MANUAL

TRAKTOR KONTROL D2

NATIVE INSTRUMENTS

THE FUTURE OF SOUND

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

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1 Welcome to the World of TRAKTOR KONTROL D2!

Thank you for choosing TRAKTOR KONTROL D2.

What is TRAKTOR KONTROL D2?

TRAKTOR KONTROL D2 provides a direct tactile interface to TRAKTOR PRO's features and allows you to achieve more with the controller hardware so you have to do less on your computer screen.

D2 enables performance in various live situations, combining the power of computer-based DJing with the immediacy and flow you need to focus on your audience.

1.1 Where to Start

TRAKTOR KONTROL D2 installation provides you with many information sources. These are intended to be read in the following sequence to ensure easy access for users of all skill levels:

- TRAKTOR Getting Started
- TRAKTOR Manual
- TRAKTOR KONTROL D2 Manual (this document)

Your First Stop: Getting Started

This document guides you through configuration of TRAKTOR to work with a hardware controller by means of the Setup Wizard, as well as importing music into your Track Collection. Afterwards, it introduces you to TRAKTOR's basic concepts and workflows and helps you set up your system correctly.

TRAKTOR Manual

The Manual helps you learn all of the workflows which make TRAKTOR a unique DJing solution. In addition to learning to use TRAKTOR's core features, this document gives advice on working in various configurations; from using TRAKTOR in the most basic setup on its own to integrating turntables, external DJ mixers and audio interfaces, as well as the SCRATCH extension.

Access the TRAKTOR manual via TRAKTOR's Help menu. The '*Open Manual...*' entry will open the Documentation sub-folder inside TRAKTOR's application folder.

TRAKTOR KONTROL D2 Manual

The D2 Manual picks up where controlling TRAKTOR features from the D2 are concerned. A detailed tutorial section guides you through accessing the basics like loading tracks, mixing, setting cue points, looping, and using Remix Decks from D2.

Next, a comprehensive Hardware Reference details each and every component you will encounter on the TRAKTOR KONTROL D2 controller. The later chapters of this manual provide additional information on solving common issues, and the device's full technical specification.

CONTROLLER EDITOR Manual

Besides using D2 with the dedicated TRAKTOR software, you can also use it as a powerful and highly versatile MIDI controller with any other MIDI-capable application or device. This is made possible by the CONTROLLER EDITOR software, an application which allows you to assign MIDI controller messages to D2's pads, knobs, faders and encoders. The CONTROLLER EDITOR is usually automatically installed during TRAKTOR's installation. For more information on this, please refer to the CONTROLLER EDITOR Manual available as a PDF file in the Documentation subfolder of the CONTROLLER EDITOR installation folder on your hard disk.

Other Online Resources

If you are experiencing problems related to your Native Instruments product that the supplied documentation does not cover, there are several ways of getting help:

- Knowledge Base
- User Forum

- Technical Support
- Registration Support

You will find more information on these in chapters ↑6.2, Getting Help and ↑6.1, Troubleshooting.

1.2 Manual Conventions

This section introduces you to the signage and text highlighting used in this manual. This manual uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing these notes let you see what kind of information is to be expected:

Whenever this exclamation mark icon appears, you should read the corresponding note carefully and follow the instructions and hints given there if applicable.

This light bulb icon indicates that a note contains useful extra information. This information may often help you solve a task more efficiently, but does not necessarily apply to the setup or operating system you are using; however, it's always worth a look.

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) and paths to locations on your hard drive or other storage devices is printed in *italics*.
- Text appearing elsewhere (labels of buttons, controls, text next to checkboxes etc.) is printed in blue. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.
- Text appearing on the display of the D2 controller is printed in light grey. Whenever you see this formatting applied, you will find the same text on a controller display.
- Text appearing on labels of the hardware controller is printed in orange. Whenever you see this formatting applied, you will find the same text on the controller.
- Important names and concepts are printed in **bold**.
- References to keys on your computer's keyboard you'll find put in square brackets (e.g., "Press [Shift] + [Enter]").

► Single instructions are indicated by this play button type arrow.

→ Results of actions are indicated by this smaller arrow.

Naming Conventions

Throughout the documentation, we will refer to the TRAKTOR KONTROL D2 hardware controller either as the controller or simply D2.

The TRAKTOR 2 software and TRAKTOR SCRATCH will be referred to as **TRAKTOR**.

Button Combinations and Shortcuts on Your Controller

Most instructions will use the "+" sign to indicate buttons (or buttons and pads) that must be pressed **simultaneously**, starting with the button indicated first. E.g., an instruction such as:

"Press SHIFT + PLAY"

means:

1. Press and hold SHIFT.
2. While holding SHIFT, press PLAY and release it.
3. Release SHIFT.

FX Knobs and Buttons

Above each of the Displays, there's a row of FX knobs and FX buttons which aren't labeled. Similarly, the knobs below the display are unlabeled, the buttons are all labeled ON. To differentiate them, we'll refer to them as **FX knobs 1-4** and **FX buttons 1-4** for the elements above the display and **Performance knobs 1-4** and **Performance buttons 1-4** beneath the display.

Numbering scheme for FX and Performance controls

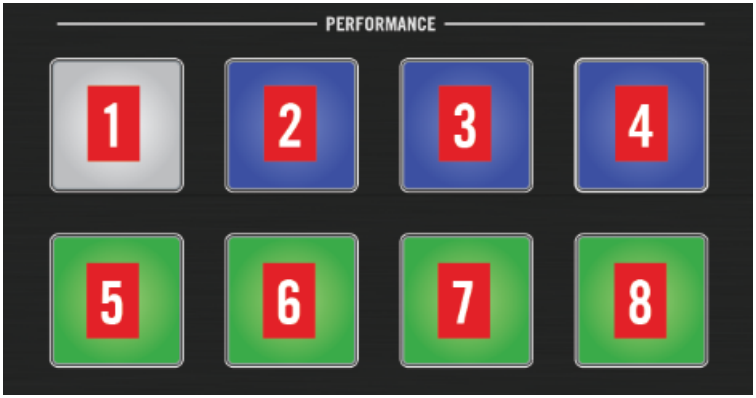
Display Buttons

On each side of a display, there are two buttons marked by a square icon. To differentiate them from each other, we'll refer to them as depicted here:

Numbering scheme for Display Buttons

Pads

Each Deck comes with eight multi color pads. Where necessary, we'll refer to them in this order:



Numbering of the Pads in the PERFORMANCE section

2 Using Your D2—Getting Started

This section will guide you through the most common tasks you will encounter during your work with TRAKTOR KONTROL D2. Most of the tutorials included are workflow-oriented. They start with the simplest tasks and progressively lead you to more complex operation, helping you to become familiar with TRAKTOR KONTROL D2.

The tutorials presented here make use of the included demo tracks, which were automatically copied to your hard disk during the TRAKTOR KONTROL D2 installation procedure. Therefore, you can follow these tutorials even if you haven't imported your own music.

The tutorials here focus on using the device as the integrated controller for the TRAKTOR software on your computer. By the end of this chapter you will be equipped with the fundamental knowledge to enjoy using your TRAKTOR KONTROL D2, and begin to uncover the creative opportunities it presents to your DJ sessions.

General Prerequisites

We assume here that your TRAKTOR KONTROL D2 system is already up and running. If that's not the case, please follow the instructions in the separate Setup Guide and return to this chapter when you are ready.

In case you already changed some settings in TRAKTOR KONTROL D2 before you start with these tutorials, we strongly recommend you to reset your TRAKTOR KONTROL D2 system to the factory settings by doing the following:

1. In the TRAKTOR software, click the Help menu in the menu bar at the top of your screen (on Mac OS X) or at the top of the window (on Windows), and select *Help > Start Setup Wizard*.
2. In the window that opens, click Next to skip the setup screens.
3. On the YOUR TRAKTOR SETUP screen, click Finish at the bottom right corner without selecting anything else.

→ Your TRAKTOR KONTROL D2 is now reset to the factory settings.

The tutorials presented here assume that TRAKTOR KONTROL D2 is in its default factory state. If it's not the case, we cannot guarantee that you will experience what is described here, and as a result you might find it difficult to follow the instructions.

2.1 Using the Browser

This tutorial explains how to use the Browser to access your music library. You will learn how to sort and preview your tracks in the Browser, and how to load tracks into Decks.

2.1.1 Opening the Browser

To open the Browser:

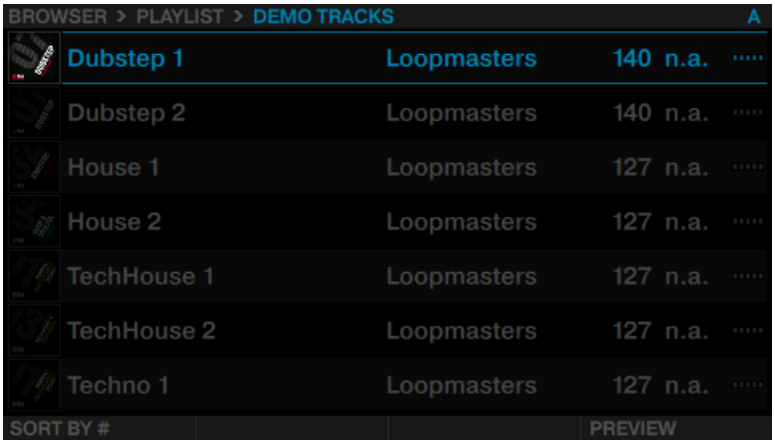
► Push the BROWSE encoder.

The Browser will be displayed in the display.

2.1.2 Scrolling through Music Folders

To scroll through music folders:

► Rotate the BROWSE encoder. The selected entry will be highlighted in blue. The Browser View shows your current location in the folder structure at the top of the display, e.g. BROWSER>PLAYLIST>DEMO TRACKS.



To open folders and load tracks:

► Press the BROWSE encoder to open a folder.

► Press the BROWSE encoder to load a track.

To return to the previous folder:

► Press the BACK button.

To exit the Browser:

► Press the VIEW button. The display will return to Track view.

2.1.3 Browsing using Touch Interactions

In addition to regular interactions with D2, you can perform touch interactions. However, to use touch interactions when browsing, the touch sensitivity for the BROWSE encoder has to be enabled:

1. Open the TRAKTOR Preferences.
2. Select the tab TRAKTOR KONTROL D2.
3. Enable the Touch Control Auto Open Browser on Touch.

→ The touch sensitivity is now enabled on the BROWSE encoder.

With touch sensitivity enabled the following touch interactions can be performed:

To open the Browser:

► Touch the BROWSE encoder. The Browser will be displayed in the respective display.

To exit the Browser:

► Release the BROWSE encoder or stop interacting in the Browser. The display will return to Track view.

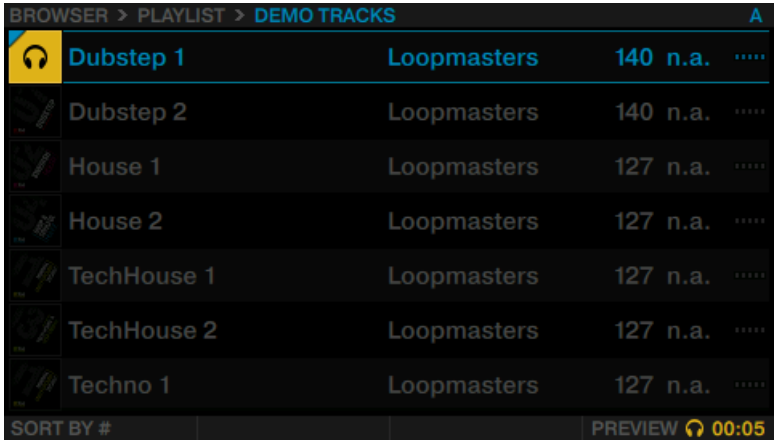
2.1.4 Preview Tracks

In the Browser of the TRAKTOR KONTROL D2 it is possible to preview tracks directly. The preview will be audible in TRAKTOR's Output Review channel routing to an output channel on your audio interface that is connected to your mixer.

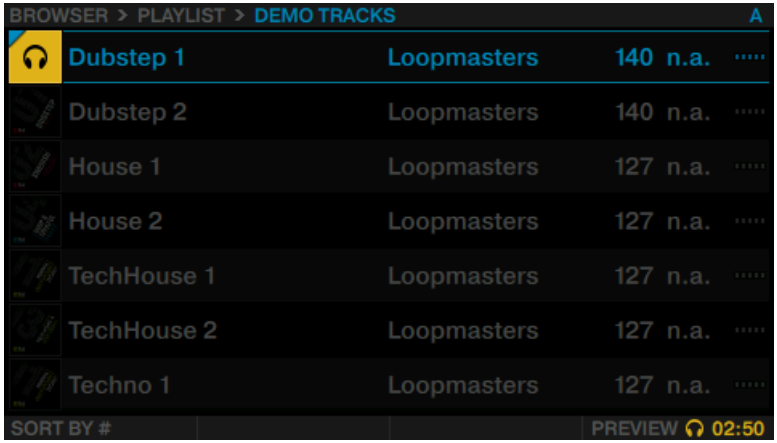
For more information on how to route audio channels with TRAKTOR, refer to section 14.3 Output Routing in the TRAKTOR Manual.

To preview a selected track:

1. Press the ON button 4 to start preview. The preview is now audible in the Output Preview channel.



2. Rotate Performance knob 4 to seek within the track in preview.

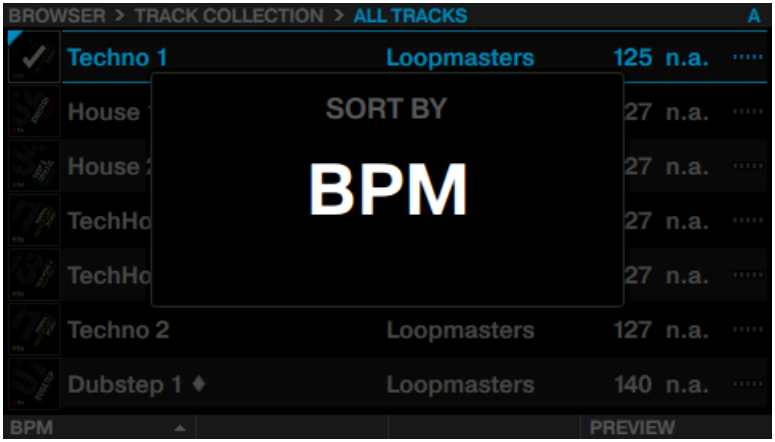


2.1.5 Sorting Tracks

To speed up scrolling through folders including a very large number of tracks, you can sort the tracks by categories TITLE, ARTIST, BPM, IMPORT DATE, #, and KEY. The selected category is displayed at the bottom-left in the Browser.

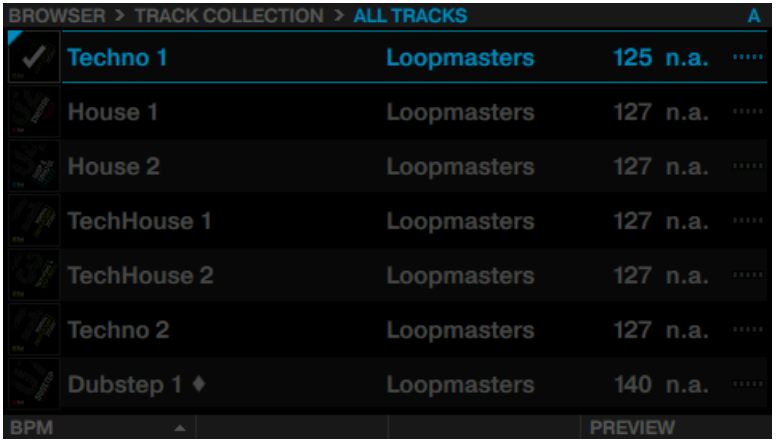
To sort your tracks by another category:

► Rotate Performance knob 1 until the desired category is selected in the SORT BY pop-up window. The tracks will then be resorted.

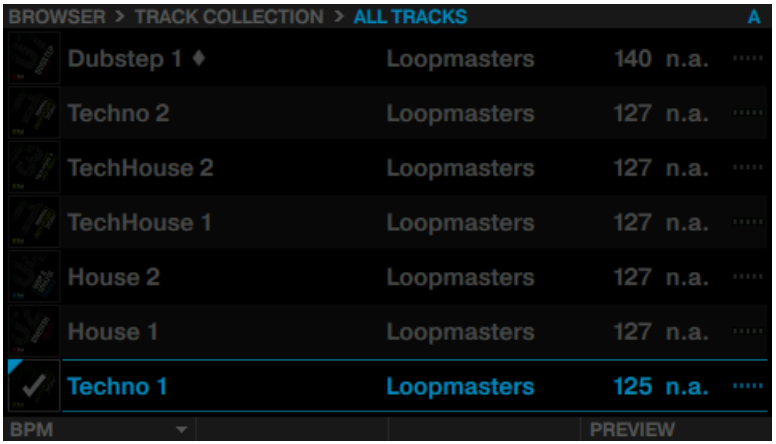


Additionally, you can display the tracks in ascending or descending order:

► Press the ON button 1 to switch between ascending and descending order.



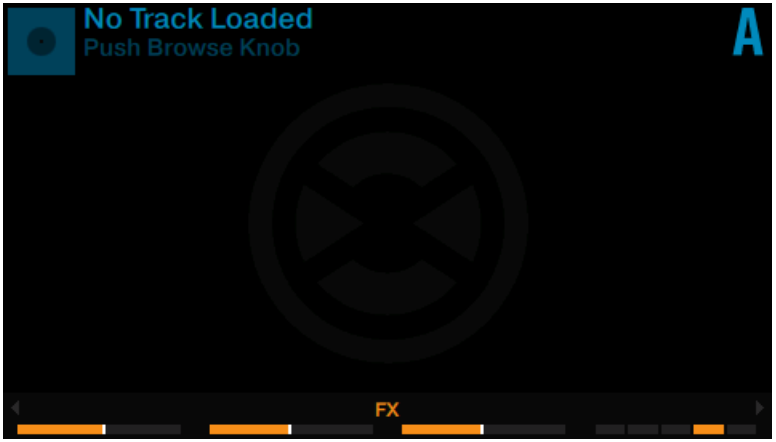
The Browser displaying tracks in descending order.



The Browser displaying tracks in ascending order.

2.2 Loading and Playing a Track

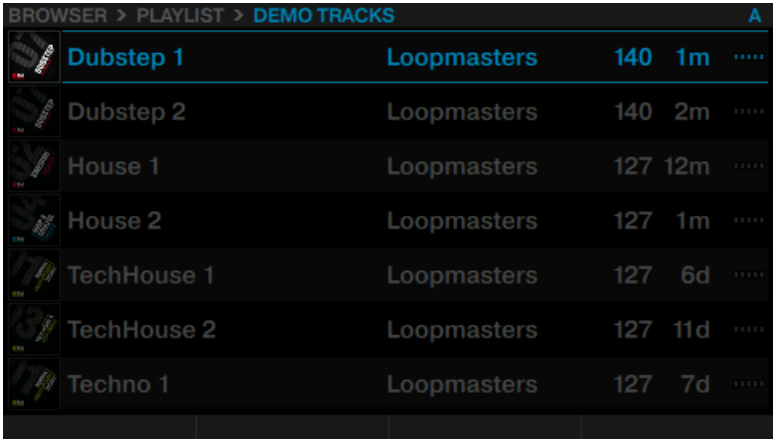
Let's load the track "Techno 1" from the included demo tracks on to Deck A. You can check this by looking at the display: you should see a blue indicator reading A:



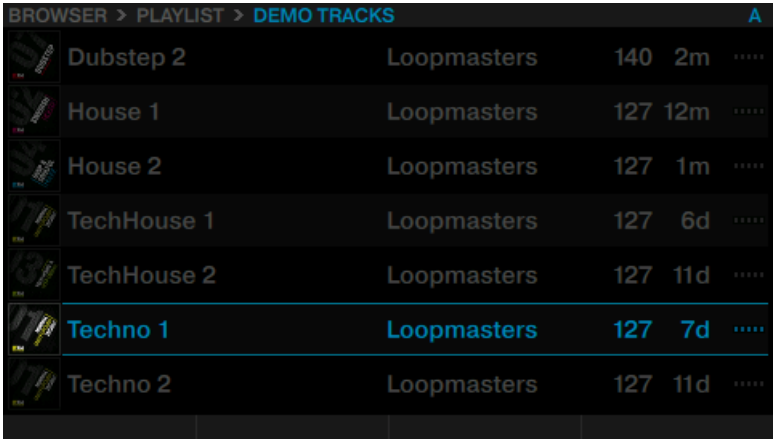
The Deck Display with DECK A indicator.

Look at the display reading No Track Loaded. Push Browse Knob, do the following:

1. Press the BROWSE encoder to open the Browser.
2. Navigate to the folder FAVORITES > Demo Tracks.



3. Scroll to track Techno 1.



4. Press the BROWSE encoder to load the track into Deck A.
   The track is loaded. Its waveform and info appear in the display.

5. Press the PLAY button to start playback. The PLAY button lights up.

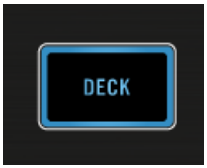
→ The waveform starts moving in the display. The track is assigned to MASTER.

The track should now be audible on your mixer. If you don't hear the track, check the cable connections and read the manual of your mixer.

2.3 Switching Deck Focus

Although you can control four TRAKTOR Decks with the D2, it is only possible to have the focus on one Deck. To access the respective other Decks, you have to switch the Deck focus. Depending on the D2's Deck position you can either toggle between Deck A and C respectively Deck B and D by the following action:

► Press the DECK button.



