TRAKTOR MX2

MX2

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1. Disclaimer

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Software version: 4.3 (10/2025)

Hardware version: MX2

2. Welcome to Traktor MX2

Traktor MX2 is a 2-channel DJ controller designed for emerging DJs who want professional features in a portable format. It includes the full version of the Traktor Pro 4 software, giving you hands-on control of beatmatching, looping, effects, and stem separation. Mix with jog wheels, faders, EQ, and 16 RGB pads offering hotcues, loops, pattern sequencing, and stem editing. Creative tools like 40+ studio-grade effects, Mixer FX, and the Pattern Player can be controlled directly.

This user guide will help you get started using your Traktor MX2. For in-depth information about all the features provided by the Traktor Pro software, please refer to the Traktor Pro manual.

Document conventions

In this document the following formatting is used to highlight useful information:

Italics	Indicates paths to locations on your hard disk or other storage devices.
Bold	Highlights important names, concepts, software interface elements, and hardware controls.
[Brackets]	References keys on the computer keyboard.
►	Denotes a single step instruction.
→	Denotes the expected result when following instructions.

The following three icons denote special types of information:

The **light bulb** icon indicates a useful tip, suggestion, or interesting fact.

The **information** icon highlights essential information in a given context.

The **warning** icon alerts you of potential risks and serious issues.

Naming conventions
We refer to the hardware as Traktor MX2 or just MX2, and the software installed on your computer as Traktor Pro or just Traktor.

3. Setting up Traktor MX2

This section describes how to set up the Traktor MX2. When all devices are connected your setup will look as depicted in this illustration:
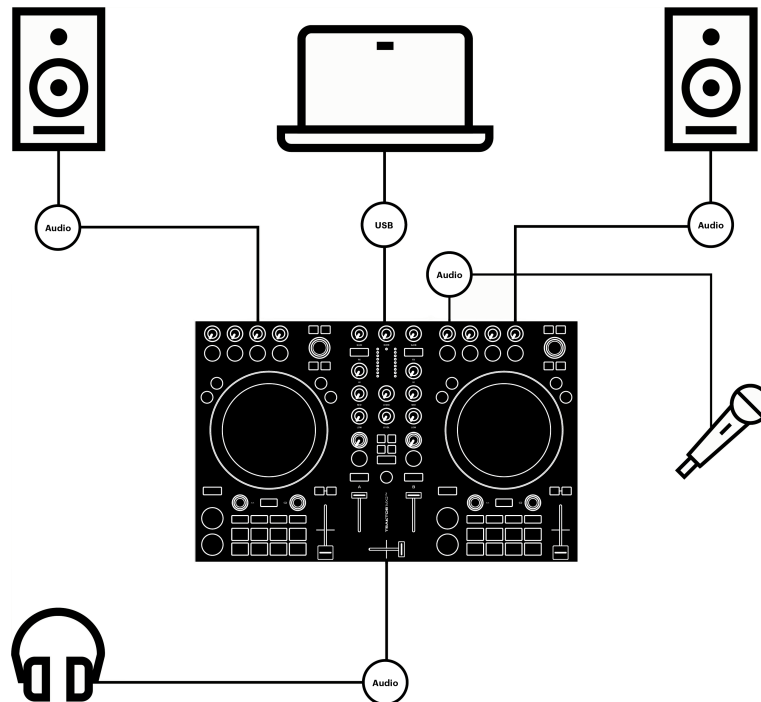
Connecting the power supply

To connect the power supply to the Traktor MX2:

1. Connect the device end of the power supply cable to the **PSU** socket on the rear panel of your Traktor MX2.
2. Connect the power supply unit to a power outlet.

Connecting to the computer

To connect the Traktor MX2 to your computer:

1. Connect the device end of the included USB cable to the **USB** socket on the rear panel of yourTraktor MX2.
2. Connect the computer end of the USB cable to an available USB-C port on your computer.

