album name, cover artwork, etc. TRAKTOR gives you the option to edit these metadata properties in two ways.

If you are using iTunes for collection management we recommend that you only edit tag metadata in iTunes.

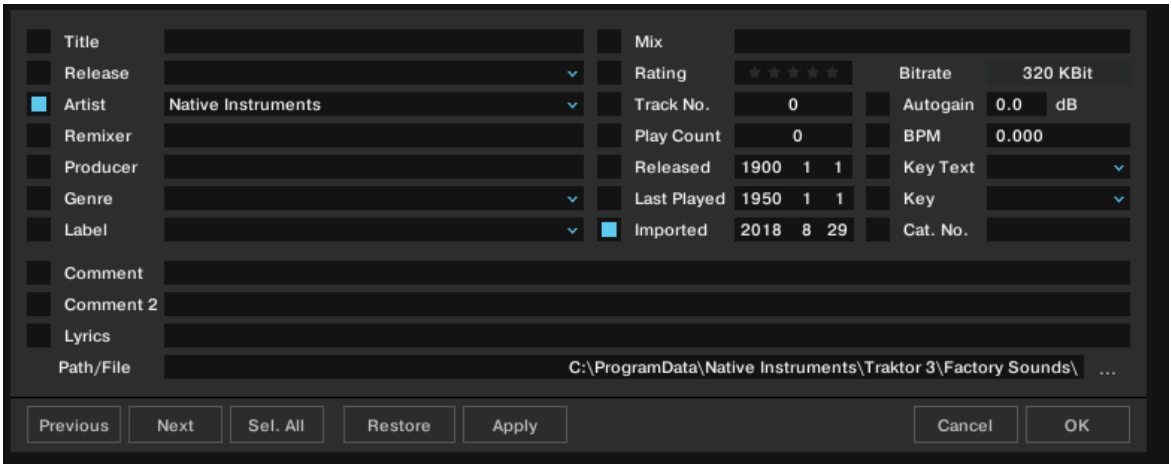
1. Select a track in the Track List to highlight it.
2. Click in the property field with the metadata information you want to edit, for example,[the artist name.
   A cursor appears in the property field.
3. Edit the artist's name.
4. If you want to edit further property fields, repeat the aforementioned steps.
5. Press the Enter key on your keyboard to exit Inline Editing mode and confirm your entries, or press the [Esc] key to abort editing.

11.9. Editing Track Metadata using the Edit Dialog

Not all properties of a track are visible in the Track List. To get access to all available properties of a track, use the Edit Dialog. This dialog allows simultaneous editing of a selection of tracks.

Edit Dialog Overview

The dialog contains the following elements:



Edit dialog.

Editing a Single Track

Select a track in the Track List.

1. Right-click a track to open the context menu.
2. Select **Edit**.
   The Track List turns into the Edit dialog.
3. Edit the individual information for your track.
4. Use the drop-down menu in any track property field to select a previously stored tag from your Track Collection.

5. To apply the changes, click the button labeled **Apply** or **OK**. Use the **Restore** button to undo any changes you have made, or use **Cancel** to abort editing and to close the Edit dialog.

Editing a Selection of Tracks

If you want to edit a selection of tracks, for example, all tracks of an album:

1. Select the tracks in the Track List.
2. Right-click to open the context menu.
3. Select **Edit** to open the Edit dialog.
   The Edit dialog appears. Checked checkboxes indicate which of the attributes share the same value across the selected tracks. The checks also indicate that anything written into the related field will be saved to the metadata tag upon applying changes. Unchecked checkboxes indicate that the tracks do not have identical values for this field.
4. To change an attribute globally for all selected tracks, make sure that the box is checked.
5. To edit your selected tracks one by one, use the **Previous** and **Next** buttons at the bottom of the dialog.
6. To apply the changes, click the button labeled **Apply** or **OK**.

Use the **Restore** button to undo any changes you have made, or use **Cancel** to abort editing and to close the Edit dialog.

11.10. Editing Track Cover Artwork

TRAKTOR allows you to either import or delete .jpeg cover artwork for tracks in your Track Collection.

Importing Cover Artworks

To import or replace Cover Artwork for tracks:

1. Right-click a track or several tracks in the Track List to open the context menu.
2. Select **Import Cover**.
3. In the dialog select the cover artwork file on your computer and confirm.
   The cover artwork is now stored within the track file(s).

Deleting Cover Artworks

To delete Cover Artwork from tracks:

1. Right-click a track or several tracks in the Track List to open the context menu.
2. Select **Delete Cover**.
   The cover artwork(s) are deleted for the track(s).

11.11. Assigning Playlists and Folders to the Favorites

The Favorites area is the navigational tool located at the top of the Browser.

Pre-assigned Favorites

- Preparation
- History
- Track Collection
- All Tracks
- All Remix Sets
- Demo Tracks
- Demo Remix Sets

Assigning Folders and Playlists to the Favorites

You can assign any folder or any Playlist in the Browser Tree to the Favorites:

- Drag the folder or Playlist name from the Browser Tree and drop is onto a free (not assigned) Favorite slot.
  Now you can access the Playlist quickly by clicking on the relevant Favorite.

11.12. Track Collection Maintenance

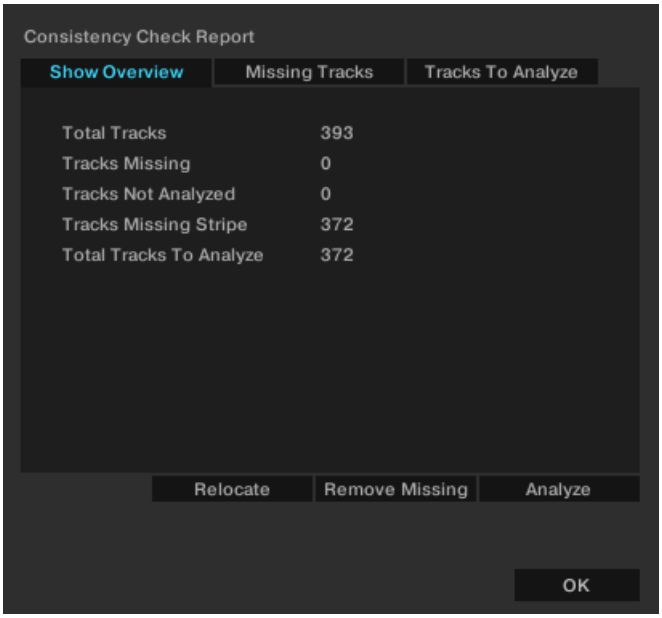
In this section you learn to maintain your Track Collection in terms of consistency and security backups. There are many things to keep track of such as removing obsolete tracks or relocating tracks that have been moved to another folder on your local drive, etc. These maintenance processes can be time consuming, so we recommend to not perform these tasks during live situations.

11.12.1. Checking Consistency of your Track Collection

Importing tracks without analysis, reorganization of local music folders, and deleting tracks from from local music folders lead to an inconsistent Track Collection. To keep track of your changes you can execute a Consistency Check on your Track Collection and get a detailed result in the Consistency Check Report.

The Consistency Check Report Dialog

The Consistency Check Report provides an overview of your Track Collection and provides options for immediately solving problems.



Consistency Check Report dialog.

- **Tabs**: Selects the individual tab with detailed information about the Consistency Check Report.
- **Relocate button**: Opens the Relocate dialog to start relocation of missing tracks.
- **Remove Missing button**: Removes references to not existing tracks from the Track Collection.
- **Analyze button**: Starts analysis of tracks to be analyzed or to be re-analyzed, respectively.
- Lists all missing tracks in the Track Collection.
- Lists all tracks in the Track Collection that need to be analyzed or re-analyzed, respectively.

Show Overview Tab

- **Total Tracks**: The total number of tracks in your Track Collection.
- **Tracks Missing**: The total number of tracks that have been deleted from your hard drive or moved from their original location.
- **Tracks Not Analyzed**: The total number of tracks that have not been analyzed.
- **Tracks Missing Stripe**: The total number of tracks that have been imported and analyzed but their Stripe view information has been moved or deleted.
- **Total Tracks To Analyze**: The total number of tracks that need to be analyzed or re-analyzed, respectively.
- Lists all missing tracks in the Track Collection.

Missing Tracks Tab

- Lists all missing tracks in the Track Collection.

Tracks To Analyze Tab

- Lists all tracks in the Track Collection that need to be analyzed or re-analyzed, respectively.

Executing Consistency Check

1. Right-click the **Track Collection** folder in the Browser Tree to open the context menu.
2. Select **Check Consistency** to execute it.
   Once TRAKTOR has run the check, the Consistency Check Report will appear showing the results.

Executing Consistency Check on TRAKTOR Startup

To execute the Consistency Check and show its Report when starting TRAKTOR:

1. Open the **File Management page** in the **Preferences**.
2. Check the box labeled **Show Consistency Check Report on Startup**.
3. Close the Preferences.
   The Consistency Check will now be executed each time you start TRAKTOR.



Executing the Consistency Check on startup can increase TRAKTOR's startup time.

11.12.2. Analyzing Tracks Manually

In a live situation, analyzing tracks or even collections of tracks can be very time consuming when importing them into the Track Collection or when loading tracks into Decks. The moment for the analysis can be determined on the **File Management** page in the **Preferences**. You can also switch it off entirely. In this case, you can analyze your tracks manually when not in a live situation.



STEM files always need to be analyzed before loading them into a Deck.

Executing the Analysis

1. Right-click a track or a selection of tracks in the Track List to open the context menu. You can also right-click a Playlist in the Browser tree.
2. Select **Analyze (Async)**.
   The **Analyze** dialog opens.
3. Select the options for the analysis.
4. Click **OK** to start the analysis.

Analysis Dialog Options

The dialog box provides two options:

- **All**: When selected, this analyzes tracks according to the default settings selected in **Analyze Options** page in the Preferences.

> For locked tracks the **All** option does not permit the BPM, Beatgrid markers, Gain, or Key to be overwritten.

- **Special**: When selected, you are provided with a more detailed range of analysis settings that can be performed on tracks:
  - **BPM**: When selected TRAKTOR analyzes the track to calculate the tempo. In the drop-down menu below you can pre-define the tempo range you want TRAKTOR to analyze.

> In case you are analyzing a large number of tracks with very different tempos, select either a wide range or leave it to automatic. However, narrowing down the tempo range will provide more accurate results.

  - **Set Beatgrid**: Sets the Beatgrid on the track and aligns it to the nearest downbeat. If the track already contains a Beatgrid, TRAKTOR will move it accordingly.

> Beatgrids cannot be set without checking the BPM, as the two options are interlinked.

- **Key**: Detects the track's Key.
- **Gain**: Removes the current Gain values of the selected tracks, and replace them with an Auto-Gain value during analysis.
- **Replace Locked Values**: Momentarily unlocks tracks for letting the options selected above apply to locked tracks as well.
- **Parallel Processing**: Enables parallel analysis of tracks.

> This option increases CPU load and should not be used in live situation.

11.12.3. Relocating Missing Tracks

If you have restructured a music folder on your local drive, the references to the contained tracks in the Track Collection lead to missing tracks. This can be corrected by relocating the missing tracks:

1. Right-click the track(s) in the Track List to open the context menu.
2. Select **Relocate**.

3. In the browse dialog navigate to the destination where your missing track have been moved. To find multiple tracks in different folders, navigate to the top-level folder where they are stored. You can even select your main hard drive folder.
4. Confirm your edits.
   The track is now relocated.

11.12.4. Deleting Tracks from the Track Collection

To delete tracks from your Track Collection:

1. Right-click the track(s) in the Track List to open the context menu.
2. Select **Delete from Collection**.
3. From the security dialog select one of the following options:
   - **delete from collection**: Deletes the track(s) from the Track Collection and from all Playlists.
   - **additionally remove TRAKTOR tags (may take some time)**: Deletes the track(s) from the Track Collection and from all Playlists, and all TRAKTOR specific tags will be removed from the music files.
   - **additionally delete file(s) from hard drive**: Deletes the track(s) from the Track Collection and from all Playlists, and deletes the music file(s) from your computer.

   The tracks are deleted from your Track Collection.

11.12.5. Saving Your Track Collection

The Track Collection will be automatically saved each time when you close TRAKTOR. However, you can also save your edits in the Track Collection manually:

1. Right-click the **Track Collection** folder in the Browser Tree to open the context menu.
2. Select **Save Collection**.

11.12.6. Exporting Your Track Collection

You can export your entire Track Collection for a backup on another hard drive.

1. Right-click the **Track Collection** folder in the Browser Tree to open the context menu.
2. Select **Export the Collection** to open the **Export Tracks** dialog.
3. Enter the title for the backup in the **Playlist Title** field. Do not remove the **$** symbol in the beginning.
4. Select the path to store the backup in the **Destination** field.
5. Select the file format in the **Export Format** drop-down menu.
6. Select **Copy Tracks To Destination**.
7. Click **OK** to confirm.
   TRAKTOR now exports your Track Collection.

11.12.7. Restoring the Track Collection from an Automatic Backup

Each time when you change something in your Track Collection and close TRAKTOR, a backup of your Track Collection is created in the Backup folder in TRAKTOR's Root folder on your local drive. If you delete something in your Track Collection by mistake, you can restore to an earlier version:

1. Right-click the **Track Collection** folder in the Browser Tree to open the context menu.
2. Select **Import another Collection** to open the browser dialog.
3. Double-click the `Backup` folder to open it.
4. Double-click the `Collection` folder to open it.
5. Select the backup version to which you would like to restore.
6. Click **OK** to confirm.
   The Track Collection is now restored to a previous version.

11.12.8. Clearing Your Track Collection

To clear your Track Collection:

1. Right-click the **Track Collection** folder in the Browser Tree to open the context menu.
2. Select **Clear Collection**.
3. From the security dialog select one of the following options:
   - **clear collection**: Deletes the tracks from the Track Collection and from all Playlists.
   - **additionally remove Traktor tags (may take some time)**: Deletes the tracks from the Track Collection and from all Playlists, and all TRAKTOR specific tags will be removed from the music files on your local drive.
   - **additionally delete file(s) from hard drive**:Deletes the tracks from the Track Collection and from all Playlists, and deletes the music files from your computer.

   All tracks are deleted from your Track Collection.

12. ADVANCED OPERATION OF TRAKTOR

This section explains you the advanced features of TRAKTOR PRO 3 such as using MIDI and master clocks, recording and broadcasting mixes and using Cruise Mode.

12.1. Synchronization using Ableton Link

Ableton Link is a protocol that synchronizes beat, phase and tempo of Link-enabled applications on the same computer or over a shared network. This means you can conveniently keep applications synchronized across different devices or join a group jam with others with minimal setup. Connecting applications via Link provides you with the ability to synchronize them to a shared timeline and change the tempo globally from each of the connected applications.

12.1.1. Connecting to a Network

Applications that support Ableton Link can join a Link session when connected to the same network. To enable Link within TRAKTOR, simply make sure the computer running TRAKTOR is connected to the same local network as the other applications you want to link to. This can either be a local network or an ad-hoc (computer-to-computer) connection.

To ensure maximum security and reliability while using Link, there are several things you may want to consider:

- For reliability, connect to the local network using a router via an Ethernet cable.
- If you do use a Wi-Fi network, be sure to use a password to prevent excluded users from joining your session.
- For the most secure and reliable connection, create a Link session via a direct connection from one computer to another using a Thunderbolt or Ethernet cable. For more general information on setting up and using Link, please refer to the Link FAQs article located on the Ableton website: https://help.ableton.com/hc/en-us/articles/209776125-Link-FAQs.

12.1.2. Joining and Leaving a Link Session

LINK MIDI CLOCK NOTE GENERAL
When Link is active, it is not possible to synchronize TRAKTOR to incoming MIDI Clock as a slave. Link will take priority. Sending MIDI Clock from TRAKTOR as a master is still possible.

It is possible to join a Link session at any time by clicking the LINK button. When another Link-enabled application is connected, a moving bar within the LINK button is displayed even though TRAKTOR's Decks are stopped. This bar represents the global phase of Link that all participating applications lock into.

After clicking the Play button on a SYNC-enabled Deck, playback will resume on the downbeat once the progress bar within the LINK button is filled. The first participant to join the session sets the initial tempo, from then on any participant in the session can change the tempo in their respective application. If multiple participants change the tempo at the same time, the last tempo change will take effect.



The option **LINK** must be enabled under **External Clock Source** on the **External Sync** page in the Preferences in order **LINK** to be visible in the Master Control panel.

To start or join a Link session, proceed as follows:

1. Click the **LINK** button located in the Master Control panel.
   TRAKTOR will either join an existing Link session or begin a new session.
2. Start playback on a **SYNC**-enabled Deck.
   The Deck is now synchronized with the Link timeline. For more information about synchronizing TRAKTOR Decks to the Link timeline, see section Synchronizing TRAKTOR Decks to the Link Timeline.
3. To stop using Link, and leave the session, click **LINK** again.

While connected, the **LINK** button displays how many other Link-enabled applications are connected via Link. The example below indicates that there are four other applications connected.

12.1.3. Synchronizing TRAKTOR Decks to the Link Timeline

Most applications supporting Ableton Link have a unique timeline that is automatically synced as long as Link is enabled. In TRAKTOR, enabling Link synchronizes the Master Clock to the common Link timeline. The Master Clock is automatically set as the tempo master in TRAKTOR and can serve as a **SYNC** reference for the Decks.



When using External Sync, the automatic Tempo Master assignment mode **AUTO** is disabled and the Master Clock is forced to always be the Tempo Master. The tempo of such session cannot be changed from the Decks but only from the Master Clock controls.

The Deck's behavior when synchronized to the Master Clock, and thus the Link timeline, is defined by the **Sync Mode**, which can be set in TRAKTOR's Preferences under **Sync Mode** on the **Transport** page.

BeatSync Mode

BeatSync mode is recommended when using Link. It synchronizes both tempo and phase of a Deck to the tempo master, in this case the Link timeline. The phase of the Deck is aligned when the **SYNC** button is turned on. **SYNC** turns dim when the phase of the Deck is shifted manually (i.e. when scratching or holding a Deck in the stopped position), but TRAKTOR will re-align the phase when the Deck plays normally again (i.e. when you release the record or jog wheel).



The Beatgrids of your tracks need to be properly set for **BeatSync** to function correctly.

TempoSync Mode

TempoSync maintains tempo-only synchronization to the Tempo Master, in this case the Link timeline. The phase of the Deck is aligned when the **SYNC** button is turned on. **SYNC** turns dim if the phase of a Deck is shifted. The tempo always remains synchronized in this mode. When using **TempoSync** with Link, drifts in tempo and phase may occur.



You can quickly re-align the tempo and phase by pressing the Deck's **SYNC** button twice.

In order to keep drifts in tempo and phase to a minimum:

- Avoid large and sudden tempo changes.
- Use an Ethernet cable instead of a wireless connection.
- Increase the buffer size (latency) for your audio driver in the **Audio Setup** page of the Preferences to avoid buffer underruns. For example, if you normally set your buffer size to **256** samples, set it to **512** samples.



On macOS, you can use the **Latency** slider in the **Audio Setup** page to adjust the buffer size. On Windows, click on **Settings** in the **Audio Setup** page to change the buffer size in the control panel of your audio driver.

Matching the Downbeat

Since TRAKTOR's playback is not automatically synchronized to the first downbeat of a bar (beat 1 of 4), you may have to correct this manually. You can use the blue bar below the **LINK** button as an indicator. It shows the phase of the Link timeline relative to the current bar.

- Release the downbeat of your track when the bar is empty.

Resetting the Downbeat

Occasionally, for example due to tempo offsets or when resuming playback after having stopped, TRAKTOR's Master Clock may be out of phase in relation to the Link timeline. To quickly reset the phase, you can use TRAKTOR's **Reset Downbeat** function. It is available as a mapping command in the **Controller Manager**page in the Preferences under Add In… > Master Clock > Ableton Link > Reset Downbeat.



Resetting the downbeat may cause skip by one or two beats backwards in the Link timeline.

12.2. Syncing TRAKTOR via MIDI Clock

TRAKTOR allows you to sync external hardware and software using MIDI Clock signals to be controlled in the Master Controls panel in the Global section.

You can enable the MIDI Clock on the **External Sync** page in the Preferences.

12.2.1. Syncing TRAKTOR to External MIDI Clock Signal

TRAKTOR is able to receive MIDI Clock Signals (Clock Slave) from another computer running TRAKTOR, from other applications, or from MIDI hardware sending MIDI Clock:

1. Open the **Controller Manager** page in the Preferences.
2. Click **Add...**.
3. Select **Generic MIDI** from the drop-down menu to create a new generic MIDI device.
4. In the **In-Port** drop-down menu, select the port from which you want the device to receive the incoming MIDI Clock signal.
5. Select the **External Sync** page in the Preferences.
6. Click **EXT** to select the External Clock Source.
7. Close the Preferences.
8. In the Master Control Panel click **EXT**.
   The TRAKTOR Master Clock now follows the external MIDI Clock signal once it is started.
9. Press the start button on the sending device, to sync the clock to the phase of the application or hardware sending the MIDI Clock signal,

In case of an offset between the sending hard- or software and TRAKTOR, the offset has to be adjusted in the sending (Master) device.

12.2.2. Using TRAKTOR as Master Clock

To use TRAKTOR as the tempo source using its Master Clock, TRAKTOR has to send the MIDI Clock Signal to the external hard- or software:

1. Open the **Controller Manager** page in the Preferences.

2. Create a new generic MIDI device.
3. Assign the **Out-Port** to the device you want to send the MIDI Clock signal to.
4. Open the **External Sync** page in the Preferences.
5. Tick **Enable MIDI Clock**.
   The additional MIDI Clock functions are now displayed in the Master Control panel.
6. To start sending a MIDI Clock signal, click the Start/Stop button. Clicking it again stops sending.
   When MIDI Clock is enabled, the Start/Stop button is lit blue. The Tempo Display shows the tempo of the MIDI Clock signal in BPM.

By clicking the **SYNC** button, TRAKTOR triggers a MIDI Clock Stop Message immediately followed by a MIDI Clock Start Message to re-sync the external hard- or software.

It may be required to adjust the offset between TRAKTOR and the receiving hard- or software.



For syncing external hardware with the MIDI Clock, the Master Clock has to be set as Master Tempo Source.

12.2.3. Syncing two Instances of TRAKTOR

These are the steps to sync two versions of TRAKTOR running on different computers:

1. Connect the two computers via MIDI in order to transmit the MIDI Clock signals.
2. Decide which of the two computers should be the Clock Master and click the **MASTER** button in the Master Control panel.
3. On the other computer click the **AUTO** button in the Master Control panel.
4. To sync both computers, press the **TICK** button in the Master Control panel.
5. Once the two ticks are audible, press the **SYNC** button in the Master Control panel on the sending computer in order to reset the receiving computer.
6. Now start tweaking the MIDI Clock Sending Offset until the two Ticks are in perfect sync by clicking the Offset button.
7. You can then turn off the Ticks.

12.3. Recording Your Mix with the AUDIO RECORDER

In order to record your mix with the **AUDIO RECORDER** you at first need to make some adjustments in the Preferences and also to the **AUDIO RECORDER** to record audio from TRAKTOR's Master Output.

Adjusting AUDIO RECORDER Preferences

Before you start recording you have to adjust the settings on the **Mix Recorder** page in the Preferences to define the audio source and the file settings:

1. Open the **Mix Recorder** page in the Preferences.

2. Select the Source option **Internal**.
3. Set the directory you want to save the recording file(s).
4. Select the file size at which TRAKTOR will automatically split the recordings file.
5. Close the Preferences.

For more information about the Mix Recorder Preferences, refer to Preferences – Mix Recorder Page.

Adjusting Recording level

1. Click the **AUDIO RECORDER** button in the Global section to display the **AUDIO RECORDER**.
2. Playback a track on any Deck to monitor the incoming audio signal in the **AUDIO RECORDER**.
   The Recordings Level Meter in the **AUDIO RECORDER** reflects the incoming audio signal. If not, make sure the channel fader is raised and the crossfader is positioned accordingly.
3. Adjust the recording level with the **GAIN** knob of the **AUDIO RECORDER**.

For more information about adjusting levels, refer to Adjusting Gain Levels for Incoming Audio Signals.

Recording Your Mix

1. Click the Record button to start the recording.
   The display shows the actual file size and recorded time. When the maximum file size is reached, TRAKTOR splits the actual file and seamlessly starts a new file for recording.
2. Click the **CUT** button to manually split the actual file and to seamlessly start a new file for recording.
3. To stop the recording, click the Record button again.
   This saves the recorded file.