- If Deck A or B is focused, the DECK button, the Mode Select Button and the LED ring around the LOOP encoder will be lit in blue.

- If Deck C or D is focused, the DECK button, the Mode Select Button and the LED ring around the LOOP encoder will be lit in white.

Switch the D2's Deck Control

In order to access the other Deck side:

1. Hold the DECK button. The two Deck Assign buttons of the current Deck side lit up brightly.

2. Press one of the dim lit Deck Assign buttons to switch to the other Deck side.

3. Release the DECK button.

2.4 Switching Deck View and Zooming

By default, the display shows only the focused Deck. This is called Single View. Additionally, you can switch to Spilt View to show both Decks together in the display - Decks A and C on the left side, Decks B and D on the right side. The display focused on just one Deck has the following appearance:

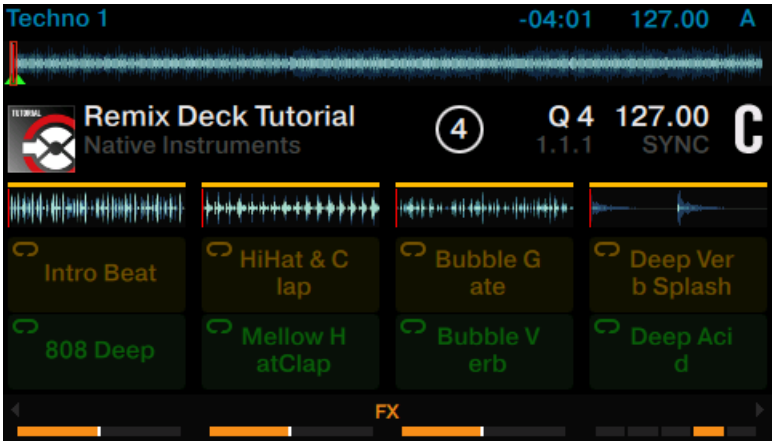
Deck A in Single View

► Press the View button located in the top-right corner of the display area to toggle Deck View between Single View and Split View.

→ The display now shows both Decks in Split View.

The focused Deck always acquires the majority of space in the display.

Split View with focus on Deck A.



Split View with focus on Deck C.

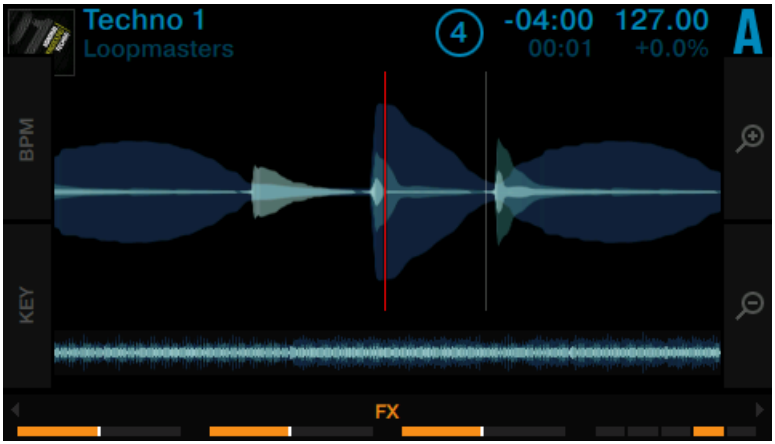
Changing Deck View does not change the Deck's focus.

Zooming

To get a more precise view of the waveform at the current Playhead position, you can zoom in or out of the waveform.

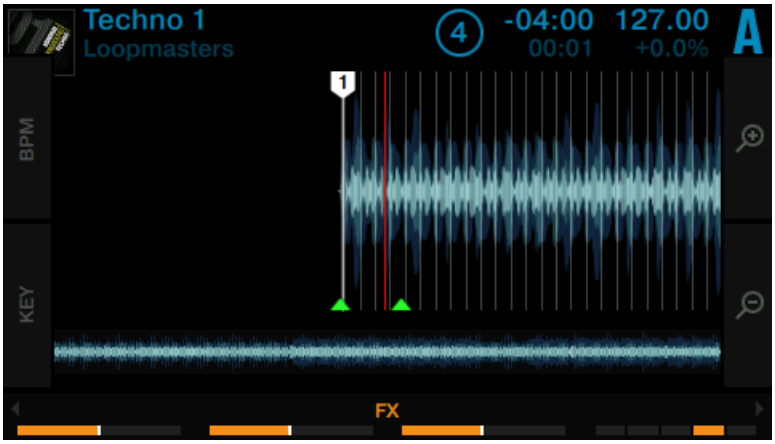
To zoom into the waveform:

► Press Display button 3 repeatedly until you reach the desired zoom level.



To zoom out of the waveform:

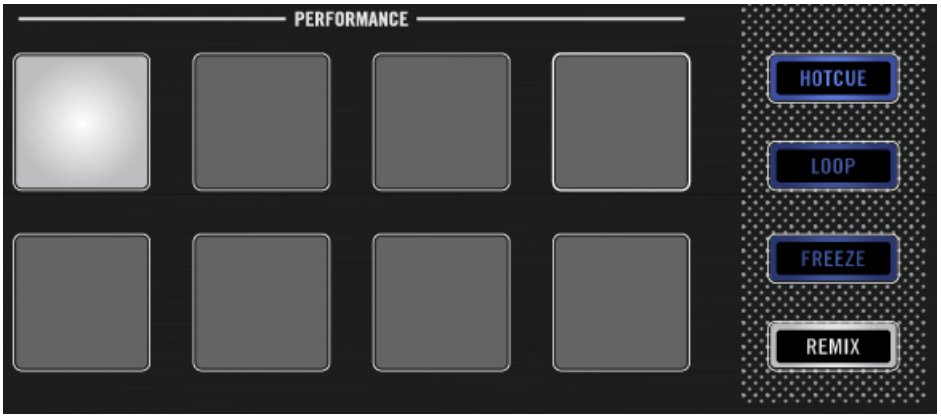
► Press Display button 4 several times until you reach the desired zoom level.



2.5 Using Cue Points

This tutorial will explain how to work with HotCues for jumping directly to certain points within a track. HotCues can be assigned to the pads when the Track Deck is in HOTCUE mode.

On a Track Deck in HOTCUE mode, pad 1 always represents the Start Cue Point that will be assigned automatically as soon as a track is loaded. The remaining pads can be assigned with further HotCues, as explained in the following section.



Pad 1 as Start Cue Point.

Prerequisites

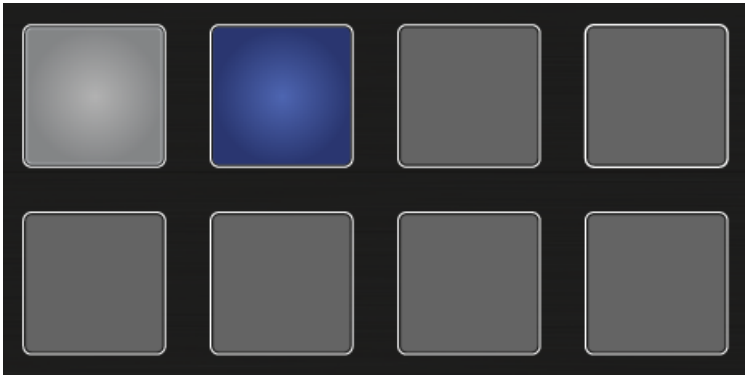
We assume here that you already followed the instructions in the previous tutorials (see Enabling Decks). TRAKTOR KONTROL D2 is in the following state:

- The track “Techno 1” is loaded on Deck A.
- The Deck A is set to HOTCUE mode (default state).

2.5.1 Setting and Deleting Cue Points (HotCues)

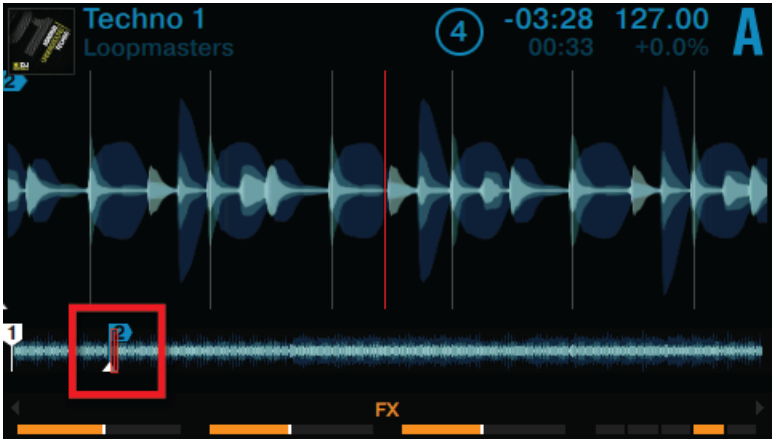
To set Cue Points within a track:

► Whether or not the track is playing, press one of the unlit pads on a downbeat—let's say pad 2. The pad lights up blue.



→ You have just stored a Cue Point that you can return to by pressing the same pad again.

► In the display, a CuePoint will be highlighted by a blue indicator and the pad number. You can store up to eight CuePoints per track, including the first which is automatically set to the track start.



The highlighted CuePoint in the display.

To delete a Cue Point:

► Press SHIFT + the pad assigned with a Cue Point.

→ The Cue point is deleted and the pad is unlit.

Snapping to the Beats

You don't have to worry about being precise enough to set a HotCue directly on a beat; by default, TRAKTOR will make sure this happens automatically. This is because the Snap mode is on, indicated by the lit S button located in the top-mid in the TRAKTOR software:

The S and Q button in the TRAKTOR software.

With Snap mode on, any HotCue you set in the track will snap to the closest beat, thus ensuring that recalling a CuePoint will always trigger a downbeat.

2.5.2 Aligning Tracks using HotCues

Aligning two tracks is straightforward:

1. Make sure that Deck C is playing.
1. When you hear a downbeat in the other track, press the pad with the HotCue you just used to store the downbeat position.

→ The playback position on Deck C jumps to the stored Cue Point, and the playback continues from there. Both tracks now are perfectly aligned and ready to be mixed.

2.6 Adjusting Deck-specific tempo

Deck-specific tempo adjustments can be made by using BPM mode:

Adjusting the Deck-specific Tempo

1. Press the Display Button 1.

   The BPM pop-up becomes visible on the display.

2. Turn the BROWSE encoder clockwise to increase the tempo; turn the BROWSE encoder counterclockwise to decrease the tempo.
3. Hold the SHIFT button + turn the BROWSE encoder clockwise to increase the tempo in whole steps; turn the BROWSE encoder counterclockwise to decrease the tempo in whole steps.
4. Press the Display Button 1 again or press the View Button to close the BMP pop-up.

→ The Deck-specific tempo has changed.

If the Deck is assigned as the MASTER, tempo adjustments made with the BROWSE encoder will also be applied to any other Deck with their SYNC button activated.

In scenarios where automatic Deck synchronization is not possible, e.g. syncing a TRAKTOR Deck with an external audio source, you can use this method to manually dial in a Deck's BPM.

2.7 Using Keylock

When synchronizing tracks, you end up altering at least one track's tempo, which consequently changes their pitch (or key). For small tempo adjustments, this mostly isn't going to be an issue; but when the tempo is changed more significantly, the resulting pitch change might sound unsuitable: kick sounds would lose their impact, vocals would sound unrealistic, harmonic instruments would become dissonant when mixed, etc. To avoid issues like these, TRAKTOR provides the **Keylock** feature which uncouples the pitch and the tempo of a track. This allows you to basically lock the pitch while adjusting the tempo or vice versa. In order to activate Keylock from the D2, do the following:

Prerequisites

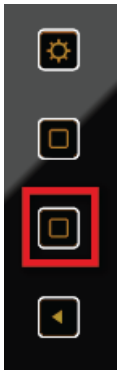
We assume here that the D2 is in the following state:

- The track “Techno 1” is loaded on Deck A and playing.

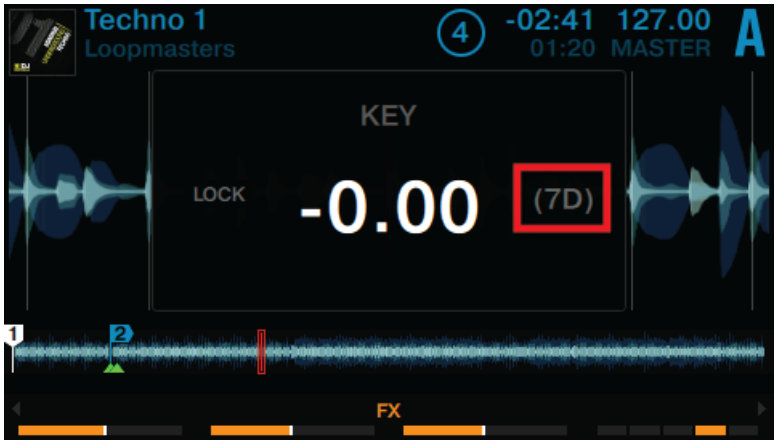
Adjusting the Tempo and preserving the Original Pitch

If you want to mix a track in its original key to another track with a faster tempo, you need to lock the key before adjusting the tempo of the track:

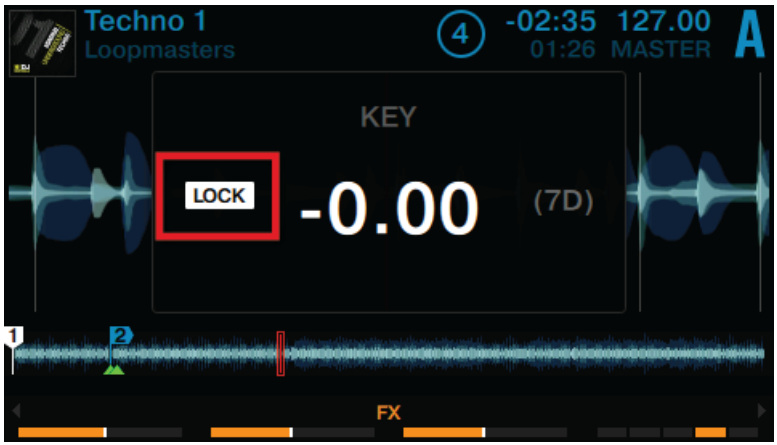
1. On a Deck, press the Display Button 2.



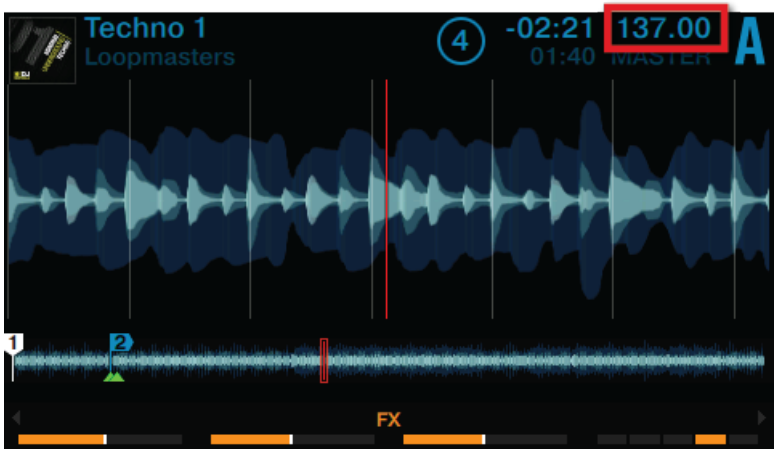
The KEY pop-up opens on the display. For tracks which have been analyzed by TRAKTOR, their key is displayed here.



2. Press the Deck's BROWSE encoder to enable Keylock on the track. LOCK is now lit in white.



3. Press the Display Button 2 again to exit the KEY pop-up in the display.
4. Now press Display Button 1 to open the BPM pop-up and adjust the track's tempo by turning the BROWSE encoder.

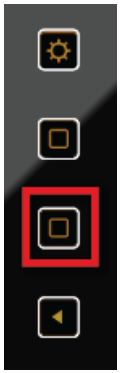


→ You can hear the tempo change, but the track's key remains intact.

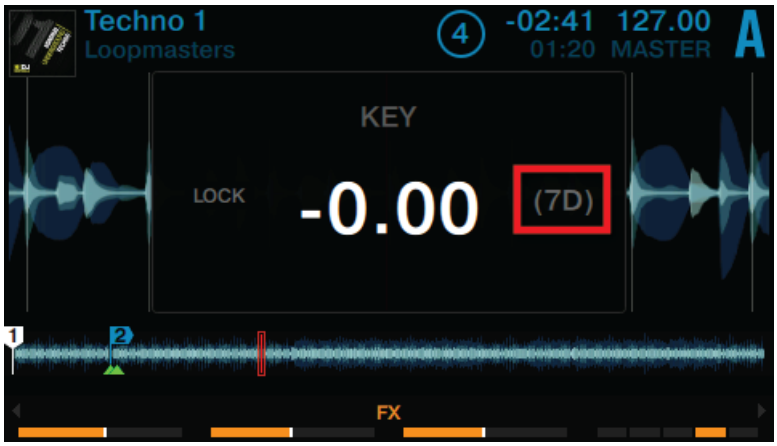
Adjusting the Key without changing Original Tempo

If you want to change just the key of a track without affecting its tempo, proceed as follows:

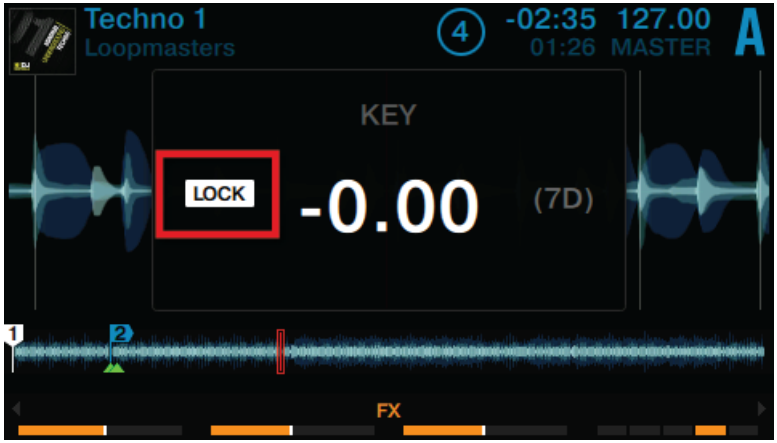
1. On a Deck, press the Display Button 2.



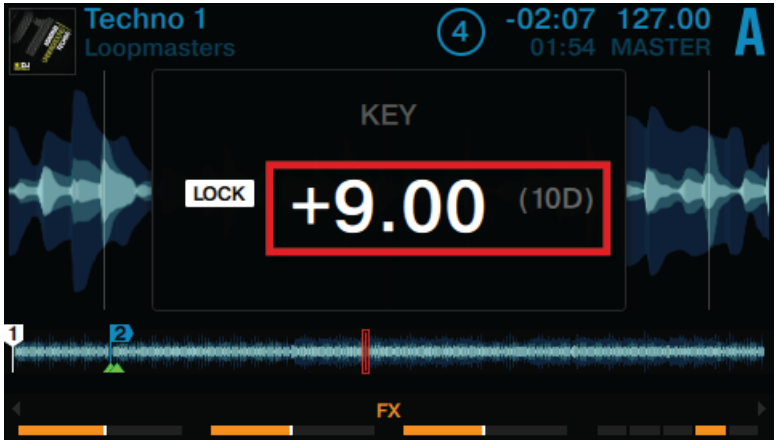
The KEY pop-up opens on the display. If the track has been analyzed by TRAKTOR, its key will be displayed here.



2. Press the Deck's BROWSE encoder to enable Keylock on the track. LOCK is now lit in white.



3. Now turn the Deck's BROWSE encoder to adjust the key of the track.



4. Press the Display Button 2 again to exit the KEY window in the display.

→ You will hear that the track's key has changed, while the tempo is preserved.

3 Using Your D2—Getting Advanced

3.1 Using Touch Strip

D2 doesn't feature the conventional Jog Wheel of a regular DJ controller. Functions usually associated with Jog Wheel are instead controlled by the intuitive Touch Strip. This tutorial explains how to use the Touch Strip for the following actions:

- Seek/navigate through the entire track.
- Tempo bend (nudge).
- Scratching, backspinning and holding.

Prerequisites

We assume here that the D2 is in the following state:

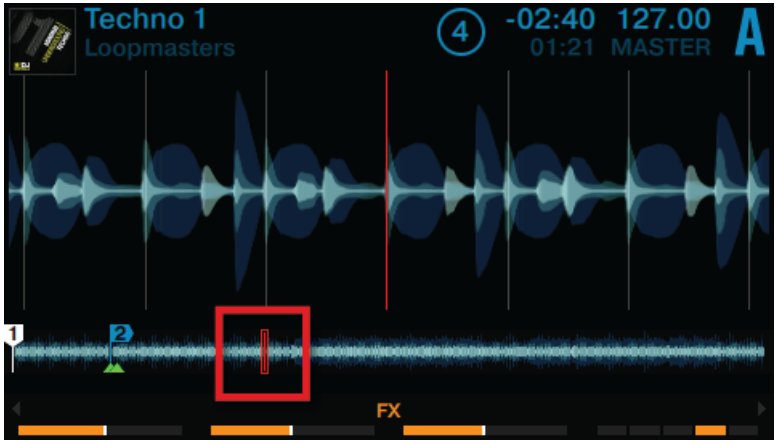
- The track “Techno 1” is loaded on Deck A and is not playing.