Connecting an amplification system

To connect your power amplifier system to the Traktor MX2:

▶ Connect the **L/R** RCA plugs or the **OUT** ⅛" (3.5 mm) plug on the rear panel of the Traktor MX2 to the inputs of your amplification system using the appropriate cables (not included).

You can adjust the volume level of the mix sent to your amplification system using the **MAIN** knob in the output section of the Mixer.

Connecting headphones

To connect headphones to the Traktor MX2:

▶ Connect your headphones to either plug on the front panel of the Traktor MX2 using a ¼" (6.35 mm) or ⅛" (3.5 mm) connector.

You can adjust the headphones volume level using the **VOL** knob in the output section of the Mixer.

Connecting a microphone

To connect a microphone to the Traktor MX2, do the following on the rear panel of the Traktor MX2:

1. Turn the **MIC VOL** knob fully down (full left).
2. Connect your microphone to the **MIC** plug using a ¼" (6.35 mm) connector.
3. Progressively raise the **MIC VOL** knob to adjust the microphone input level.

> ⚠️ Once your microphone is correctly set up, it is best to leave the **MIC VOL** knob untouched during your performance in order to avoid unwanted feedback loops that could damage the ears of your audience, and yours. Instead, you can mute or unmute the microphone at any time during your performance using the **MIC** button in the output section of the Mixer.

Setting up Traktor for the Traktor MX2

After successfully connecting the Traktor MX2 system, you need to complete these final steps before you can start using your Traktor MX2.
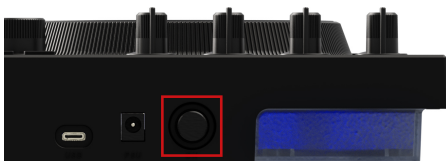
Switching on your devices and starting Traktor

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

1. In the top center of your Traktor MX2, turn the **MAIN** knob and the headphones **VOL** knob fully down (full left).

2. Switch on your computer.
3. Switch on your Traktor MX2.

4. Switch on your amplification system.
5. Start Traktor on your computer, for example by double-clicking the Traktor application icon on your desktop.

Importing data from your previous Traktor version

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

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

▶ Click **Yes** to confirm.

→ The data is imported.

Importing music into the Track Collection

You can import your music into Traktor's Track Collection in several ways. You can drag and drop your music files from your computer into the Track Collection, you can use the context menu in the Browser tree to import the music from your local music folders, and you can use the context menu to import Remix Sets.

To import your music files into your Track Collection 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 music files and imports the metadata into the Track Collection.

To import your music from your local music folders into the Track Collection:

1. Right-click the **Track Collection** root folder in the folder tree to open the context menu.

2. Select **Import Music Folders**.

→ Traktor now analyzes the music files in the local music folders and imports the metadata into the Track Collection.

The local music folders can be added to the **File Management** page of the Preferences.

You can find more details on these Track Collection workflows in the Traktor Pro manual.

4. Traktor MX2 overview

This section introduces you to the Traktor MX2's top panel and all its control elements.

> (i) The elements on the front and rear panels of the controller are described in Setting up Traktor MX2.

The top panel of the Traktor MX2 controller provides the following areas:

1. **Decks**: You can use the Decks to control tracks, similar to DJ turntables or CD players but with additional features. Traktor provides you with four virtual decks. The two Decks on your Traktor MX2 hardware controller allow you to control the two software Decks **A** and **B** in Traktor: The left Deck on your Traktor MX2 controls Deck **A** in the software, and the right Deck on your Traktor MX2 controls Deck **B** in the software. For more information about the Decks and their control elements, refer to Decks.

2. **Mixer**: You can use the Mixer to mix the audio signals coming from the Decks. The Mixer sits in the middle of the Traktor software as well as on your Traktor MX2 controller. On the Traktor MX2, the Mixer consists of two Mixer channels that receive the individual audio signals from the left and right Decks, respectively. Each Mixer channel contains controls to modulate the audio signal and to adjust the outgoing volume before the audio signal is sent to the **MAIN** output. Furthermore, the Mixer provides a crossfader to let you fade between the audio signals in the Mixer channels. For more information about the Mixer and its control elements, refer to Mixer.