12.4. Broadcasting Your Mix

With TRAKTOR you are able to broadcast your mix over the Internet. Basically everything that is audible from the Master Out can be streamed to the Internet, and listeners all over the world are able to listen to your broadcast in real time.

In order to broadcast your mix with the **AUDIO RECORDER** you at first need to make some adjustments in the Preferences and also to the **AUDIO RECORDER** .

Adjusting AUDIO RECORDER Preferences

To let the **AUDIO RECORDER** receive audio from TRAKTOR's Master Output you need to adjust it on the **Mix Recorder** page in the Preferences:

1. Open the **Mix Recorder** page in the Preferences.
2. Select **Internal** in the **Source** option.

For more information about the Mix Recorder Preferences, refer to Preferences – Mix Recorder Page.

Configuring TRAKTOR for Broadcasting

To broadcast your mix you need to adjust TRAKTOR to send your

Before getting started, it is necessary to configure TRAKTOR so that the local client can connect to the server and the metadata of the radio stream contains the correct information:

1. Open **Broadcasting** Page in the Preferences.
2. Adjust the **Proxy Settings** according to your current Internet configuration. If you are not using a proxy, simply check **None**.
3. Under **Server Settings**, input the **Address** of the Icecast server you want to connect to. This can be either a hostname or an IP-address.
4. Specify the port where the Icecast server can be reached. Most servers use the default setting of **8000**.
5. Type in the **Mount path** and **Password**. This information can be obtained from the host of the Icecast server and permits only authorized clients to stream data from there.
6. Select the **Format** for the streaming. Note that with a higher bit rate, more bandwidth is used for every single stream. Therefore, given the same bandwidth, fewer listeners can tune in at the same time.
7. In the **Metadata Settings**, enter the information about your broadcast. This information is sent to the server and your listeners.
   TRAKTOR is ready for broadcasting.

For more information about the **Broadcasting** page in the Preferences, refer to Preferences – Broadcasting Page.

Adjusting Recording level

1. Click the Audio Recorder button in the Global Section to display the **AUDIO RECORDER**.
2. Playback a track on any Deck to monitor the incoming audio signal in the **AUDIO RECORDER**.
   The Recordings Level Meter in the **AUDIO RECORDER** reflects the incoming audio signal. If not, make sure the channel fader is raised and the crossfader is positioned accordingly.
3. Adjust the recording level with the **Record GAIN** knob.

For more information about adjusting levels, refer to Adjusting Gain Levels for Incoming Audio Signals.

Starting Broadcast

1. Click the Broadcast button to start broadcasting.
   If the button is highlighted, you are connected to the icecast server. If the Broadcast button is flashing, the connection with the Icecast server could not be established. In this case, check if the settings on the **Broadcasting** Page in the Preferences are entered correctly.
2. To stop broadcasting, click the Broadcast button again.

12.4.1. Streaming Protocol

TRAKTOR uses a streaming protocol called Icecast. The TRAKTOR software contains an Icecast client, which can send data to an Icecast server.

To use this feature, you need access to a computer running as an Icecast server. It is recommended that this computer has an Internet connection with at least 128 kb/s upstream transfer rate. The available bandwidth is being shared among the listeners, so it should be as high as possible.



For more information about setting up an Icecast server, refer to the Icecast website http://www.icecast.org/docs.php.



Icecast works only on Windows and Linux. For Broadcasting with on macOS take a look at the easy-to-use application Nicecast from rogue amoeba rogueamoeba.com/nicecast/.

12.5. Using Cruise Mode for Automatic Mixing

Cruise mode lets TRAKTOR automatically mix the tracks contained in the selected Playlist or the **Track Collection** folder one after the other.



Cruise Mode will also work when using an external mixer.

Enabling Cruise Mode

1. Select any Playlist or the **Track Collection** folder in the Browser Tree.
2. Load a Track from the Track List into a Deck.
3. Click the Play button on that Deck to start playback.
4. Click the Cruise mode button in the Header to enable Cruise mode.
   Cruise mode is enabled. TRAKTOR now mixes the tracks contained in the Track List one by one.

Cruise Mode Behavior

When Cruise mode is enabled you can observe the following behavior of TRAKTOR:

- The playing track continues to play.
- The channel fader for the playing track will be completely raised, whereas the channel fader for the next track will be set to minimum position.
- The crossfader is set to center position and remains.

- The next track in the Playlist is automatically loaded into the opposite Deck.
- The next track will automatically start playback a few seconds before the current track reaches its end.

Tips for Using Cruise Mode

- At least one track has to be playing when engaging Cruise mode.
- Use a Playlist to create an order for the tracks to be played automatically.
- You can optimize Cruise mode transitions by setting Fade In and Fade Out points in the tracks. For more information on setting Fade In and Fade Out points, refer to Setting Fade Out and Fade In Cue Points in Tracks for Automated Mixing.
- You can manually trigger the transition to the next track at any moment by pulling down the channel fader of the playing track.

12.6. Enabling FX Unit 3 and FX Unit 4

In order to use FX Unit 3 and FX Unit 4 you need to enable the option **4 FX Units** in the Preferences.

1. Open the **Effects** page in the Preferences.
2. Enable **4 FX Units** in the **FX Unit Routing** section.

When FX Units 3 and 4 are activated:

- The FX Units 1 and 3, and FX Units 2 and 4 share the panels in the Global section.
- In any Mixer channel there are now four FX Unit On buttons available.

FX Unit 1 and 3 in Single FX Mode



FX Unit 1 and 3 in Single FX Mode.

FX Unit 1 and 3 in Group FX Mode



FX Unit 1 and 3 in Group FX Mode.

12.7. Configuring the FX Units to be used in Send FX Mode

The FX Units can also be used in Send FX mode in conjunction with an external mixer with integrated multi-channel audio interface connected to your computer. This section guides you through the various steps for configuring the FX Unit to be used in Send FX mode.

Send FX mode is only available in External Mixer mode and has to be configured in the Preferences.

Step 1 – Enabling External Mixer Mode

1. Open the Preferences.
2. Select **Output Routing** page.
3. Set the **Mixing Mode** to **External**.

Step 2 – Configuring the Output Send Channel

- On the **Output Routing** page, set an output of your audio device as **Output Send**.
  This output will typically be connected to the FX return input of the external mixer.

Step 3 – Configuring the Input Send Channel

1. Open the **Input Routing** page in the Preferences.
2. Under **Input FX Send (Ext)** set an input of your audio device to **Input Send**.
   This input typically is connected to the FX send output of the mixer.

Step 4 – Routing the FX Unit for Send FX

1. Open the **Effects** page in the Preferences.
2. Under **FX Unit Routing** set the FX Unit you like to **Send**.
   The audio signal that is sent to the FX Units is now entirely controlled by the FX Send knobs or buttons of the external mixer.

12.8. Additional Mouse Controls for Faders and Knobs

Using Additional Plus and Minus Buttons

When hovering the mouse over the Tempo fader or a knob, small **+** and **-** buttons appear next to it. These buttons allow for more precise changes and are better suited to set a knob to a specific value:

1. Hover the mouse over a control element to display its **+** and **-** buttons.
2. Click the **+** and **-** buttons to move the Tempo fader or turn the knob stepwise into the respective direction.

Adjusting Sensitivity of Plus and Minus buttons for Knobs

TRAKTOR offers five sensitivity options for step-wise controlling the parameters with the **+** and **-** buttons: **Min**, **Fine**, **Default**, **Coarse**, and **Switch**. The sensitivity can be adjusted for any control element individually.

In order to adjust the sensitivity for a control element:

1. Hover the mouse over a control element to display its **+** and **-** buttons.
2. Perform a right-click on either the **+** or **-** button to open the sensitivity options menu.
3. Select one of the options.
4. Click the **+** and **-** buttons or use the mouse wheel to see how the behavior of the knob or fader has changed.

Adjusting Sensitivity of Plus and Minus buttons for Knobs

With the mouse you can also jump from the current parameter value to any other value immediately.

1. Right-click and hold any knob to display another knob pointer in gray.
2. While holding the right mouse button, drag the mouse to turn the gray knob pointer to the position to your liking.
3. While still holding the right mouse button, click and also hold the left mouse button.
   This turns the blue knob pointer to the gray knob pointer position.
4. Release the left mouse button before and then release the left mouse button.
   The parameter value changed immediately.

13. SETTING UP TRAKTOR FOR SCRATCH CONTROL

This section describes how to set up TRAKTOR to control it using Timecode Vinyls or Timecode CDs.

In order to make use of TRAKTOR's SCRATCH functionality, you need further external audio equipment by use case:

Required Equipment

For a two Deck Scratch Setup, you need the following devices:

- 2 x DJ turntable, or 2 x CD player
- 1 x SCRATCH certified DJ Mixer, or 1 x DJ Mixer with at least 2 channels + 1 audio interface with 2 inputs and 2 outputs



If you cannot switch the output signal from PHONO to LINE on your DJ turntables, it is mandatory the audio interface has at least two integrated PHONO preamplifiers. Refer to the documentation of your turntables and your audio interface for more information.

- matching cables for connecting the devices
- Timecode control media: 2 x TRAKTOR SCRATCH Vinyls or 2 x TRAKTOR SCRATCH CDs

13.1. Connecting Audio Interface to Computer

This section assumes you have already installed the latest driver software version of your audio interface on your computer. For more information about installing the driver software of your audio interface, refer to the documentation of your audio interface.

To connect the audio interface to your computer:

1. Connect the USB cable belonging to your audio interface to the USB socket on the audio interface.
2. Connect the other end of the USB cable to the USB socket of your computer.

13.2. Connecting Audio Interface to DJ Mixer

In order to play back and mix your tracks using TRAKTOR with Timecode vinyls, you need to connect the audio interface to a DJ mixer:

1. Using a pair of RCA cables, connect the audio outputs for channel A of your audio interface to the Line/CD channel inputs on your DJ mixer.
2. Using a pair of RCA cables, connect the audio outputs for channel B of your audio interface to the Line/CD channel inputs on your DJ mixer.

3. Switch the DJ mixer channels connected to the audio interface to Line input mode.
4. Connect the DJ mixer to the power outlet without switching it on afterwards.

13.3. Connecting Turntables to Audio Interface

1. Using a pair of RCA cables, connect the left and right audio outputs of the left turntable to the inputs for channel A of the audio interface.
2. Using a pair of RCA cables, connect the left and right audio output of the right turntable to the inputs for channel B of the audio interface.
3. In case the turntables provide separate ground cables, attach the ground cables to the ground screw on your DJ mixer.

13.4. Connecting CD Players to Audio Interface

1. Using a pair of RCA cables, connect the left and right audio outputs of the left CD player to the inputs for channel A of the audio interface.
2. Using a pair of RCA cables, connect the left and right audio output of the right CD player to the inputs for channel B of the audio interface.

13.5. Connecting Amplification System to DJ Mixer

1. Switch off your amplification system (active speakers or power amplifier).
2. Connect the Main (or Master) outputs of your DJ mixer to the inputs of your amplification system using matching cables.

13.6. Connecting Headphones to DJ Mixer

- Connect your headphones to your mixer's headphones socket (most often labeled "Headphones" or "Phones").



Before putting on headphones, always make sure the headphone volume control is set to minimum! Then, while playing music, slowly increase the headphone volume until it reaches the desired listening level.

13.7. Final Hardware Preparations

Having the setup installed you can prepare the last steps before you can start TRAKTOR on your computer:

Connecting Devices to Power Outlets

1. Connect the DJ Mixer and the turntables, or CD Players, respectively, to the power outlets.

2. Connect your computer to the power outlet

Switching on Devices

To avoid speaker noises, fully turn down the volume controls on all devices before you switch them on. It is recommended to switch on the devices in this order:

1. Switch on your computer.
2. Switch on your turntables, or CD Players.
3. Swich on your DJ Mixer.
4. Switch on your amplification system.

Put on or insert Timecode Control Media

1. If you are using turntables, put a Control Vinyl on each of your turntables.
2. If you are using CD players, insert a Control CD into each of your CD players.

13.8. Configuring TRAKTOR for SCRATCH Control

To configure TRAKTOR for using the Scratch functionality you can do it manually or also by using the Setup Wizard. This section describes the several steps to manually configure TRAKTOR for using a two Deck Scratch setup:



We recommend to configure TRAKTOR for Scratch manually, as using the Setup Wizard instead will overwrite all your settings and restore TRAKTOR to the default configuration.

Selecting the Audio Interface

Select your audio interface in the Preferences:

1. Start TRAKTOR on your computer.
2. Open the Preferences.
3. Select the **Audio Setup** page.
4. Select your audio interface from the **Audio Device** drop-down menu.
   The audio interface is selected.

Configuring the Audio Interface

Configure the outputs and inputs of your audio interface:

1. Open the Preferences.
2. Select the **Output Routing** page.
3. Select **External** in the **Mixing Mode** option.
   The options on the **Output Routing** page have changed.

4. Select the individual outputs of your audio interface in **Output Deck A** and **Output Deck B**.
5. Select the **Input Routing** page.
6. Select the individual inputs of your audio interface in **Input Deck A** and **Input Deck B**.
   The audio interface is configured.

Configuring the Decks

When the audio interface is configured you can configure TRAKTOR's Decks:

1. Open the Preferences.
2. Select the **Timecode Setup** page.
3. Select **Scratch Control** for Deck **A** and for Deck **B**.
   The Transport controls change accordingly. The **CUE** and **CUP** buttons are replaced by the Relative Mode and Absolute Mode buttons.
4. Select the **Decks Layout** page.
5. In the **Platter / Scope** options, select the **Scope** entry from the drop-down menu for Deck **A** and **B**.
   Decks A and B are now configured and show the Scopes.

13.9. Control TRAKTOR using Timecode Media

When the audio interface and TRAKTOR's Decks are configured, you can start to control TRAKTOR using Timecode media:

1. Put on Timecode vinyls on your turntables or insert Timecode CDs in your CD players.
2. Start playback of the devices.
   TRAKTOR will automatically calibrate for timecode control as soon it receives the timecode signals for the first time. TRAKTOR will analyze position and tempo of the timecode source, along with the signal quality. The Scopes give you visual feedback about the calibration.



You can control up to four of TRAKTOR's Decks using Timecode media simultaneously. If you want to use four turntables or four CD players, you can purchase additional Control Vinyls or Control CDs in the Native Instruments online shop.

Checking Calibration of Timecode Media

When the scopes are displayed on the Decks you can directly check the calibration. If the signal quality is sufficient, your Timecode medium will be detected. Subsequently the signal meter to the right of the scope will fill up completely, and the scope will show two circles. If you have a track loaded on the associated Deck, it will start playing immediately.

13.10. Switching to Scratch Playback Mode

1. Click the Deck letter to open the Playback Mode drop-down menu.

2. Select **Scratch Control**.
   In **Scratch Control** mode, the **CUE** and **CUP** buttons are changed to **Relative Mode** and **Absolute Mode** buttons.

13.11. The Control Zones on CD

The control CD consists of the following three tracks, each with different playback functions:

CD Track 1: LEAD-IN—(0:04 min)

Skipping to CD Track 1 will skip into the lead-in of the loaded track. It also allows for scratching on the first beat of Track 2.

CD Track 2: PLAYBACK—(25:00)

This track is used for regular playback.



TRAKTOR will switch to Internal mode when reaching the end of Track 2 on the control CD.

CD Track 3: BROWSE—(5:00)

Skipping to CD Track 3 allows you to scroll up and down through your Playlist by manually spinning the jog wheel of your CD player.

To play the selected Track, skip back to CD Track 2 by pressing the “previous track” button on your CD player.

13.12. The Control Zones on Vinyl

The Control Vinyl consists of the following three zones, each with different playback functions:

LEAD-IN Zone – The First Few Millimeters of the Vinyl

1. Dropping the needle into the lead-in zone of the record will skip to the beginning of the Track.
2. Use this to skip back to the beginning of a track when playing in the Relative Control Reading mode.

PLAYBACK Zone – Main Playback Zone of the Vinyl

- This is subdivided into 10 Tracks on Side A and 15 Tracks on Side B. This zone is used for regular playback.
- The divisions are visual markers of time, equally spaced by 1 minute and do not affect the continuous playback of the loaded track.

When reaching the end on the vinyl, TRAKTOR will switch to Internal mode to avoid a sudden playback stop.

BROWSE Zone – Last Track of the Vinyl

1. Dropping the needle in the Browse Zone allows you to scroll up and down through your playlist by manually spinning the record forward or backward.
2. To play the selected track, simply place the tonearm back into the Playback Zone.

13.13. Tracking Modes

The following sections describe how the timecode will be interpreted.

Absolute Tracking Mode

Absolute Tracking mode links the absolute position of the needle on the record—or the laser on the CD—to the playback position of your track. In this mode, you can skip through the track by placing the needle at another position on the record (known as needle-dropping).

To enable Absolute Tracking mode on a Deck:

- Click the button displaying a record and tone-arm.

Relative Tracking Mode

Relative Tracking mode allows you to play loops, use cue points, match beats and even prevent skipping, all while still allowing control of playback like with a real record. The position of the track no longer correspond to the needle position on the timecode vinyl. Relative Tracking mode is enabled automatically when entering a loop or when syncing a track to another tempo source (e.g. the master tempo or another Deck).

To enable Relative Tracking mode on a Deck:

- Click the button displaying a record without tone-arm.

To skip back to the beginning of the track while using Relative Tracking mode:

- Drop the needle into the lead-in area of the record, or restart playback on CD players.

14. COMMON TRAKTOR SETUPS

Here the user will find information about the most common setups of using TRAKTOR with:

- external audio interface
- DJ mixer
- DJ controller
- microphone
- integration of external audio sources

14.1. Using TRAKTOR with an External Mixer

This section describes how to use TRAKTOR with an external mixer. At first you are provided with the overview of the required hardware. As of an example, this is the required hardware to control two TRAKTOR Decks. Then you learn how to connect the hardware, and how to configure TRAKTOR accordingly.

Required Hardware

To control two TRAKTOR Decks, you need the following hardware:

- An audio interface with two output pairs
- A mixer with two input pairs
- USB cable
- Two stereo RCA cables

If you want to control three or four TRAKTOR Decks, you need an audio interface with the according amount of outputs, and a mixer with the according amount of inputs.

Connecting the Hardware

Connect the hardware like the following:

1. Connect the audio interface to your computer with the supplied USB cable.
2. Connect the outputs of your audio interface to the respective inputs of your external mixer using RCA cables.

Configuring TRAKTOR

To let TRAKTOR use the connected audio interface, you need to select and configure the audio interface in the Preferences:

1. Start TRAKTOR on your computer.
2. Open the Preferences.
3. Select the **Audio Setup** page.
4. Select your external audio interface from the **Audio Device** drop-down menu.
5. Open the **Output Routing** page.

6. Select **External** under **Mixing Mode**.
7. Select an output pair for every Deck.
8. Close the Preferences.
   TRAKTOR is configured to be used with the connected audio interface and the external mixer.

You can now control all mixer related functions with your external mixer. To control other TRAKTOR's features from external you need a MIDI controller. For more information, refer to Using TRAKTOR with an Add-On Controller [106].

You can configure the External Mixing mode on the Mixer page in the Preferences. This way you can use the functions of TRAKTOR's internal mixer before the audio signals are send to the audio interface. For more information, refer to Preferences – Mixer Page [146].

14.2. Using TRAKTOR with an Add-On Controller

MIDI controllers without mixer controls serve as additions to an existing TRAKTOR setup. For example, this can be a TRAKTOR setup consisting of an audio interface and an external mixer. When you add a MIDI controller to this setup, you can control more of TRAKTOR's advanced features, like the FX Units or transport controls.

To add your MIDI controller to your TRAKTOR setup:

1. Connect your controller to your computer with the supplied USB cable.
2. Start TRAKTOR on your computer.
3. Open the Preferences.
4. Select the **Controller Manager** page.
5. Under **Device Setup** click **Add...**.
6. Navigate through the drop-down menu to select your MIDI controller.
   The controller is added to your TRAKTOR setup.
7. Move a fader or knob on the MIDI controller and observe the MIDI indicator in TRAKTOR'S header.
   Whenever you move anything on the MIDI controller, the MIDI indicator should show activity.

14.3. Integrating a Microphone to Your TRAKTOR Setup

TRAKTOR allows you to integrate a microphone to your TRAKTOR setup. This can either be connected to the microphone input of your computer or the microphone input on your external audio interface. This section introduces the several steps of connecting the microphone and configuration in TRAKTOR.

Connecting the Microphone to your Audio Interface

- Connect your microphone to the microphone input of your computer or the audio interface.

Configuring the Microphone Input Channel

You can now route the microphone signal from the audio interface to any input channel in the Preferences.

1. In TRAKTOR open the Preferences.
2. Select the **Input Routing** page.
3. Select the channel from the drop-down menu to which you connected the microphone, for example, **Input Aux** or **Input FX Send (Ext)**.



If you want to apply effects to the microphone signal, you can also select the microphone channel from the drop-down menu of an unused Deck, for example, **Input Deck D**. Then you need to set the Deck Type to **Live Input**.

4. If your audio interface provides a gain control, adjust the input gain of your microphone input channel. Monitor the gain setting with the level meters right to the drop-down selection menus.
5. Close the Preferences.
   The microphone is configured.

Mixing the Microphone Signal using the Auxiliary Control

If the input channel for the microphone is configured for the **Input Aux** channel, you can mix the microphone signal into your mix by the following action:

1. Switch the TRAKTOR Layout to Mixer to display the Aux control.
2. Turn the AUX control to the desired level.

Routing the Microphone Signal into the LOOP RECORDER

If you want the LOOP RECORDER to record Samples from the microphone:

1. In the Global section open the **LOOP RECORDER**.
2. Select **EXT** or **AUX** from the **SOURCE** drop-down menu.
   You can now record Loops from the microphone signal.

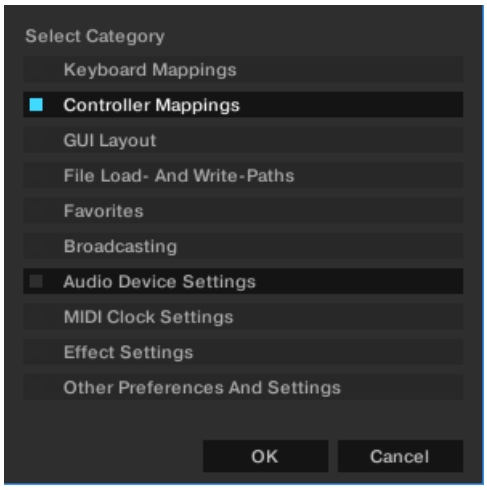
15. CONFIGURING MIDI CONTROLLER FOR CONTROLLING TRAKTOR

This section gives you an overview of the **Controller Manager** page in the Preferences. At first you learn how to import controller configuration files. Then you find all necessary information for configuring your MIDI controller to be used with TRAKTOR.

15.1. Importing Controller Mapping

To import a controller mapping file (.tsi) you can do it using the **Import** dialog in the Preferences:

1. Click on **Import** in the Preferences.
2. Locate the *.tsi file on your local drive.
3. Confirm.
4. In the dialog select the categories to be imported.



5. Click **OK**.
   The Preferences dialog shows the **Controller Manager** page.
6. Select your controller mapping from the **Device** drop-down menu.

15.2. Controller Manager Overview

This section provides an overview of the Controller Manager. The Controller Manager is located in the **Controller Manager** page in the Preferences.

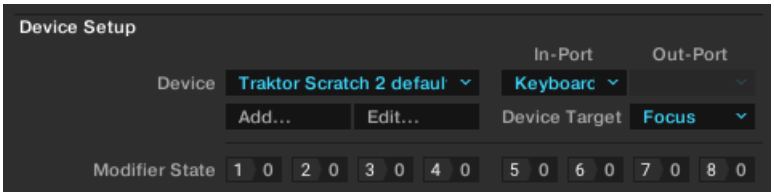
The Controller Manager unifies all of TRAKTOR's MIDI and keyboard mappings, as well as MIDI setup on one page in the Preferences. Settings and mappings can be imported, exported, and customized all from this one Preferences page.

For the purposes of this document, a "Control" can be considered a TRAKTOR mapping as MIDI channels, controls, and controlled parameters correspond to each other.

Before creating any new controller mapping, we recommend to first check if you can select your MIDI controller using the Setup Wizard. There are templates available for many MIDI controllers, which can be loaded with the Setup Wizard.

15.2.1. Device Setup Section

Device Setup allows you to create multiple mappings for your computer keyboard, MIDI controllers, and some HID devices.



Device Setup section on the Controller Manager page in the Preferences.