3.1.1 Using Touch Strip to Seek

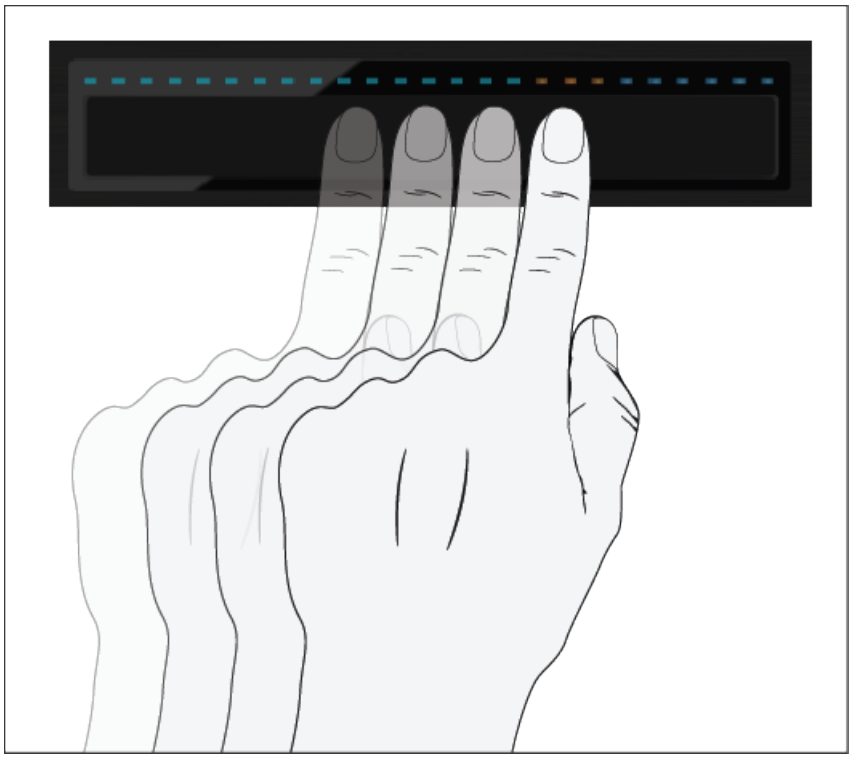
Press the PLAY button.

1. While holding the SHIFT button, the LED strip above the recessed touch-sensitive area will display this:

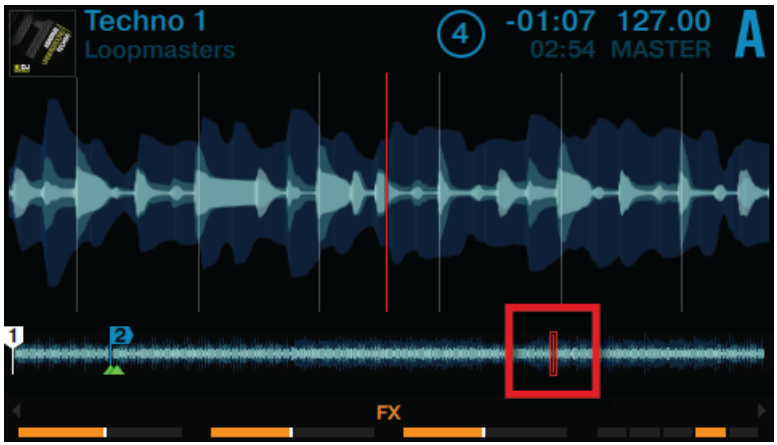
The LED segments represent the entire length of the track. The three orange segments represent the current playhead position within the track.



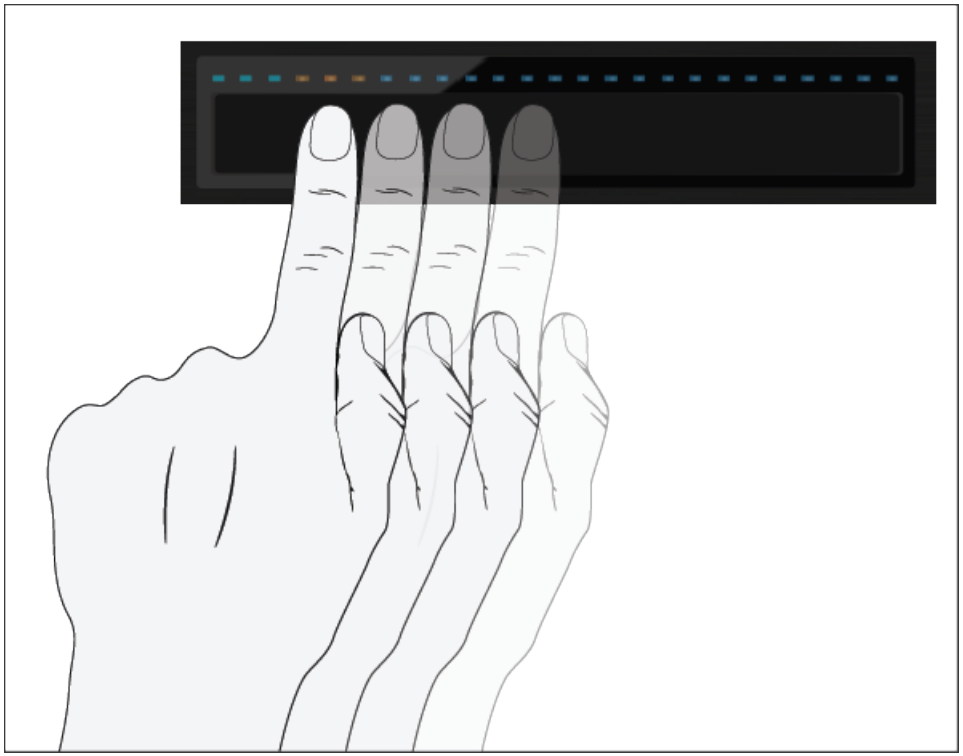
1. While holding SHIFT, place your finger on the Touch Strip beneath the orange LEDs and swipe to the right to move forwards in the track's waveform.



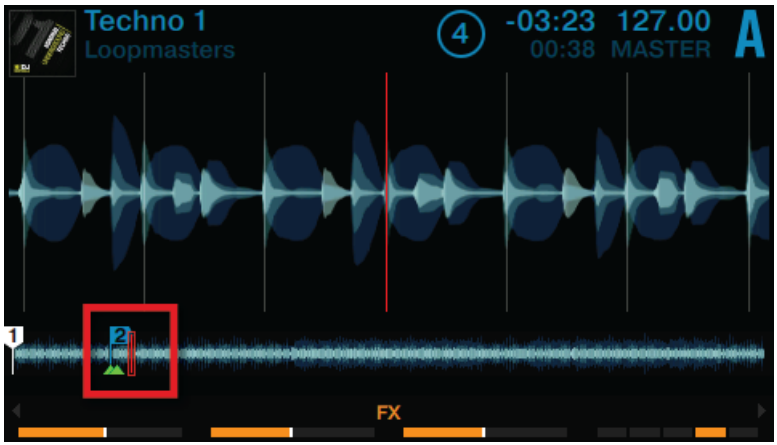
⇨ The three orange LEDs will follow your finger movement to the right, as does the playhead in the waveform.



2. Swipe your finger to the left to move backwards in the track's waveform.



⇨ The three orange LEDs will follow your finger movement to the left, just as the playhead in the waveform.



Alternatively, you can jump directly to an absolute position in the track by pressing SHIFT + placing your finger on the desired position on the Touch Strip.

3.1.2 Using Touch Strip to Nudge/Pitchbend

Traditional DJ's who don't have an automatic Sync function at hand are used to physically nudging, twisting, and tweaking a conventional turntable with either Timecode vinyl or traditional vinyl to temporarily speed up or slow down a track and align the beats manually. The D2 allows you to work in a similar way by using the Touch Strip:

The LEDs above the Touch Strip provide visual information about a Deck's phase alignment. They help you make the necessary tempo bend adjustments to get your tracks aligned.

The following tutorial will demonstrate how to manually beatmatch the two demo tracks "Techno 1" loaded on Deck A and "Techno 2" loaded on Deck B by means of the Touch Strip, without using the Sync function.

First step: Playing the Tracks

1. On Deck A press the PLAY button to start playback. The Deck will be assigned to MASTER.

2. On Deck B press the SYNC button to disable Sync. The SYNC button's backlight goes dim.
3. Listen to the track playing in Deck A, and press the PLAY button of deck B on an appropriate downbeat to start playback.

→ If your timing was perfect, a single orange LED at the center of the LED strip lights up, indicating the phase-alignment of both tracks is correct.

If your timing was a little off, a few blue LEDs above the Touch Strip light up, indicating the amount of phase-misalignment.

Second Step: Correcting phase-alignment

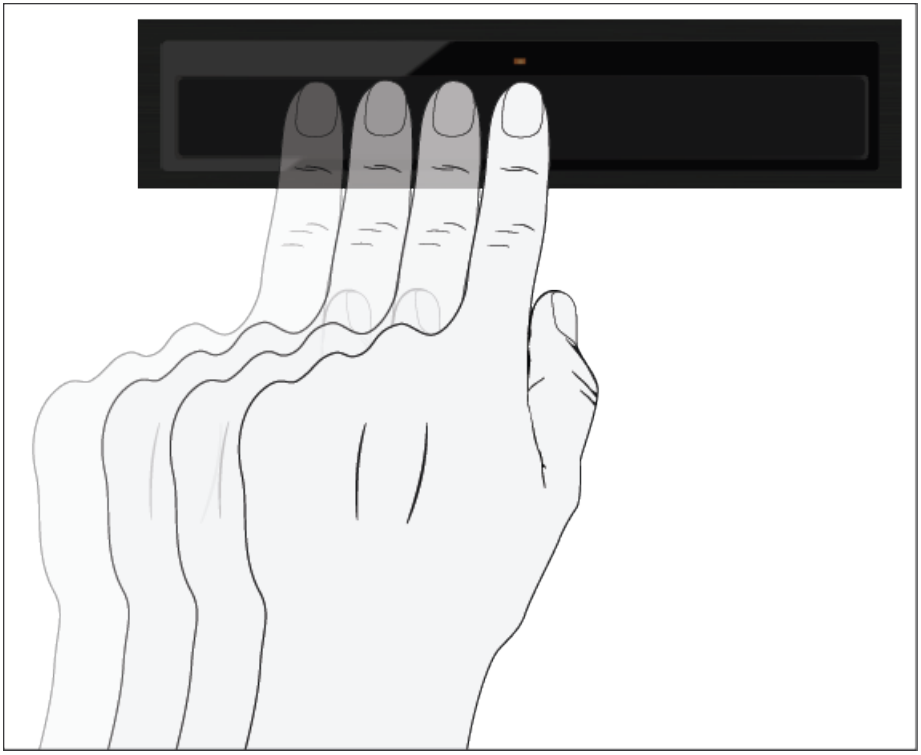
To correct the phase-alignment of both tracks, proceed as follows:

If blue LEDs are shown above the right side of the Touch Strip on the Deck not assigned to MASTER:

► Swipe your finger toward the left side of the Touch Strip until the blue LEDs disappear and a single orange LED is shown.

If blue LEDs are shown above the left side of the Touch Strip on the Deck not assigned to MASTER:

► Swipe your finger toward the right side of the Touch Strip until the blue LEDs disappear and a single orange LED is shown.



→ The phase-alignment is corrected and both tracks are perfectly synched.

3.1.3 Using the Touch Strip to Scratch and Backspin

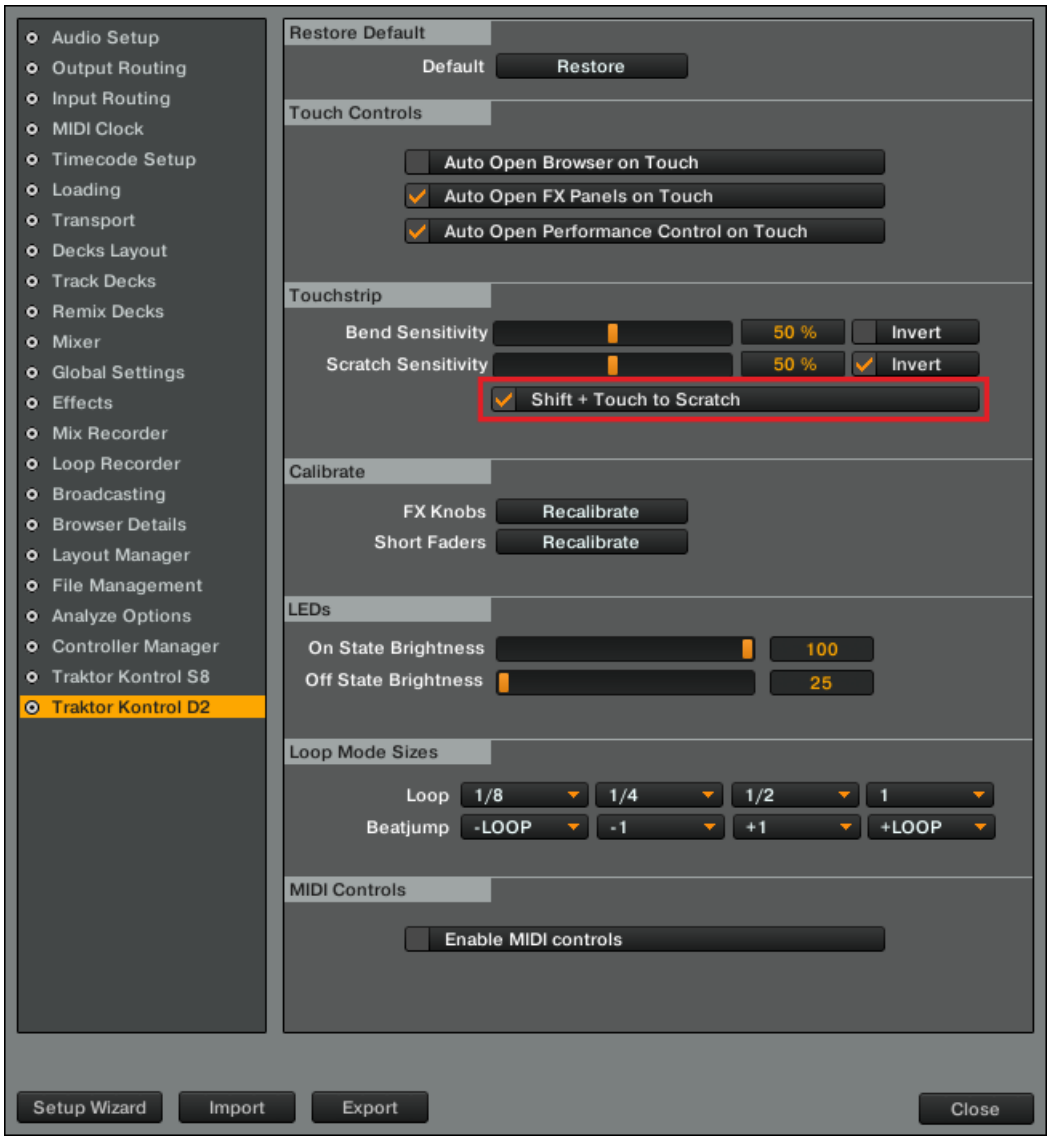
Similar to manually turning a vinyl on a turntable, swiping a finger over the recessed Touch Strip area allows you to create a scratch effect on a Track Deck or Remix Deck. This feature is not enabled by default and requires some configuration as follows:

Enabling the preference Touch to Scratch

To enable the preference Touch to Scratch for the D2:

1. In the TRAKTOR window click *File*, then *Preferences* to open the preferences window.

2. Navigate to the Traktor Kontrol D2 window, check the Shift + Touch to Scratch preference in the Touchstrip section.

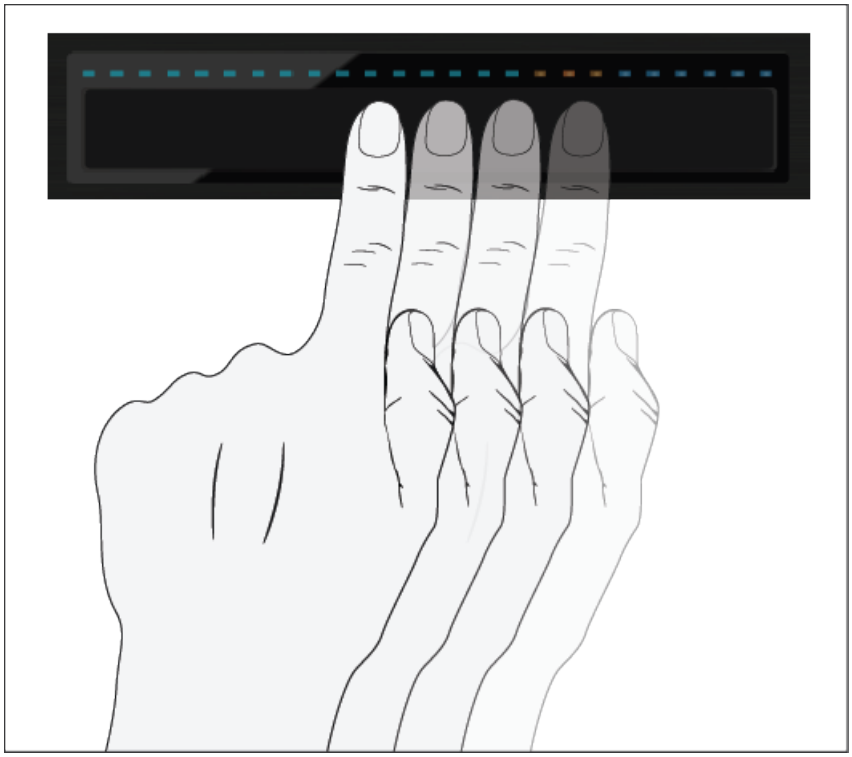


3. Click Close to exit the Preferences window.

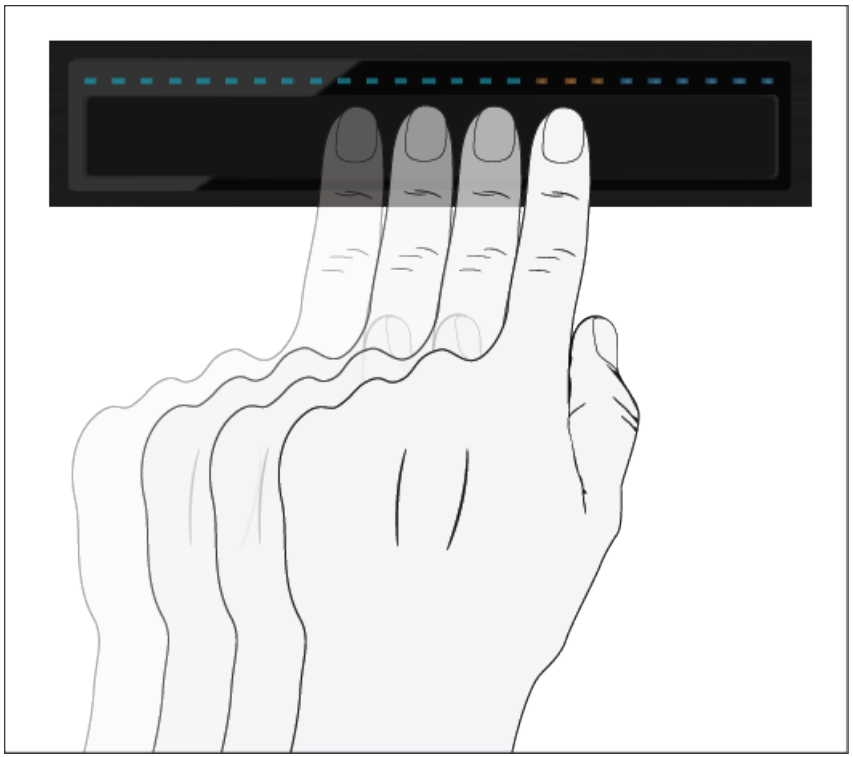
Performing Scratching

On the Deck:

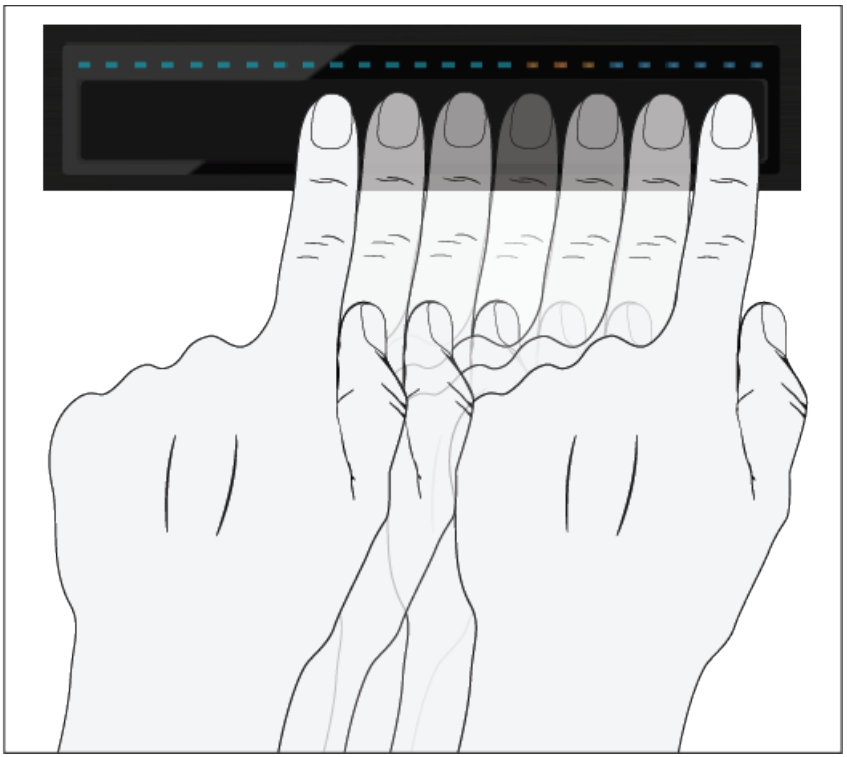
1. Hold the SHIFT button.
2. On the Touch Strip swipe to the left. This will move the playhead slightly forwards in the track's waveform, and you will hear the typical scratch effect.