Decks

Traktor MX2 provides you with two physical Decks to control the Traktor Decks. Each Deck provides the following control elements:

1. **PLAY**: Starts or pauses the track playback on that Deck. The button brightly lights up green during playback.

2. **CUE**: When the Deck is stopped, the **CUE** button starts the track playback from the Floating Cue Point. When the Deck is playing, it moves the playback position back to the Cue Point.

3. **SHIFT**: Holding **SHIFT** lets you access the secondary functions of other control elements on the MX2.

4. **Reverse (REV)**: Holding **REV** temporarily activates Flux mode on the Deck and plays back the track in reverse. When you release **REV**, the playhead jumps back to where it would have been if you hadn't held **REV**.

5. **Flux (FLX)**: Activates or deactivates Flux mode on that Deck. The Flux mode lets you jump to Cue Points and Loops without loosing the phrasing of your tracks. The Traktor Pro manual provides more information about the Flux mode.

6. **FX Unit**: Lets you control one of Traktor's FX Units. Refer to FX Unit.

7. **Browse controls**: This set of controls lets you scroll through the Track Collection to find, preview, and load tracks onto the Deck, as well as prepare playlists. Refer to Browse controls.

8. **TT / JOG switch**: Switches the jog wheel between Turntable mode (**TT**) and Jog mode (**JOG**). The features available in each mode are described in Jog wheel.

9. **Jog wheel**: Provides advanced control over the track transport. As with a conventional CD player or turntable, you can manually hold the playback, nudge and bend, and start scratching by touching and turning the jog wheel's top plate and outer rim. The detailed features of the wheel are described in Jog wheel.

10. **Sync (SNC) / Master (MST)**: Pressing **SNC** syncs the Deck to the current Tempo Master. When sync is on, the **SNC** button turns red in case the Deck gets out of sync. Pressing **MST** sets this Deck as the new Tempo Master. Pressing **SNC** and **MST** together lets you reset the software's Tempo fader to the fader position on your controller: For example, this can be useful if the fader on your controller is in Relative mode and you want to match both faders again.

11. **Tempo fader**: Lets you manually adjust the track tempo on that Deck. If the Deck is synced to another Tempo Master, moving the Tempo fader will have no effect. By default the Tempo fader operates in **Absolute mode**: Whenever you move the fader, its position is transmitted 1:1 to the Tempo fader in the software. In the Traktor Preferences you can switch the Tempo fader to **Relative mode**, in which your fader actions are applied to the software fader relative to its current position.

12. **Move encoder**: Pressing the encoder activates or deactivates looping. If a loop is active, turning the encoder moves the loop forward and backward in the track. If no loop is active, turning the encoder jumps within the track.

13. **Keylock button**: Locks the current key value (or pitch) of the track. With Keylock active, moving the Tempo fader changes the track tempo but the track key remains at the locked value. When Keylock is on, holding Keylock and turning the Move or the Loop encoder lets you modify the track key in semitones without affecting its tempo.

> (i) You can adjust the track key in finer increments using the **KEY** knob in the Mixer channel of the Traktor software.

14. **Loop encoder**: Pressing the encoder activates or deactivates looping. If a loop is active, turning the encoder lets you change the loop size, otherwise it changes the size of the next loop that you will activate.

15. **Pad Mode buttons**: These buttons select a mode for the pads below. Refer to Pads.

16. **Pads**: You can use the pads to store and trigger Cue Points and Loops, control Stem files, adjust the patterns of the Pattern Player, and set Flux Loops. The pads' function depends on the selected Pad mode and the current Deck type. Refer to Pads.

FX Unit

At the top of either Deck, the FX Unit lets you control one of the FX Units available in the Traktor Pro software.

The four knobs and four buttons mirror the corresponding FX Unit elements in the software. As in the software, their function will depend on the FX Unit's mode and on the loaded effect(s). The Traktor Pro manual describes in detail how to use the FX Units, and provides a comprehensive reference of all the available effects.