By default, all MIDI In- and Out-Ports are active per mapping. This can cause unintended behavior of your whole MIDI setup. The first thing to do is to select the appropriate MIDI device for each MIDI mapping instead of leaving it on **All Ports**.

All mappings are concurrently active! If unintended behavior is observed for certain Controls, try to isolate the problem by disabling all other mappings, which can be done by setting the In- and Out-Ports to "None."

- **Device**: Selects a mapping to edit. The selection does not define the active mapping because all mappings are always active unless you set the In- and Out-Ports to **None**.
- **In-Port**: Defines the MIDI In port for the selected mapping. It is set to **All** by default and should be changed to your physical MIDI in-port or to a virtual MIDI port.

> A virtual MIDI connection can be used to send MIDI data between two applications on the same computer.

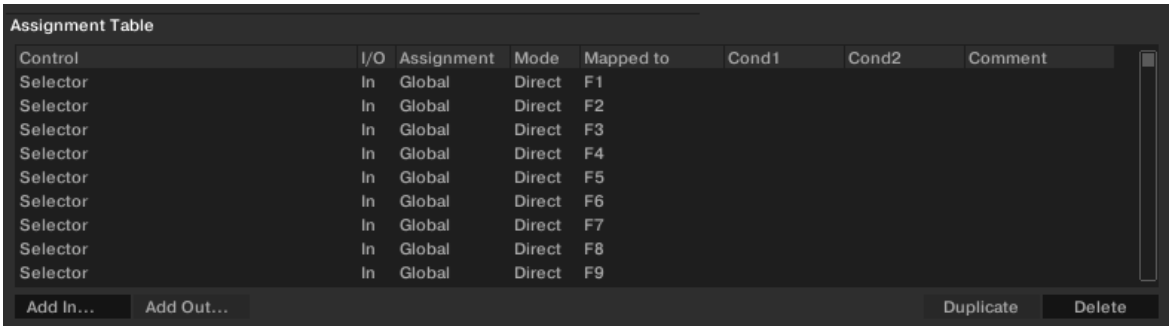
- **Out-Port**: This defines the MIDI Out port for the selected mapping. It is set to **All** by default and should be set to your physical MIDI out-port or to a virtual MIDI port.
- **Add...**: Opens a drop-down menu with the following options:
  - **Generic Keyboard**: Creates a mapping for assigning computer keyboard keys to TRAKTOR Controls.
  - **Generic MIDI**: Creates a mapping for assigning MIDI controls to TRAKTOR Controls.
  - **Import**: Here you can add a mapping to the **Device** list from your local drive. Mappings that are already loaded will not be overwritten or deleted. Since this function always creates a new device, you need to delete the other devices in the list if you do not want to use them at the same time.

  The **Add...** menu includes all mappings for the devices natively supported by this version of TRAKTOR.
- **Edit...**: Opens a drop-down menu with the following options:
  - **Edit Comment**: Adds a comment to the Mapping name. This will appear at the beginning of the mapping name in the **Device** drop-down list.
  - **Duplicate**: Makes a copy of the selected mapping.
  - **Export**: Allows you to store the selected mapping as a file on your local drive.
  - **Delete**: Deletes the selected mapping.

  - **Show Version**: Shows the version of the underlying TSI file.
- **Device Target**: Selects the device you want to control. Available options are **Decks A** – **D**, or **Deck Focus**.
- **Modifier State**: Displays the current value for each of the eight modifiers within the selected mapping, and is mainly used as a debugging tool for complex mappings. If you work with modifiers, it is important to know what value is assigned to a modifier, particularly if something is not working as intended.

15.2.2. Assignment Table Section

The **Assignment Table** lists all assignments for the mapping that is selected in the **Device** drop-down menu under **Device Setup**. Remember that all mapped devices are active at the same time, not just the currently selected mapping.



Assignment Table section on the Controller Manager page in the Preferences.

You can sort the **Assignment Table** by any column if you click on the header of the column, which is very useful for large mappings. Also adding descriptive comments for each Control assignment can be very helpful allowing you to sort by the comment column.

- **Control**: This is the name of the function assignment. You can add Controls via the **Add in...** and **Add Out...** buttons. A complete list of all Controls and their meaning can be found in section Available Controller Types.
- **I/O**: States if a Control will be used as a MIDI input (from a knob, button, or encoder) or a MIDI output (to an LED or level meter).
  - Use MIDI input Control (**In**) when you want to assign a TRAKTOR element to an external MIDI controller element (like a knob on a MIDI controller).
  - MIDI output Controls (**Out**) are mostly used when your controller has the ability to receive feedback, such as LED output, to show the current state of the software user interface.
- **Assignment**: Shows the target you have specified in the **Assignment** drop-down menu under **Mapping Details**. This can be **Deck A** to **D** or **Device Target** for Deck controls, and **Global** for other Controls and modifiers. These settings are explained in the **Mapping Details** section Mapping Details Section.

- **Mode**: Shows the interaction mode you have set for a Control under **Mapping Details**. The available modes depend on the type of Control (e.g. button, fader/knob, encoder). Interaction modes are explained in section Mapping Details Section.
- **Mapped to**: Shows either the source for the Control (input devices) or the target (output devices).
- **Cond1** and **Cond2**: Display the values of the first and second conditions as set under **Mapping Details**. Modifiers are explained in section Mapping Details Section.
- **Comment**: You can enter a comment in this field, which is stored with the Control assignment.

The currently selected Control in the list is highlighted in yellow. If there is another Control in the list and it has the same Control source assigned in the Mapped to column as the selected Control, this will be highlighted in a darker yellow. This feature is especially useful for debugging large mapping lists.

15.2.3. Device Mapping Section

The Device Mapping area allows you to map TRAKTOR controls to desired control elements of a MIDI device.

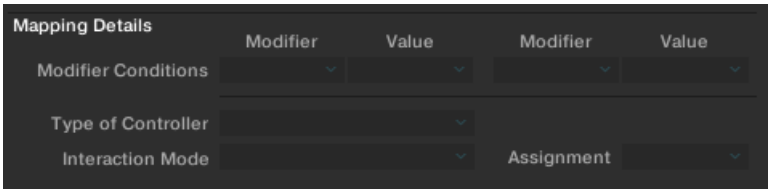


Device Mapping section on the Controller Manager page in the Preferences.

- **Learn**: Allows you to map the control to the desired knob/button/key by simply turning/pressing/hitting the relevant input parameter.
  The **Learn** function is available for MIDI Input controllers and HID controls (keyboard, mouse etc.).
  Learn stays enabled until you press this button again. This allows you to assign several controls in one go.
  Do not forget to disable **Learn** when you are finished in order to avoid undesired assignments.
- **Assignment Drop-Down menu**: Here you can manually assign a Control.
  This is the only way to assign a MIDI output controller or HID (keyboard, mouse etc.). On the first level of the drop-down list you choose the MIDI channel (1-16). If no assignment is working, check which MIDI channel your MIDI controller or HID is set to for sending and receiving MIDI.
- **Reset**: Deletes the current assignment.
- **Comment**: You can enter a comment in this field, which is stored with the Control assignment.

15.2.4. Mapping Details Section

The Mapping Details area allows to make customization to mapped TRAKTOR controls i.e the Modifier Conditions and the Interactions Mode.



Mapping Details section on the Controller Manager page in the Preferences.

- **Modifier Conditions**: A Modifier allows you to define a Control, either a MIDI message or keyboard key (depending on the mapping), to operate another Control depending on one or even two condition(s).
  Each Modifier functions as an If command. In order to execute the Control, each Modifier's Value condition must be met, and those Modifiers and Value conditions are set here. Once they have been set, they will appear for that Control in the **Assignment Table** under the columns **Cond1** and **Cond2** (e.g. M1=0).
  A Modifier is always restricted to the mapping it is part of. You cannot use a Modifier for anything outside of a mapping. Each mapping can have up to eight Modifiers (M1 to M8).

- **Type of Controller**: The controller types available here depend on the Control target you have added to the mapping. For example:
  While a Deck's Play/Pause only allows to be mapped to a button, other parameters (like the Filter Mixer FX Amount knob) can be assigned to knobs and faders. The **Interaction Mode** and the **Button Options** below the **Mapping Details** section depend on the selected **Controller Type**.
- **Assignment**: The available options are **Deck A** to **Deck D** and **Device Target** for Deck control, and **Global** for other Controls and Modifiers.
  If you select one of the Decks here, the Control is always routed to this Deck. If you select **Device Target**, you can specify the actual target under **Device Setup** at the top of the **Controller Manager** page.

15.2.5. Available Controller Types

The available Controller Types depend on the Control target.

Button

Available Interaction modes for buttons:

- **Toggle**: When you press and release the MIDI button or Key, the TRAKTOR button is enabled, when you press and release it again, it is disabled.
- **Hold**: This is the default setting for buttons. The TRAKTOR button will stay pressed as long as your MIDI button or keyboard key is pressed. If you release the MIDI button/key, the TRAKTOR button will also be released.
- **Invert**: Inverts the action. For an input controller this means that the TRAKTOR button is pressed when you release the MIDI button or keyboard key and vice versa.
- **Direct**: When selecting this, you can specify either 0 or 1 in the Button options below. This can be used if you want a specific MIDI button or Key to always set a certain TRAKTOR button status, independently of the current TRAKTOR status. For example: Define a Play/Pause controller for Deck A, set the Interaction mode to Direct and the Value for the Direct mode to 1. Now

assign a MIDI note or keyboard key to it using MIDI learn. Whatever the current state of the Deck A Start button is (pressed or not pressed), hitting the defined MIDI button or Key will always playback the track in Deck A, so if the Start button is not pressed yet, the playback will start, if it is already playing, nothing will happen.

Button Options

The elements appearing in the Button options are dependent on the Interaction Mode you have set and in some cases on the actual parameter you edit.

- **Value** (Direct mode): The available range of numbers can differ and is dependent on the Control you are editing. Some Controls only allow integers while others allow fractions.
- **Invert** (Toggle and Hold modes): Inverts the movement of your external Control. For an input controller this means that the TRAKTOR button is pressed when you release the MIDI button or keyboard key and vice versa.
- **Auto Repeat**: Holding down the button will auto repeat that input. This is only available for specific Controls.
- **Resolution**: Allows you to adjust (fine or coarse) the increment or decrement of the input. This is only available for specific Controls such as the buttons below the Deck TEMPO fader.

There are other parameters available in this section. Remember that all parameters appearing here are pre-defined for each available Control.

Fader/Knob

Faders or knobs can have one of the following Interaction Modes:

- **Direct**: The position of the external Control always matches the position of the TRAKTOR parameter.

- **Relative**: The position of the TRAKTOR parameter can be shifted compared to the external Control. Relative mode is best suited for incremental knobs (which send -1 and +1 instead of absolute values). Here are some examples of Relative Interaction mode applications:
- When you can only control a certain portion of the entire range of a parameter, such as the filter.
  - Tempo fader at high resolution. This allows you to press Sync and then fine-control the tempo fader at the synched position.
  - When you can only control a certain portion of the entire range of a parameter, such as the filter.
  - Relative mode can be used when a knob or fader is shared between different parameters to avoid skips when switching to the other assignment.

Fader/Knob Options

- **Soft Takeover** (Direct mode): Enable this to avoid parameter jumps when starting controlling a parameter.
- **Invert** (Direct and Relative mode): Inverts the action of your external Control. High fader/knob values become low values in the TRAKTOR and vice versa.

Encoder

- **Enc.-Mode**: You can switch between two types of encoders. 7Fh/01h is standard for most controllers. However if your encoder mapping does not behave as intended (e.g. inverted) or the mapped parameter reacts too coarsely, it is most likely due to the wrong encoder mode and we recommend trying the alternate mode (3Fh/41h).

Encoder Options

- **Rotary Sensitivity** (Relative mode): This defines the speed of the TRAKTOR Control movement. A higher value will make a TRAKTOR fader or knob move faster.
- **Rotary Acceleration** (Relative mode): It is recommended to set this to 0% for most applications. We recommend experimenting with this after you have tried the Sensitivity parameter.
  The TRAKTOR Control position is influenced by the speed of the external Control movement. As a side effect, this results in a different value of the TRAKTOR Control if for example you move a fader up fast and then slowly down to its original position.
- **Invert** (Direct and Relative mode): Inverts the action of your external Control. High fader/knob values become low values in TRAKTOR and vice versa.

15.3. Assigning MIDI Controls

This section outlines the workflow of assigning MIDI controls to your MIDI controller using TRAKTOR's Controller Manager. To begin, you need to select your MIDI controller. Then you will start to assign the MIDI controls to the individual controller types, like buttons or knobs, on your MIDI controller.

For an overview of all assignable MIDI controls, refer to Assignable MIDI Controls.

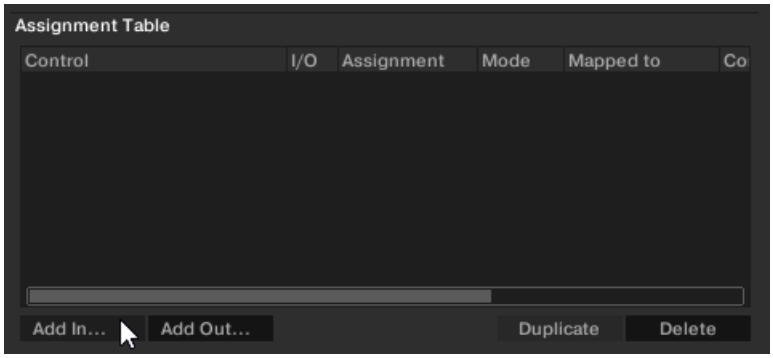
Procedure

To assign MIDI controls to your MIDI controller:

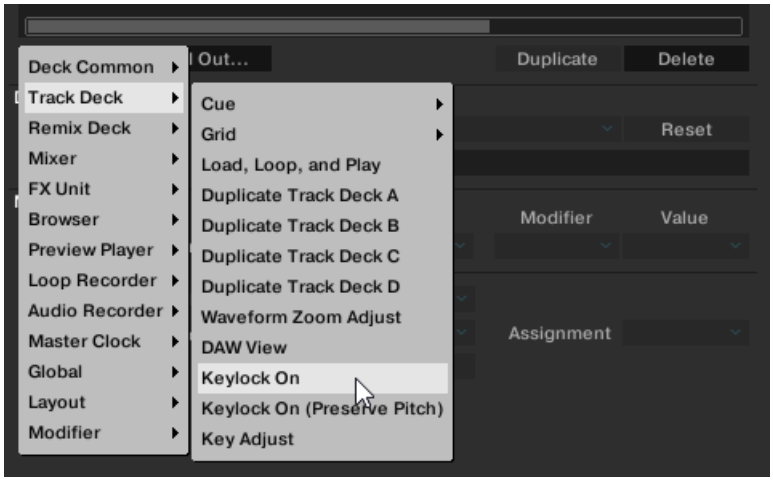
1. Open the Preferences.
2. Select the **Controller Manager** page.
3. Select your controller from the **Device** drop-down menu, for example, **Traktor.Kontrol S2 MK3 (S2MK3)**.



4. Click **Add In...** below the Assignment Table to open the drop-down menu.

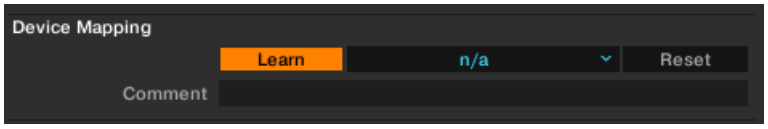


5. Select the MIDI Input control from that drop-down menu, for example, **Track Deck** > **Keylock On**.

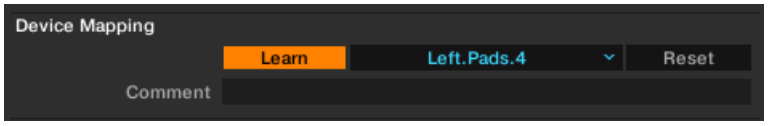


The MIDI input control **Keylock On** is now listed in the Assignment Table.

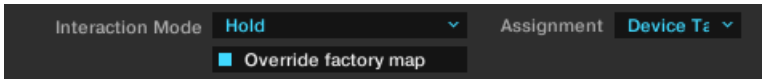
6. Click **Learn** to arm the Controller Manager to receive the command of MIDI control type from the MIDI controller.



7. Use the individual control on your MIDI controller, for example, press Pad **4** on the left S2 Deck.
   The MIDI control **Keylock On** is assigned to Pad **4** on the Left Deck.



8. Select **Override factory map** to disable the original function of that control type. If you unselect that option, then the control type triggers both the original function and the newly mapped function.



9. Repeat the aforementioned steps to assign further MIDI controls to other control types on the controller.
10. When you are finish, click **Learn** again to disarm the Controller Manager.
    The MIDI controls are assigned to your controller.

15.4. Assignable MIDI Controls

In this section, you will find a list of all MIDI controls that you can assign to external MIDI controllers with the Controller Manager in TRAKTOR's Preferences. For more information on mapping MIDI controls to external controllers, refer to Configuring MIDI Controller for Controlling TRAKTOR [108].

Before you assign individual MIDI controls to your controller, you can use the Setup Wizard to check whether a mapping file for you MIDI controller is already available:

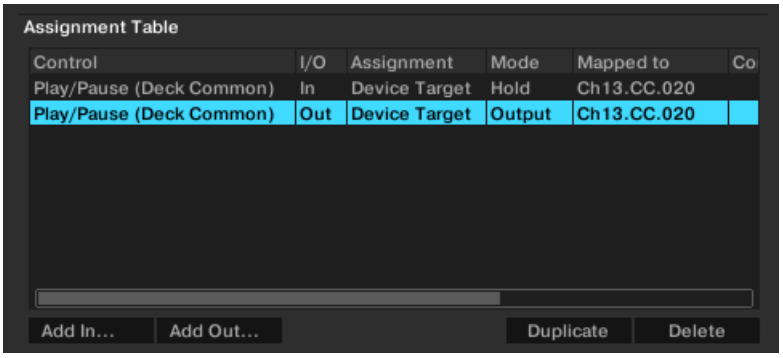
- To start the Setup Wizard, go to **Help > Start Setup Wizard** in TRAKTOR's Application Menu Bar.

About Input and Output Controls

There are two types of assignable controls:

- **Input controls**: Input controls can receive MIDI signals from an external MIDI controller such as a slider or a knob. For example, you can assign the Play/Pause control to a button on a MIDI controller and trigger this command with that button. Every Input control also has an Output control counterpart, which can send LED states to a controller for visual feedback. Input controls are available via the **Add In...** button in the Assignment Table.
- **Output controls**: Output controls can send LED states to external hardware for visual feedback. For example, you can assign the "Track End Warning" control from the Track Deck controls to a controller LED. This way the controller LED lights up when a track in a Track Deck is nearby reaching its end. Output controls are available via the **Add Out...** button in the Assignment Table.

In the screenshot below, you see a TRAKTOR control mapped to a controller both as an input, receiving signal, and as an output, sending signal. In this example, TRAKTOR's Deck Play/Pause control receives a MIDI signal from a button on the controller, and it also sends an on-state to the button's LED when Play/Pause is initiated.



The Play/Pause control added to the mapping both as an input and as an output control.

15.4.1. AUDIO RECORDER

The following table lists the assignable MIDI controls of the AUDIO RECORDER.

Name	Description	Input/Output
Record/Stop	Starts/stops the recording of the AUDIO RECORDER	In/Out
Cut	Cuts the audio of the AUDIO RECORDER at the current position and begins a new file	In/Out
Gain Adjust	Adjusts the gain of the AUDIO RECORDER	In/Out
Load Last Recording	Loads the last audio recording into a Deck	In/Out

15.4.2. Browser

The following table lists the assignable MIDI controls of the Browser.

Name	Description	Input/Output
List > Delete	Deletes a file from the Track Collection	In/Out
List > Reset Played-State	Resets the played-state for the selected file	In/Out
List > Analyze	Analyses the selected file	In/Out
List > Restore Auto-Gain	Restores the auto-gain value for the selected file	In/Out
List > Detect BPM	Detects the BPM for the selected file	In/Out
List > BPM Unlock	Unlocks the BPM for the selected file	In/Out
List > BPM Lock	Locks the BPM for the selected file	In/Out
List > Edit	Shows the editable metadata for the selected file	In/Out
List > Relocate	Relocates the selected file	In/Out
List > Add as Track To Collection	Adds the selected file(s) to the Trak Collection and sets type as track	In/Out
List > Add as One-Shot Sample To Collection	Adds the selected file(s) to the Track Collection and sets type as One-shot Sample	In/Out
List > Add as Loop To Collection	Adds the selected file(s) to the Track Collection and sets type as Loop Sample	In/Out
List > Set to One-Shot Sample	Sets the type of the selected file to One-shot Sample	In/Out
List > Set to Looped Sample	Sets the type of the selected file to looped Sample	In/Out
List > Set to Track	Sets the type of the selected file to track	In/Out
List > Select Up/Down	Scrolls up/down one file in the Track List	In/Out
List > Select Page Up/Down	Scrolls up/down one page in the Track List	In/Out
List > Select Top/Bottom	Scrolls to the first/last file in the Track List	In/Out
List > Select Extend Up/Down	Extends the selection by one file upwards/downwards	In/Out
List > Select Extend Page Up/Down	Extends the selection by one page upwards/downwards	In/Out
List > Select Extend Top/Bottom	Extends the selection by all files upwards/downwards	In/Out
List > Select All	Select all files in the Track List	In/Out
List > Consolidate	Renumbers the playlist according to the current order	In/Out
List > Search	Moves the cursor in the search field, so a search can be started by typing in the search criteria	In/Out
List > Search Clear	Clears the current search	In/Out
List > Search in Playlists	Displays a popup with all playlists that contain the selected file	In/Out
List > Show In Explorer	Navigates the file explorer to the physical path of the selected file	In/Out
List > Clear		In/Out
List > Expand Content Set	Shows the content of the selected Remix Set	In/Out
List > Jump To Current Track	Jumps to the last loaded track	In/Out

Name	Description	Input/Output
List > Append To Preparation List	Appends the selected track to the Preparation List	In/Out
List > Add As Next To Preparation List	Adds the selected track to the Preparation List right after the position of the last loaded track	In/Out
List > Export as Remix Set	Exports a Remix Set file	In/Out
Tree > Save Collection	Saves the collection to your hard disk	In/Out
Tree > Delete		In/Out
Tree > Reset Played-State	Resets the played-state for the selected playlist	In/Out
Tree > Analyze	Analyses the contents of the selected playlist	In/Out
Tree > Restore AutoGain	Restores auto-gain for the contents of the selected playlist	In/Out
Tree > Edit	Shows the editable metadata for the selected playlist	In/Out
Tree > Relocate	Relocates the selected playlist	In/Out
Tree > Import Collection	Imports another Track Collection	In/Out
Tree > Import Music Folders	Imports new files from the music folders	In/Out
Tree > Export	Exports the selected playlist	In/Out
Tree > Export Printable	Exports the selected playlist as a web page	In/Out
Tree > Rename Playlist or Folder	Rename the selected playlist or folder	In/Out
Tree > Select Up/Down	Navigate up/down one folder in the Browser Tree	In/Out
Tree > Select Expand/Collapse	Expands/collapses the selected folder in the Browser Tree	In/Out
Tree > Create Playlist	Creates a new playlist in the selected playlist folder	In/Out
Tree > Delete Playlist	Deletes the selected playlist	In/Out
Tree > Create Playlist Folder	Creates a new playlist folder	In/Out
Tree > Delete Playlist Folder	Deletes the selected playlist folder	In/Out
Tree > Refresh Explorer Folder Content	Refreshes the folder content of the Explorer folder	In/Out
Tree > Check Consistency	Checks the consistency of the Track Collection and shows a report	In/Out
Tree > Add Folder To Music Folders	Adds a music folder to the Explorer folder	In/Out
Favorites > Selector	Selects one of the favorite playlists	In/Out
Favorites > Add Selected Tracks To Favorite	Adds the selected tracks to the mapped favorites list	In/Out

15.4.3. Deck Common

The following table lists the assignable MIDI controls of the controls that are common to Track Decks, STEM Decks, and Remix Decks.