3. On the Touch Strip swipe to the right. This will move the playhead slightly backwards in the track's waveform and you will hear the typical scratch effect.



4. Try moving your finger across the Touch Strip (back and forth) to scratch the corresponding playhead over a beat.



→ As soon as you cease moving your finger on the Touch Strip, the playhead remains at that position.

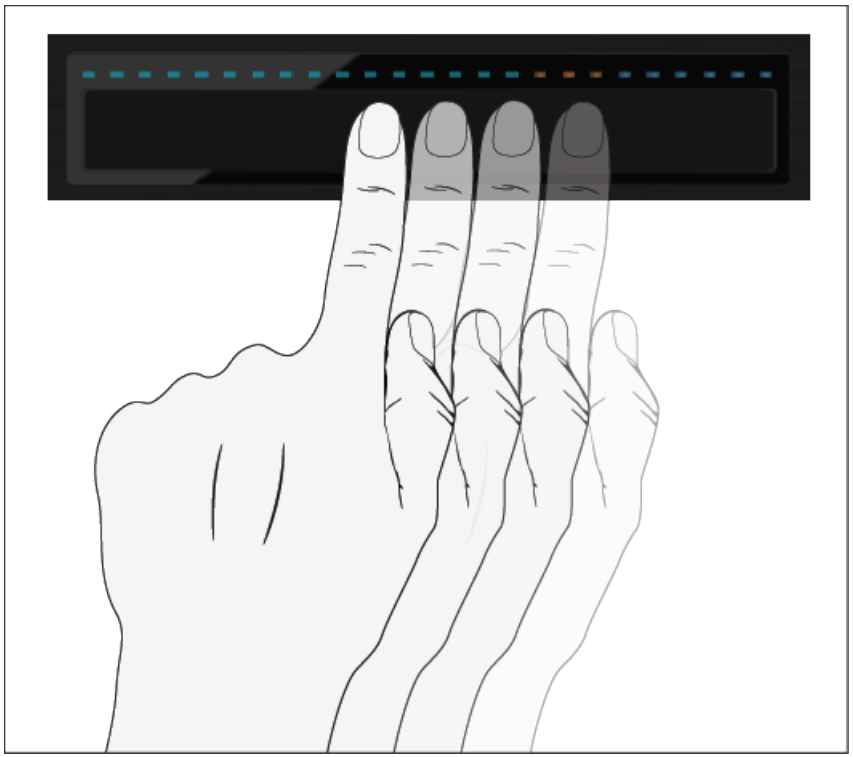
A scratch effect can only be created when the track is stopped.

Performing a Backspin

On the Deck:

1. Hold the SHIFT button.

2. On the Touch Strip swipe quickly from the very right to the very left. This will move the playhead backward in the track's waveform, and you will hear the backspin effect.



→ As soon as you lift your finger from the Touch Strip, the playhead remains at that position.

Backspins are enhanced by the fact that TRAKTOR will stop the spin as soon as you release the SHIFT button.

3.2 Playing with Loops in HOTCUE Mode

Now that we've covered all basic mixing techniques and how to use the Touch Strip, we will focus on D2's looping facilities in HOTCUE mode.

Besides using the dedicated LOOP mode which will be explained in the next tutorial, you can work with loops in default HOTCUE mode. This allows you to perform with HOTCUES and loops at the same time.

Prerequisites

We assume here that the D2 is in the following state:

- The track "Techno 1" is loaded on Deck A and stopped.

3.2.1 Engaging and Disengaging a Loop

Let's add a loop to the track on Deck A.

To engage a loop on a Deck:

1. Press the PLAY button to start playback.
2. Press the HOTCUE button to enable HOTCUE mode.

3. Press the Loop encoder. The LED ring around the Loop encoder starts to rotate to indicate the loop is activated.

→ This will automatically add a loop at the current playback position in the track.

The example above shows an engaged loop of four beats. You can change the loop size while the loop is active:

► Turn the Loop encoder to change the loop size.

You can choose a loop size of 32 beats down to a loop size of 1/32 of a beat.

Note that you can adjust the loop size either before or after you've set the Loop! If you adjust the loop size beforehand, the next loop you set will acquire the set loop size value.

To deactivate the Loop:

► Press the Loop encoder again.

→ Playback continues as normal.

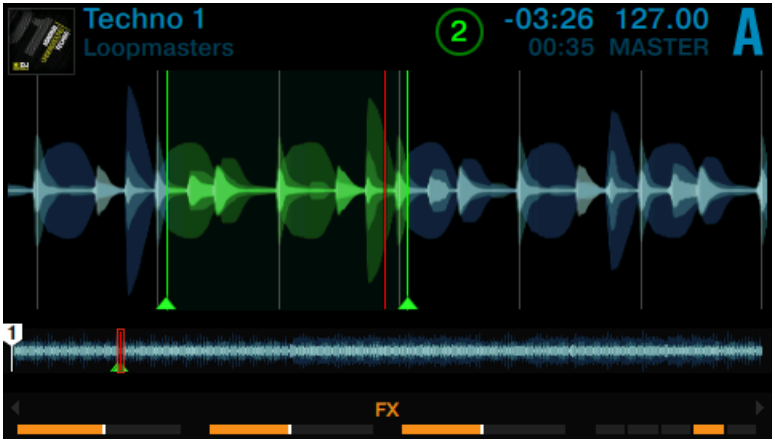
By pushing the Loop encoder when there is no Loop active, you activate looping: the next Loop in the track will be activated.

3.2.2 Moving a Loop

With a loop size selected, you can move the Loop selection to another position within your track.

To move the Loop:

► Press the SHIFT button and turn the Loop encoder. The loop selection will be moved through the track on the fly and looping continues at the respective position.



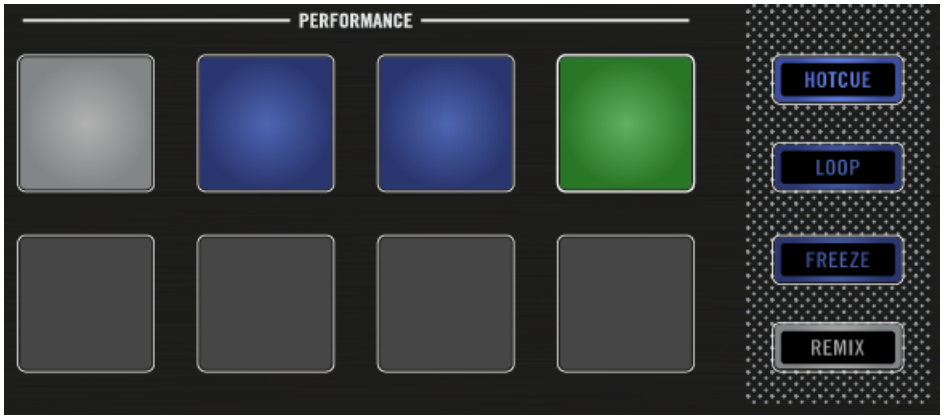
The step size you move the selection by is the same as the loop size, which is shown in the display.

Turning the Loop encoder when there is no Loop active lets you jump backward/forward through the track by the same step size.

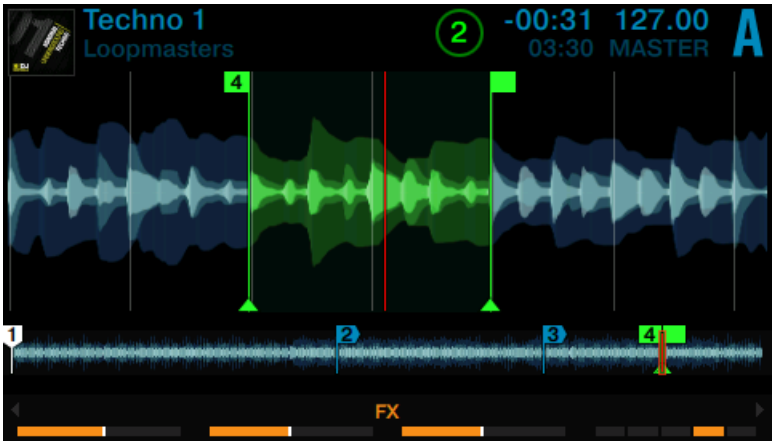
3.2.3 Storing a Loop

In a previous tutorial, you learned how to store Cue Points, which is as simple as pressing an unlit pad. Storing Loops works in a similar way. Let's say you have stored two HotCues in the track currently playing:

1. Press the Loop encoder to engage a Loop.
2. To store the active Loop, press an unlit pad. The pad lights up green.



The display will show a green marker indicating the Loop. The marker also shows the number of the corresponding pad.



→ You have just stored a Loop that you can return to by pressing the same pad again.

Deleting a Loop

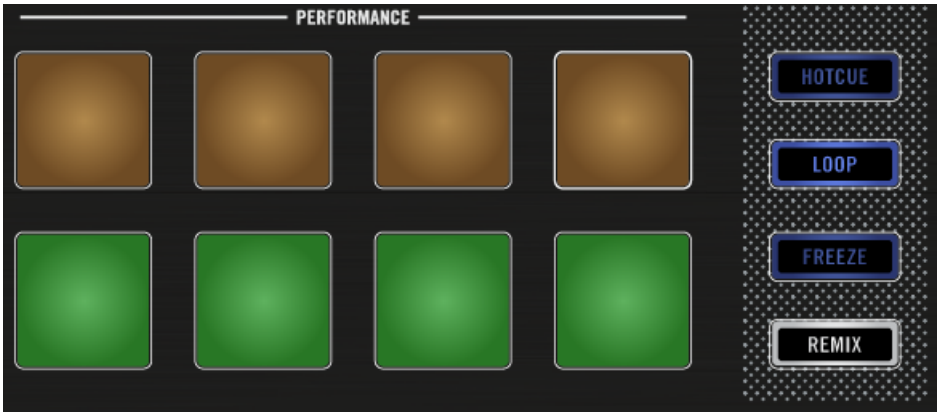
To delete a Loop:

► Press the SHIFT button and the pad assigned to the Loop you want to delete.

3.3 Playing with Loops in LOOP Mode

LOOP mode offers a different set of control options for using loops on track Decks and Remix Decks, which you will learn in the following tutorial.

When LOOP mode is activated, the top row of pads light up in green and the bottom row of pads light up in orange. The green pads represent four Loop sizes. The orange pads represent Beatjump sizes.



Pads illuminated in LOOP mode.

Prerequisites

We assume here that the D2 is in the following state:

- The track “Techno 1” is loaded on Deck A and is not playing.

3.3.1 Looping with Pre-defined Sizes

In LOOP mode, with the first row of pads you can engage loops with pre-defined values. By default, these are (from left to right) 1/8, 1/4, 1/2 or 1 beat.

To engage a loop:

1. Press the PLAY button to start playback.
2. Press the LOOP button to enable LOOP mode.

The LOOP button lights up brightly and the pads also illuminate.

With a track playing and Loop mode enabled, you can perform the following actions:

- Press one of the green pads to engage a Loop of 1/8 beat, 1/4 beat, 1/2 beat, or 1 beat. The LED ring around the Loop encoder starts to rotate indicating a loop is engaged.

- Press the same green pad again or press the Loop encoder to disengage the Loop.
- While a loop is engaged, rotate the Loop encoder to alter the Loop's size. This will produce some interesting sound variations.

Loop sizes can be changed in TRAKTOR's software preferences: *Preferences>TRAKTOR KONTROL D2>Loop Mode Sizes>Loop*.

3.3.2 Beatjumping

With the orange pads, you can jump forward or backward in the track by the amount predefined as Beatjump size. By default, the orange pads 6 and 7 represent the Beatjump sizes of 1 beat backward and forward, whereas the beat-jump sizes of pad 5 and 8 are defined by the Loop encoder.

To beat-jump within a track by 1 beat:

1. Press the PLAY button to start playback.
2. Press the LOOP button to enable LOOP mode.

   The LOOP button lights up brightly and the pads also illuminate.
3. Press pad 6 to jump back by 1 beat. If doing so causes the Playhead to cross the boundaries of an active Loop area, it continues to loop again.
4. Press pad 7 to jump forward by 1 beat. If jumped out of a loop, playback continues as normal.

Beatjump sizes can be changed in TRAKTOR's software preferences: *Preferences>TRAKTOR KONTROL D2>Loop Mode Sizes>Beatjump*.

Using the Loop encoder to define Beatjump sizes in real time

By default, pad 5 and pad 8 skip position back and forward by the amount shown in the display as loop-size value. To change this value:

1. Turn the Loop encoder to define a Beatjump size between 1/32 of a beat and 32 beats. The Loop size will change in the display.

2. Press pad 5 to jump the playback position backward by the loop-size value displayed on the display. If doing so causes the Playhead to jump into an active Loop area, it continues to loop again.
3. Press pad 8 to jump the playback position forward by the beat-jump size defined in the display. If you jump out of a loop this way, playback continues outside the loop.

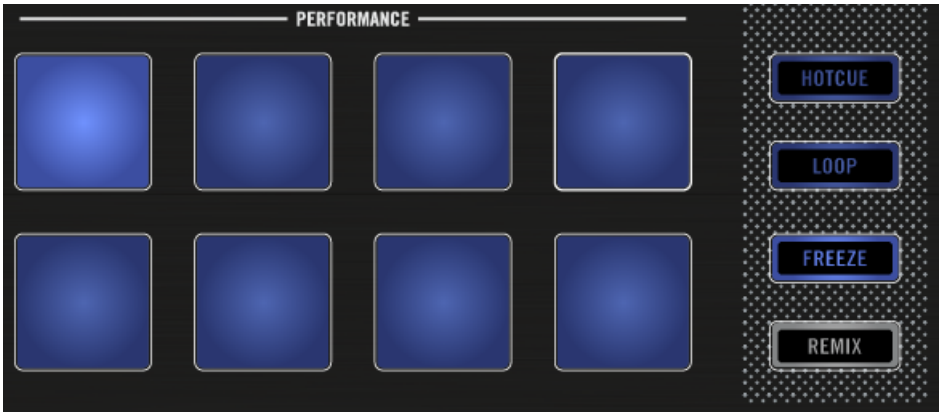
3.4 Using FREEZE Mode

FREEZE mode takes the playhead position, adds the number of bars set as Freeze Slice Size and splits this section of a track into eight equally sized slices. These are then mapped to the adjacent pads, which light up blue. Press any of these pads to trigger playback from the mapped slice. Playback continues to the end of the track until you lift your finger off the pad.

In FREEZE mode, the numbers 1 - 8 are overlaid on the waveform to indicate the location of the slices. The first row of pads triggers slices 1 - 4, the second row triggers slices 5 - 8

FREEZE overlay in the display.

The pads are now lit blue, and the Freeze slices are shown on the track's waveform. The pad that is currently illuminated brightest represents the current playback position in the Freeze area (see the image above).



Deck A in Freeze Mode.

Prerequisites

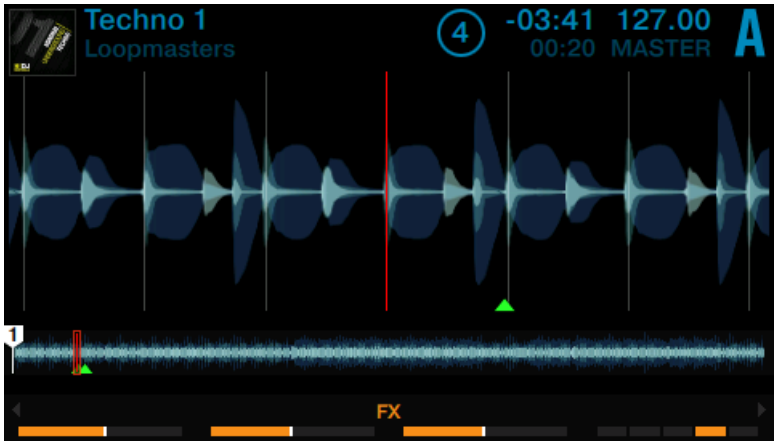
We assume here that the D2 is in the following state:

- The track “Techno 1” is loaded on Deck A and stopped.

3.4.1 Engaging Freeze mode on a track

On Deck A:

1. Press PLAY to trigger playback.



2. Press the FREEZE button.

The current playback position is "frozen" and a section defined by the loop size on the display is automatically split into eight slices.

3. Press any of the eight pads to trigger playback and get a feel for the slices.

4. Press the HOTCUE button to exit Freeze mode.

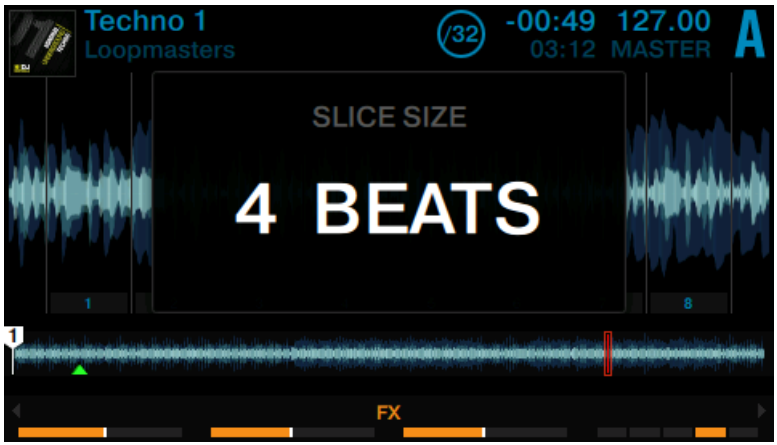
If no further slice is triggered, the Playhead position will leave the frozen area and playback continues towards the end of the track.

3.4.2 Adjusting the Freeze Slice Size

1. Hold the FREEZE button.

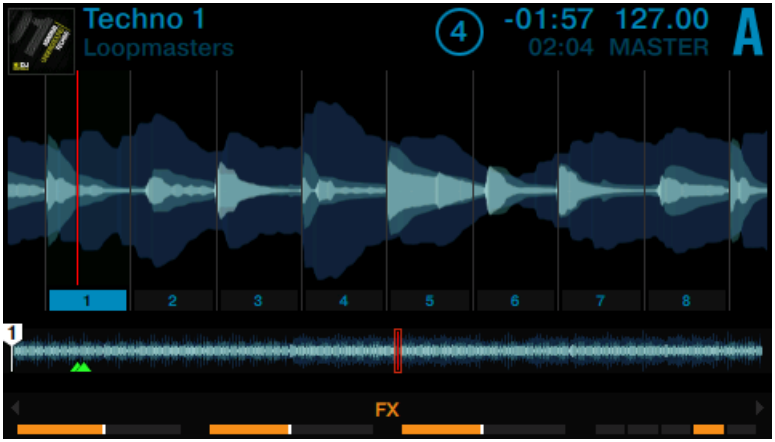
The SLICE SIZE window pops up in the display.

2. While holding the FREEZE button, turn the Loop encoder to increase or decrease the slice size from a 1/4 of a beat to a range of 4 beats.



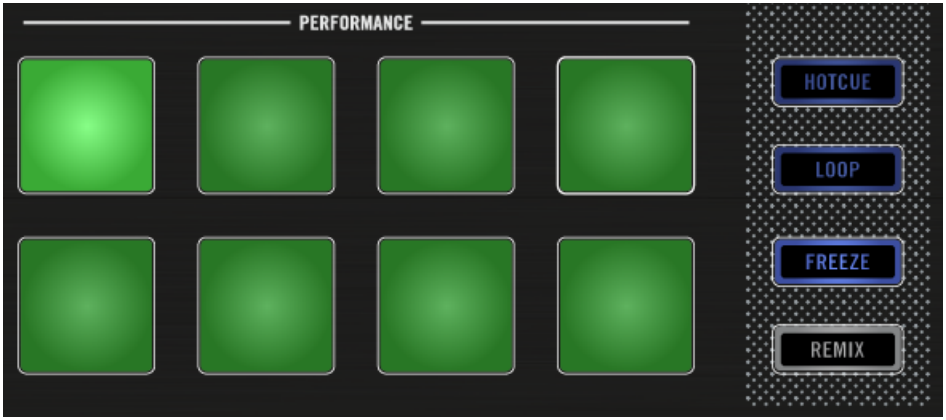
3. Release the FREEZE button.

→ The Slice size and zoom will change accordingly.



3.4.3 Slicer Mode

There's an extension of Freeze mode's functionality, called Slicer Mode. Press the Loop encoder while in Freeze mode and the playback behavior of the pads changes. Instead of playing from the slice start to the end of the entire track, pressing and holding a pad in Slicer Mode will play back just the corresponding slice repeatedly.