> (i) The FX Unit is not bound to the Deck below: You can freely send the audio from the Deck to either FX Unit, or to both. This is done using the FX Assign buttons of the Mixer channels.

On your MX2, referring to the four buttons as button 1 to 4 (from left to right), you can use the following shortcuts to switch between FX Unit modes and to load other effects into the FX Unit:

- You can press **SHIFT** + button 1 to cycle through the three available FX Unit modes: Group mode, Single mode, and Pattern Player mode.
- When the FX Unit is in Group mode, you can press **SHIFT** + button 2, 3, or 4 to load the next effect from each effect selector, and compose your custom group of effects.
- When the FX Unit is in Single mode, you can press **SHIFT** + button 2 or 3 to load the previous or next effect from the effect selector.
- When the FX Unit is in Pattern Player mode, you can press button 2 or 3 to switch to the previous or next sample from the current kit, and press **SHIFT** + button 2 or 3 to load the previous or next kit from the kit selector.

> (i) When the FX Unit is in Patter Player mode, you can also switch the pads at the bottom of the Deck to Pattern mode and edit the individual steps in the pattern.

Browse controls

The Browse controls let you browse the Track Collection to find and load tracks as well as preview tracks and prepare playlists.
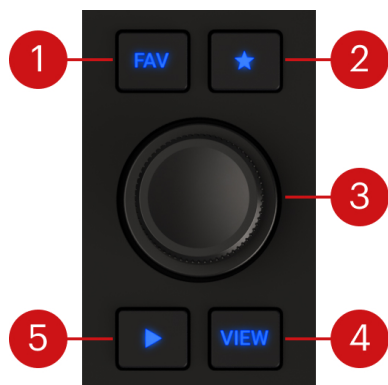
1. **FAV button**: When you hold this button the Browse encoder selects favorites.
2. **Preparation List button**: Assigns the selected track to the Preparation List.
3. **Browse encoder**: You can select tracks in the Track List by turning the Browse encoder, and load the selected track into the Deck by pressing the encoder. You can also use the Browse encoder to seek within the track that is playing in the Preview Player.
4. **VIEW button**: Maximizes or minimizes the Browser view in the Traktor software.
5. **Preview Player button**: Loads the selected track into the Preview Player of Traktor's Browser and plays it back.

Jog wheel

The jog wheel provides various ways to manually control the transport of the Deck. The wheel includes two distinct control areas: its outer ring, and its top plate. Their features depend on the jog wheel mode, which is selected using the **TT** / **JOG** switch located at the top right of the wheel.

Pressing **TT** switches the jog wheel to **Turntable mode**. In this mode you can use the wheel as follows:

- When the playback is stopped, turning the outer ring or the top plate lets you adjust the playhead position. For example, you can use it for scratching, or to cue the track onto the desired beat. Holding **SHIFT** and turning the top plate lets you fast seek through the track.

- When the playback is running, turning the outer ring lets you temporarily bend the Deck tempo, whereas turning the top plate holds the playback and lets you adjust the playhead position. Holding **SHIFT** and turning the top plate lets you fast seek through the track.

Pressing **JOG** switches the jog wheel to **Jog mode**. In this mode the distinct features on the top plate are deactivated, the top plate now behaving like the outer ring. You can use the wheel as follows:

- When the playback is stopped, turning the outer ring or the top plate lets you adjust the playhead position.

- When the playback is running, turning the outer ring or the top plate lets you temporarily bend the Deck tempo.