Name	Description	Input/ Output
Load Next	Loads the next track in the current list into the Deck	In/Out
Load Previous	Loads the previous track in the current list into the Deck	In/Out
Load Selected	Loads the selected track into the Deck	In/Out
Unload	Unload the track from the Deck	In/Out
Play/Pause	Play/pause Deck playback	In/Out
Cue	Cue to the current Floating Cue Point	In/Out
CUP (Cue Play)	Cue to the current Floating Cue Point and start playing immediately	In/Out
Seek Position	Seek back/forth in the track	In/Out

Name	Description	Input/ Output
Jog Touch On	Map Jog Wheel's top plate. When track is playing, this will stop the track and start Scratch mode (in cooperation with Jog Turn)	In/Out
Jog Turn	Map Jog Wheel to pitch bend track. In cooperation with Jog Touch On this starts scratching when the track is playing	In/Out
Set as Tempo Master	Sets a Deck as the Tempo Master	In/Out
Sync On	Activates Sync for a Deck	In/Out
Phase Sync	Syncs a Deck's phase	In/Out
Tempo Sync	Syncs a Deck's tempo	In/Out
Tempo Bend	Increases/decreases playback speed temporarily in steps	In/Out
Tempo Bend (stepless)	Increases/decreases playback speed temporarily	In/Out
Tempo Adjust	Adjusts the tempo for a Deck	In/Out
Tempo Range Selector	Sets the tempo range for a Deck	In/Out
Keylock On	Activates/deactivates Keylock for a Deck	In/Out
Keylock On (Preserve Pitch)	Activates/deactivates Keylock for a Deck with preserving the current pitch	In/Out
Key Adjust	Adjusts the key for a Deck	In/Out
Analyze Loaded Track	Initiates the Analysis for the track loaded in a Deck	In/Out
Deck Flavor Selector	Sets the Deck Type to Track Deck, Remix Deck, STEM Deck, or Live Input for a Deck	In/Out
Deck Size Selector	Sets the Deck Size to Micro, Small, Essential, Full or Advanced for two corresponding Decks	In/Out
Advanced Panel Toggle	Shows/hides the Advanced Panel for two corresponding Decks	In/Out
Advanced Panel Tab Selector	Selects the MOVE, CUE or GRID tab in the Advanced Panel	In/Out
Timecode > Scratch Control On	Activates/deactivates Scratch control for a Deck	In/Out
Timecode > Playback Mode Int/Rel/Abs	Sets the playback mode for a scratch controlled Deck to Internal, Relative or Absolute	In/Out
Timecode > Platter/Scope View Selector	Sets the Platter/Scope view to Off, Minimized, Platter or Scope	In/Out
Timecode > Calibrate	Initiates the calibration for the timecode signal of a Deck	In/Out
Timecode > Reset Tempo Offset	Resets the tempo offset for a Deck in scratch control mode	In/Out
Move > Size Selector	Sets the move size	In/Out
Move > Mode Selector	Sets the move mode to beatjump, loop, loop in or loop out	In/Out
Move > Move	Initiates a forward or backward move	In/Out
Move > Beatjump	Sets the beatjump length and intitiates the beatjump directly	In/Out
Loop > Loop In/Set Cue	Sets the loop In/floating cue point	In/Out
Loop > Loop Out	Sets the Loop Out point and activates the Loop	In/Out
Loop > Loop Size Selector	Sets the auto Loop size	In/Out
Loop > Loop Set	Sets an auto Loop with the current Loop size at the playback position and activates it	In/Out
Loop > Loop Size Select + Set	Sets the auto Loop size and sets an active auto Loop with the current loop size at the playback position	In/Out
Loop > Backward Loop Size Select + Set	Sets the auto Loop size and sets an active backward auto Loop with the current loop size at the playback position	In/Out
Loop > Loop Active On	Activates/deactivates all Loops	In/Out
Phase	Outputs the value of the phase meter as it is visible on a Deck (output value is 0 when the phase of the decks match)	Out

Name	Description	Input/ Output
Beat Phase	Outputs the Distance to the next gridline (output value is 0 when play-back marker hits gridline)	Out
Deck is Loaded	Outputs if a track is loaded in a Deck	Out
Is In Active Loop	Outputs 1 if the track is in a loop and 0 otherwise	Out
Freeze Mode > Freeze Mode On	Enables/Disables Freeze Mode	In/Out
Freeze Mode > Freeze Slice Size Adjust	Sets the Slice Size	In/Out
Freeze Mode > Freeze Slice Count Adjust	Set this to the number of Slices you will map to your controller	In/Out
Freeze Mode > Slice Trigger (1 - 16)	List of individual Slice triggers (1 -16) that can potentially be assigned to a controller.	In/Out

15.4.4. FX Unit

The following table lists the assignable MIDI controls of the FX Unit.

Name	Description	Input/Output
Unit On	Enables/Disables an FX unit	In/Out
Dry/Wet Adjust	Adjusts the amount between dry/wet of an FX unit	In/Out
Knob 1	Controls knob 1 of an FX unit	In/Out
Knob 2	Controls knob 2 of an FX unit	In/Out
Knob 3	Controls knob 3 of an FX unit	In/Out
Button 1	Enables/Disables button 1 of an FX unit	In/Out
Button 2	Enables/Disables button 2 of an FX unit	In/Out
Button 3	Enables/Disables button 3 of an FX unit	In/Out
Effect 1 Selector	Selects the effect 1 of an FX Unit in Group FX mode or in Single FX mode)	In/Out
Effect 2 Selector	Selects the effect 2 of an FX Unit in Group FX mode	In/Out
Effect 3 Selector	Selects the effect 3 of an FX Unit in Group FX mode	In/Out
FX Unit Mode Selector	Sets an FX Unit in to Group FX mode or to Single FX mode	In/Out
FX Store Preset	Stores an FX Unit's current parameters as a preset	In/Out
Effect LFO Reset	Resets an FX Unit's LFO	In/Out

15.4.5. Global

The following table lists the assignable MIDI controls for global functions.

Name	Description	Input/Output
Snap On	Enables/disables the snap mode	In/Out
Quant On	Enables/disables the Quantize mode	In/Out
Broadcasting On	Enables/disables broadcasting	In/Out
Cruise Mode On	Enables/disables Cruise mode	In/Out
Show Slider Values On	Enables/disables showing the values of each slider	In/Out
Tool Tips On	Enables/disables tooltips	In/Out
Send Monitor State	Sends the current state to all LED buttons	In/Out

15.4.6. Layout

The following table lists the assignable MIDI controls of the user interface layout controls.

Name	Description	Input/Output
Only Browser On	Maximizes the Browser	In/Out
Layout Selector	Selects one of the TRAKTOR Layouts	In/Out
Fullscreen On	Enables/disables fullscreen mode	In/Out
Deck Focus Selector	Switches the Deck Focus Sets the Deck focused Deck	In/Out
Toggle Last Focus	Switches the Deck focus between the last Deck and the current Deck	In/Out

15.4.7. LOOP RECORDER

The following table lists the assignable MIDI controls of the LOOP RECORDER.

Name	Description	Input/Output
Record	Starts/stops the recording of the LOOP RECORDER	In/Out
Size	Sets the recording size of the LOOP RECORDER	In/Out
Dry/Wet Adjust	Adjusts the dry/wet ratio of the LOOP RECORDER	In/Out
Play/Pause	Starts/stops playback of the recorded LOOP	In/Out
Delete	Deletes the recorded Loop	In/Out
Undo/Redo	Undoes/redoes the last action performed in the LOOP RECORDER	In/Out
Playback Position	Outputs the playback position of the LOOP RECORDER (range: 0 to 1)	Out
Undo State	Outputs the undo state of the LOOP RECORDER	Out
State	Outputs the state of the LOOP RECORDER	Out

15.4.8. Master Clock

The following table lists the assignable MIDI controls of the Master Clock.

Name	Description	Input/Output
Ableton Link > Reset Down-beat	Syncs to the next downbeat	In/Out
Auto Master Mode	Sets the Master Clock to Auto mode	In/Out
Master Tempo Selector	Sets the Tempo Master source to Clock, Deck A, Deck B, Deck C or Deck D	In/Out
Set Tempo Master	Adjusts the Master Clock's tempo	In/Out
Tempo Bend Up	Increases the tempo temporarily	In/Out
Tempo Bend Down	Decreases the tempo temporarily	In/Out
Beat Tap	Sets the tempo by tapping it in	In/Out
Tick On	Enables/disables the Master Clock's metronome tick	In/Out
Clock Int/Ext	Switches the Master Clock between internal and external	In/Out
Clock Send	Enables/disables sending of the MIDI clock	In/Out
Clock Trigger MIDI Sync	Triggers the MIDI clock synchronization (MIDI Start)	In/Out

15.4.9. Mixer

The following table lists the assignable MIDI controls of the Mixer.

Name	Description	Input/Output
Gain Adjust	Adjusts the Gain for a Mixer channel	In/Out
Auto-Gain Adjust	Enables/disables Auto-Gain	In/Out
Auto-Gain View On	Enables/disables the Gain function for the Mixer channel	In/Out
FX Unit 1 On	Engages/disengages FX Unit 1 to a Deck	In/Out
FX Unit 2 On	Engages/disengages FX Unit 2 to a Deck	In/Out
FX Unit 3 On	Engages/disengages FX Unit 3 to a Deck	In/Out
FX Unit 4 On	Engages/disengages FX Unit 4 to a Deck	In/Out
Deck Effect On	Assigns/unassigns the corresponding FX Unit to a Deck (for example, FX Unit 1 for Deck A)	In/Out
Mixer FX Adjust	Adjusts the amount for the Mixer FX for a Mixer channel	In/Out
Mixer FX On	Enables/disables the Mixer FX for a Mixer channel	In/Out
Mixer FX Selector	Selects the Mixer FX	In/Out
Balance Adjust	Adjusts the balance for a Mixer channel	In/Out
Monitor Cue On	Enables/Disables sending the audio of a Mixer channel to the CUE channel	In/Out
Volume Adjust	Adjusts the volume for a Mixer channel	In/Out
Master Volume Adjust	Adjusts the Master output volume	In/Out
Limiter On	Enables/Disables the Limiter	In/Out
Monitor Volume Adjust	Adjusts the volume for the CUE channel	In/Out
Monitor Mix Adjust	Adjusts the mix of the the Master signal and the CUE signal	In/Out
Microphone Gain Adjust	Adjusts the Gain of the microphone	In/Out
EQ > High Adjust	Adjusts the high frequencies for a Mixer channel	In/Out
EQ > High Kill	Enable/Disable kill the high frequencies for a Mixer channel	In/Out
EQ > Mid Adjust	Adjusts the mid frequencies for a Mixer channel	In/Out
EQ > Mid Kill	Enable/Disable kill the mid frequencies for a Mixer channel	In/Out
EQ > MidLow Adjust	Adjusts the midlow frequencies for a Mixer channel	In/Out
EQ > MidLow Kill	Enable/Disable kill the midlow frequencies for a Mixer channel	In/Out
EQ > Low Adjust	Adjusts the low frequencies for a Mixer channel	In/Out
EQ > Low Kill	Enable/Disable kill the low frequencies for a Mixer channel	In/Out
X-Fader > Position	Sets the crossfaders position	In/Out
X-Fader > Curve Adjust	Adjusts the crossfader's curve between soft and sharp	In/Out
X-Fader > Assign Left	Assigns/unassigns a Deck to the crossfader's left side	In/Out
X-Fader > Assign Right	Assigns/unassigns a Deck to the crossfader's right side	In/Out
X-Fader > Auto X-Fade Left	Auto crossfades to the left side	In/Out
X-Fader > Auto X-Fade Right	Auto crossfades to the right side	In/Out

15.4.10. Modifier

The following table lists the assignable MIDI controls of modifiers.

Name	Description	Input/Output
Modifier #1	Sets modifier #1	In/Out
Modifier #2	Sets modifier #2	In/Out
Modifier #3	Sets modifier #3	In/Out
Modifier #4	Sets modifier #4	In/Out
Modifier #5	Sets modifier #5	In/Out

Name	Description	Input/Output
Modifier #6	Sets modifier #6	In/Out
Modifier #7	Sets modifier #7	In/Out
Modifier #8	Sets modifier #8	In/Out

15.4.11. Preview Player

The following table lists the assignable MIDI controls of the Preview Player.

Name	Description	Input/Output
Load Selected	Loads the selected track into the Preview Player	In/Out
Play/Pause	Starts/Stops playback of the Preview Player	In/Out
Seek Position	Seeks the position in the Preview Player	In/Out
Unload	Unloads the Preview Player	In/Out

15.4.12. Remix Deck

The following table lists the assignable MIDI controls that are specific to the Remix Deck.

Name	Description	Input/ Output
Save Remix Set	Saves the contents of a Remix Deck as a Remix Set	In/Out
Load Set from List	Loads a Remix Set from the Track List in the Browser	In/Out
Slot Volume Adjust	Adjusts the volume of a Sample Slot	In/Out
Slot Filter On	Enables/Disables the filter for a Sample Slot	In/Out
Slot Filter Adjust	Adjusts the filter for a Sample Slot	In/Out
Slot Capture/Trigger/Mute	Captures a Sample from a Track Deck or LOOP RECORDER, triggers it, then toggles between mute and unmute	In/Out
Slot Mute On	Mutes/Unmutes a Sample Slot	In/Out
Slot Stop/Delete/Load from List	Stops Sample Slot playback if playing, unloads Sample Slot if stopped and loads into Sample Slot from Track List if Sample Slot is empty	In/Out
Slot Retrigger	Retriggers the playback of a Sample Slot	In/Out
Slot Play Mode	Sets the Sample Slot Play Mode to looped or one-shot	In/Out
Slot Keylock On	Enables/disables the keylock of a Sample Slot	In/Out
Slot State	Outputs the state of a Sample Slot	Out
Slot FX On	Engages/disengages the Sample Slot to the FX Unit assigned to the Mixer channel	In/Out
Slot Monitor On	Enables/disables sending the audio of a Sample Slot to the CUE channel	In/Out
Slot Punch On	Enables/Disables Punch Mode for a Sample Slot	In/Out
Quantize Selector	Selects the Quantize value of the Remix Deck	In/Out
Quantize On	Enables/Disables Quantize mode for the Remix Deck	In/Out
Capture Source Selector	Selects the source (a Track Deck or LOOP Recorder) when capturing new Samples into the Remix Deck	In/Out
Sample Page Selector	Toggles between the four Sample pages iof the Remix Set	In/Out
Legacy > Play All Slots	Starts/Stops playback of all Slots for a Remix Deck	In/Out
Legacy > Trigger All Slots	Triggers all Sample Slots for a Remix Deck	In/Out
Legacy > Slot Retrigger Play	Starts playback of a Sample Slot from the beginning	In/Out

Name	Description	Input/ Output
Legacy > Slot Load from List	Loads the selected Sample into a Sample Slot	In/Out
Legacy > Slot Unload	Unloads a Sample Slot	In/Out
Legacy > Slot Capture from Deck	Captures the audio from a Track Deck and puts it in a Sample Slot	In/Out
Legacy > Slot Capture from Loop Recorder	Captures the audio from the Loop Recorder and puts it in a Sample Slot	In/Out
Legacy > Slot Copy from Slot	Copies the the sample from one Sample Slot to another	In/Out
Legacy > Play Mode All Slots	Switches the Play Mode between looped and one-shot for all Slots in a Remix Deck	In/Out
Legacy > Slot Size x2	Doubles the size of a Sample Slot	In/Out
Legacy > Slot Size /2	Halves the size of a Sample Slot	In/Out
Legacy > Slot Size Reset	Resets the size of a Sample Slot	In/Out
Legacy > Slot Size Adjust	Adjusts the size of a Sample Slot	In/Out
Direct Mapping > Slot X > Slot X Cell Y Trigger	Triggers the specified Sample Cell. The Sample will behave based on its current playback parameters and playstate, or in conjunction with one of the Direct Mapping modifiers	In
Direct Mapping > Slot X > Slot X Cell Y State	Outputs the current playback state of the Sample Cell such as Empty, Loaded, or Playing	Out
Direct Mapping > Cell Load Modifier	Hold this modifier while triggering a sample cell in order to load the selected Sample from the Browser into the Sample Cell	In/Out
Direct Mapping > Cell Delete Modifier	Hold this modifier while triggering a sample cell in order to delete the Sample from the Sample Cell	In/Out
Direct Mapping > Cell Reverse Modifier	To reverse the playback direction of a Sample Cell, hold this modifier and hold a Sample Cell trigger. If this modifier is released before the Sample trigger is released, the Sample will stay locked in reverse playback mode	In/Out
Direct Mapping > Capture Modifier	Hold this modifier while triggering a Sample Cell in order to capture a Sample from the current Capture Source into the Sample Cell. The length of the captured Sample will match the Auto-Loop Size of the Capture Source	In/Out
Meters > Slot Pre-Fader Level (L)	Outputs the pre-fader level (L) of a Sample Slot	Out
Meters > Slot Pre-Fader Level (R)	Outputs the pre-fader level (R) of a Sample Slot	Out
Meters > Slot Pre-Fader Level (L+R)	Outputs the pre-fader level (L+R) of a Sample Slot	Out
Step Sequencer > Sequencer On	Enables the Pattern Recorder	In/Out
Step Sequencer > Swing Amount	Hold this modifier and turn the encoder in order to adjust the Pattern Length	In/Out
Step Sequencer > Selected Sample	Hold this modifier to select another Sample.	In/Out
Step Sequencer > Pattern Length	Defines the Pattern Length of the selected Sample.	In/Out
Step Sequencer > Enable Step 1 to 16	Enables or disables step 1 to step 16	In/Out

15.4.13. Track Deck

The following table lists the assignable MIDI controls that are specific to the Track Deck and the STEM Deck.

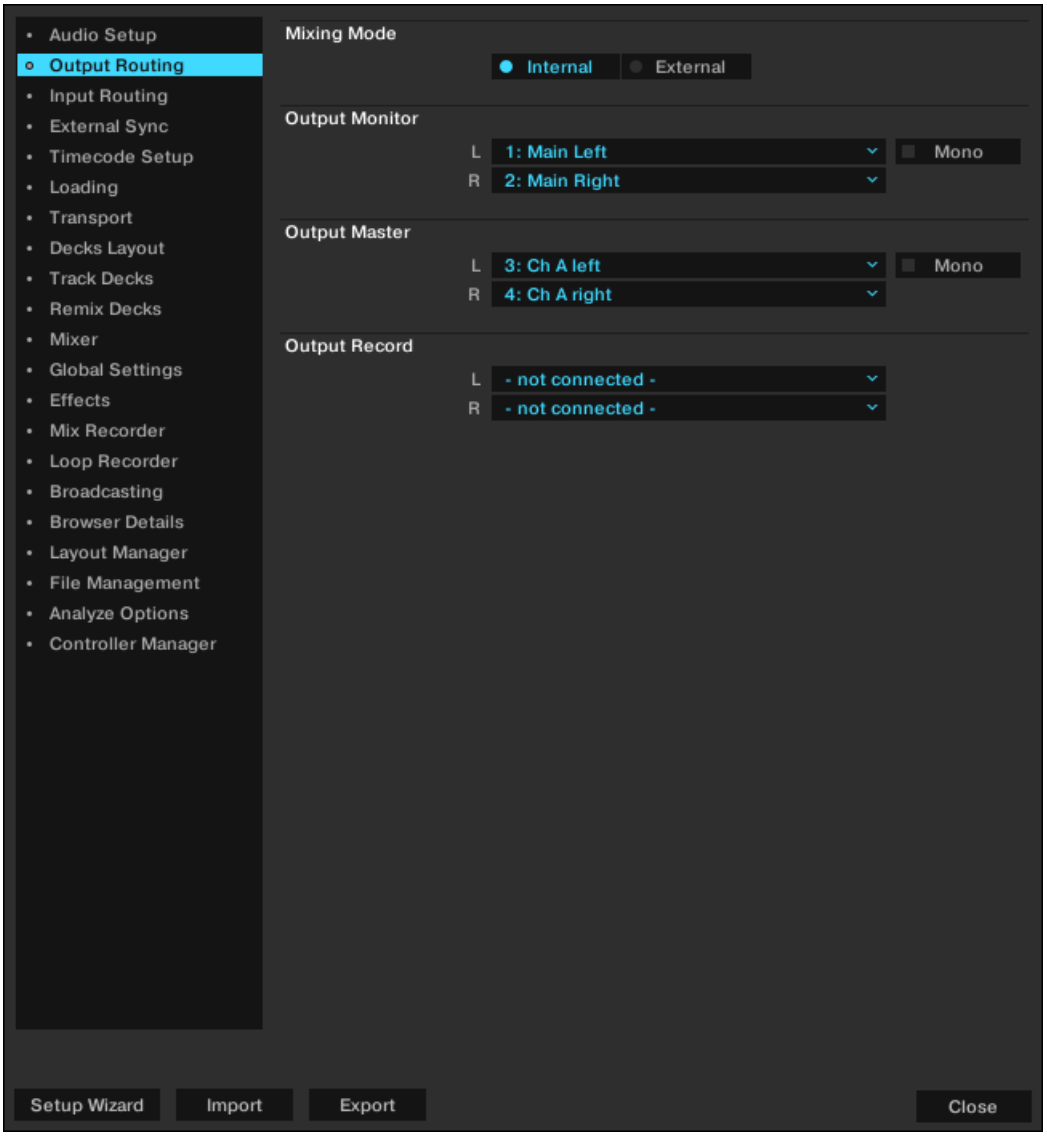
Name	Description	Input/Output
Load into Next Stopped Deck	Loads selected track into the first available stopped Deck	In/Out
Load, Loop, and Play	Loads the selected track, cue to Load Marker, set Auto Loop with current Loop length, and play Deck	In/Out
Duplicate Track Deck A	Duplicates the loaded track from Deck A into a Deck	In/Out
Duplicate Track Deck B	Duplicates the loaded track from Deck B into a Deck	In/Out
Duplicate Track Deck C	Duplicates the loaded track from Deck C into a Deck	In/Out
Duplicate Track Deck D	Duplicates the loaded track from Deck D into a Deck	In/Out
Waveform Zoom Adjust	Adjusts the zoom of the waveform for a Deck	In/Out
DAW View	Shows/hides the DAW view on a STEM Deck	In/Out
Keylock On	Enables/disables Keylock	In/Out
Keylock On (Preserve Pitch)	Enables/disables Keylock and preserves the pitch	In/Out
Key Adjust	Adjusts the key value	In/Out
Cue > Set Cue and Store as next Hotcue	Sets a cue point and stores it as the next available Hotcue	In/Out
Cue > Store Floating Cue/Loop as next Hotcue	Stores the floating cue/loop as the next available Hotcue	In/Out
Cue > Delete current Hotcue	Deletes the current Hotcue	In/Out
Cue > Jump to Next/Prev Cue/ Loop	Jumps to the previous/next cue point or Loop	In/Out
Cue > Map Hotcue	Maps the floating cue point to a Hotcue	In/Out
Cue > Select/Set+Store Hotcue	Sets and stores a Hotcue at the playback position or jumps to the Hotcue if it already exists	In/Out
Cue > Delete Hotcue	Deletes a Hotcue	In/Out
Cue > Cue Type Selector	Sets the cue type (cue, fade-in, fade-out, load, grid or loop) for a Hotcue	In/Out
Hotcue 1 Type	Outputs the type of hotcue 1	Out
Hotcue 2 Type	Outputs the type of Hotcue 2	Out
Hotcue 3 Type	Outputs the type of Hotcue 3	Out
Hotcue 4 Type	Outputs the type of Hotcue 4	Out
Hotcue 5 Type	Outputs the type of Hotcue 5	Out
Hotcue 6 Type	Outputs the type of Hotcue 6	Out
Hotcue 7 Type	Outputs the type of Hotcue 7	Out
Hotcue 8 Type	Outputs the type of Hotcue 8	Out
Grid > Autogrid	Initiates the track analysis and sets the BPM and a Beatgrid marker after analysis	In/Out
Grid > Reset BPM	Initiates the recalculation of the BPM	In/Out
Grid > Copy Phase from Tempo Master	Copies the phase from the Tempo Master	In/Out
Grid > Set Grid Marker	Sets a Beatgrid marker at the current playback position	In/Out
Grid > Delete Grid Marker	Deletes the last Beatgrid marker	In/Out
Grid > Move Grid Marker	Moves a Beatgrid marker	In/Out
Grid > BPM Adjust	Adjusts the BPM of the track	In/Out
Grid > BPM Lock On	Prevents changing the BPM of a track when enabled	In/Out
Grid > BPM x2	Doubles the BPM value of the track	In/Out
Grid > BPM /2	Halves the BPM of the track	In/Out
Grid > Beat Tap	Sets the BPM of the track by tapping it in	In/Out
Grid >Tick On	Enables/disables the tick sound in beat	In/Out

16. PREFERENCES

The Preferences provides you with various options to customize specific parts of your TRAKTOR system. This section describes the Preferences dialog including all options in the corresponding pages in order of appearance.