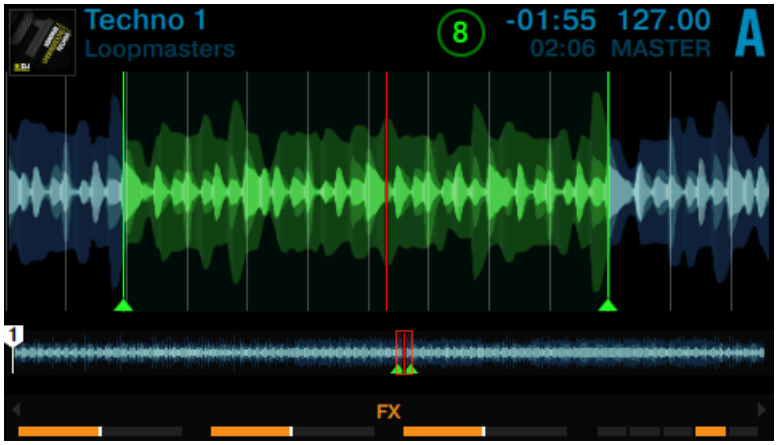


Slicer mode enabled.

To enable Slicer Mode on a Deck:

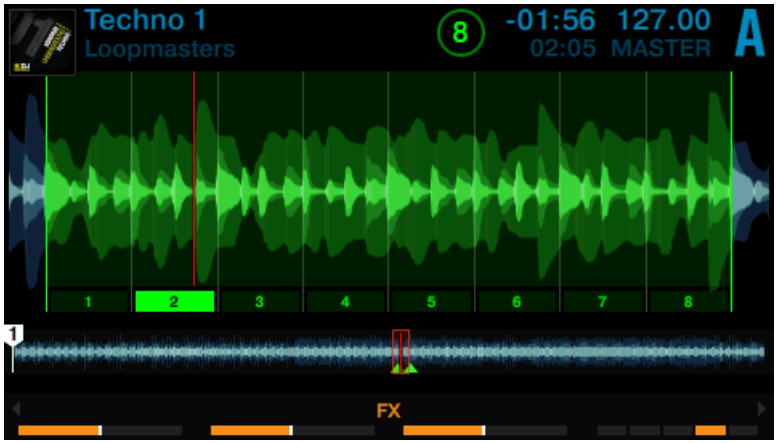
1. Turn the Loop encoder to define the desired Loop size.

2. Press the Loop encoder to engage a loop.



3. Press the FREEZE button to engage Slicer mode to the active loop.

The Slices appear in green.



While Slicer mode is engaged you can perform the following actions:

- Press any of the pads to jump between the Slices.

► Hold a pad to retrigger its slice.

► Hold two pads simultaneously to loop the entire area between the first and last selected slice.

► Turn the Loop encoder to change the Loop size. The slice size will be changed on the fly and the waveform in the display adjusts its zoom accordingly.

► Press the Loop encoder or the HOTCUE button to exit Slicer mode. Playback continues as normal.

3.5 Using FLUX Mode

With FLUX mode activated, for every Deck, a second Playhead continues playing along the natural progression of a track, even if you loop a section, temporarily jump back to a cue point, skip forward or backward, etc. That way, the beat of a track keeps flowing, no matter what you do. These are the changes in FLUX mode compared to regular operation:

- HOTCUE mode: press and hold a pad to play back from a cue point. When you let go, playback resumes at the second Playhead's position instead of continuing from the cue point.
- LOOP mode: when leaving a loop, playback will continue at the position of the second Playhead instead of the loop end position
- FREEZE mode: press and hold a pad to play back from a cue point. When you let go, playback resumes at the second Playhead's position instead of continuing playback from the cue point.

Prerequisites

We assume here that the D2 is in the following state:

- The track “Techno 1” is loaded on Deck A and stopped.

Enabling Flux Mode

To enable Flux mode within HOTCUE mode, LOOP mode, or FREEZE mode on Deck A:

1. Press the PLAY button to start playback.
2. Press the FLUX button to enable FLUX mode. The button lights up in orange.

3. Perform on the pads as usual. As soon as a pad is released, playback continues at the second Playhead's position to preserve the musical phrasing.
4. Press the FLUX button again to exit FLUX mode.

Note that when the FLUX button is engaged, you cannot make use of Slicer mode on the pads.

Perform a backspin effect for two Beats using FLUX mode

If the option Touch to Scratch is enabled in the TRAKTOR Preferences you can perform a backspin effect for two beats by using FLUX mode:

1. Press the FLUX button to enable FLUX mode.
2. Hold the SHIFT button, and swipe quickly from the very right to the very left on the Touch Strip.
3. Two beats later, release the SHIFT button.

→ The Backspin will stop and normal playback will resume right on the beat you desire.

3.6 Remixing with Remix Decks

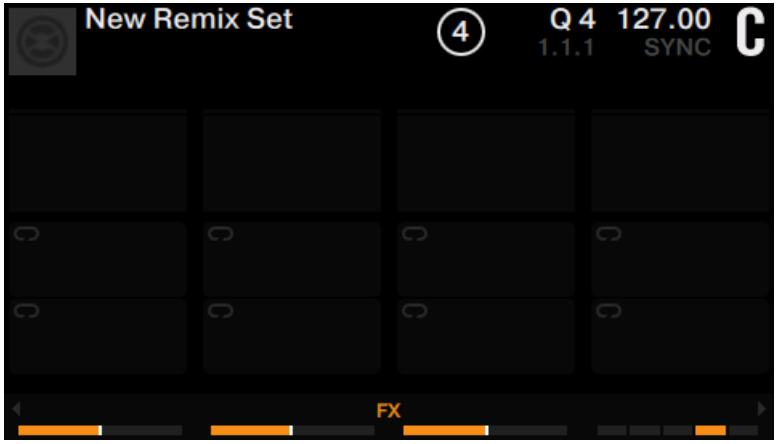
In the previous tutorials you learned how to mix using the Track Decks and how to work with some advanced functionalities of the D2. In this tutorial, you will learn how to use the Remix Decks. With the Remix Decks you can play and perform with pre-defined Remix Sets as well as create your own Remix Sets by capturing samples of tracks.

Prerequisites

- Deck C is enabled.
- All Remix Slot Volume Faders are raised.

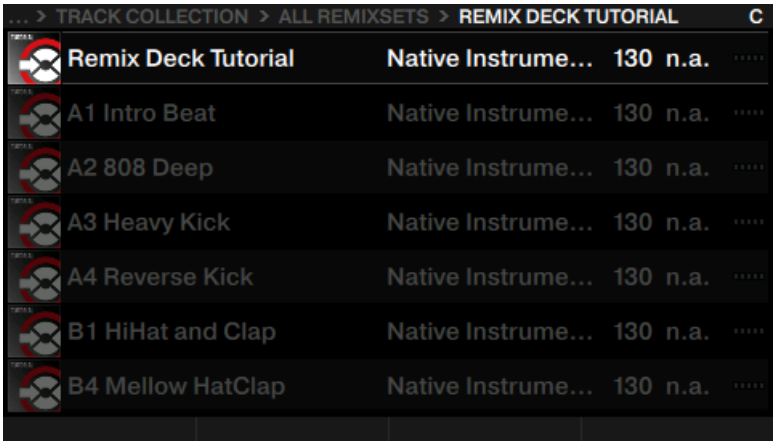
3.6.1 Loading a Remix Set

1. Press the DECK button to switch to Deck C. Remix Deck C should be shown in the left display.



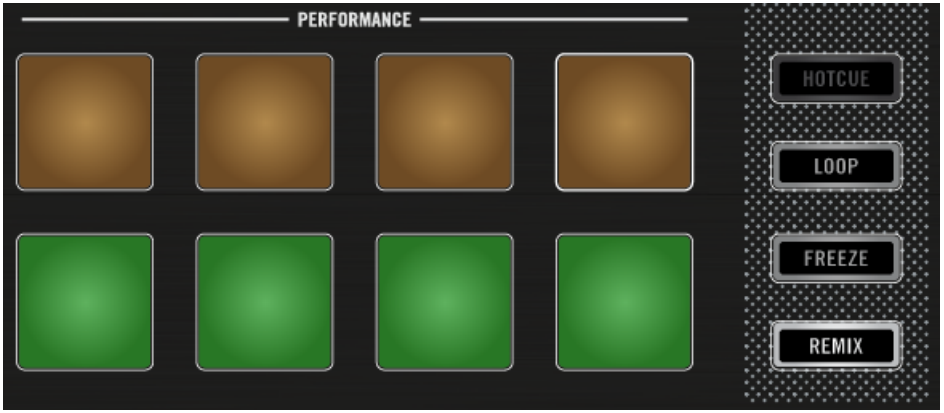
1. Press the BROWSE encoder to open the Browser.
2. Navigate to the folder TRACK COLLECTION > All Remix Sets > Remix Deck Tutorial.

3. Select the Remix Set Remix Deck Tutorial and press the BROWSE encoder to load it.



→ The Remix set is loaded to Deck C. The display has the following appearance:

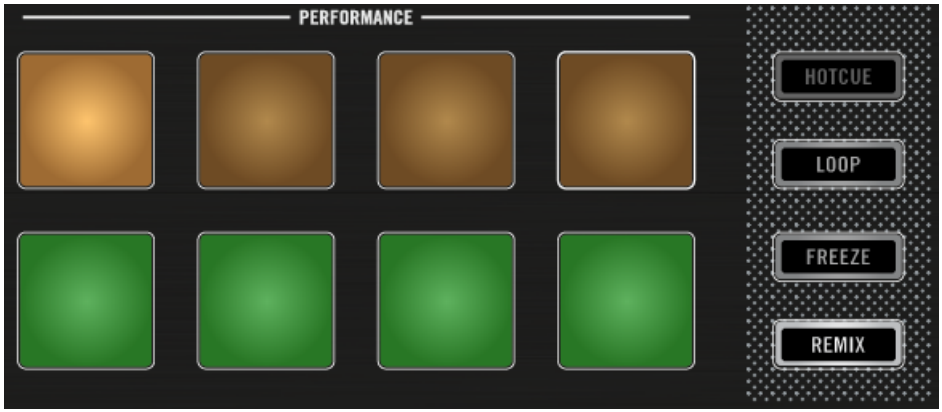
The pads now illuminate orange and green, corresponding to the Remix Deck page shown in the display.



3.6.2 Triggering Samples

For a demonstration of how a Remix Deck works, please perform the actions listed below in the following order:

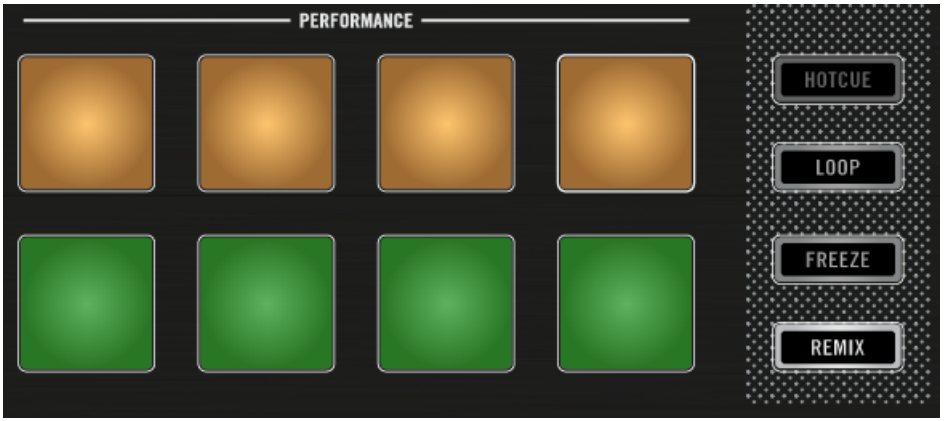
1. Press pad 1 to trigger its Sample Intro Beat. Playback of the Deck will start accordingly.



The Sample is highlighted, the Playhead of its waveform moves, and the Sample will loop.

2. Press SHIFT + pad 1 to stop playback.
3. Now press pad 1, pad 2, pad 3, and pad 4 to trigger their samples.

→ The first four pads light up.

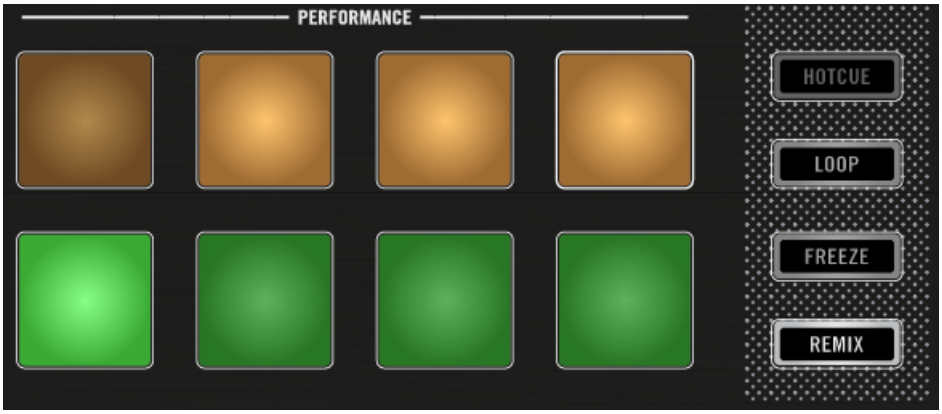


The Samples play back.

Select another Sample of a Remix Slot

While the Samples are playing, you can switch to other Samples within the Remix Slots. For example:

► Press pad 5. The Sample of pad 1 Intro Beat will stop and instead the Sample of pad 5 808 Deep will start without interruption.



The Sample of pad 5 808 Deep is highlighted in the display.

Note that only one Sample per Remix Slot (column in the display) can play at a time.

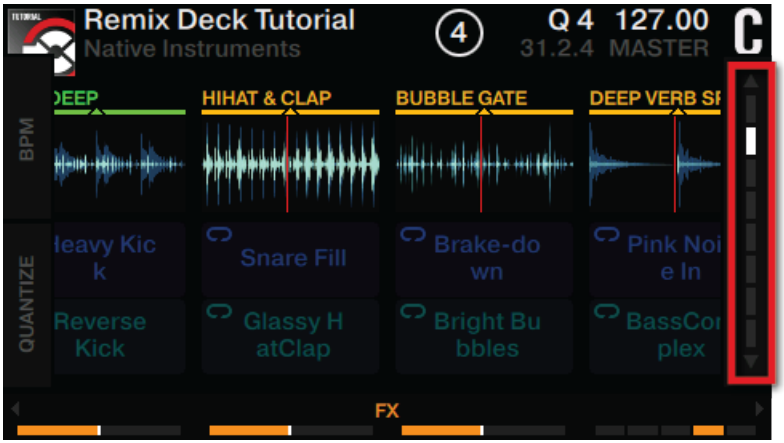
Select other Pages of a Remix Set

A Remix Set can include up to 64 samples. On the D2 controller, the Remix Set is split into eight pages where each set of eight samples is stored.

To select another page of a Remix Set:

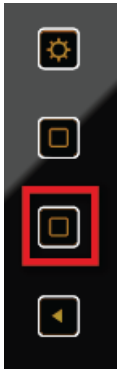
- Press Display Button 4 or 3 to scroll a page downwards or upwards.

Alternatively, hold the REMIX button while turning the Deck's LOOP encoder.

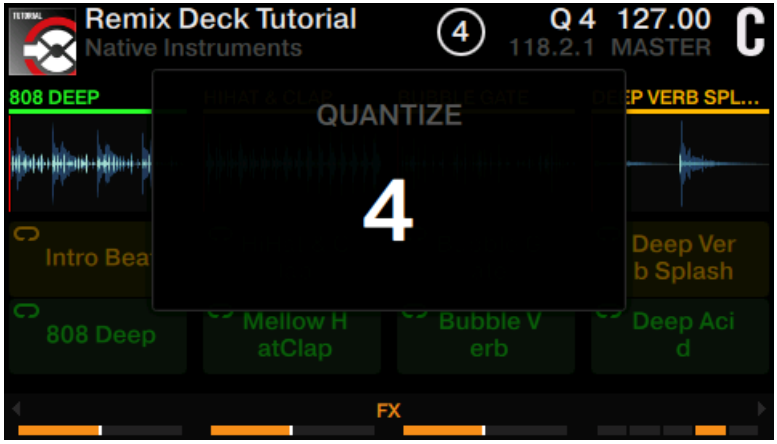


3.6.3 Triggering Samples using Different Quantize Sizes

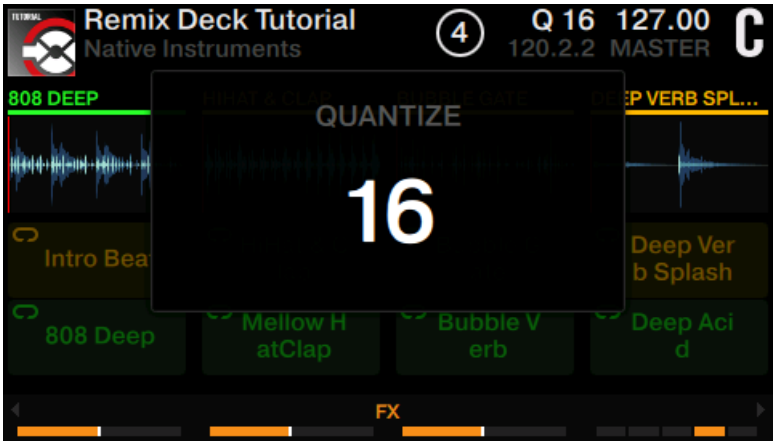
1. Press Display Button 2.



The QUANTIZE window opens in the display.



2. Turn the Decks's BROWSE encoder to select a quantize value of 16 beats.



3. Press Display Button 2 again to close the QUANTIZE window. The quantize value is visible in the display.

4. Now press the pads to trigger samples.

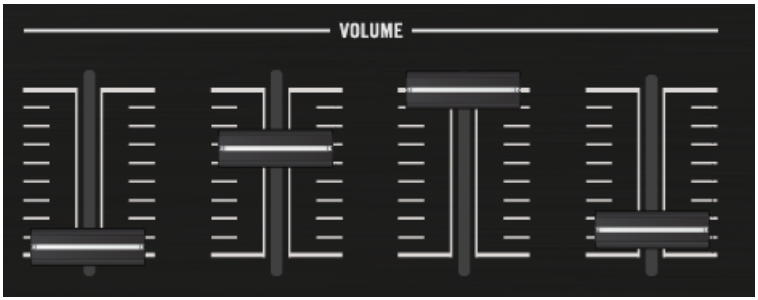
→ After you press a pad, TRAKTOR will play out the currently playing sample to the end of the 16 beats segment and then start playing back the sample assigned to the pad you pressed. If you selected a quantize size of 8 beats, TRAKTOR will finish the currently playing 8 beats segment before playback of the new sample commences.

It's a good idea to experiment with Quantize Values. Depending on the scenario, you will often want to keep the values long (four beats, eight beats, or even longer) to keep your musical phrases synced up. But for rapid changes between sounds, and a more "active" remixing, try for values of one beat or less.

3.6.4 Adjusting Levels and using Filters of Remix Slots

You can adjust the output levels of the Remix Slots to balance out differences in volume or to fade in our fade out samples smoothly:

- ► Move the Slot Volume faders slowly upwards or downwards to fade in or fade out samples smoothly.



3.6.5 Using the Touch Strip on a Remix Deck

In this brief tutorial we'll learn how the Touch Strip can be used with the Remix Deck.

On a Remix Deck which isn't playing a track:

- ► Swipe on the Touch Strip to move the playhead positions within the active Samples. Swiping toward the right will move the Remix Slot playhead position in the current Remix Deck row backward; swiping toward the left will move the Remix Slot playhead position forward.

Just like Track Decks the Remix Decks can become out-of-phase at times, even when they have their corresponding SYNC button engaged. The Touch Strip provides you with immediate visual feedback (via its LEDs) to allow you to make necessary adjustments.

You cannot use the Touch Strip for seeking functions on a Remix Deck.

On a Remix Deck which isn't playing a track:

- Swipe along the Touch Strip to tempo bend.
- Hold the SHIFT button, and swipe from right to left to backspin the Samples.
- Hold the SHIFT button, and hold your finger on the Touch Strip to hold the Samples.

The SHIFT-behavior is always the same on Remix Decks regardless if the option Touch to Scratch is disabled in TRAKTOR's Preferences.

3.7 Capturing Samples from Track Decks (Using Remix Mode)

You can create your own Remix Sets by capturing (or sampling) parts of a track playing back on a Track Deck.

Note: in Remix mode, you can only capture Samples to the current Remix Set Page. Before you start capturing select another Remix Set Page.

The Capture Source must always be a Track Deck.

Prerequisites

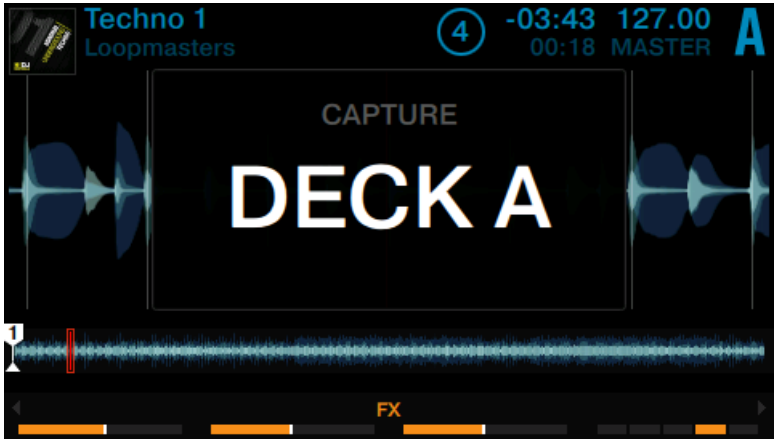
- The track “Techno 1” is loaded on Deck A and stopped.
- Deck C is set up as an empty Remix Deck.
- All Remix Slot Volume Faders are raised to the top.