Pads

The eight pads can be used to store and trigger Cue Points and Loops, to control stems, to turn steps on and off in the Pattern Player, or to trigger Flux Loops. The pads' function depends on the selected pad mode and the selected Deck type. You can select the pad mode using the four buttons above the pads:
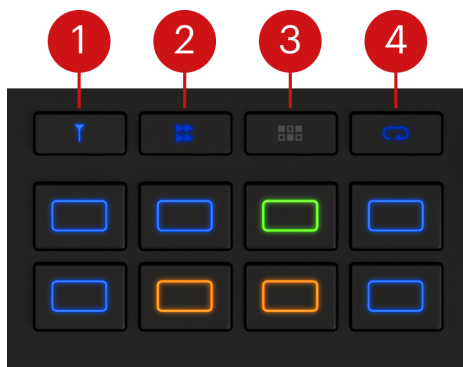
1. **Hotcue button**: Switches the pads to Hotcue mode. In this mode you can store and trigger Cue Points and Loops within tracks using the pads. Pressing a colored pad jumps to the corresponding Cue Point in your track. Pressing an unlit pad stores a Cue Point (or the current Loop if looping is active) onto that pad for later use. You can press **SHIFT** + a colored pad to erase its contents and make the pad available for other Cue Points. The pads use the same color code as in the Traktor Pro software: They are off when empty, white for Grid markers, blue for Cue Points, green for Loops, orange for Fade-in/Fade-out Points, and yellow for Load Points.

2. **Stem button**: Switches the pads to Stem mode. In this mode the upper row of pads lets you mute and unmute individual stems (from left to right: drums, bass, other, and voice) in the loaded stem track. On the lower row of pads, you can press and hold a pad to select that stem, and adjust the stem's volume and filter amount by turning the Move encoder and the Loop encoder, respectively.

3. **Pattern button**: This button can be pressed only if the FX Unit above is in Pattern Player mode. Pressing the button switches the pads to Pattern mode. In this mode you can press the pads to turn individual steps on or off for the selected sample of the pattern. By default, the Pattern button is blue and the eight pads represent the first eight steps of the pattern (the upper row of the step grid in Traktor Pro). If you press the Pattern button again, it turns white and the pads switch to the last eight steps (the lower row of the step grid in the software). Active steps are fully lit. The orange pad indicates the playhead position, all other steps are green. Pressing **SHIFT** + Pattern lets you quickly erase the step grid (all the steps are turned off).

4. **Flux Loop button**: Switches the pads to Flux Loop mode. In this mode, holding the pads automatically switches the Deck to Flux mode and triggers loops of different predefined sizes. When you release the pad, the playhead jumps back to where it would have been if you hadn't held any pad.

Mixer

In the middle of the Traktor MX2 controller, the Mixer receives the audio signals from the Decks and generates the mix that is sent to your audience. The Mixer includes two channels on either side (one for each Deck), a crossfader, and the FX and output section in the center:

1. **Mixer channels A and B**: Each channel receives the audio signal from the Deck next to it. The channels contain controls adjusting the audio signal's level, frequency content, and effect amount. Refer to Mixer channels.

2. **Mixer FX and output section**: Between the two channels, the FX and output section lets you select the Mixer FX used on either channel, control and adjust the level of the main mix, and select the signals sent to your headphones. Refer to Mixer FX and output section.

3. **Crossfader**: Controls the mix between the channels **A** and **B**. At each crossfader's end, the opposite channel is totally silent. Moving the crossfader gradually fades in and fades out the relevant channels in the main output. At the center position, the signals from both sides are fully audible.

> (i) By default, the left Deck and right Deck are respectively assigned to the left side and right side of the crossfader. You can change or extend this default setup by using the Crossfader Assign buttons in the Traktor software.

Mixer channels

The Mixer channels receive the individual audio signals from the Decks. On each channel the Deck signal goes from top to bottom. Each channel contains controls for the incoming and outgoing levels, the frequency content, the amount of Mixer FX applied, and the routing to the FX Units and to the cue channel.

Each Mixer channel provides the following control elements:

1. **GAIN knob**: Adjusts the input level of the signal from the Deck before it passes through the channel strip.
2. **FX Assign buttons** (left and right arrows): Activating the left or right Assign button sends the channel to the left or right FX Unit. The color of the Assign buttons quickly reminds you the mode of its FX Unit: orange for Group or Single mode, green for Pattern Player mode.
3. **HI, MID, and LOW knobs**: These knobs respectively adjust the level of the high-frequency, mid-frequency, and low-frequency contents in the audio signal. With a knob in the middle position the corresponding frequency band is left untouched. Pulling the knob to the right emphasizes its frequency band, while pulling it to the left attenuates its frequency band, up to complete removal with the knob at full left.