16.1. Preferences Dialog Overview

TRAKTOR provides various options to customize specific parts of your system. This section describes all options from the Preferences dialog in order of appearance.



Preferences dialog.

(**1**) **Preferences Pages**: The customization options are sorted by category and occur in several tabs in the left column of the Preferences dialog. When connecting an external Native Instruments controller to your computer (e.g. TRAKTOR KONTROL S2/S4), an additional Preferences page will appear.

You will find more information on these Preferences in the corresponding hardware controller manual.

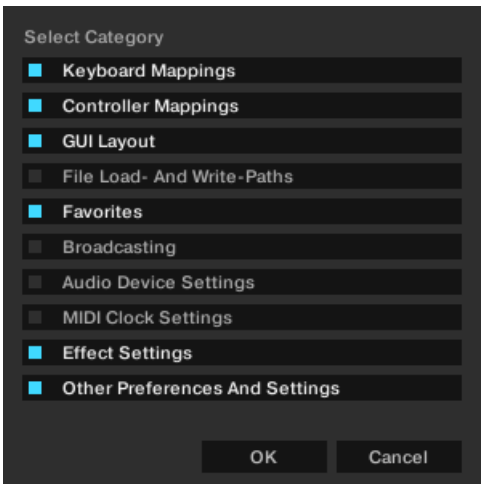
(**2**) **Setup Wizard button**: Starts the Setup Wizard for resetting TRAKTOR to a fresh out-of-the-box configuration.

(**3**) **Import**: Allows you to import a TRAKTOR configuration from a TRAKTOR Settings Information file (.tsi). After selecting the configuration file an Import filter dialog will be displayed allowing you to choose which settings to be imported.

(**4**) **Export**: Allows you to save a TRAKTOR configuration in a TRAKTOR Settings Information file (.tsi). An Export filter dialog will be displayed allowing you to choose which settings to be exported.

Export and Import Filters

When exporting or importing a TRAKTOR configuration, you can select which settings of the configuration to be exported or imported in a dialog.



Export/import dialog.

- **Keyboard Mappings**: Export / import settings for keyboard mappings as configured in Preferences > Controller Manager.
- **Controller Mappings**: Export / import settings for Controller Mappings as configured in Preferences > Controller Manager.
- **GUI Layout**: Export / import settings for GUI layouts as set in Preferences > Layout Manager.
- **File Load- And Write- paths**: Export / import settings for file directories as configured in Preferences > File Management > Directories.
- **Favorites**: Export / import favorite browser details as configured in Preferences > Browser Details.
- **Broadcasting**: Export / import Proxy, Server and Metadata settings from Preferences > Broadcasting.
- **Audio Device Settings**: Export / import audio setup device details from Preferences > Audio Setup.
- **MIDI Clock settings**: Export / import MIDI clock setting from Preferences > MIDI Clock.
- **Effect Settings**: Export / import effects setting including FX Unit routing, FX Unit mode and FX pre-selection as configured in Preferences > Effects.
- **Other Preferences and setting**: Export / import all other preference and settings such as Global settings for example, Tooltips on or off, or if TRAKTOR starts in Fullscreen mode etc.

16.2. Preferences – Audio Setup Page

This section describes the options in the **Audio Setup** page.



Preferences – Audio Setup page.

Audio Setup

- **Audio Device**: Allows you to select the external audio interface. If no external audio interface is selected, you can always select the built-in sound card as the audio device.
- **Sample Rate**: Allows you to select a sample rate according to the audio interface. Note that higher sample rates require more CPU load. The standard sample rate is at 44.1 kHz which is also used by audio by CDs.
- **Latency**: Allows you to select the audio latency. Lower latency values are better but require more CPU load. A setting too low can lead to audio dropouts, artifacts, or other unwanted behavior. Start with a latency setting of around 15ms and adjust it according to your system. A setting of between 5 and 10ms is considered adequate.

On macOS, use the slider to set an audio latency that is suitable for your system. On Windows, use the **Settings** button to open your audio device's control panel that lets you set the audio latency.

Phono / Line

- **Input Channel**: Enables you to switch the Input channel from Phono to Line mode on a Native Instruments AUDIO 4 DJ and AUDIO 8 DJ Interface. This is necessary when switching from using from turntables to CD players.

Routing

- **Win Built-In**: Allows you to select the internal soundcard as fallback. This will be the soundcard used by your system in case your Audio Device set in the Audio Setup section will be removed.

Multi-Core

- **Enable Multi-Core Processor Support**: When activated, the CPU load can be brought down for demanding tasks such as running Keylock on all Decks. The function must be disabled, when running a second real-time application on the same computer.

16.3. Preferences – Output Routing Page

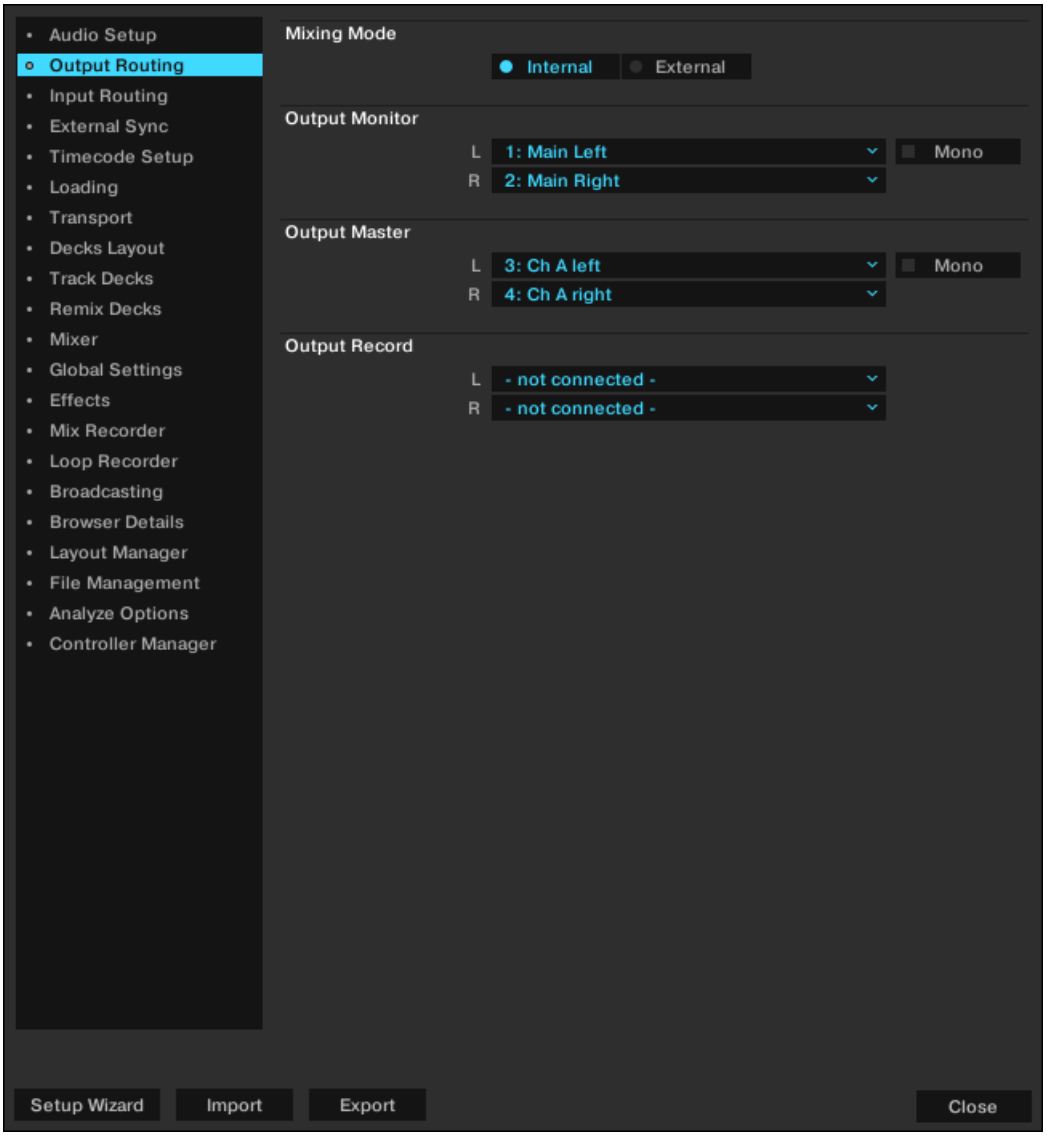
On this page you can configure the signal path from TRAKTOR to your audio interface. The available options depend on the selected Mixing Mode. You can select either **Internal** or **External** Mixing Mode. The options for both Mixing Modes are explained in the following.



The audio routing is usually automatically configured for all TRAKTOR KONTROL controllers, certified controllers, and audio interfaces.

Internal Mixing Mode

If you use TRAKTOR's Internal Mixer select **Internal**. Internal mixing mode provides the following options:



Preferences – Output Routing page with Internal Mixing Mode selected.

- **Output Monitor**: Selects the output pair to pre-listen to your tracks.
  Using the Cue buttons on TRAKTOR's internal Mixer sends the audio signals of the internal Mixer channels to a separate output pair. In Internal Mixing Mode the **Output Monitor** channel is also the output channel of the Preview Player in the Browser.
  - **Mono**: Merges the channels into mono mode.
- **Output Master**: Selects the output pair for the master output.
  - **Mono**: Merges the channels into mono mode.
- **Output Record**: Selects the output pair for the recording output.
  The recording outputs send the master output signal from TRAKTOR to a separate mixer input or recording device for recording your mix.

External Mixing Mode

If you use an external mixer select **External**. External mixing mode provides the following options:



Preferences – Output Routing page with External Mixing Mode selected.

- **Output Deck A**/**B**/**C**/**D**: Selects an output pair for each Deck.
  The options depend on your audio interface. You may also sum Decks up to one output pair. This is useful if your audio interface has limited outputs.
- **Output Preview**: Selects an output pair for the Preview Player.
- **Output FX Return**: Selects an output pair for using send effects.

16.4. Preferences – Input Routing Page

Here you can configure how TRAKTOR to use the various inputs of your audio interface for incorporating audio signals from external audio devices. The Volume Meters to the right of the input selections will display the signal level if a signal is present. You may also sum Decks up to one input pair.

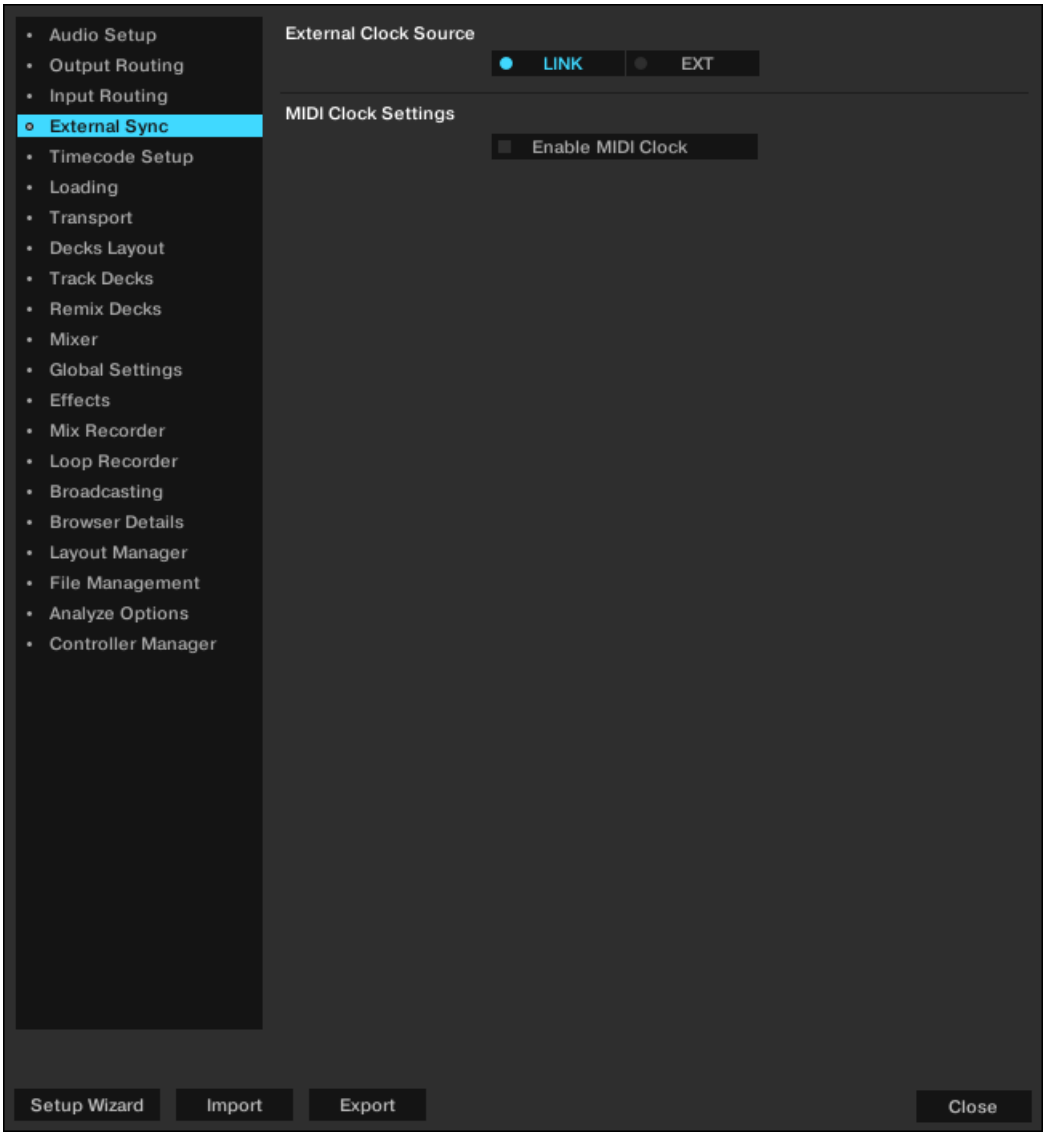


Preferences – Input Routing page.

- **Input Deck A / B / C / D**: Selects an input pair for incorporating the audio signal from an external audio device.
- **Input FX Send (Ext)**: Selects an input pair for using send effects.
- **Input Aux**: Selects an input pair for an Auxiliary input. This is only available when Internal Mixing Modes is selected in the **Output Routing** page.

16.5. Preferences – External Sync Page

This section describes the options in the **External Sync** page.



Preferences – External Sync page.

External Clock Source

- **LINK**: if selected the **LINK** is displayed in the Master Control panel. Use this option for connecting to external devices using Ableton LINK connection.
- **EXT**: If selected the **LINK** is replaced by the **EXT**. Use this option for connecting to external devices using MIDI connection.

MIDI Clock Settings

- **Enable MIDI Clock**: If this option is checked, the Master Control panel extends providing you additional MIDI Clock controls.

16.6. Preferences – Timecode Setup Page

When using Timecode vinyls or Timecode CDs you can make special configurations in this page.



Preferences – Timecode Setup page.

Timecode Inputs

The control signal Scopes give you a visual idea of the quality of the Timecode Control signal.

Tracking

- **Track Start Position**: Selects the start position of the tracking between 0 min and 10 min. This is useful if you want to sticker your record with a lead-in sticker, or the beginning of your control record is worn out or scratched.
- **Turntable Speed**: Selects 45 RPM handling mode for the control record. This option requires to also select 45 RPM Playback on the connected turntable. When unchecked, 33 RPM is the default.
- **Tracking Alert**: When selected TRAKTOR gives visual feedback if the Timecode Control signal quality becomes bad. In this case the tracking buttons start flashing in red. While the red flash-

ing is normal when you move the record back and forth, if the red flashing occurs during normal forward playback, you probably have dust under the needle.

- **Load next track when flipping record**: With this option checked, you can load the next track of any Playlist by flipping the record.
- **Use playlist scrolling zone**: With this option, you can enable Playlist Scrolling. For example, skipping to CD Track 3 allows you to scroll up and down through your Playlist by manually spinning the Jog Wheel on your CD player.
- **Switch to Absolute mode in lead-in**: Check this option if you want the Tracking mode to switch to Absolute Mode when placing the needle in the Lead-In of the Timecode vinyl or skip to the first track of the Timecode CD.
- **Switch to Absolute mode when loading**: Check this option if you want the Tracking mode always to switch to Absolute Mode when loading a track.

16.7. Preferences – Loading Page

This section describes the options in the **Loading** page.



Preferences – Loading page.

Loading

- **Loading only into stopped Deck**: Prevents loading into a playing Deck and therefore stops you from accidentally loading a track into the wrong Deck.
- **Stop playback at end of track**: Stops the playback of a Deck when a track is at its end.
- **Duplicate Deck when loading same track**: If a track is currently loaded into a Deck, you can directly copy the track and its playback position by using drag and drop from the Deck Heading to another Deck.
- **Load next at end of track**: Enables TRAKTOR to automatically load the next track from the current Playlist. Switching to another Playlist during playback does not activate another Playlist.
- **Initially Cue to Load Marker**: With this enabled, a track will automatically cue to an established Load Marker when it is loaded.

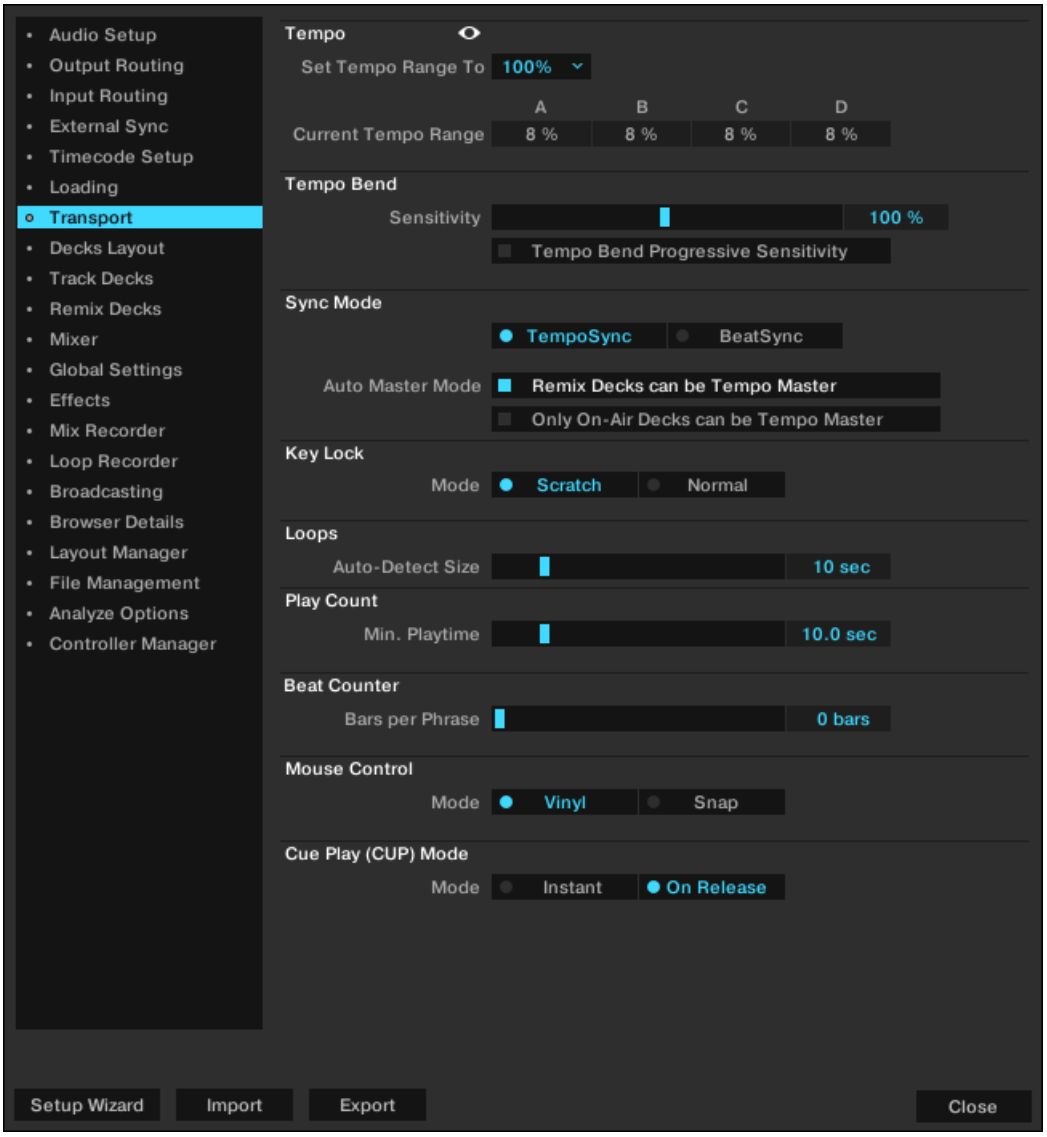
- **Activate Fade & Fade Out Markers**: Allows the use of Fade In and Fade Out Markers for automatic crossfades between tracks.
- **Cruise Loops Playlist**: This option affects the Cruise mode. With this option checked, TRAKTOR will repeat the Playlist from the beginning when the end of the list is reached.

Resetting Controls

- **Reset all Deck controls when loading track**: Resets all Deck controls to their default value when a track is loaded.
- **Reset all mixer controls when loading track**: Resets all mixer controls to their default value when a track is loaded.

16.8. Preferences – Transport Page

This section describes the options in the **Transport** page.



Preferences – Transport page.

Tempo

- **Set Tempo Range To**: Determines a global tempo range for all Tempo faders to define the maximum amount you can increase or decrease tempo. The available values are 2 %, 4 %, 6 %, 8 %, 10 %, 12 %, 14 %, 16 %, 18 %, 20 %, 25 %, 35 %, 50 % and 100 %. If you choose a range of 100 % you are able to perform a full stop of a track.
- **Current Tempo Range**: Displays the current tempo range for the Tempo Fader of each Deck.

Tempo Bend

- **Sensitivity**: Adjusts the sensitivity of the Tempo Bend function. The value range of the slider is 0–200 %. By default the Sensitivity is set to 100%.
- **Tempo Bend Progressive Sensitivity**: When unselected, using the Tempo bend buttons slightly increases or decreases the tempo as long as one of the Tempo bend buttons are used. When selected, using the Tempo bend buttons let the tempo progressively speed-up or slow-down as long as the Tempo bend buttons are used.

Sync Mode

There are two methods for synchronizing tracks: **TempoSync** and **BeatSync**.

- **TempoSync**: Maintains tempo-only synchronization between the tracks. The phase of the Decks will be aligned when the **SYNC** button is used. If the phase of the Decks are shifted, **SYNC** will turn dim. The tempos will remain synced in this mode.
- **BeatSync**: Forces tempo and phase synchronization between the tracks. The phase of the Decks will be aligned when the **SYNC** button is used. If the phase of the tracks are shifted manually, for example, by Scratching or holding a Deck in the stopped position, **SYNC** will turn dim, but TRAKTOR will re-align the phase of the tracks when the Deck plays normally again when you release the record or Jog Wheel.

This concept allows you, even if you are using TRAKTOR SCRATCH, to keep your tracks tempo-matched, and also raise the tempo of two or more tracks simultaneously, even if their phases are shifted.

Auto Master Mode: There are two options for enabling Tempo Master ability for the Remix Deck, and for restricting assignment of the Tempo Master to Decks that are on air:

- **Remix Decks can be Tempo Master**: With this option enabled, Remix Decks will behave in a standard Deck manner, i.e., they can become your Tempo Master throughout a mix. If you wish for Remix Decks to never be the Tempo Master, disable this option.
- **Only On-Air Decks can be Tempo Master**: When deactivated, a Deck can only become the Tempo Master automatically if it's loaded and playing. Therefore, if you stop the current Tempo Master, TRAKTOR will find the next playing Deck and assign it as the Tempo Master.

  When activated, it will be mandatory that the playing Deck is audible in the master output in order to become Tempo Master.

  You might prefer having this option turned on as it will ensure that the Tempo Master is always a track that you can hear, so there is no risk of synced Decks following the tempo of a Deck that cannot be heard.

However, in some cases, especially when performing scratch routines, you will prefer to leave this preference turned off. That way, you can perform scratch routines (which includes turning the volume down on certain Decks without either the channel faders or the crossfader) with TRAKTOR assigning the Tempo Master to a different Deck.

Key Lock

The Key Lock Modes determine the range in which the Key Lock function operates if activated in the Decks.

- **Scratch**: Key Lock gets disabled when playback speed is below -30 % or above +50 %. When doing scratch routines with Timecode media or Jog Wheels, this leads to a more natural scratch sound.
- **Normal**: Key Lock is enabled within the full tempo range.