Capturing a Sample and Playback

To capture a Sample of a track on Deck A:

1. Set the focus on Deck A.
2. Hold the CAPTURE button. The LED ring around the Loop encoder starts to lit alternating in white and blue.

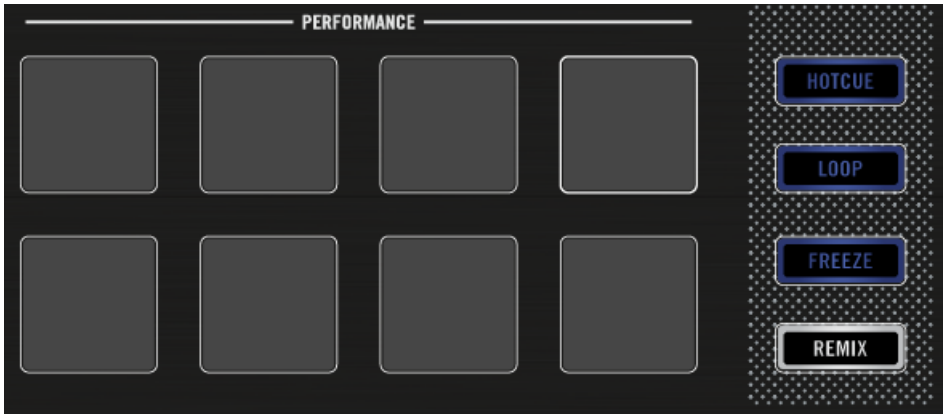
3. While holding CAPTURE, touch the Loop encoder to let the CAPTURE window pop-up and turn the Loop encoder to select the capture Source DECK A.



4. Release the Loop encoder to close the CAPTURE window and release the CAPTURE button.

1. Press the REMIX button to enable REMIX Mode.

The pads should now be unlit because nothing is loaded into Remix Deck C.



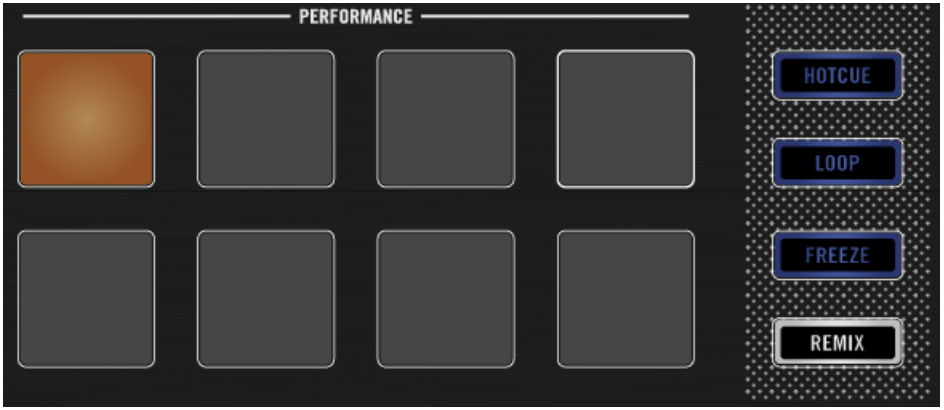
2. Press the View button to switch to Split View.

Both Decks A and C are shown in the display.

3. Turn the Loop encoder to define the capture size.

4. On Deck A press the PLAY button to start playback.
5. Press one of the unlit pads to capture a Sample from the current playback position.

→ You have captured a Sample of the track.

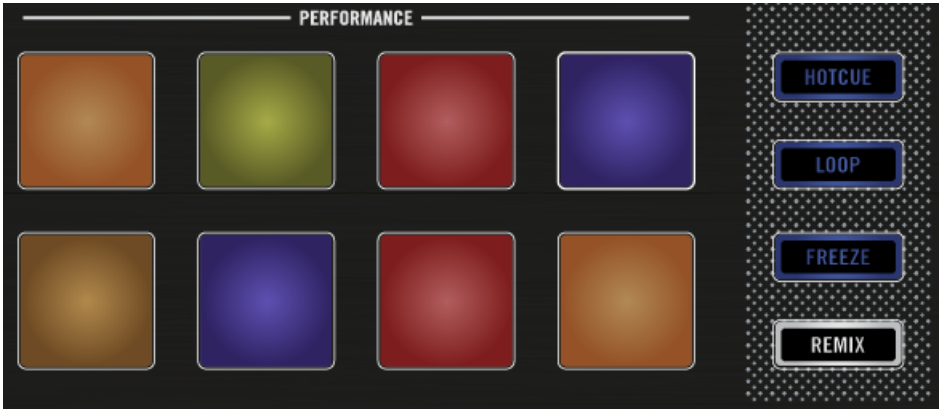


The pad now illuminates a new color and the captured Sample is shown in the display.

Playback of Captured Samples from a Track Deck

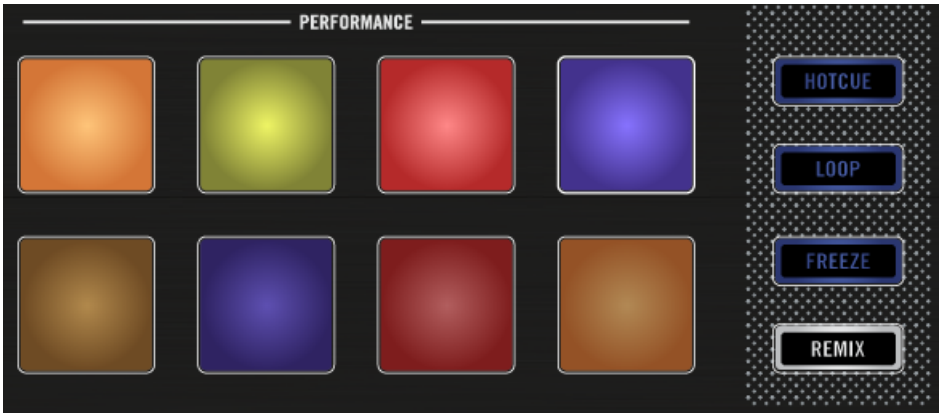
As soon a Sample is captured, you can perform the following actions:

► Capture further Samples from another Capture Source and/or using another Capture size.

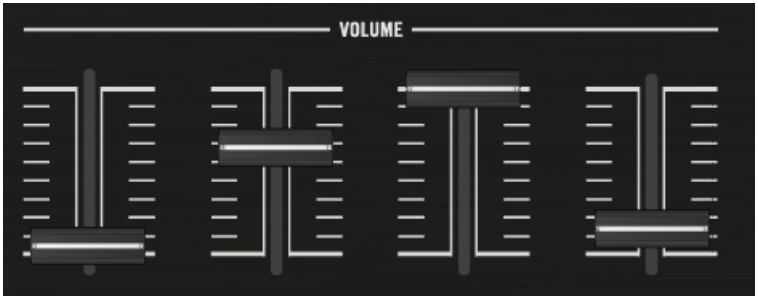


The pads now illuminate with new colors and the first four captured samples are shown in the display.

- Press the illuminated pads to trigger playback. The Samples are now being mixed with the track playing in deck A. The Samples will continue to loop within their Remix Slot.



- Move the Slot Volume Faders above the pads to smoothly fade the Samples out or in.



- Hold the SHIFT button and press the illuminated pad to stop playing.

You can save a new Remix Set by clicking on the corresponding Deck letter in the TRAKTOR software and selecting Save Remix Set. Rename the set by clicking on the Deck header where New Remix Set is displayed. Saved Remix Sets will be added to: BROWSER>TRACK COLLECTION>ALL REMIXSETS.

3.8 Adding FX

In this tutorial section, we will walk you through the basics of using the FX Units. By default, TRAKTOR provides you with control over two FX Units, which can be assigned to any of the Decks. You can set up two types of FX: Single FX and Group FX. The following sections will explain both.

With a second TRAKTOR KONTROL D2 controller you can enhance the full potential of TRAKTOR and your mixing abilities due to simultaneous control of all Decks and FX Units.

3.8.1 Assigning Decks to the FX Units

The FX Unit at the top of the D2 controls either FX Unit 1 or FX Unit 2 of the TRAKTOR software. This depends on the current Deck control:

- When the Deck control is currently on Decks A and C, the FX Unit controls FX Unit 1 of the TRAKTOR software.
- When the Deck control is currently on Decks B and D, the FX Unit controls FX Unit 2 of the TRAKTOR software.

To assign the Decks A and C to the active FX Unit:

► Press the FX Assign buttons A and C. The buttons light up brightly.

To unassign the Decks A and C to the active FX Unit:

► Press the FX Assign buttons A and C again.

3.8.2 Setting up an FX Unit to Group FX Mode

When an FX Unit is set to Group FX mode, it allows up to three different audio effects to be used simultaneously within an FX Unit. The following section explains how to set up your own **Group FX**, and how to control its three effects via the FX knobs and FX buttons.

Prerequisites

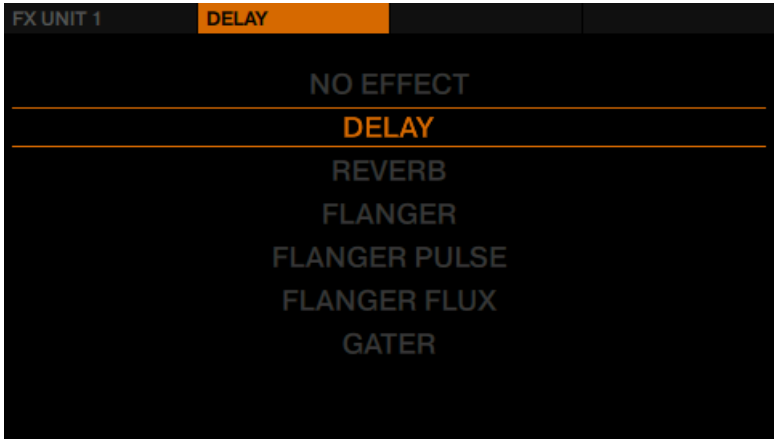
- The track "Techno 1" is loaded on Deck A. The track is playing and audible.
- All FX knobs of the FX Unit are set to center position.

Setting up the FX Unit to Group FX Mode

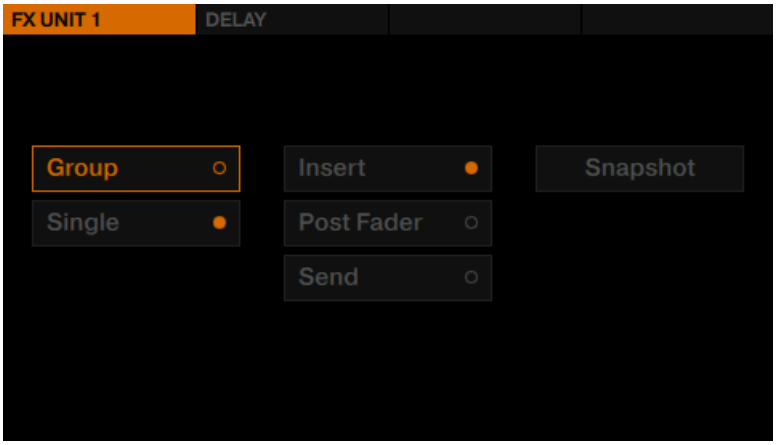
To load a Group FX into the FX Unit:

1. Press the FX SELECT button of the FX Unit at the top left of the D2.

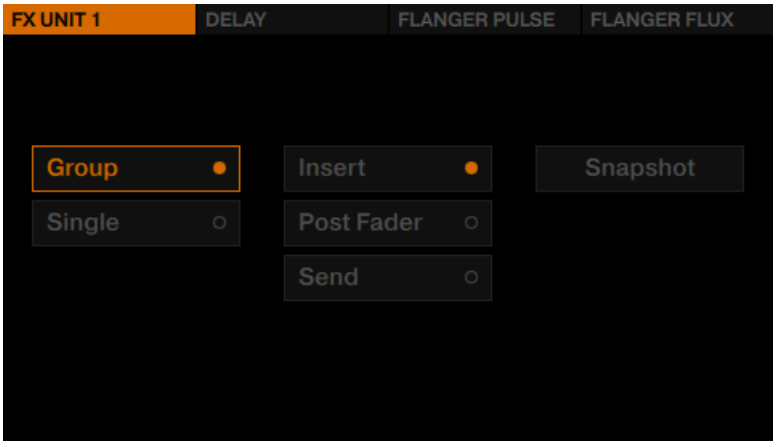
The FX Unit 1 menu opens.



2. Press the FX Button 1 to display the FX Unit 1 options.



3. Turn the BROWSE encoder to select Group, and press the BROWSE encoder to enable Group FX mode. Three default effects are loaded into the Group FX and the FX Unit is set up as Insert.



4. Press the FX SELECT button again to exit the FX Unit menu.

Apply the Group FX to the Track

In order to apply the Group FX to the Track and control the parameters of each effect you can now perform the following actions:

► Activate the effects slots with the FX buttons.

► As soon you touch any FX knob, the FX panel will drop down in the display.

- Experiment with the FX Knobs 1 to 4 and listen to the resulting changes. The parameter adjustments are also visible in the FX panel.

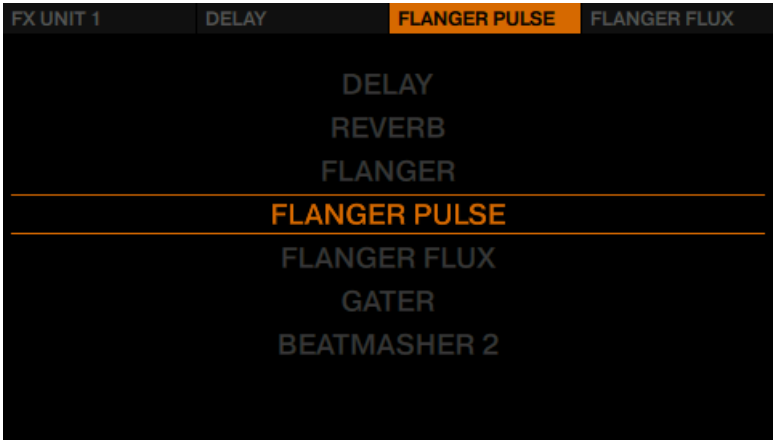
- You can activate/deactivate each effect slot individually by pressing the corresponding FX buttons 2 to 4 below.

3.8.3 Exchanging effects in the Group FX

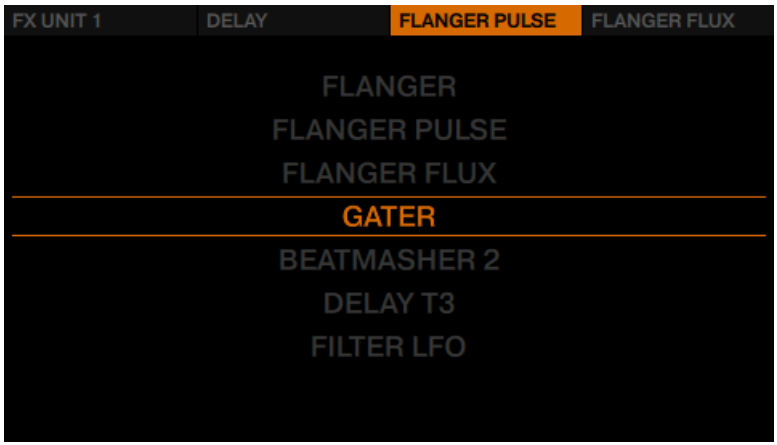
To exchange any of the effects slots in a Group FX setup:

1. Press the FX SELECT button of FX Unit at the top left corner of the D2 to open the FX Unit menu.

2. In the FX Unit menu, press FX Button 3 to exchange the effect in effects slot 2. An overview of available FX will be displayed.



3. Turn the BROWSE encoder to select the Gater effect and press the BROWSE encoder to load it.



→ You have exchanged effects slot 2 in the Group FX. Repeat this process for any of the remaining effects in the Group FX.

3.8.4 Setting up an FX Unit in Single FX Mode

While a Group FX setup gives you control over up to three effects with one parameter each, setting an FX unit to Single mode provides access to three parameters of a single effect.

We will set up FX Unit 2 in Single FX mode and load a Delay effect:

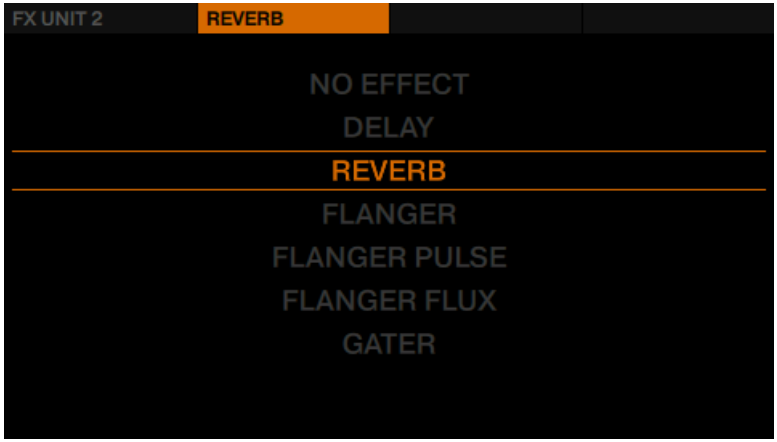
Prerequisites

- The D2 controls the right Decks B and D so that the FX Unit of the D2 controls FX Unit 2 of the TRAKTOR software.
- The track "Techno 2" is loaded into Deck B. The track is playing and audible.

To load a Single FX to FX Unit 2:

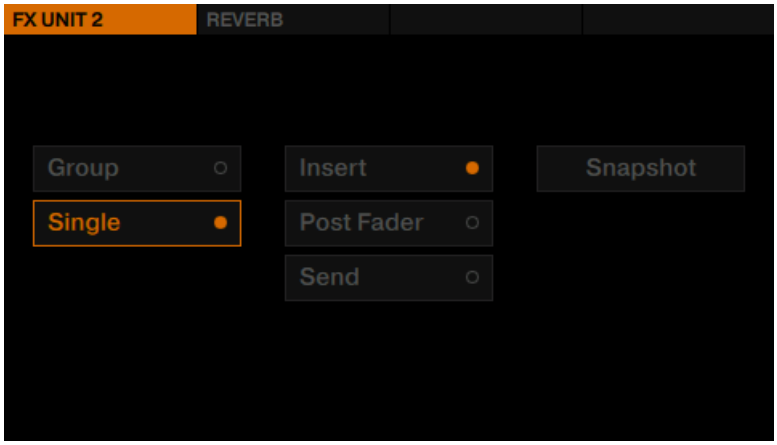
1. Press the FX SELECT button in the top right of the D2.

FX Unit 2's setup menu opens in the display.

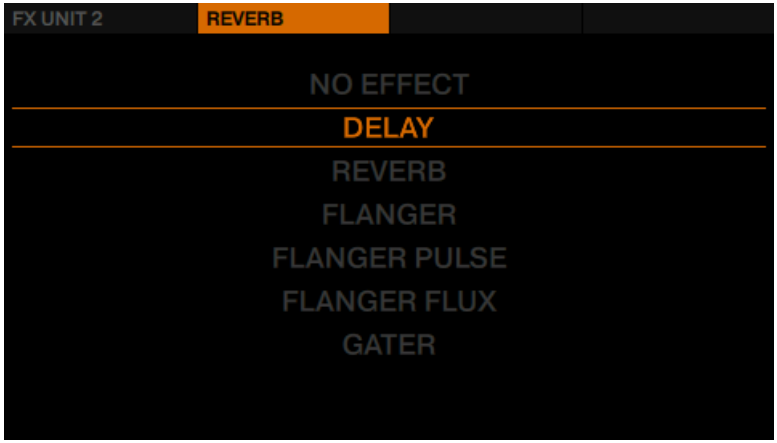


2. Press FX Button 1 to display the FX Unit 2 options.

3. Ensure the options Single and Insert are selected.



4. Press FX Button 2 to display the list with available FX.
5. Turn the BROWSE encoder to select Delay, and press the BROWSE encoder to assign the FX. The FX Unit 2 menu closes.



6. Press FX button 1 to activate the Delay. You will hear a delayed signal being added to the playing track.

With the Delay enabled, you can perform the following actions:

- Turn FX Knob 1 clockwise. The Delay effect gets louder. The mix value in the FX drop-down panel in the display increases.

- Turn FX Knob 1 counter-clockwise. The Delay effect gets quieter. The mix value in the FX drop-down panel in the display decreases.

- Turn the FX knobs 2-4 to adjust FILTER, FEEDBACK and RATE values of the Delay effect.

- Press FX button 3 to use the freeze feature (FRZ) of the Delay effect. Your track is muted and the Delay effect starts to decay. Press FX button 3 again to re-engage the track going into the Delay effect.

- Press FX button 4 to activate spread (SPR) for a wider Delay sound.