4. **Mixer FX Amount knob**: When the **FX** button is on below, this knob simultaneously filters the channel and controls the amount of Mixer FX applied to the remaining part. In center position the Mixer FX is deactivated on that channel. Turning the knob to the left progressively removes the high-frequency contents from the channel and applies the Mixer FX to the remaining low- and mid-frequency contents, while turning the knob to the right does the opposite, progressively removing the low-frequency contents and applying the Mixer FX to the remaining high- and mid-frequency contents.

5. **Mixer FX On button (FX)**: Turns the Mixer FX on or off on that channel. On either channel there can be only one active Mixer FX at a time. The **FX** button color reminds you which Mixer FX is active for this channel. You can activate another Mixer FX by pressing the desired Mixer FX Select button (**1**–**4** or **FILTER**) located nearby in the FX and output section.

6. **Cue button (headphones symbol)**: Adds the channel to the Cue channel that is sent to your headphones. For example, this is useful to prepare your next track in your headphones before mixing it in.

7. **Channel fader**: Adjusts the channel level before the signal is sent to the crossfader.

Mixer FX and output section

The vertical strip of controls in the center of the Mixer is the FX and output section. It receives the signal blend from the crossfader and lets you adjust its final level before it is sent to your audience. It also lets you adjust the signal mix sent to your headphones, choose which Mixer FX is available on channel **A** and **B**, and activate the microphone input.

1. **MAIN knob**: Adjusts the level of the main signal sent to your audience. Under the knob, a clipping LED lights up orange if your main signal is too loud. In such a case, turn the **MAIN** knob to the left until the clipping light turns back off.

2. **Channel Level meters**: The left and right bar graph indicators show the pre-fader level of the signal on the left and right channels, respectively. If all the lights of an indicator are continuously on, the signal on that channel is too loud and you should attenuate it (for example, by turning the channel's **GAIN** knob to the left). You can also use these indicators to visually balance both channel levels before mixing them.

3. **Headphones MIX knob**: Adjusts the mix in your headphones between the cue channel and the main signal: At full left you hear only the cue channel in the headphones, at full right only the main signal.

4. **Headphones VOL knob**: Adjusts the volume level of the headphones output.

5. **Mixer FX Select buttons (1−4 and FILTER)**: These buttons let you activate one of four different Mixer FX or the Filter for use on the Mixer channels. Pressing either of the **1**−**4** or **FILTER** button will activate that Mixer FX on both channels. Pressing either button + the **FX** button on the left or right channel will activate the Mixer FX on that specific channel.

    (i) You can change the particular Mixer FX loaded with button **1**−**4** in the Mixer page of the Preferences in the Traktor software.

6. **MIC button**: Mutes and unmutes the microphone input in the main mix.

    (i) If needed, you can adjust the microphone input level using the **MIC VOL** knob on the rear panel of your controller.

Lights on the bottom panel

Under either Deck, the bottom panel of your controller features independent LED lights that provide further visual feedback for the Deck above.

By default, the light under either Deck is blue. This light changes to warn you in the following situations:

- A green light indicates that a loop is active on that Deck.
- A continuous red light indicates that the Deck is out of sync.
- A blinking red light indicates that the track is nearing its end.

You can deactivate any of these color indicators, and modify the default color of the bottom lights in the Preferences of the Traktor Pro software, as described in Preferences − Traktor MX2 Colors page.

5. Customizing your MX2

You can customize the Traktor MX2 in the Preferences dialog of the Traktor Pro software. Two dedicated pages are available for customizing the MX2:

- The **Traktor MX2 Main** page lets you change the functionality of some controls. Refer to Preferences – Traktor MX2 Main page.