Loops

- **Auto-Detect Size**: Determines the size beneath which a track is automatically detected as loop and therefore will be looped automatically. An automatically detected loop will show the green loop markers at the beginning and end in the Waveform/Stripe.

Play Count

- **Min. Playtime**: Determines the time that must to be exceeded until a track is marked as played and therefore is added to the history Playlist for this session. When the minimum playtime is reached, the track is displayed with the Checkmark icon, which marks it as played. Also, its Play Count is raised.

Beat Counter

- **Bars per Phrase**: Determines how many bars a phrase shall contain. A bar consists of 4 beats. This setting influences directly the **Beats** and **Beats to Cue** options in Preferences > Decks > Deck Heading.

Mouse Control

The following options affect the behavior of the detailed waveform when clicking it with the mouse. The following modes are available:

- **Vinyl**: When enabled, clicking the waveform stops the track like putting your hand on a record on a turntable. Holding the mouse and dragging back and forth works like scratching or spinning a record.
- **Snap**: When enabled, the mouse arrow will always snap to the beat of the loaded track.
  If you click inside the waveform the play position jumps to the beat next to where you clicked and the playback stops.
  Clicking in the waveform and holding the mouse button while the Deck is paused works like the Cue button.
  Right-clicking on the waveform works like the Deck Play button.

Cue Play (CUP Mode)

- **Instant**: Instantly starts playback when clicking CUP.
- **On Release**: Starts playback after releasing CUP button.

16.9. Preferences – Decks Layout Page

This section describes the options in the **Decks Layout** page.



Preferences – Decks Layout page.

Deck Flavor

- **A**, **B**, **C**, **D**: Select the current Deck Type for each Deck. Track Deck, Remix Deck, STEM Deck, or Live Input.

Deck Layout

- **Size A & B**, **Size C & D**: Switch between Micro, Small, Essential, Full or Advanced Decks to save screen space. Micro and Small Decks do not show the Waveform and Advanced Controls. Select Advanced Decks to make Advanced Controls visible.

- **Show Deck C & D**: Displays Decks C and D. If unchecked, Decks C and D are hidden and muted, except for Live Input flavor which will stay live even if Decks C and D are hidden.

Tempo Fader

- Here you can determine on which Decks the Tempo Fader is enabled and visible.

Platter / Scope

- Here you can switch between **Minimized**, **Platter**, and **Scope** panels to be visible in the Decks when using TRAKTOR SCRATCH. You may also turn the panels off.



Scratch Panels are only available if TRAKTOR SCRATCH and the required hardware are installed.

Miscellaneous

- **Grid Mode**: Switches the view of the Beatmarker from Full, Dim, Ticks and Invisible.
- **Show Minute Markers**: Switches the Minute Markers for all Decks on and off. The Minute Markers are a visual reference on the Stripe view for each minute of a track.
- **Color Mode**: Select from four waveforms **Ultraviolet**, **Infrared**, **X-Ray** and **Spectrum**.

Deck Header

- **Show Cover Art**: Switches the Cover Art icon on and off.
- **Show Phase Meter**: Switches the Phase Meters on or off for all Decks.

16.10. Preferences – Track Decks Page

This section describes the options in the **Track Deck** page. The options also apply to the STEM Decks.



Preferences – Track Decks page.

Deck Header

- **Top Row** / **Middle Row** / **Bottom Row**: Here you can choose which information for a loaded track will be shown in the Deck Header. There are three fields per three rows available. The top row is displayed larger and the bottom row smaller, so you can sort the information by importance.

Advanced Tabs

- **A**, **B**, **C**, **D**: For each Deck, select the Advanced Panel page to be displayed when the Advanced Panel is opened.

Miscellaneous

- **Track End Warning**: Determines the point in time when the track end warning will begin. When the playback position on the Track Deck reaches the set Track End Warning time the Stripe will flash red indicating the track is about to end. The timescale of the Track End Warning ranges from 0 to 120 seconds.
- **PlayMarker Position**: Determines the playhead position in the Waveform. The playhead indicates the current playback position within a track. At value 0 the playhead position is at the far left, at value 50 it is in the middle (default position), and at value 100 it is at the far right.
- **Stripe View Fit**: Determines the Stripe view either from the length of the **Record** (timecode media) or to the actual length of the loaded **Track**. The Record will represent the whole Stripe view even if the loaded track is shorter. **Track** is selected by default.
- **Default Zoom**: Determines the default Zoom level of the Waveform view on the Track Decks. A value of -1.00 will zoom out as far possible and likewise a value of +1.00 will zoom in as close as possible. Once the default value is set the Track Decks will maintain this view each time they are used. Alternatively, you may use the **+** and **-** symbols on the waveform display itself to alter the zoom view.

16.11. Preferences – Remix Decks Page

This section describes the options in the **Remix Decks** page.



Preferences – Remix Decks page.

Remix Deck Layout

- **Show Volume Fader**: Determines if the Slot Volume controls are visible or hidden in the Remix Deck.
- **Show Filter Fader**: Determines if the Filter fader controls are visible or hidden in the Remix Deck.
- **Permanently Show Slot Indicators**: Determines if the minimized Slot Parameter indicators are permanently visible or not in the Remix Deck. When checked, minimized Slot Parameter indicators are always visible in the Sample Slots. When unchecked, the minimized Slot Parameter indicators are hidden. In both cases, the Slot Parameter buttons will always appear when hovering the mouse pointer over the Sample Slots.
- **Set Auto-Gain When Loading Samples**: Determines if TRAKTOR should use the Auto-Gain value stored in a Sample when it is loaded into the Remix Deck. When this option is un-

checked, TRAKTOR will leave the Sample's gain at 0.0 dB, thus, playing the Sample at its original level. When checked, TRAKTOR will adjust the gain level as specified by the Auto-Gain level in the Sample so that it plays at an almost maximum volume (matching the level of other Samples that were loaded with Auto-Gain).

Behaviors

- **Auto-Enable Deck Play on Sample Trigger**: With this option enabled, TRAKTOR will force the Remix Deck's Play button to the on state whenever you trigger a Sample, even if the Deck had been previously stopped. When this option is disabled, triggering Samples will have no effect on the Remix Deck's Play button, allowing you to select the Sample before starting playback of the entire Deck.
- **One-Shot Samples Ignore Punch Mode**: With this option enabled, Samples in One-shot mode will ignore the setting of Punch mode, they will always play starting from the beginning. When this option is disabled, Samples in One-shot mode will follow the rules of Punch mode: they will start playing from a location corresponding to the phase/location of the previously playing Sample.

Saving

When this option is enabled, TRAKTOR will automatically save the current Remix Set when you initiate actions that will alter the current contents of the Remix Deck.

This includes the following actions:

- **Quitting TRAKTOR**: The Remix Set will be saved before the rest of the Track Collection is saved.



When initiating Auto-Save, you will not be presented with any dialogs. If the Remix Set already exists in the Track Collection, the older version will be automatically overwritten.

When this option is unchecked, TRAKTOR will not attempt to save edited Remix Sets in the above conditions. Instead, TRAKTOR will simply discard all changes made. This can be the preferred workflow if you want your Remix Sets to always start from the same state for each performance, regardless of what you did to them during a previous performance.

16.12. Preferences – Mixer Page

This section describes the options on the **Mixer** page.



Preferences – Mixer page.

EQ / Filter Selection

- **EQ Type**: Selects the EQ type to be controlled using the internal Mixer. You can choose between six alternative EQ Types, which differ from each other in their sound and features:
  - **Classic**: The standard three-band TRAKTOR EQ.
  - **P600**: This three-band EQ model references older DJ mixers by a Japanese manufacturer.
  - **NUO**: This three-band EQ model references a line of DJ mixers by a Spanish manufacturer.
  - **Xone**: This EQ model references a line of DJ mixers by a British manufacturer. It adds an additional mid setting for a total of four EQ-bands. Note that this additional band may not be accessible from your controller.
  - **Z ISO**: This is the same three-band EQ as found in the new TRAKTOR KONTROL Z2 DJ mixer. It is a full kill isolator EQ with a 24 db/octave slope, and sharply cuts the respective frequency band when turned fully counterclockwise.

    - **P800**: This three-band EQ model references more recent DJ mixers by a Japanese manufacturer.
- **Filter Type**: Selects the Filter type to be controlled using the internal Mixer.
    - **Ladder**: The **Ladder** filter concept is commonly associated with classic synthesizers. It offers a steep response and a lot of resonance.
    - **Xone**: This filter is modeled after a line of DJ mixers by a British manufacturer. It has a more mellow slope and less resonance.
    - **Z**: This is the same filter model as found in the new TRAKTOR KONTROL Z2 DJ-mixer. It is a steep filter, but it does not have as much resonance as the **Ladder** model.

Mixer FX

- **Mixer FX Slot 1**, **2**, **3**, **4**: Preselect one of seven available Mixer FX for each of the Mixer FX slots: **Reverb**, **Dual Delay**, **Noise**, **Time Gater**, **Flanger**, **Shepard**, and **Barber Pole**.

Crossfader

- **Auto Crossfade Time**: Adjusts the amount of time for the auto crossfade function to crossfade between tracks.
- **Smooth/Sharp**: Adjusts the crossfader curve from Smooth to Sharp.

Mixer Layout

- **EQ + Fader**: Shows or hides the EQ controls and the Channel faders from the internal Mixer.
- **Filter + Key + Gain + Cue + Balance**: Shows or hides the Filter, Key, Gain, Cue, and Balance controls from the internal Mixer.
- **Crossfader**: Shows or hides the crossfader from the internal Mixer.

Internal Mixing Mode

The options in this section let you configure the Internal Mixing Mode.

- **Enable Autogain**: When you enable this option, TRAKTOR adjusts the gain for the incoming audio signals automatically.
- **Enable Limiter**: Enables the Limiter to prevent clipping of the outgoing audio signal. You can also access this option directly from the Master Control panel.
- **Limiter Type**: Selects the Limiter type **Classic** or **Transparent** from the drop-down menu.
- **Headroom**: Here you can define the size of the headroom by selecting one of the values from the drop-down menu. Select from **None**, **-3dB**, **-6dB**, **-9dB**, or **-12dB**. When **None** is selected, there is no additional headroom before the audio signal starts clipping. When a specific value is selected, there is additional headroom in the relevant size before the signal starts clipping.
- **Apply Headroom to Channel Meters**: When this setting is enabled the current headroom setting is visually reflected by the Channel Meter LEDs in the Mixer channels.

External Mixing Mode

When you enable the **External Mixing Mode** on the **Output Routing** page in the Preferences, then the audio signals bypass the internal Mixer. The audio signals are directly sent to the outputs of the audio interface. The options in this section let you configure the External Mixing Mode. This enables you to additionally use the internal Mixer controls. The following options are available:

- **Enable Master Volume Control**: Enables the Master Volume control in the software. When you use the **MAIN** knob in the software, then you can adjust the levels for all outgoing audio signals at once.
- **Enable EQ + GAIN**: Enables the EQ and GAIN controls in the Mixer channels in the software. When you use the EQ and GAIN controls, then you can individually adjust the EQ and GAIN values for the outgoing audio signals.
- **Enable Mixer FX**: Enables the Mixer FX controls in the software. You can then apply TRAKTOR's Mixer FX to the outgoing audio signals.
- **Enable Autogain**: When you enable this option, TRAKTOR adjusts the gain for the incoming audio signals automatically.
- **Limiter Type**: Selects the Limiter type **Classic** or **Transparent** from the drop-down menu.
- **Enable Limiter**: Enables the Limiter to prevent clipping of the outgoing audio signal. You can also access this option directly from the Master Control panel.
- **Headroom**: Here you can define the size of the headroom by selecting one of the values from the drop-down menu. Select from **None**, **-3dB**, **-6dB**, **-9dB**, or **-12dB**. When **None** is selected, there is no additional headroom before the audio signal starts clipping. When a specific value is selected, there is additional headroom in the relevant size before the signal starts clipping.
- **Apply Headroom to Channel Meters**: When this setting is enabled the current headroom setting is visually reflected by the Channel Meter LEDs in the Mixer channels.

16.13. Preferences – Global Settings Page

This section describes the options in the **Global Setings** page.



Preferences – Global Settings page.

Global Section

- **Show Global Section**: Shows or hides the Global section.
- **Left**: Determines if FX Unit 1 or **LOOP RECORDER** to be displayed by default on the left-hand side of the Global section.
- **Right**: Determines if FX Unit 2 or **AUDIO RECORDER** to be displayed by default on the right-hand side of the Global section.

Miscellaneous

- **Fullscreen Resolution**: Determines the zoom factor of TRAKTOR's fullscreen view. If set to Desktop, TRAKTOR uses the native resolution of your computer 1:1. When choosing another

option, the full screen view appears larger (zoomed in) because TRAKTOR assumes a lower screen resolution. The available options depend on your hardware.

- **Switch to Fullscreen on Startup**: With this selected, TRAKTOR will open in full screen mode (maximizing the TRAKTOR window) each time it is started.
- **Show Tooltips**: Enable or disable Tools Tips. If you would like to familiarize yourself with TRAKTOR we recommend you enable Tool Tips as they provide a short descriptions of interface.
- **Deck Focus**: Select control of the visual Deck Focus from the following menu:
  Software: Enable Software control of Deck Focus.
  Hardware: Enable Hardware control of Deck Focus.
  None: Disable Deck Focus.
- **Show value when over control**: With this option checked, knobs like Gain, Master Volume, or the Effects' knobs show their actual value when hovering over it.
- **Enable Deck Header Warnings**: When enabled, TRAKTOR informs you of important deck related warning messages directly through the Deck Headers. With the Deck Header Warnings disabled, TRAKTOR's status bar will still display warnings.
- **Reset Hidden Dialogs**: Resets all dialogs that have been hidden by clicking on the "Don't Show This Again" checkbox.

Usage Data

Usage Data Tracking can be disabled / enabled at any time, allowing you to decide exactly when you wish to share anonymous data.

- **Yes, enable Usage Data Tracking**: This checkbox enables Usage Data tracking.
- **No, I don't want to contribute**: This checkbox disables Usage Data tracking.

For more information on Usage Data Tracking, refer to the knowledge-base https://support.native-instruments.com/hc/en-us/articles/209545029.



Usage Data Tracking technology is enabled / disabled on each computer individually. This means that if you use TRAKTOR on more than one computer, disabling / enabling Usage Data Tracking will not automatically disable / enable Usage Data Tracking on the other computer.

16.14. Preferences – Effects Page

This section describes the options in the Effects page.



Effects page.

FX Unit Routing

- **FX1**, **FX2**, **FX3**, **FX4**: The values in the drop-down menus determine if the FX Unit is routed as **Insert**, **Send**, or **Post Fader** effect.

  Insert: In Insert mode, the FX Unit is inserted into the signal chain right before the channel filter. The balance of the direct signal (Dry) and effect signal (Wet) is controlled by the D/W-knob in the FX Unit.

  Send: In Send mode, the FX Unit becomes independent from TRAKTOR's internal signal flow. The FX Unit receives input externally from one of the inputs of the audio interface as selected in Preferences > Input Routing. The FX Unit sends its output to one of the Outputs of the audio interface, as selected in Preferences > Output Routing. Only one audio interface input and output is supported. If you use more than one send effect, they are chained in the order 1-2-3-4.

Post Fader: In Post Fader mode, the FX Unit is inserted into the signal chain after the channel's volume fader so it will still be audible when turning down the volume on a channel. The balance of the direct signal (Dry) and effect signal (Wet) is controlled by the D/W-knob in the FX Unit. Post Fader effects are not available in External Mixer mode.

- **2 FX Units** / **4 FX Units**: Switches between 2 FX Units or 4 FX Units to be available in the Global Section.
- **Restore parameters when switching FX**: When this option is checked, the FX Units parameters are restored to their default settings when switching FX in FX Units.

FX Panel Mode

- **FX1**, **FX2**, **FX3**, **FX4**: The values in the drop-down menus determine the FX Mode for the FX Unit.
  Single: The Single FX mode provides a more detailed control over one selected effect.
  Group: The Group FX mode gives you control of up to three selected effects in one FX Unit.

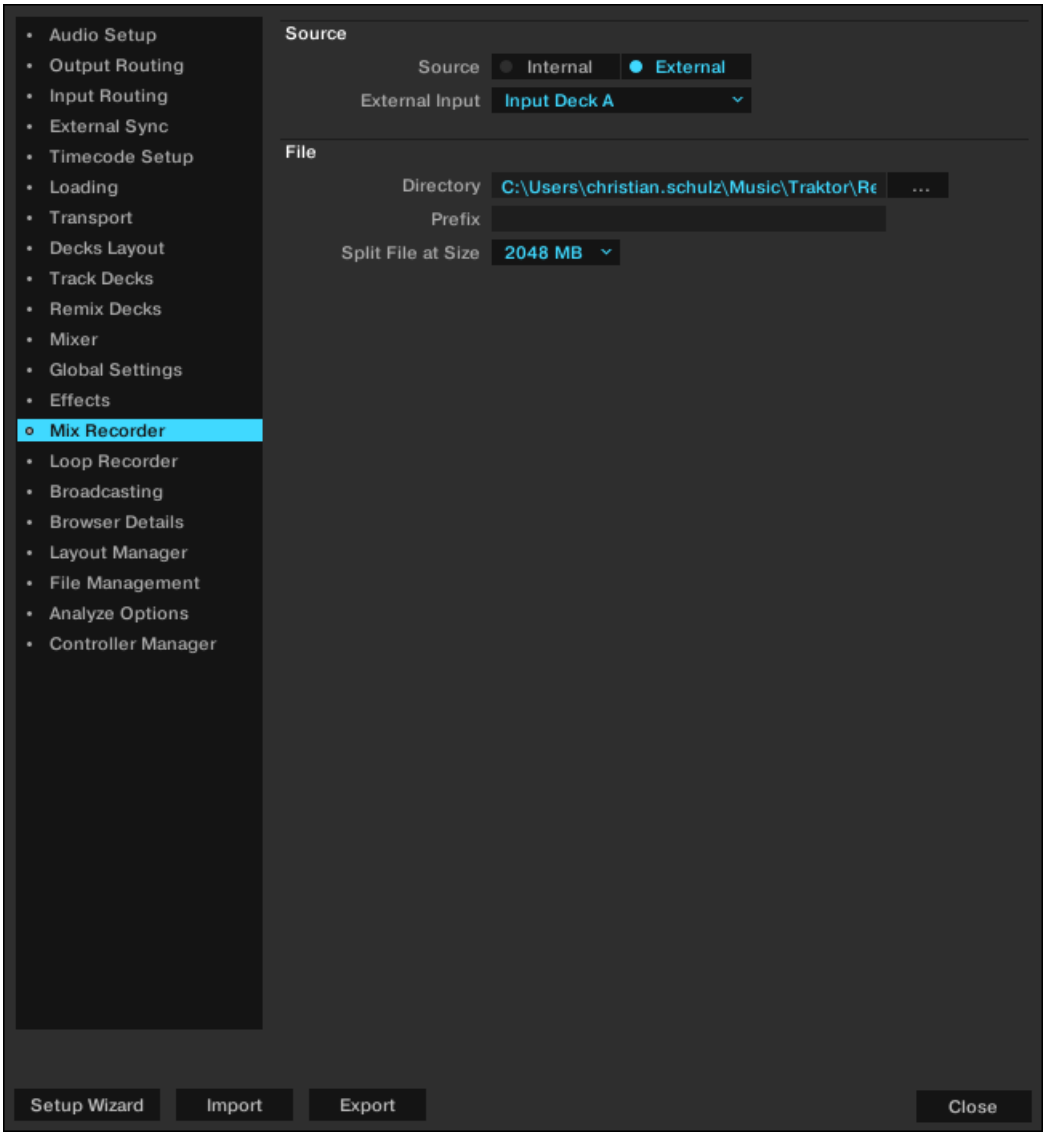
FX Pre-Selection

TRAKTOR provides a vast range of FX. You can create a personal selection of all available effects to narrow down the FX appearing in the Effect Selector of the FX Units.

- **Add**: You can add the selected FX from the **Pre-Selected Effects** column to the **Available Effects** column with a click on **Add**.
- **Remove**: You can remove the selected FX from the **Available Effects** column to the **Pre-Selected Effects** column with a click on **Remove**.
- **Up** / **Down**: Let you move the selected FX in the **Pre-Selected Effects** column up or down.

16.15. Preferences – Mix Recorder Page

This section describes the options in the Mix Recorder page.



Preferences – Mix Recorder page.

Source

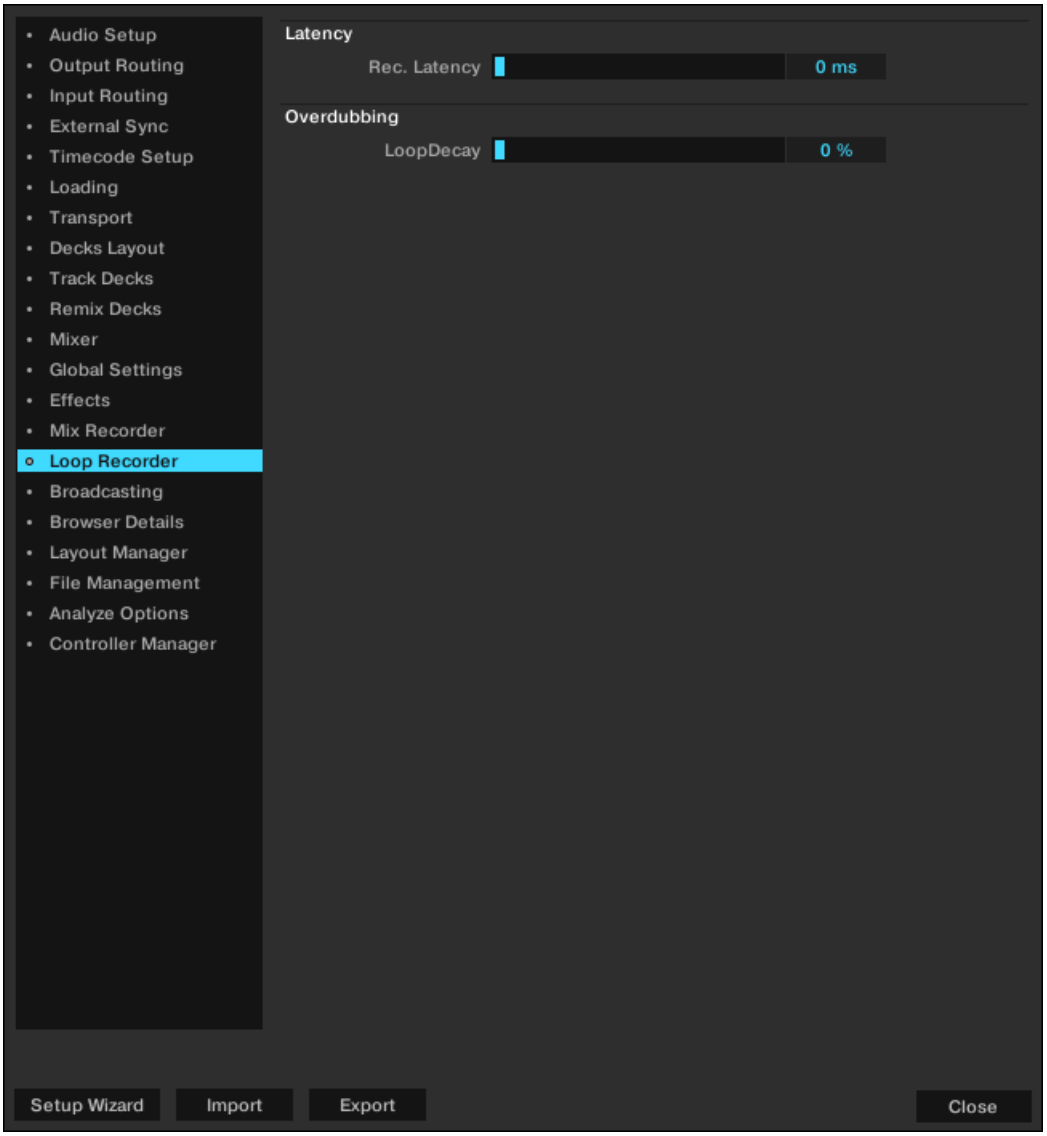
- **Source**: Selects the recording source, either the **Internal** source to record from TRAKTOR's internal Master output or the **Extenal** to record an external audio source like a turntable, microphone, or from your external hardware mixer.
- **External Input**: Selects the input channel from which TRAKTOR will record external audio.