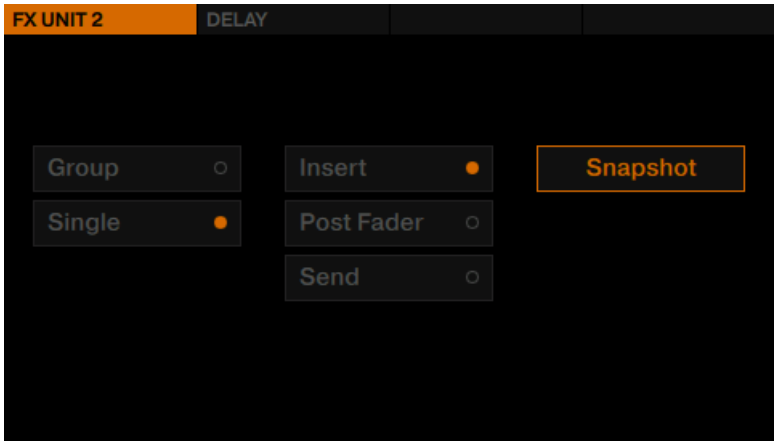
- Press FX button 2 to reset the FX parameters to their default values.

This resets the FX parameters in the software independently from the FX knobs position on the hardware.

3.8.5 Storing a Snapshot

You can save a default state for any of the effects by doing the following:

1. Adjust the FX knobs and buttons to your liking.
2. Press the FX button 1 to display the FX Unit's options.
3. Turn the BROWSE encoder to select Snapshot.



4. Press the BROWSE encoder to save the Snapshot.

→ The next time you press FX Button 1 with this effect loaded, its parameters will assume the values you stored.

3.8.6 Routing FX

TRAKTOR's effects are insert effects by default, but you can also use them as post fader effects or as send effects.

► To change FX Routing, either select Insert, Post Fader, or Send in the FX Unit's options.

3.9 Using Performance Modes on Remix Decks

The D2's Remix Deck provide you with Performance Modes, allowing you to send individual Remix Slot channels to be processed by an effect/s. The Performance Modes are available for Remix Decks only. By default the Performance Mode Filter is applied to the Performance Controls below the display.

Prerequisites

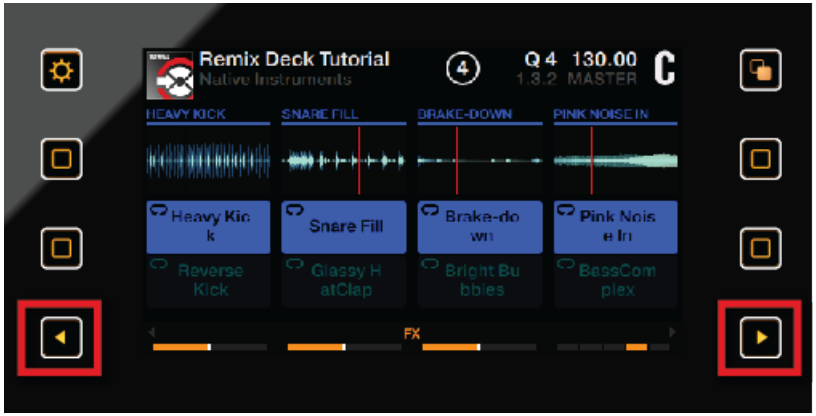
- The Remix Set "Remix Set Tutorial" is loaded to Remix Deck C.
- FX Unit 2 is set to Single Mode and has the Reverb FX loaded.
- FX Unit 2 is assigned to Deck C.

3.9.1 Selecting and applying a Performance Mode

To select the FX SEND Performance Mode on Deck C:

1. Set the Deck focus to Deck C.
2. Press pads 2, 3 and 4 to trigger samples.

3. Press the left Performance Mode button until the Display reads FX SEND just above the Performance controls.



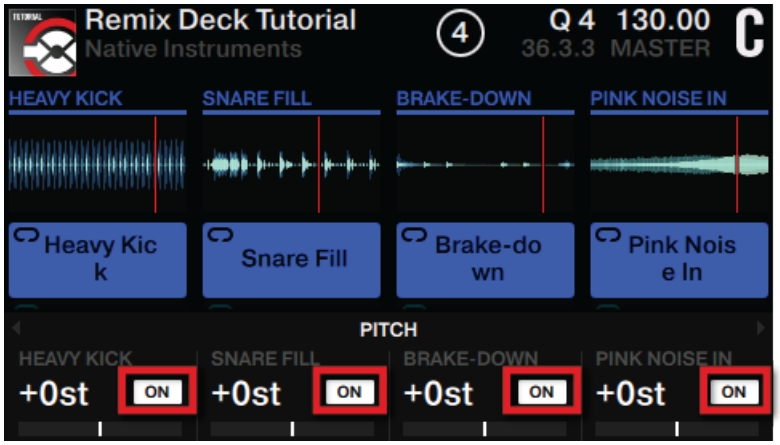
4. Press the ON buttons to activate/deactivate the FX SEND per Remix Slot. Turn the Performance knobs to control the mix between unprocessed and effect signals.

You can have all Performance Modes enabled simultaneously. Skip through the Performance Modes to check which modes are active.

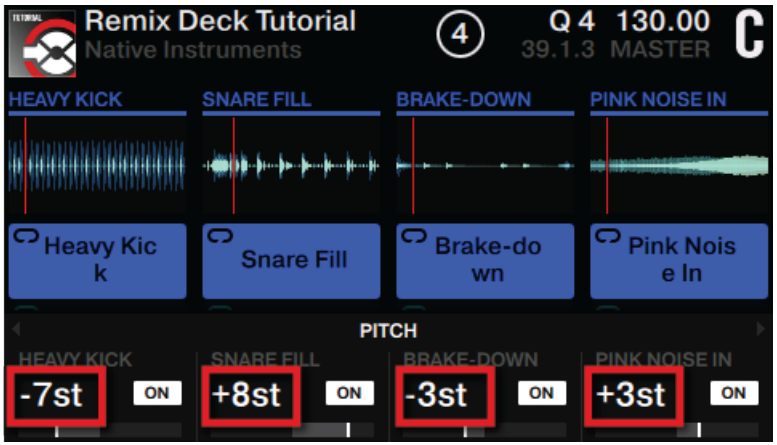
3.9.2 Using Performance Mode Pitch

When Performance Mode Pitch is enabled:

1. Touch a Performance knob to expand the PITCH parameters overview in the display.



2. Turn a Performance knob clockwise to pitch up or counterclockwise to pitch down the samples individually.

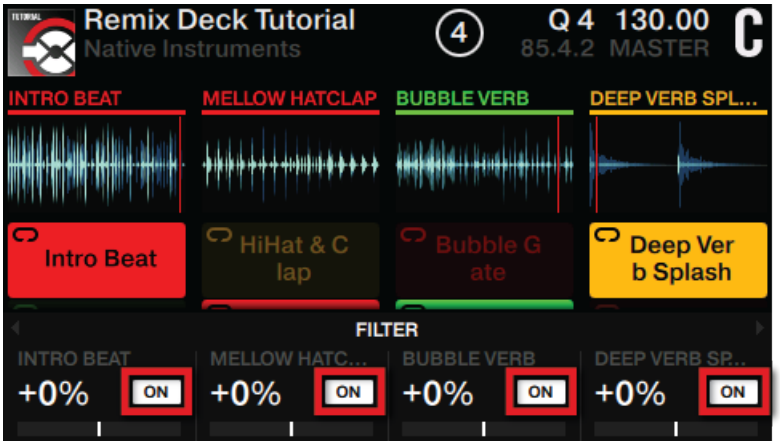


→ You will hear the result in the audio and see the values change in the PITCH parameters overview.

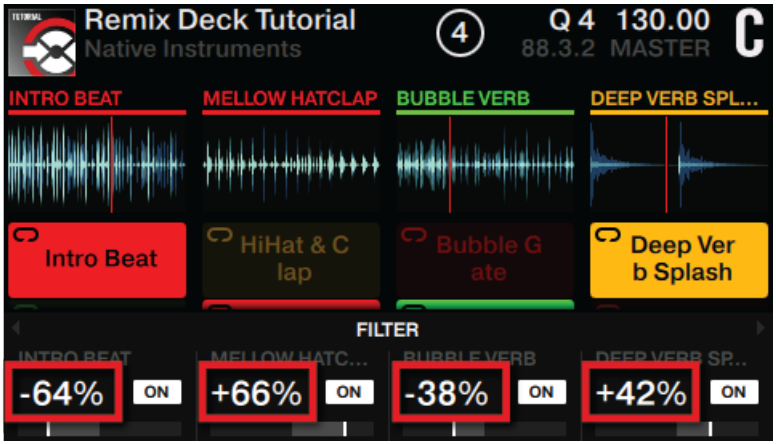
3.9.3 Using Performance Mode Filter

When Performance Mode Filter is enabled:

1. Touch a Performance knob to enlarge the FILTER parameters overview in the display.



2. Turn a Performance knob clockwise to apply hi-pass filtering to the playing Sample. Turn a Performance knob counterclockwise to apply the low-pass filter to the playing Samples individually.



→ You will hear the result in the audio and see the values change in the FILTER parameters overview.

3.9.4 Using Performance Mode FX SEND

The Performance Mode FX SEND allows you to send signal from each Remix slot to the assigned FX Unit/s. In this case, Deck C is assigned to FX Unit 2, which is set up as a Reverb. As soon as the ON Buttons are enabled in this Performance Mode, the audio effect from FX Unit 2 should become audible.

When Performance Mode FX SEND is enabled:

1. Touch a Performance knob to expand the FX SEND parameters overview in the display.

2. Turn the Performance knobs clockwise to increase or counterclockwise to decrease the FX SEND amount.

→ You can hear a Reverb effect being added to the Remix Slots. Slot 1's value of 25% means that you're listening to a mix of 75% unprocessed signal and 25% Reverb.

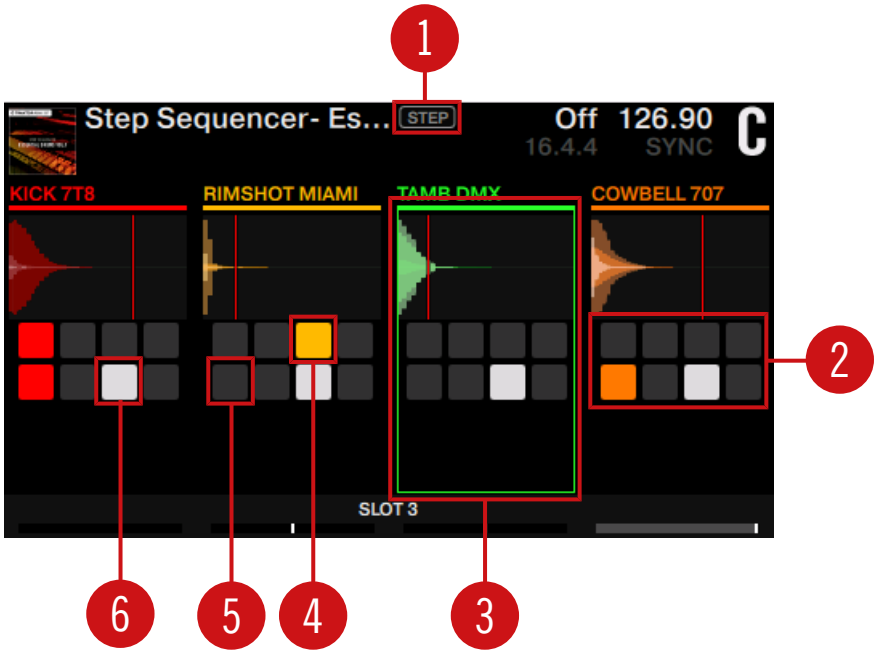
3.10 Using Step Sequencer Mode on Remix Decks

This sub-section describes the usage of Step Sequencer mode with the TRAKTOR KONTROL D2.

The Step Sequencer mode is dedicated to the Remix Decks and allows you to program a pattern to be played by the focused sample on any Remix Slot. The amount of steps of the individual sequences can be defined between 1 and 16 steps. The default amount is set to 8 steps. The Step Sequencer is meant to be used with one-shot samples such as kick, snare, hihat, sound FX, etc. The usage of loops works too, but may not bring appropriate results.

Overview of Step Sequencer Mode in the Display

When Step Sequencer Mode is active, the display of TRAKTOR KONTROL D2 controller shows the following appearance:



Overview of Step Sequencer Mode in the display.

(**1**) A STEP label appears next to the Remix Set's name indicating Step Sequencer mode is active.

(**2**) Each column displays the waveform of the selected sample and a grid of squares representing the amount of steps of the sequence.

(**3**) A rectangular frame around a sample waveform and the grid of squares indicates the focused sample.

(**4**) A colored square represents a step that has been set.

(**5**) A greyed out square represents an empty step.

(**6**) A white square represents the current playhead position of the sequence.

Pads Behavior

According to the display appearance the Pads behavior adapt consequently:

- Each of the eight pads represent one step of the sequence.
- A pad will be dimmed in the color corresponding to the selected sample to indicate a step that is not set.
- A pad will be fully lit in the color corresponding to the selected sample to indicate a step that is set.
- An unlit pad indicates the step is not available. For example the amount of steps in the sequence is 7 steps, thus the 8th pad does not lit.
- A white lit pad represents the current playhead position in the sequence.

3.10.1 Activating Step Sequencer Mode

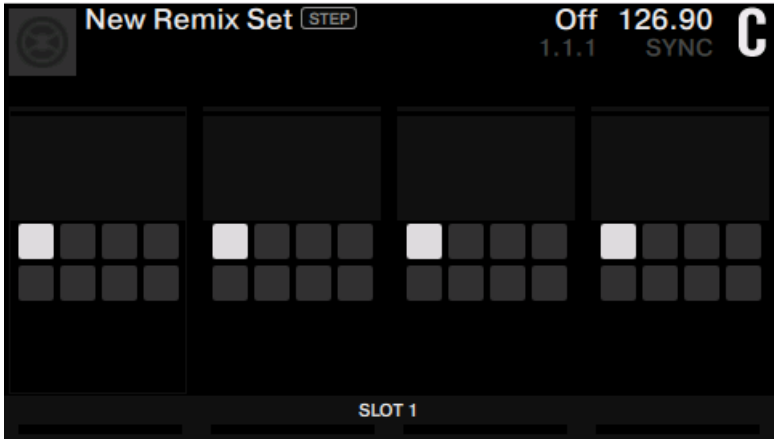
In order to activate Step Sequencer mode, you need to perform the following actions:

1. In the TRAKTOR software assign a Deck i.e. Deck C to a Remix Deck.

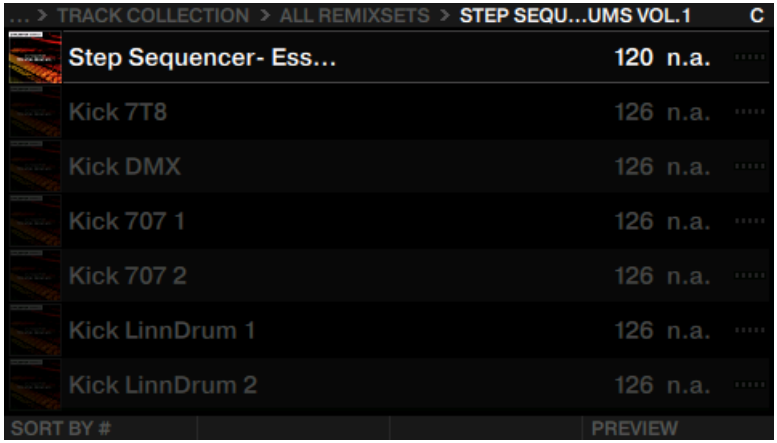
⇨ The Deck's Deck Flavor changes to Remix Deck. The Deck contains an empty Remix Set.

2. On the TRAKTOR KONTROL D2 controller focus the Remix Deck accordingly.
3. Press SHIFT+REMIX to activate Step Sequencer mode.

⇨ The Deck switches to Step Sequencer mode.

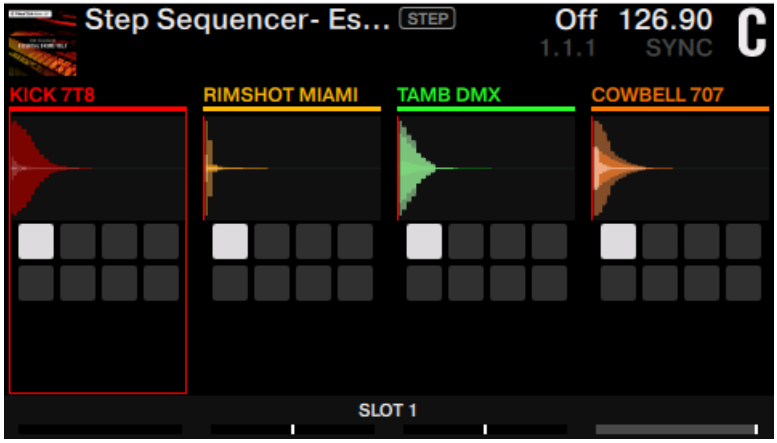


4. Load a Remix Set or fill the empty Cells with one-shot samples from your Track Collection.



5. Start playback of the Deck.

→ The Step Sequencer is ready for operation.

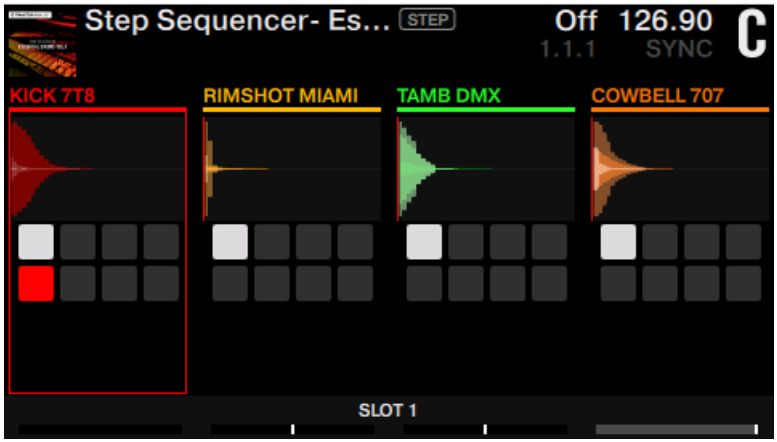


3.10.2 Operating the Step Sequencer

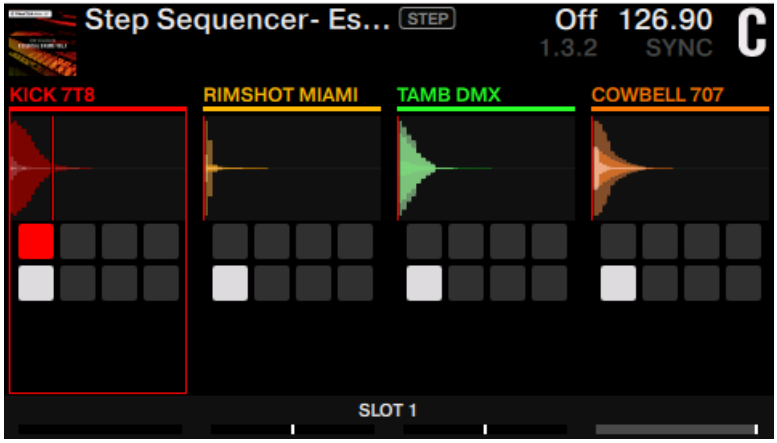
When Step Sequencer mode is active you can perform the following actions using your TRAKTOR KONTROL D2 controller:

Setting / Removing Steps

1. Press a pad to set that step in the sequence.



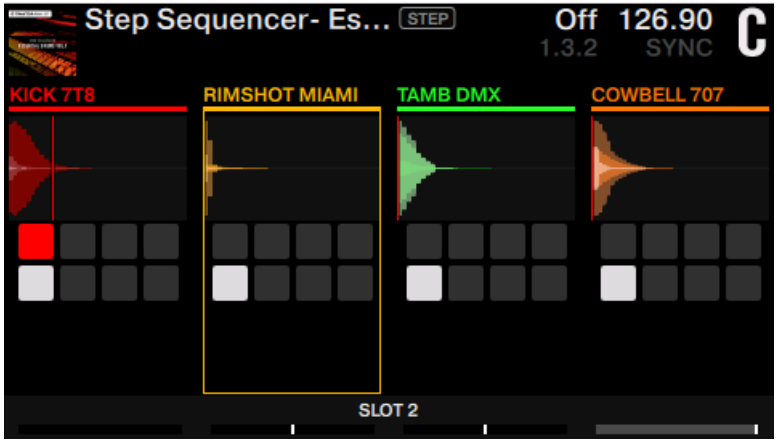
⇨ When the playhead reaches the step, the sample will play back.