- The **Traktor MX2 Colors** page lets you modify the color of various elements. Refer to Preferences – Traktor MX2 Colors page.

> (i)   The **Traktor MX2 Main** and **Traktor MX2 Colors** pages of the Traktor Preferences are only visible when the Traktor MX2 is connected to your computer.

> (i)   You can also overwrite the default functionality of each button of the MX2 using the **Controller Manager** page in the Traktor Preferences. The **Controller Manager** page and its available mapping options are described in detail in the Traktor Pro Software Manual.

Preferences – Traktor MX2 Main page

In the Preferences of the Traktor Pro software, the **Traktor MX2 Main** page includes options for changing the functionality of some controls on your controller.
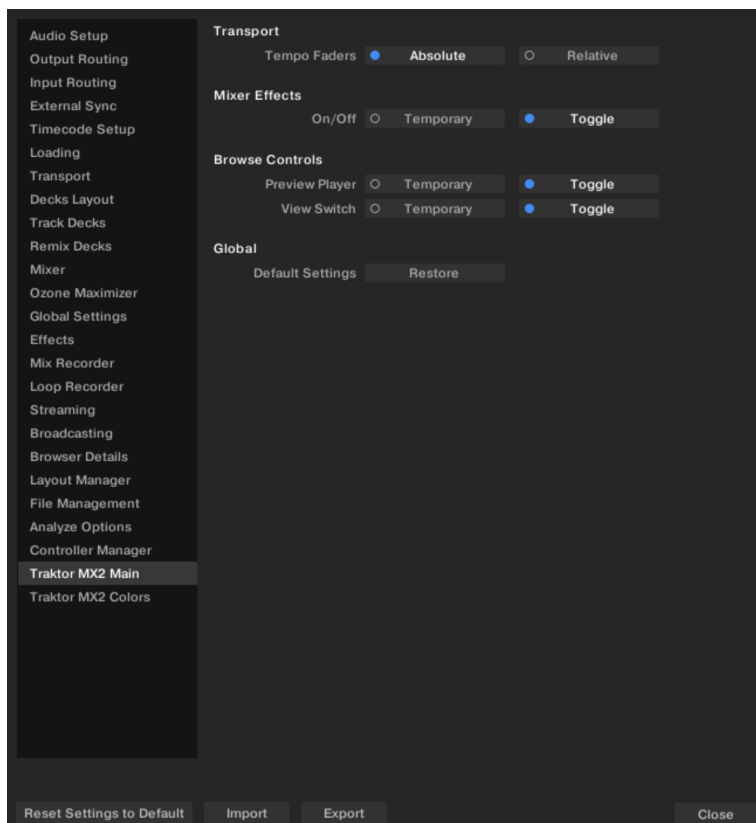
The following options are available:

· **Transport – Tempo Faders selector**: You can select between two operating mode for the Tempo faders of the Decks:

  · **Absolute**: In Absolute mode, whenever you move the Tempo fader on your controller, its position is transmitted 1:1 to the Tempo fader of the software Deck, no matter what the current position of the Tempo fader in the software is.

  · **Relative**: In Relative mode, The Tempo fader position on your controller does not necessarily have to match the Tempo fader position of the software Deck. When loading tracks with the Tempo fader in Relative mode, the fader in the software Deck always resets to center position and the track will play at its original tempo. When moving the Tempo fader on your controller, the Tempo fader on the software Deck will follow your movements relative to its original position.

> (i)   In Relative mode, you can reset the software Tempo fader to the fader position on your controller by pressing **SNC** + **MST** above the fader.

· **Mixer Effects – On/Off selector**: Selects between two behaviors for the Mixer FX On (**FX**) buttons located on the Mixer channels. When **Temporary** is selected, the button stays on as long as you hold it depressed, and turns back off when you release it. When **Toggle** is selected, the button switches on or off each time you press it.