File

- **Directory**: Determines the file path in which your audio recordings are stored.
- **Prefix**: Here you can enter a prefix to be added to the filename of each recording.
- **Split File at Size**: With a file size selected, your audio recordings will be split each time the file size is reached. The maximum file size is 2048 MB.

16.16. Preferences – Loop Recorder Page

This section describes the options in the Loop Recorder page.



Preferences – Loop Recorder page.

Latency

- **Rec. Latency**: Adjust the recording latency of the Loop Recorder if in External mixer mode.

Overdubbing

- **LoopDecay**: Adjust the percentage of how long it takes for recorded audio to fade out when overdubbing.

16.17. Preferences – Broadcasting Page

Broadcasting allows you to stream your DJ set live over the Internet. To do this you must first set-up a 'client and server' configuration. You can do this by installing a server on your computer that will provide a stream of the source (TRAKTOR) to clients connected to your server.

You must have a server configured correctly and running before you can begin your broadcast. For more information on setting up a server and Broadcasting please refer to Broadcasting Your Mix.

A description of the Broadcasting preferences page follows:



Preferences – Broadcasting page.

Proxy Settings

If connecting to the Internet through a Proxy, you can configure TRAKTOR to use your Proxy settings:

- **Custom**: Use this option if you want to add your own custom Proxy Settings.
- **Default**: Select this option to use the same Proxy Settings from your computer as the Proxy in TRAKTOR.

- **None**: Select this option if you do not want to use a Proxy.

Server Settings

Use this menu to configure TRAKTOR to use your server.

- **Address**: Manually enter the IP (Internet Protocol) address of your computer.

> Refer to the help section of your operating system for information on how to find your computer's IP address.

- **Port**: Most servers use the default port setting of 8000.
- **Mount Path**: Enter the mount path (a specific directory) you want your listeners to connect to. This is useful when broadcasting two events on the same server.
- **Password**: Enter the password of your server.
- **Format**: Select the sound quality you want to broadcast. Higher resolutions will require more bandwidth. Use an appropriate setting for your connection.

Metadata Settings

In this section you can configure metadata for your broadcasting stream. This is the information your listeners will see.

- **Stream URL**: Represents the URL (Uniform Resource Locator) you are broadcasting on and the URL you should give to your listeners.
- **Stream Name**: Represents the title of your broadcast to be displayed.
- **Stream Description**: Represents a description for your broadcast to be displayed.
- **Stream Genre**: Represents the genre of music you broadcast.

16.18. Preferences – Browser Details Page

This section describes the options in the **Browser Details** page.



Preferences – Browser Details page.

Editing

- **Allow Inline Editing in List Window**: If checked, you can edit metadata of your music files by double-clicking them in the Track List. With this option unchecked, editing track tags in the Track List is not allowed to prevent unwanted changes, for example, during a live situation.

Browser Details

- **Show Preview Player**: Switches the Preview Player on and off.
- **Show Cover Art**: Switches the cover art window on and off.
- **Show Playlist Favorites**: Switches the Browser Favorites on top of the Track List on and off.
- **Show Track Info**: Switches the Info Window on and off.

- **Show Status Bar/Error Messages**: Switches the Status Bar on and off. This area also displays error messages.

16.19. Preferences – Layout Manager Page

In the **Layout Manager** page you can customize TRAKTOR's Layouts.



Preferences – Layout Manager page.

Layout Manager

- **Change Name**: Here you can type in a name for the selected Layout.
- **Rename**: Verifies your entry.
- **Personal Layouts**: Lists all stored Layouts. A click on the Layout activates it. The active layout is marked with Active in the first column. The order in this list also defines the order of layouts in the Layout Selector of TRAKTOR's Header.
- **Add**: Creates a new layout.
- **Remove**: Deletes the selected layout.

- **Move Up/Down**: Changes the position of the selected layout in the layout dropdown of TRAKTOR's header section.

16.20. Preferences – File Management Page

This section describes the options in the **File Management** page.



Preferences – File Management page.

File Management

- **Import Music-Folders at Startup**: With this selected, each time TRAKTOR is started, it will automatically import all tracks in your Music Folder that have not already been imported.
- **Determine track-time automatically (before analysis)**: With this option checked TRAKTOR estimates the track-time before analyzing it.
- **Analyze new imported tracks**: Performs an automatic analysis of all new tracks when imported into the Track Collection.
- **Analyze new tracks when loading into deck**: Triggers the analysis only when loading a track into a Deck. The Status bar at the bottom of TRAKTOR will provide visual feedback on analysis

progress and alert you if there is a problem. Analyzing the tracks on demand possibly avoids CPU load problems with a permanent background analysis.



Analysis generates high CPU load. Due to lower prioritization of the analysis process there is no risk of slowdowns for TRAKTOR itself, but when using additional software along with TRAKTOR, you may note that the software performs slower than usual.

- **Save created Loops and Samples automatically**: Automatically saves the Loops and Samples you created in TRAKTOR for later use.
- **Show Consistency Check Report on Startup**: With this selected, the Consistency Check Report will be displayed each time you start TRAKTOR. This report displays information about your Track Collection and gives options to manage it.

File structure mode

The following File Structure modes determine the file structure when exporting a Playlist.

- **None**: File names will not be changed during export.
- **Flat**: File names will be changed into a 01 Artist - Title format during export.
- **Artist**: During export, sub-folders with the artist names will be created.
- **Label**: During export, sub-folders with the label names will be created.

Directories

These settings define TRAKTOR's directories. The directories can be changed by using the …! button and selecting the path of the preferred folder. Using the reset buttons set the directories back to the defaults.

- **Root Dir**: This is the path to your Track Collection/Playlists/Settings/History/Mappings files.
- **Sample Dir**: This is the path to your Sample files used in Remix Decks.
- **Remix Sets Dir**: This is the path to your Remix Sets used in Remix Decks.
- **iTunes Music Library**: If you want to use TRAKTOR's iTunes integration you have to select the path of your iTunes Library.

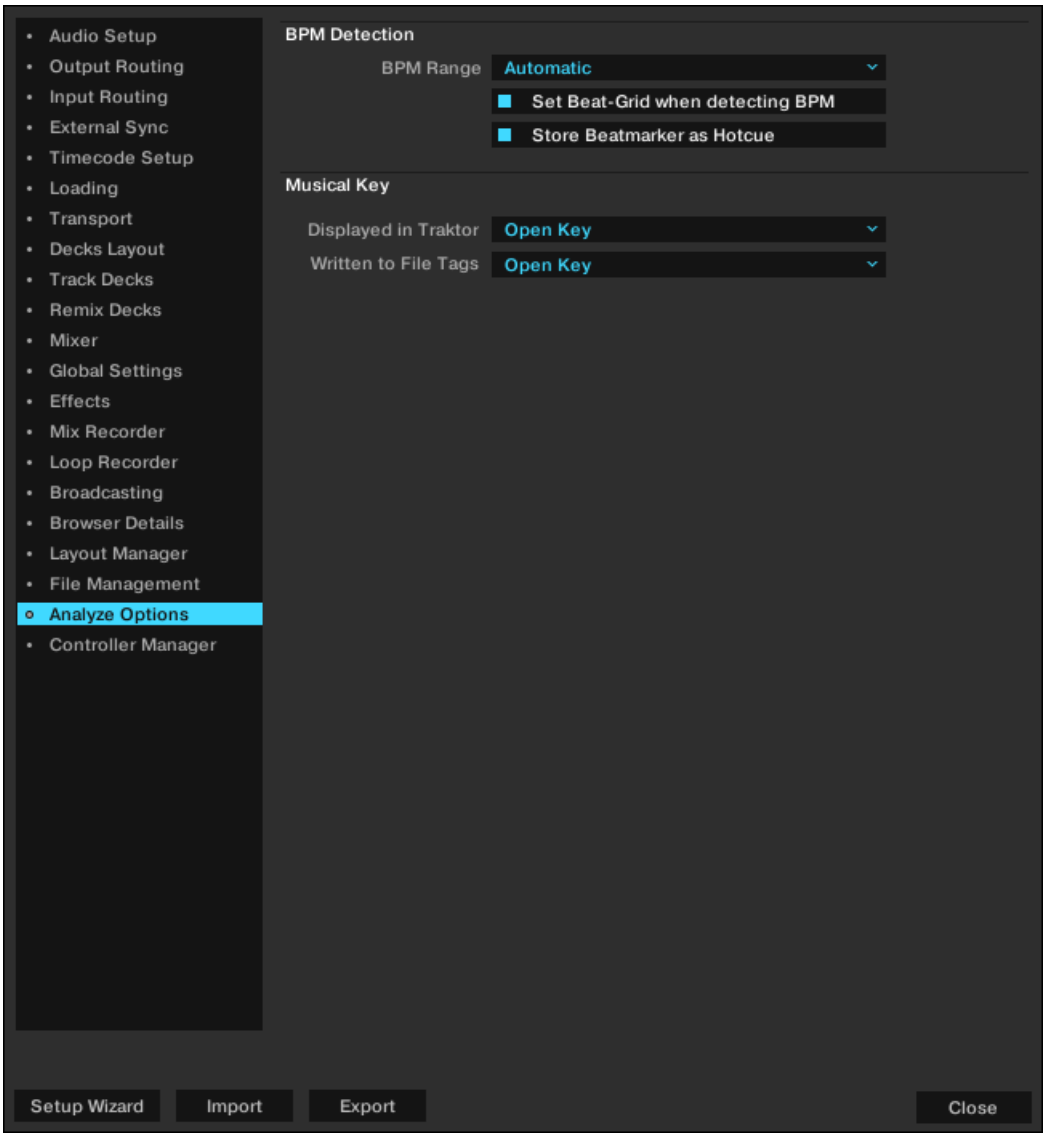
Music Folders

If you want to use your own music folder structure you can add your music folders in this list. TRAKTOR can automatically import all music files stored within this Music Folder.

- **Add…**: Lets you add folders as Music Folders.
- **Delete**: Deletes the selected Music Folder from the list.
- **Change…**: If you changed the directory or the name of a Music Folder in your system use this button to change the path of the directory also in TRAKTOR.

16.21. Preferences – Analyze Options Page

This page provides options concerning the default settings of the Analysis function when importing/analyzing audio files.



Preferences – Analyze Options page.

BPM Detection

- **BPM Range**: Selects the minimum and maximum beats per minute (BPM) values of the tracks you are going to analyze.
  This will help TRAKTOR's BPM-analysis find the correct BPM value when analyzing. The **Automatic** setting uses artificial intelligence techniques to help improve the tempo and downbeat results. For example, Drum and Bass tracks will have tempos in the 170BPM range instead of 85BPM.



We recommend to use this setting if your collection contains a wide variety of genres which you want to analyze together.

- **Set Beatgrid when detecting BPM**: By checking this option, TRAKTOR will place a Beatgrid on the track and will align it to the nearest downbeat. If the track already contains a Beatgrid, TRAKTOR will move it, if necessary, to the nearest downbeat.
- **Store Beatmarker as Hotcue**: When TRAKTOR analyzes a track it creates a Beatmarker as reference for the Beatgrid. With this option enabled the Beatmarker is also available for use as a Hotcue. Disable this option to prevent accidental erasure; as a result, you will not be able to use the Beatmarker as a Hotcue.

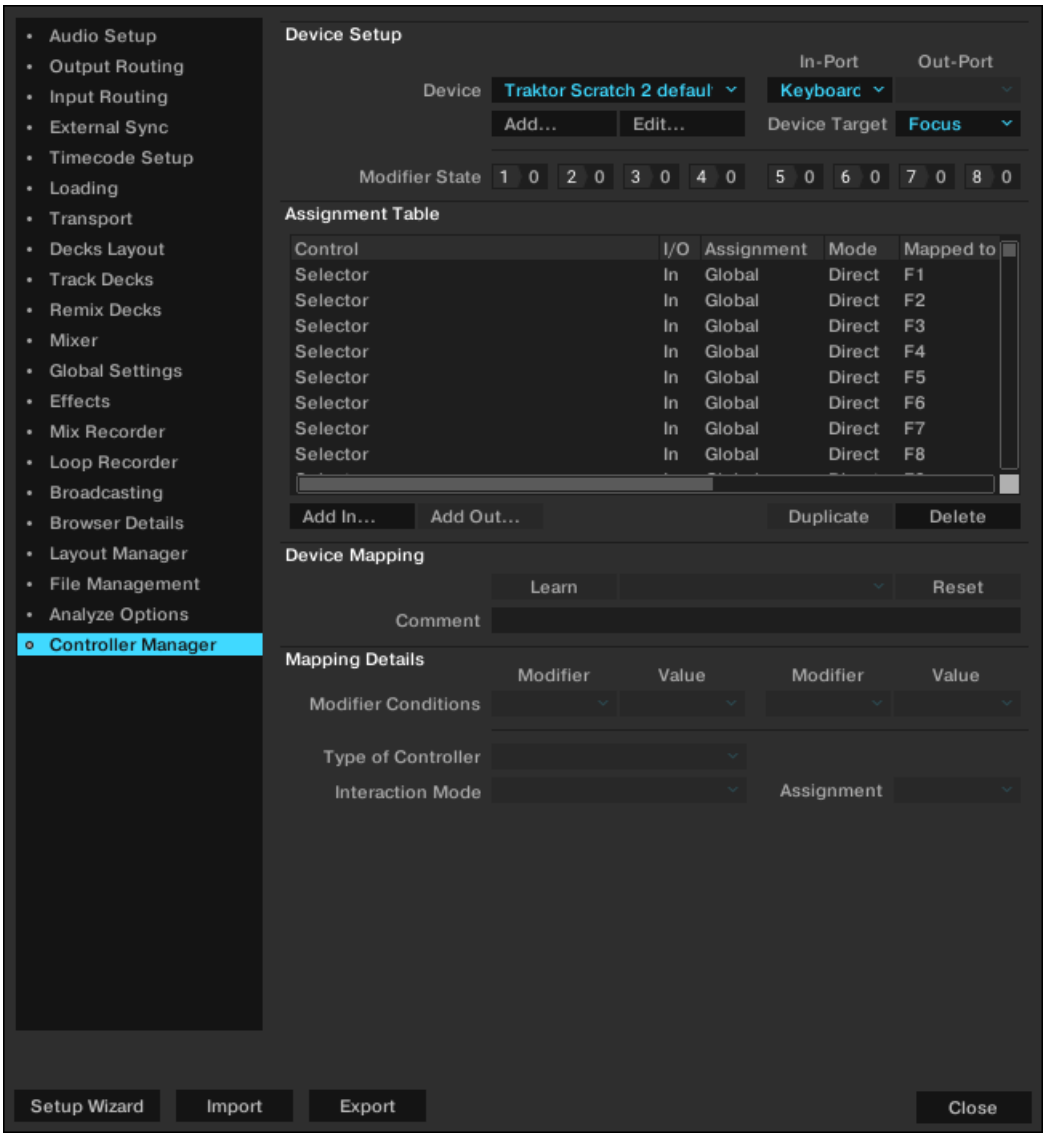
Musical Key

TRAKTOR automatically detects a track's key which can be displayed in TRAKTOR as well as be written into the metadata of the track. The following settings are available:

- **Displayed in Traktor**: Selects the notation to be displayed in the Key column of the Browser. This option can be changed at any time and will change the way all Keys are displayed in TRAKTOR. Available notations are: **Musical**, **Musical (all sharps)**, **Open Key**.
- **Written to File Tags**: Selects the notation to be written into the metadata of a track file itself so that the notation information can be used in third party software applications. Available notations are: **Musical**, **Musical (all sharps)**, **Open Key**, **Key Text**.

16.22. Preferences – Controller Manager Page

The **Controller Manager** page unifies all of TRAKTOR's MIDI and Keyboard Mappings, as well as MIDI setup in one preference page. Settings and mappings can be imported, exported, and customized all from this one Preferences page. For more information on configuring a MIDI controller, refer to Configuring MIDI Controller for Controlling TRAKTOR.



Preferences – Controller Manager page.

- **Device Setup**: Allows you to create multiple mappings for your computer keyboard, MIDI controllers, and some HID devices.
- **Assignment Table**: Lists all assignments for the mapping that is selected in Device. All mapped devices are active at the same time, not just the selected mapping.
- **Device Mapping**: Allows you to map TRAKTOR controls to desired control elements of a MIDI device.
- **Mapping Details**: allows to make customization to mapped TRAKTOR controls i.e the Modifier Conditions and the Interactions Mode.

17. EFFECT REFERENCE

In this section you will find an overview of all 40 Effects contained in TRAKTOR.

17.1. Delay

This is the classic tempo-synced Delay with Freeze button. The rate of the Delay is directly controlled by the Master Clock of TRAKTOR to ensure that the Delay syncs to the beat even during tempo changes.

Single Mode

- **FILTER**: Internal carbonized high pass and low pass filter (similar to a bandpass filter). The filter is open when the knob is in full left position and progressively cuts out low and high frequencies when turned to the right.
- **FEEDB** (Feedback): Controls the strength of the delay's feedback, making the effect stronger and more colorful. Min: low feedback, Max: strong feedback.
- **RATE**: Controls the Delay time. The 7 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. Min—Max: 1/32, 1/16, 1/8, 3/16, 1/4, 3/8, 4/4.

The Rate knob continues to work in Freeze mode and allows interesting mash-ups. It is important, though, to turn the knob down to low values only briefly because otherwise the buffer will empty.



The effect rate can be switched during operation without any crackles or glitches in audio!



Even in Freeze mode the Delay follows the Master Clock and will therefore seamlessly merge into the mix once released.

- **FRZ** (Freeze): Freezes the Delay by closing the input and turning up the Feedback to maximum value. The filter remains active in the feedback loop. For endless freezes, the FILTER knob has to be therefore turned down to full left position.
- **SPRD** (Stereo Spread): Creates an offset between the delay times of the left and right channel giving the effect of spatial depth. The Delay times are: L Min—Max: 1/32, 1/16, 1/8, 3/16, 2/4, 3/8, 4/4 R Min—Max: 1/32, 1/8, 3/16, 3/8, 3/8, 2/4, 4/4.

Group Mode (1-Knob Control)

The knob works like the **RATE** knob in Single mode at a medium Feedback value.

17.2. Reverb

Classic Reverb with extreme room sizes, individual low and high pass filter controls, and Freeze function.

Single Mode

- **HP**: High Pass filter in the effect loop—fully open when turned to the left.
- **LP**: Low Pass filter in the effect loop—fully open when turned to the right.
- **SIZE**: Controls the size of the added reverb, ranging from small to vast room sizes.
- **FRZ** (Freeze): Freezes the Reverb by closing the input and leaving the output open.

Group Mode (1-Knob Control)

Works like the **SIZE** knob in Single mode.

17.3. Flanger

A Classic Flanger with tempo based and free running rate control and stereo phasing.

Single Mode

- **SPRD** (Stereo Spread): Creates a stereo spread effect by controlling the phase offset between the left and right stereo channel. Min: no phase offset, Max: maximum phase offset (1/2 period)
- **FEEDB** (Feedback): Controls the amount of the Flanger's feedback, making the effect stronger and more colorful. Min: no feedback, Max: maximum feedback
- **RATE**: Controls the rate of Flanger oscillation. The 11 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. Max—Min: 16 bars, 8 bars, 4 bars, 2 bars, 4/4, 2/4, 3/8, 1/4, 3/16, 1/8, 1/16.
- **UP**: When pressed the direction of the oscillation is inverted, starting with the lowest frequency, and moves upward.
- **FR.R**: Enables continuous rate control, independent from tempo and ranges from 30 sec (Max) to 1/30 sec (Min).
- **LFO RESET** (Master panel): Resets the oscillation and restarts at the lowest or highest point, according to the status of DN/UP.



The LFO RESET button in the Master panel resets the low frequency oscillation phase to zero (highest point).

Group Mode (1-Knob Control)

- The knob controls the rate of the up and down oscillation of the flanging sound. The knob behaves like the **RATE** knob in Single mode with Freerun activated.

17.4. Flanger Pulse

Innovative, semi-automatic Flanger effect that is triggered by signal peaks in the music producing interesting lashing sounds.

Has the most effect on music with gaps in it, such as drum loops, because the self-oscillation can develop best in empty parts of the music.

Single Mode

- **SHAPE**: Controls the shape of the Flanger Pulse. The range of the controller bears a multitude of patterns and morphs between them for continuously new sound effects. Explore the range of this knob in combination with the **FEEDB** and the **AMNT** knob and store the preset whenever you like it.
- **FEEDB** (Feedback): Controls the strength of the Flanger's feedback making the effect stronger and more colorful. Min: low feedback, Max: strong feedback
- **AMNT** (Amount): The knob has two operating zones on the left and the right side of the center position and controls the modulation amount of the Flanger frequency.
- **FB-** (Inverted Feedback): Only passes uneven harmonics, making the flanging effect sound deeper in frequency.
- **SPR** (Stereo Spread): Creates an offset between the flanging effect of the right and left stereo channel giving the effect of spatial depth.

Group Mode (1-Knob Control)

The knob has two operating zones on the left and the right side of the center position. It behaves like the **AMNT** knob in Single mode.

17.5. Flanger Flux

Manually controlled Flanger suited for jog wheel control.

Single Mode

- **FEEDB** (Feedback): Controls the amount of the Flanger's feedback, making the effect stronger and more colorful. Min: low feedback, Max: strong feedback.
- **PITCH**: Controls the pitch of the effect. The center position of the knob is neutral, to either side the flanging effect moves from high to low frequencies.
- **FB-** (Inverted Feedback): Only passes uneven harmonics making the flanging effect sound deeper in frequency.
- **SPR** (Stereo Spread): Creates an offset between the flanging effect of the right and left stereo channel, giving the effect of spatial depth.

Group Mode (1-Knob Control)

The knob controls the **PITCH** of the effect. The center position of the knob is neutral—to either side the flanging effect moves from high to low frequencies.

17.6. Gater

The Gater rhythmically mutes parts of the audio at adjustable rates. The Master Clock controls the rate and the moment in time of muting. A hissing noise can be added to the Gater for emphasizing the rhythmical pattern.

In order for the Gater to match the beats in the music, it is absolutely necessary that your tracks have well aligned Beatgrids and that the Master Clock follows the track tempo in Auto Mode.

Single Mode

- **NOISE** (Noise Level): Controls the amount of hissing noise added to the Gate. Min: No added hissing, Max: Much added hissing.
- **SHAPE**: Controls the shape of the Gate. Min—Center: 1 % Hold, 0 % Decay—50 % Hold, 0 % Decay Center—Max: 50 % Hold, 0 % Decay—0 % Hold, 100 % Decay.
- **RATE**: Controls the rate of the Gater. The 5 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. Min—Max: Off—1/4—1/8—1/16—1/32.
- **MTE** (Mute): Fully mutes the music and passes only the added hissing noise.

Activating **MTE** in combination with no added Noise Level results in no audio output.

- **STT** (Stutter): Activates 3/16 gating time for producing a stuttering effect.

Activating STT disables the action of the **RATE** knob.

Group Mode (1-Knob Control)

The knob controls the rate of the Gater and behaves like the **RATE** knob in Single mode.

17.7. Beatmasher 2

The Beatmasher 2 is a buffer-based effect that captures a short loop from the current audio material and mashes it up.

Single Mode

- **ON**: When turning on the effect it samples one bar or audio based on the tempo of the master clock. To sample a new piece of audio, turn the effect off and then back on.

The effect has to be started in off mode and then turned on to sample the current audio.

- **GATE**: Combined controller for different ways of mixing and gating the sampled material:
  - In full left position bypasses the effect. From full left to centre mixes in progressively bigger chunks of the buffered audio.
  - In centre position just plays the buffered audio. From center to full right position cuts out progressively bigger chunks of audio like a gater.
- **ROT** (Rotate): Shifts the sampled audio relative to its original position in steps of 1/8 notes. At minimum Length, the Rotate knob continuously rotates the sample.
- **LEN** (Length): Controls the length of the audio played back from the buffer.

- **WRP** (Warp): Re-syncs the effect on each bar for more musical results.
- **REV** (Reverse): Reverses the playback direction of the buffered audio samples.

Group Mode (1-Knob Control)

This knob behaves like the **LEN** (Length) knob in Single mode.

17.8. Delay T3

Classical tempo-synced Delay with a Freeze button. The Rate of the Delay is directly controlled by TRAKTOR's Master Clock to ensure that the Delay syncs to the beat also during tempo changes.