· **Browse Controls – Preview Player and View Switch selectors**: You can select between two behaviors for the Preview Player and **VIEW** buttons, respectively, located in the Browse controls of each Deck. When **Temporary** is selected, the corresponding button stays on as long as you hold it depressed, and turns back off when you release it. When **Toggle** is selected, the button switches on or off each time you press it.

· **Global – Default Settings**: Pressing the **Restore** button will reset all the controller settings from the **Traktor MX2 Main** and **Traktor MX2 Colors** pages to their default values.

> (i)   If you click the **Restore** button when the controller is turned off or disconnected, the reset values don't appear immediately in the Preferences dialog: They will be applied as soon as you connect your controller and turn it on again.

Preferences – Traktor MX2 Colors page

In the Preferences of the Traktor Pro software, the **Traktor MX2 Colors** page lets you modify the color of various luminous elements on your controller.
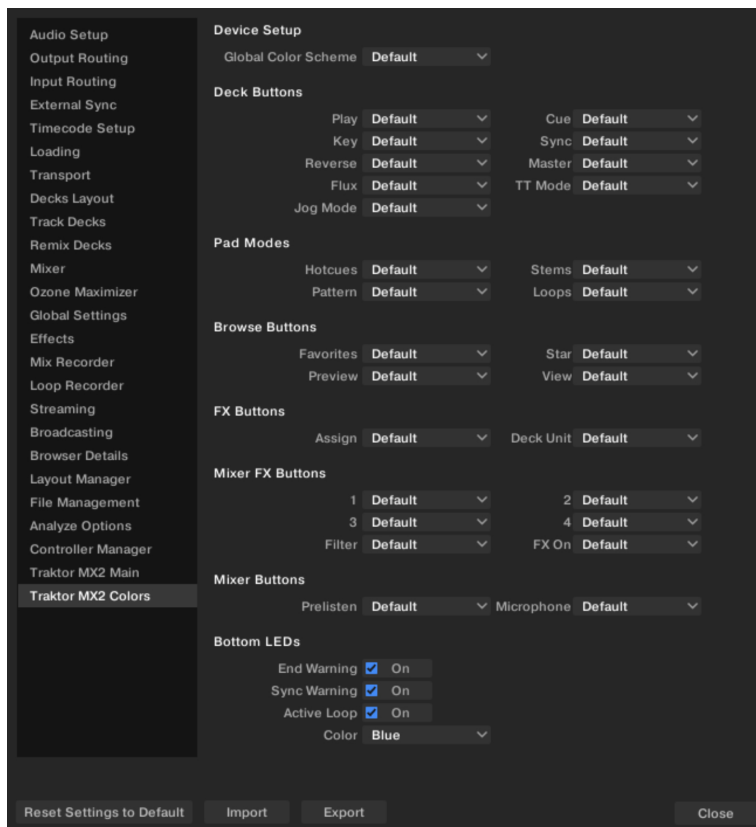
In the **Device Setup** section at the top, you can use the **Global Color Scheme** setting to assign another default color to all the buttons on your controller.

Below, the **Deck Buttons**, **Pad Modes**, **Browse Buttons**, **FX Buttons**, **Mixer FX Buttons**, and **Mixer Buttons** sections let you choose custom colors for individual buttons or group of buttons. Besides the 16 colors available in each menu, the **Default** entry sets the button color to the color selected as **Global Color Scheme** at the top of the page.

> (i) The pads on the Decks are not affected by these color settings. The pads always use the same color code to indicate their contents or function: For example, in Hotcue mode the white pads indicate Cue Points, the green pads indicate Loops, and the unlit pads indicate empty, available Hotcues.

At the bottom of the page, the **Bottom LEDs** section lets you adjust the behavior of the lights below each Deck on the bottom panel of your controller: You can activate or deactivate each of the three available color indicators (**End Warning**, **Sync Warning**, and **Active Loop**), and change the bottom lights' default color (when no indicator is shown) using the **Color** menu. Besides the 16 colors available in the **Color** menu, you can also select a **Rainbow** setting, or select the **Off** entry to turn off the bottom lights completely.