Single Mode

- **FILTER**: Internal high pass filter and low pass filter (similar to a band pass filter). The filter is open when the knob is in center position. It progressively cuts out low frequencies when turned to the right and cuts out high frequencies when turned to the left.
- **FEEDB** (Feedback): Controls the strength of the delays feedback, making the effect stronger and more colorful:
  - Min: low feedback
  - Max: strong feedback
- **RATE:** Controls the Delay time. Compared to prior TRAKTOR versions, the orientation of the knob has changed to: Min: long delay times, Max: short delay times. The 7 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. The knobs position is displayed in bold letters:
  - Min ⇨ Max: 4/4, 3/8, 1/4, 3/16, 1/8, 1/16, 1/32.

The effect rate can be switched during operation without any crackles or glitches in audio!



Even in Freeze mode the Delay follows the Master Clock and will therefore seamlessly merge into the mix once it is released.



The **RATE** knob continues to work in Freeze mode and allows interesting mash-ups. It is important to turn the knob down to low values only shortly because otherwise the buffer will empty.

- **FRZ** (Freeze): Freezes the Delay by closing the input while playing the delay with the set Feedback. The filer remains active in the feedback loop. For endless freezes, the **FILTER** knob has to be therefore turned to the middle position.
- **FR.R** (Free Run): When pressed, delay times are not quantized and can be changed continuously. Changing delay times while the Delay is active may result in sudden skips in pitch and rhythm.

Group Mode (1-Knob Control)

The knob works like the **RATE** knob in Single mode at a medium Feedback value.

17.9. Filter LFO

This is a classic filter based on ladder filter architecture with tempo-synced LFO. The LFO is either driven by the Beatgrid (and therefore is always in sync with the track) or can be driven in Freerun mode.



In Freerun mode (**FR.R**) the rate of the Flanger oscillation is not tied to the musical tempo and varies continuously from 30 sec (Max) to 1/30 sec (Min).

Single Mode



The LFO **RST** button resets the low frequency oscillation phase to zero (highest point).

- **D/RNG** (Dry-Range): Controls the strength of the effect with a combination of Dry-Wet and the LFO-Range. The filter is fully bypassed in full left position. As soon as the knob is not in full left position the filter kicks in fully and the knob progressively increases the range of the LFO when turned clockwise.
- **SHAPE**: Controls the shape of the LFO. At the full left knob position the shape is a triangle, morphing into a saw tooth with sharp decay at the full right knob position.
- **RES**: Controls the resonance of the filter. High resonance makes the filter sound colorful and more noticeable. Min: low resonance, Max: high resonance
- **RATE**: Controls the rate of Filter oscillation. The 11 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. –Max—Min : 16 bars, 8 bars, 4 bars, 2 bars, 4/4, 2/4, 3/8, 1/4, 3/16, 1/8, 1/16
- **UP**: When pressed the direction of the oscillation is inverted, starting with the lowest frequency, and moves upward.
- **FR.R**: In Freerun mode (**FR.R**) the rate of the Phaser oscillation is not tied to the musical tempo and varies continuously from 30 sec (Max) to 1/30 sec (Min).

Group Mode (1-Knob Control)

The knob behaves like the **RATE** knob in Freerun mode in Single mode.

17.10. Filter Pulse

Innovative, auto-controlled Filter effects based on ladder filter architecture, and triggered by signal peaks in the music producing interesting lashing sounds.

It has the most effect on music with gaps in it, such as drum loops, because the self-oscillation can develop in empty parts of the music.

Single Mode

- **SOFTEN**: Controls the smoothness of the cutoff envelope. The more the knob is turned to the right, the softer the filter sweeps will be.
- **RES**: Controls the resonance of the filter. High resonance makes the filter sound colorful and more noticeable. Min: low resonance, Max: high resonance.
- **AMT**: Controls the frequency where the filter action takes place. Compared to a regular filter, the filter frequency is modulated by the peaks in the music resulting in a dynamic pattern of filter sweeps. In center position the modulation is neutral, to the right the modulation goes upwards and to the left the modulation goes downwards.
- **P.SN** (Peak Sensitivity): This raises the threshold for the peak envelope follower from 50 % to 80 %.
- **P.MD** (Peak Mode): This enabled Peak Sensitivity (see above).

Group Mode (1-Knob Control)

The knob behaves like the **AMNT** knob in Single mode.

17.11. Filter

Classic filter with 2-knob and single knob control modes, based on ladder filter architecture.

Single Mode

- **HP** (High Pass):
  - Controls the low cutoff frequency.
  - Passes the entire band in full left position (bypass).
  - Progressively cuts frequencies from low to high when turned to the right.
- **RES**: Controls the resonance of the filter. High resonance makes the filter sound colorful and more noticeable. Min: low resonance, Max: high resonance.
- **LP** (Low Pass):
  - Controls the high cutoff frequency.
  - Passes the entire band in full right position (bypass).
  - Progressively cuts frequencies from high to low when turned to the left.
- **BRJ** (Band Reject): Switches the filter to Band Reject mode. In this mode the frequencies between the two cutoff frequencies are eliminated rather than passed through.
- **DJM** (DJ Mode):
  - Switches the panel to 1-knob filter control. The **LP** knob becomes a bipolar control for controlling both the lower and higher cutoff frequency.
  - Passes the entire band in center position.
  - Progressively cuts frequencies from high to low when turned from center to the left.
  - Progressively cuts frequencies from low to high when turned from center to the right.

In DJ Mode (**DJM**) the **LP** knob is labeled **LP/HP** and has a combined function to control both low-cut and high-cut frequencies.

Group Mode (1-Knob Control)

The knob controls the effect in DJ mode and behaves like the **LP/HP** knob in Single mode.

17.12. Filter:92 LFO

This filter is modeled after Allen & Heath's Xone:92 mixer with tempo-synced LFO. The LFO is either driven by the Beatgrid (and therefore is always in sync with the track) or can be driven in Freerun mode.

Single Mode

The LFO **RST** button resets the low frequency oscillation phase to zero (highest point).

- **D/RNG** (Dry-Range): Controls the strength of the effect with a combination of Dry-Wet and the LFO-Range. The filter is fully bypassed in full left position. As soon as the knob is not in full left position the filter kicks in fully and the knob progressively increases the range of the LFO when turned clockwise.
- **SHAPE**: Controls the shape of the LFO. At the full left knob position the shape is a triangle, morphing into a saw tooth with sharp decay at the full right knob position.
- **RES**: Controls the resonance of the filter. High resonance makes the filter sound colorful and more noticeable. Min: low resonance, Max: high resonance.
- **RATE**: Controls the rate of Filter oscillation. The 11 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. –Max—Min : 16 bars, 8 bars, 4 bars, 2 bars, 4/4, 2/4, 3/8, 1/4, 3/16, 1/8, 1/16.
- **UP**: When pressed the direction of the oscillation is inverted, starting with the lowest frequency, and moves upward.
- **FR.R**: In Freerun mode (**FR.R**) the rate of the LFO oscillation is not tied to the musical tempo and varies continuously from 30 sec (Max) to 1/30 sec (Min).

17.13. Filter:92 Pulse

Innovative, auto-controlled Filter effect modeled after the filters on Allen & Heath's Xone:92 mixer and triggered by signal peaks in the music producing interesting lashing sounds.

It has the most effect on music with gaps in it, such as drum loops, because the self-oscillation can develop best in empty parts of the music.

Single Mode

- **SOFTEN:** Controls the smoothness of the cutoff envelope. The more the knob is turned to the right, the softer the filter sweeps will be.
- **RES**: Controls the resonance of the filter. High resonance makes the filter sound colorful and more noticeable. Min: low resonance, Max: high resonance.
- **AMT**:
  - Controls the frequency where the filter action takes place. Compared to a regular filter, the filter frequency is modulated by the peaks in the music resulting in a dynamic pattern of filter sweeps.
  - In center position the modulation is neutral, to the right the modulation goes upwards and to the left the modulation goes downwards.
- **P.SN** (Peak Sensitivity): Raises the threshold for the peak envelope follower from 50 % to 80 %.
- **P.MD** (Peak Mode): This enables Peak Sensitivity (see above).

17.14. Phaser

Classic Phaser with tempo based and free running rate control and stereo phasing.

The controls of the Phaser are identical in behavior to those of the Flanger.

Single Mode

- **SPRD** (Stereo Spread): Creates a stereo spread effect by controlling the phase offset between the left and right stereo channel. Min: no phase offset, Max: maximum phase offset (1/2 period).
- **FEEDB** (Feedback): Controls the amount of the Phaser's feedback, making the effect stronger and more colorful. Min: no feedback, Max: maximum feedback.
- **RATE**: Controls the rate of Phaser oscillation. The 11 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. Max—Min: 16 bars, 8 bars, 4 bars, 2 bars, 4/4, 2/4, 3/8, 1/4, 3/16, 1/8, 1/16.
- **UP**: When pressed the direction of the oscillation is inverted, starting with the lowest frequency, and moves upward.
- **FR.R**: Enables continuous rate control, independent from tempo and ranges from 30 sec (Max) to 1/30 sec (Min).
- **LFO RST**: Resets the oscillation and restarts at the lowest or highest point, according to the status of **DN/UP**.



The **RST** button resets the low frequency oscillation phase to zero (highest point).

Group Mode (1-Knob Control)

The knob controls the rate of the up and down oscillation of the flanging sound. The knob behaves like the **RATE** knob in Single mode with Freerun activated.

17.15. Phaser Pulse

Innovative, auto-controlled Phaser effect that is triggered by signal peaks in the music producing interesting lashing sounds.

It has the most effect on music with gaps in it, such as drum loops, because the self-oscillation can develop best in empty parts of the music.

Single Mode

- **SHAPE**: Controls the shape of the Phaser Pulse. The range of the controller bears a multitude of patterns and morphs between them for continuously new sound effects. Explore the range of this knob in combination with the **FEEDB** and the **AMNT** knob and store the preset whenever you like it.
- **FEEDB** (Feedback): Controls the strength of the Phaser's feedback making the effect stronger and more colorful. Min: low feedback, Max: strong feedback
- **AMNT** (Amount): The knob has two operating zones on the left and the right side of the center position and controls the modulation amount of the Phaser's frequency.
- **8PL** (8 Pole): Switches between 6 Pole and 8 Pole filters making the effect more intense.
- **SPRD** (Stereo Spread): Creates an offset between the phasing effect of the right and left stereo channel giving the effect of spatial depth.

Group Mode (1-Knob Control)

The knob has two operating zones on the left and the right side of the center position. It behaves like the **AMNT** knob in Single mode.

17.16. Phaser Flux

Manually controlled Phaser suited for jog wheel control. The controls of the Phaser Flux are identical in behavior to those of the Flanger Flux described above, except for the 8 Pole switch:

Single Mode

- **FEEDB** (Feedback): Controls the amount of the Phaser's feedback, making the effect stronger and more colorful. Min: low feedback, Max: strong feedback.
- **PITCH**: Controls the pitch of the effect. The center position of the knob is neutral, to either side the phasing effect moves from high to low frequencies.
- **8PL (8 Pole)**: Switches between 6 Pole and 8 Pole filters, making the effect more intense.
- **SPR (Stereo Spread)**: Creates an offset between the phasing effect of the right and left stereo channel, giving the effect of spatial depth.

Group Mode (1-Knob Control)

The knob controls the **PITCH** of the effect. The center position of the knob is neutral—to either side the flanging effect moves from high to low frequencies.

17.17. Reverse Grain

Buffer based effect for capturing a loop form the current audio material and successively playing it backwards with different mash up options.

The effect has to be started in off mode and then turned on to sample the current audio.

Single Mode

- **ON**: Samples audio and plays the buffer backwards.
- **PITCH**:
  - Controls the pitch of the sampled audio.
  - Normal pitch in full right position. Progressively decreases pitch when turned to the left.
  - Ranges from 0 to 100.
- **GRAIN**: Controls the size of the audio grains. Creates interesting effects when used in combination with the **SPEED** knob.
- **SPEED**:
  - Controls playback speed of the samples' audio grains.
  - Plays at normal speed in full right position.
  - Progressively reduces playback speed when turned to the left.
- **INV** (Inverted): Plays the grains in reversed order.
- **FWD** (Forward): Inverts playback direction from backward playback to forward playback.

Group Mode (1-Knob Control)

Behaves like the **GRAIN** knob in Single Effect mode.

17.18. Turntable FX

This effect emulates sounds produced by spinning back or slowing down a record playing on a turntable.

The effect has to be started in off mode and then turned on to sample the current audio.

Single Mode

- **BRK** (Turntable Brake):
  - Triggers the turntable brake effect produced when pressing start/stop on a turntable.
  - The speed of the braking sound is controlled by the **B.SPD** knob.
  - The wind down time and the speed up time can be individually controlled by changing the position of the **B.SPD** knob while **BRK** is on.
- **AMNT**: Controls the amount of the rocking motion triggered with the **RCK** button.
- **R.SPD** (Rocking Speed): Controls the speed of the rocking motion triggered with the **RCK** button.
- **B.SPD** (Braking Speed): Controls the speed of the brake motion triggered with the **BRK** button.
- **RCK** (Rock): Triggers the rocking motion of the turntable.
- **REW**: Triggers a rewind effect. The acceleration of the rewind effect is controlled by with the **B.SPD** knob.

Group Mode (1-Knob Control)

The **ON** button behaves like the **BRK** button and the knob like the **B.SPD** knob in Single Effect mode.

17.19. Iceverb

The Iceverb is an innovative Reverb with self-oscillating filters for interesting colorful effects. The Filter of the Iceverb is outside the feedback loop, which makes the decay independent from the filter settings.

Single Mode

- **ICING**: Controls the resonance of the filter and therefore the intensity of the color.
- **COLOR**: Controls the cutoff frequency of the filter and therefore the color of the reverb.
- **SIZE**: Controls the size of the added reverb, ranging from small to vast room sizes.
- **FRZ** (Freeze): Freezes the reverb by closing the input and leaving the output open. The **SIZE** control remains active in Freeze mode allowing interesting pitch effects.

Group Mode (1-Knob Control)

Works like the **SIZE** knob in Single mode.

17.20. Reverb T3

Classic Reverb with extreme room sizes, individual low pass & high pass Filter Controls, and Freeze function like in TRAKTOR 3 and previous TRAKTOR SCRATCH versions.

Single Mode

- **LP**: LP filter in the effect loop—fully open when turned to the left.
- **HP**: HP filter in the effect loop—fully open when turned to the right.
- **SIZE**: Control the size of the added reverb, ranging from small to vast room sizes.
- **FRZ** (Freeze): Freezes the Reverb by closing the input and leaving open the output.

Group Mode (1-Knob Control)

- Works like the **SIZE** knob in Single mode.

17.21. Ring Modulator

The Ring Modulator is an effect that modulates the tracks by multiplying the high frequency signal onto the audio material.

Single Mode

- **AM-RM**: Morphs the type of modulation from amplitude modulation in full left position to ring modulation in full right position. Amplitude modulation sounds softer compared to ring modulation.

- **RAW**: Controls the shape of the modulation oscillator. The oscillator is a sine wave in full left position for smooth sounds and a filtered square wave in full right position for harsher sounds.
- **PITCH**: Controls the frequency of the modulating oscillator from low in full left position to high in full right position (100 Hz—8371 Hz).

Group Mode (1-Knob Control)

This knob behaves with a combination of **RAW** and **PITCH** controls in Single Effect mode.

17.22. Digital LoFi

Digital LoFi decomposes the music by reducing its bit depth and the sample rate.

Single Mode

- **BIT** (Bit Depth): Controls the bit rate ranging from full bit rate in full left position to just above one bit in full right position.
- **SMTH** (Sample Rate Smooth): Creates a smoother effect by introducing a lag into the sample rate reduction.
- **SRTE** (Sample Rate): Controls the Sample Rate reduction raging from no reduction in full left position to 100 Hz sample rate in full right position.

This knob only has an effect in combination with SMTH (sample rate smooth).

- **SPREAD**: Creates an offset between the sample reproduced on the right and left stereo channel giving the effect of spatial depth.

Group Mode (1-Knob Control)

Works like a combination of the **SRTE** and the **BIT** knob in Single mode.

17.23. Mulholland Drive

The Mulholland Drive is a highly sensitive overdrive effect with two independent overdrive units and unpredictable self-oscillating behavior. When Feedback is activated it has most effect on music with gaps in it, such as drum loops, because the self-oscillation can develop best in empty parts of the music.

Without Feedback activated it behaves like a regular drive effect.

Single Mode

- **TONE**:
  - Controls the frequency of the feedback tone.
  - Requires a certain amount of feedback to have an effect.
  - Creates a great variety of tones when used in combination with the FEEDB knob.
- **FEEDB** (Feedback): Controls the amount of feedback in the effect ranging from 0 to 100 %. With zero feedback in full left position, the effect behaves like regular tube distortion.

- **DRIVE** (Overdrive): Controls which of the two overdrive units is fed and by how much. Drives only one unit in full left and full right position and morphs between them when in between.
- **FB-** (Inverted Feedback): Only passes uneven harmonics, making the effect sound deeper in frequency.

Group Mode (1-Knob Control)

This knob behaves like the **DRIVE** knob in Single Effect mode.

At high **DRIVE** and **FEEDB** values the effect can produce sound even without any input.

17.24. Transpose Stretch

The Transpose Stretch is a classic Pitch-Shifter with additional Grain-Size and Time-Stretch control.

Single Mode

- **STRCH** (Time Stretch): As soon as the knob is moved away from full left position, the input is recorded for 1 bar (2 if the button "**Tx2**" is pressed) and then is endlessly looped and played back. The more the knob is moved to the right, the more the time is stretched until the music comes to a complete stop on a single "Grain".

The **STRCH** knob has to be in full left position to open the input of the effect. The effect must be loaded with the **STRCH** knob in full left position!

- **GRNSZ** (Grain Size):
  - This knob only works when the **GRN** button below is enabled, and controls the size of the grains. Otherwise the grain size is automatically linked internally for best overall pitching.
  - It ranges from large grains (333 ms) in full left position to short grains (5 ms) in full right position.
  - Very small sizes can lead to nice FM/ring modulating metallic sounds. Also try starting at "full stop" and then transpose to max for metallic "moaning" sounds.
- **KEY**:
  - Controls the pitch of the grains.
  - Center position is neutral and plays the grains at original pitch.
  - To the right, the grains are pitched up to +1 octave in full right position.
  - To the left, the grains are pitched down to -5 octaves.
- **GRN**: Enables Grain Size Control.
- **ST.2**: Play 2 bars instead of 1 bar when in **STRCH** mode.

Group Mode (1-Knob Control)

Works like the **KEY** knob in Single mode.

17.25. BeatSlicer Buffer

BeatSlicer Buffer samples 2 bars of audio, subdivides it in small chunks and replays the chunks in a different sequence creating a rhythmically shuffled version of the original music. The effect provides 20 different patterns grouped in 5 styles. The effect starts sampling two bars when turned ON and will stay in sync with the Master Clock even during tempo changes.

Single Mode

- **BUZZ**: Creates a beat-roll effect by increasing the repetition rate within one beat of the current pattern.
- **STYLE**: Selects one of five groups of patterns.
- **PAT** (Pattern): Switches between different patterns within a group. The first pattern of a group is always neutral (i.e. bypasses the signal in original sequence).
- **GO**: When pressing **GO** audio material is buffered and at the same time manipulated. Size of the buffered loop is 1 bar.
- **2 BAR** (2 Bars): When activating the **2 BAR** button, the entire buffer of two bars is used for slicing. Otherwise only the first bar of audio buffer is sliced.

Group Mode

The knob represents the **PAT** (Pattern) knob in Single Effects mode.

17.26. Formant Filter

Formant Filter imitates the sound of spoken vowels by morphing three bandpass filters into each other.

Single Mode

- **SHARP**: Makes the vowel sound more present.
- **TALK**: Morphs between the formants produced from the mouth (a, e, i, o, u). On the left it sounds dark becoming brighter when moved to the right.
- **TYP**: Type button deactivated makes the vowels sound "German". Activating the button makes it sound more "English"

Group Mode (1-Knob Control)

Represents the **TALK** knob in Single Effects Mode.

17.27. Peak Filter

The Peak Filter adds a peak to the original signal for a specific frequency spectrum. The peak can be increased to four times louder than the original signal. An additional brickwall limiter makes sure that the increased dB is limited to the maximum 0 db.

Single Mode

- **D/W**: The D/W not only mixes the modulated audio signal to the original signal but additionally increases the filter frequency of the peak.
- **PUMP**: Adds brickwall limitation to the effected signal.
- **EDGE**: Modulates the width of the peak by increasing the resonance. When turned to the right, the emphasized frequency becomes more pronounced.
- **FREQ**: Controls the frequency that is emphasized.
- **KILL**: Inverts the peak and makes the effect similar to a notch filter.

Group Mode (1-Knob Control)

This knob represents the **FREQ** knob in Single effects mode.

17.28. Tape Delay

An emulation of a tempo synced analog tape delay with tape saturation. The effect also allows a filter to be applied to delayed signals and a freeze function to hold the signal itself.

Single Mode

- **FILT (Filter)**: Internal high pass filter. The filter is open when the knob is in full left position and progressively cuts out low frequencies when turned to the right.
- **FBK (Feedback)**: Controls the strength of the delay's feedback, making the effect stronger and more colorful.
- **SPEED**: Controls the speed of the Tape Delay.

The effect rate can be switched during operation without any crackles or glitches in audio!



Even in Freeze mode the Delay follows the Master Clock and will therefore seamlessly merge into the mix once released.

- **FRZ (Freeze)**: Freezes the Delay by closing the input and turning up the Feedback to maximum value. The filter remains active in the feedback loop. For endless freezes, the **FILTER** knob has to be therefore turned down to full left position.
- **ACCL**: Activates a higher acceleration of the virtual tape speed.

Group Mode (1-Knob Control)

This knob works like the **ACCL** knob in Single effects mode.

17.29. Ramp Delay

Creative delay with adjustable transition time between different delay rates.

Single Mode

- **FILTER**: Bipolar control for controlling both the lower and higher cutoff frequency. Passes the entire band in center position. Progressively cuts frequencies from high to low, when turned from center to the left. Progressively cuts frequencies from low to high, when turned from center to the right.
- **DURATION**:
  - Controls the length of the delay ramp. The ramp defines how long the delay takes to transition between different delay rates.
  - The 7 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. The knobs position is displayed in bold letters: Min ⇨ Max: 1/4, 2/4, 4/4, 2 BARS, 4 BARS, 8 BARS, 16 BARS.
- **RATE**:
  - Controls the speed of the Ramp Delay.
  - The 7 available values are expressed in fractions of bars, and are equally distributed over the range of the knob. The knobs position is displayed in bold letters: Min ⇨ Max: 4/4, 3/8, 1/4, 3/16, 1/8, 1/16, 1/32.

The effect rate can be switched during operation without any crackles or glitches in audio!



Even in Freeze mode the Delay follows the Master Clock and will therefore seamlessly merge into the mix once released.

- **FRZ (Freeze)**: Freezes the Delay by closing the input and turning up the Feedback to maximum value. The filter remains active in the feedback loop. For endless freezes, the **FILTER** knob has to be therefore turned down to full left position.
- **FB+** (Feedback): Raises the feedback to 90 %.

Group Mode (1-Knob Control)

The knob works like the **RATE** knob in Single effects mode with a predefined duration of 2 Bars.

17.30. Auto Bouncer

The Auto Bouncer is a buffer-based effect that captures snippets of 1 beat and repeats them based on 5 predefined patterns.

Single Mode

- **TRANS (Transpose)**: Adjusts transposition of the repetitions. When turned from center to right the transposition will increase as it follows the pattern. When turned from center to left the transposition will decrease as it follows the pattern.
- **BEND**: Increases and decreases the repetitions. When turned from center to right the speed will decrease by progress of the pattern. When turned from center to left the speed will increase by progress of the pattern.

- **PATTERN**: The 5 available patterns are numbered 0-4.
- **X2**: Doubles the Density of repetitions.
- **ALT**: Activates alternative patterns 0-4.

Group Mode (1-Knob Control)

The knob works like the **BEND** knob in Single effects mode.

17.31. Bouncer

The Bouncer is a buffer-based effect that captures snippets of 1 beat and repeats them at various speeds and pitch.

Single Mode

- **TRANS** (Transpose): Adjusts the transposition of the repetitions. When turned from center to right the repetitions will be pitched up. When turned from center to left the repetitions will be pitched down.
- **FILTER**: Low-pass filter that is open when turned fully to the right. Turning it to the left will progressively cut high frequencies.
- **SPEED**: Defines the speed of the repeated samples.
- **AUT**: Re-samples the input every 2 (2/4) beats when activated.
- **X2**: Doubles the current speed value.

Group Mode (1-Knob Control)

The knob works like the **SPEED** knob in Single effects mode.