2. Press the pad again to remove the step from the sequence.

Switching the Sample Focus

1. Press the Performance Mode buttons at the lower left / right area of the display to toggle between the samples.

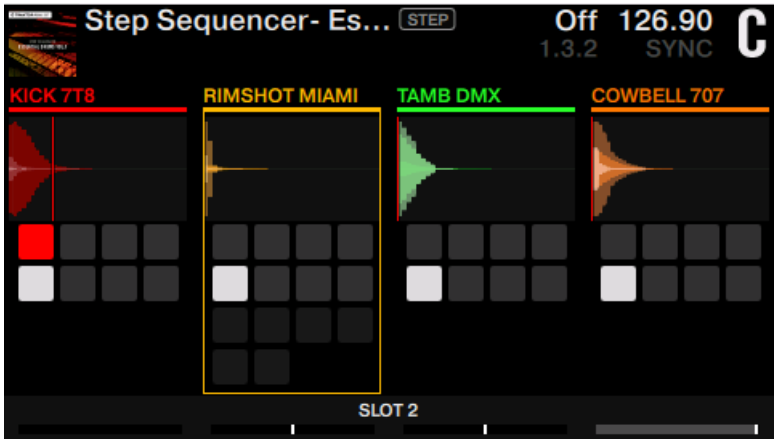


2. Alternatively, press SHIFT + Pad 1 to 4 to focus the corresponding sample.

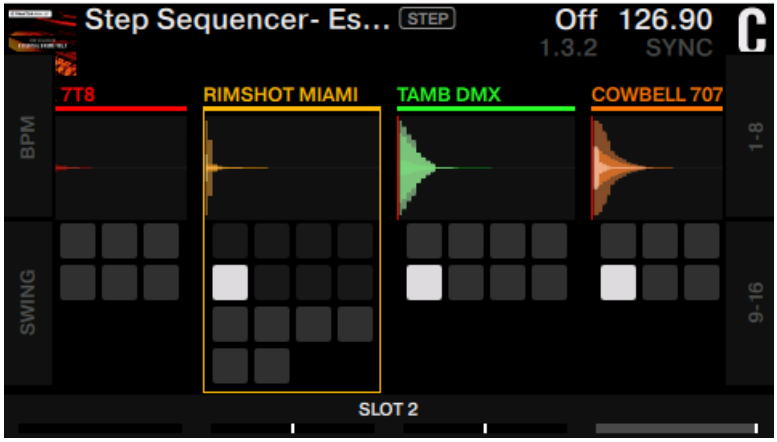
→ The pads' colors switch according to the sample color.

Defining the Amount of Steps

1. Turn the loop encoder to increase / decrease the amount of steps of the sequence.



2. If you have set an amount greater than 8 steps, press Display Buttons 3 and 4 to navigate between upper and lower rows of steps.

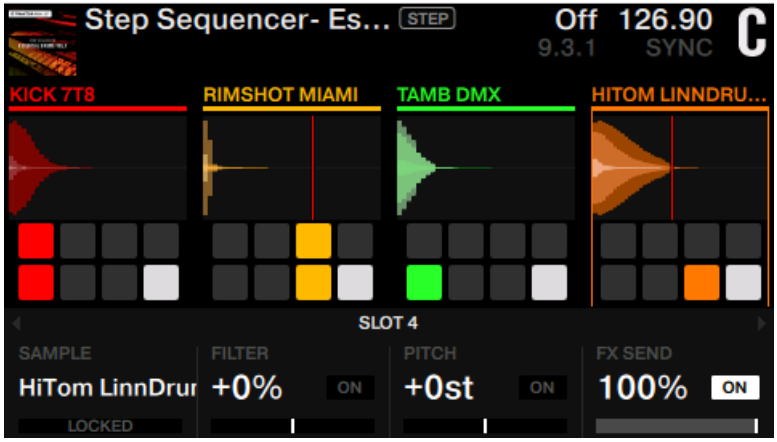


Clearing all Steps of a Sample

► Press SHIFT + EDIT to clear all steps in the sequence of the selected sample.

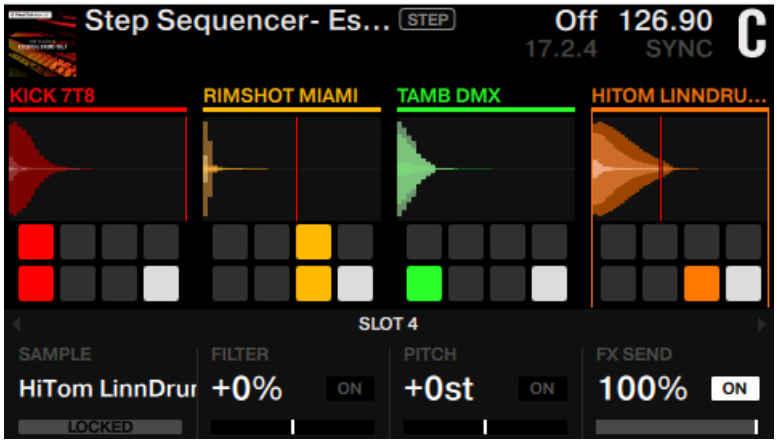
Selecting another sample within the column

1. Turn the Performance Knob 1 to select another sample stored in the same column of the Remix Set.



⇨ The pads' colors switch according to the sample color. If there is no other sample stored, turning the encoder has no effect.

2. In order to prevent accidental switching,Step Sequencer press ON Button 1 to lock the sample.

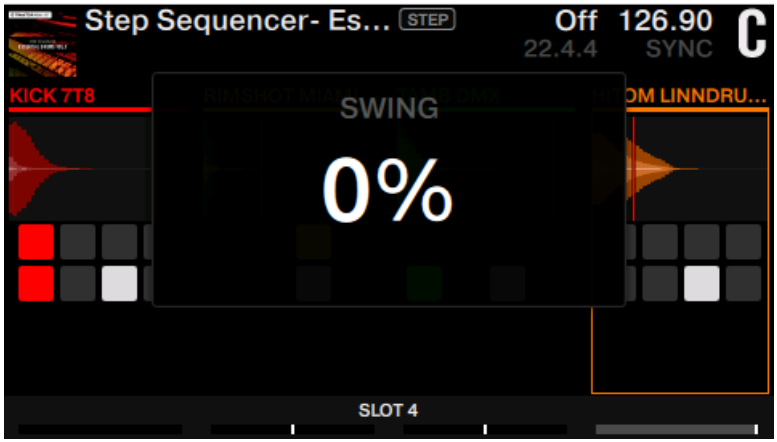


Controlling Volume

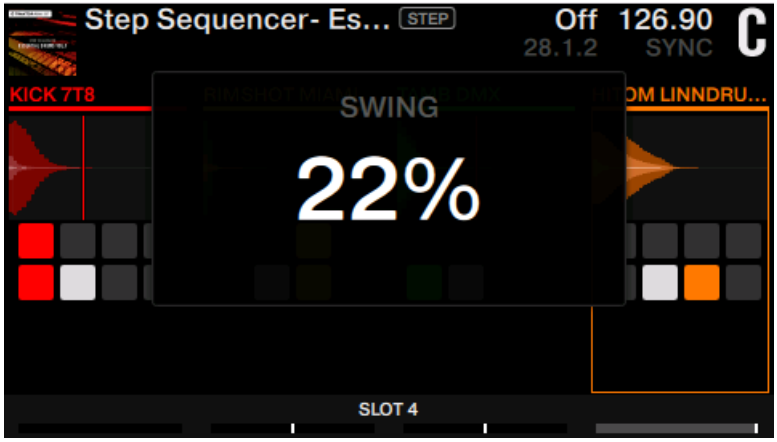
► Move any of the four volume faders to control the volume of the corresponding sample.

Using SWING

1. Press Display Button 2 to access the SWING dialog.



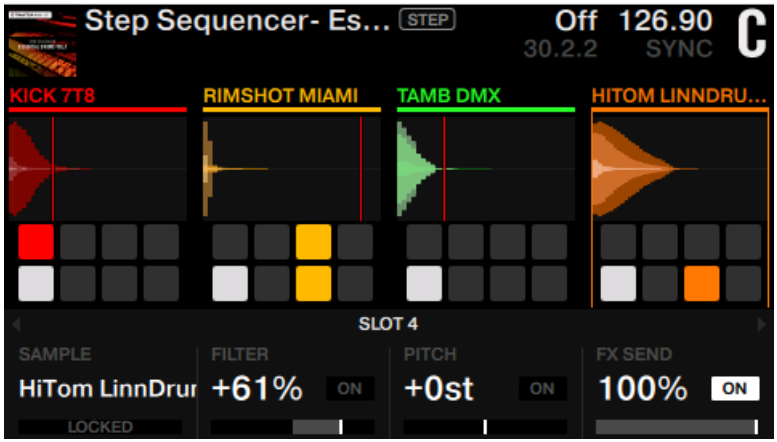
2. Turn the Browse encoder to increase / decrease the SWING amount in percentage.



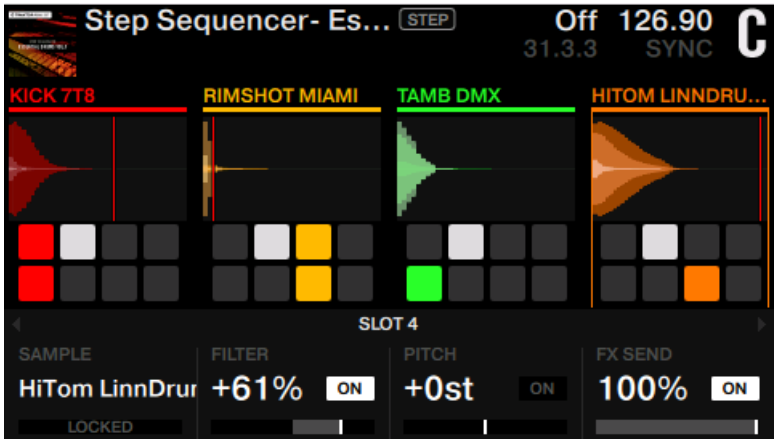
3. Press Display Button 2 again to leave the SWING dialog.

Applying Filter

1. Turn Performance Knob 2 to set the filter cutoff.



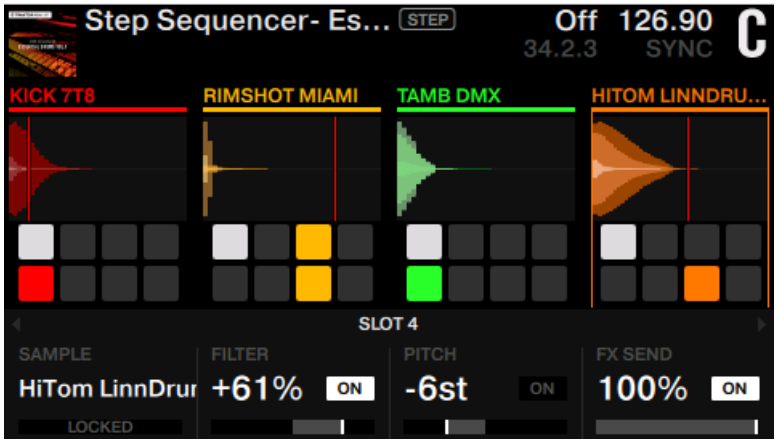
2. Press ON Button 2 to engage the filter.



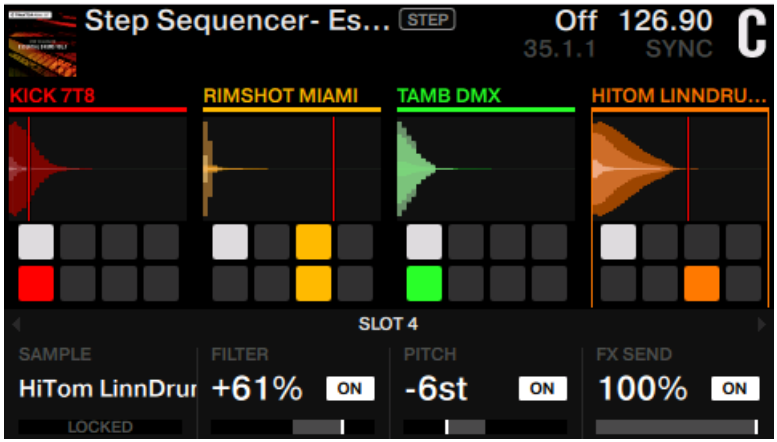
→ The filter only applies to the selected sample.

Applying Pitch Shifter

1. Turn Performance Knob 3 to shift the pitch.



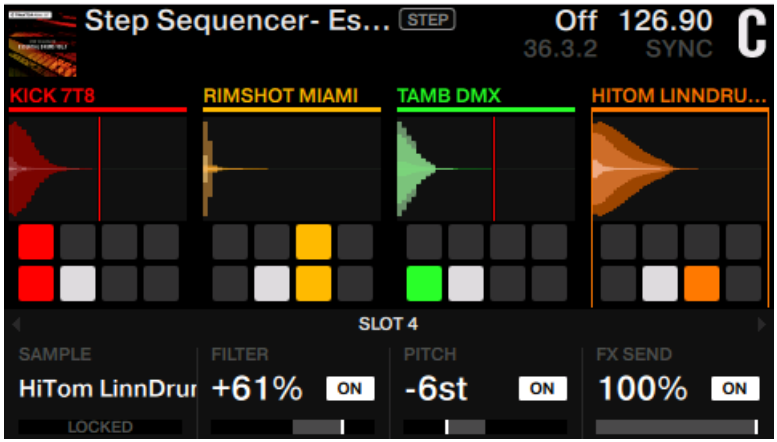
2. Press ON Button 3 to engage the pitch shifter.



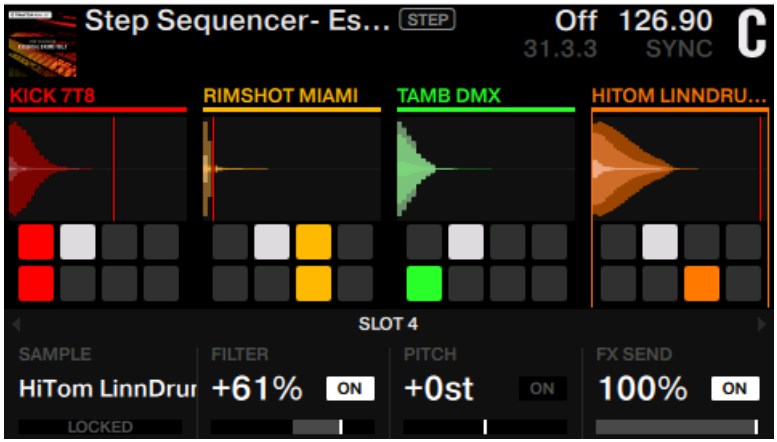
→ The pitch shifter only applies to the selected sample.

Applying FX Send

1. Turn Performance Knob 4 to control the amount of FX Send from an FX Unit.



2. Press ON Button 4 engage the FX.



→ The effect only applies to the selected sample.

3.11 Mixing Stem Files using Stem Decks

In this tutorial you will learn how to load and play back a Stem File, and how to perform on Stem Decks.

Stem Files allow you to interact with four different musical elements of a track independently while DJing. The four stems 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 instead of the entire track. To get really creative, try swapping elements across multiple Stem Decks, for example, you could take the vocals from one track and mix it with the beat from another. Utilizing your D2, in combination with TRAKTOR, you can mix music at a deeper level.

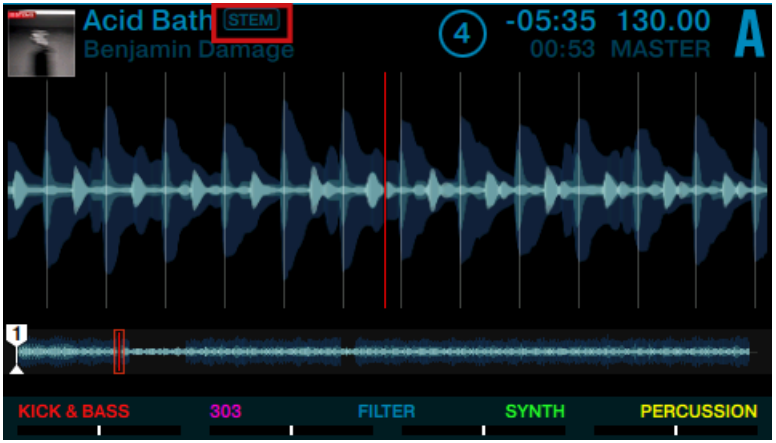
Stem Files

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 e.g. 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 result in an entire track.

Due to the large amount of data that must be read from a Stem File, it is currently 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 the TRAKTOR Manual.

The Stem Deck

On the display of the TRAKTOR KONTROL D2 the Stem Deck looks identical to a conventional Track Deck but showing the additional identifier STEM. Furthermore, the titles of the Stem Parts are visible in the Performance mode pane.



The Stem Deck on the D2.

3.11.1 Loading and Playing a Stem File

Prerequisites

We assume here you already have imported and analyzed your Stem Files in your Track Collection and your TRAKTOR KONTROL D2 is in the following state:

- Deck A is focused and stopped.
- On the Deck All Slot Volume faders are set to the maximum level.

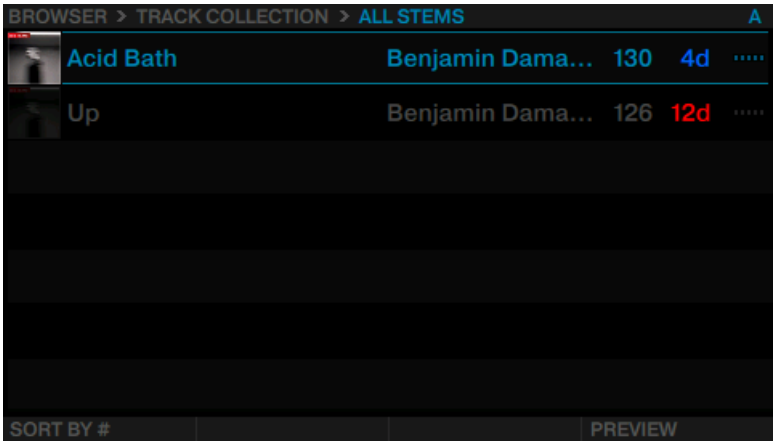
Loading a Stem File

To load a Stem File into Deck A:

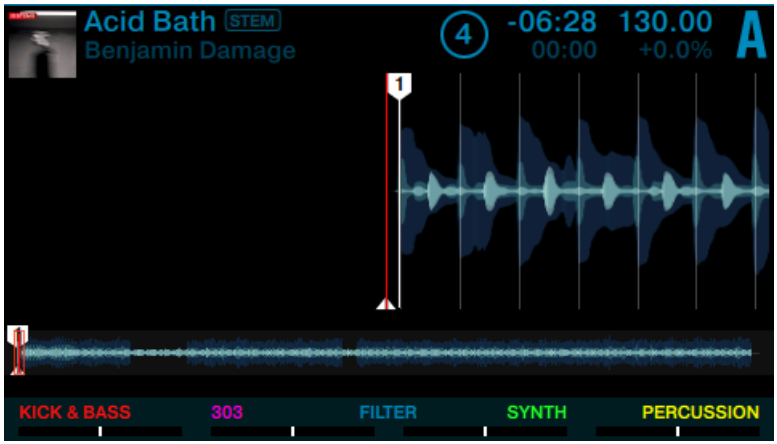
1. Press the BROWSE encoder to open the Browser.

2. Rotate the BROWSE encoder to navigate to TRACK COLLECTION > All Stems >.

3. Select a Stem File.



4. Press the BROWSE encoder again to load the Stem File.



→ The Deck Flavor automatically switches to Stem Deck.

→ The Deck Flavor automatically switches to Stem Deck and the upper row of the Pads reflect the colors of the Stem Parts.

Playback the Stem File

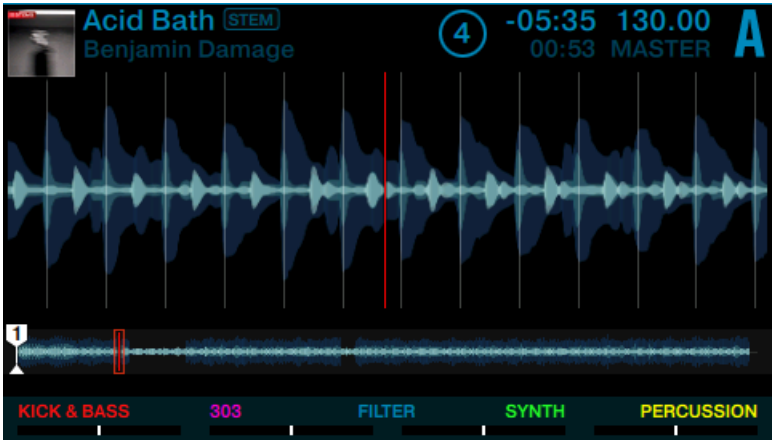
► Press the PLAY button to start playback.

→ The Stem File is playing back and the waveform is moving in the display.

3.11.2 Switching between Track View and Stem View

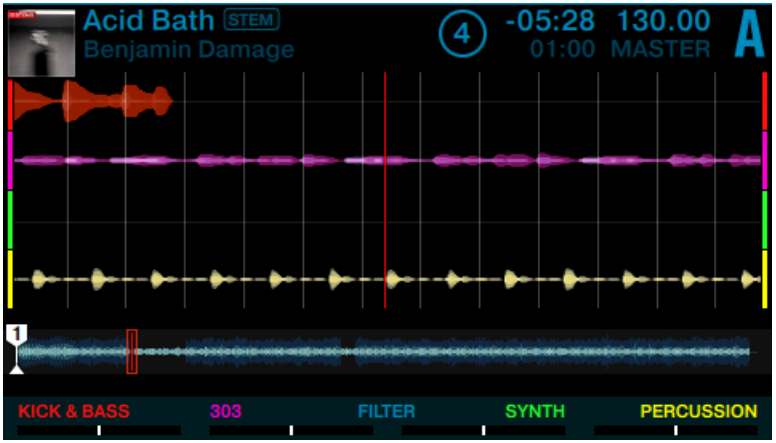
To have an individual view of the Stem Parts' waveforms switch the view in the display from Track View to Stem View.

In Track View the display shows the waveform of the entire Stem File.



Stem Deck in Track View.

In Stem View the display shows the four colored waveforms of the Stem Parts.



Stem Deck in Stem View.

To switch the view:

1. Hold the SHIFT button. Depending on current view either Display Button 3 or 4 will light up.

2. Press the unlit Display button to switch the view in the display.

3.11.3 Performing with Stem Decks

While the Stem File is playing back you can perform the following actions on the Stem Deck:

Adjusting or Cutting Volumes of Stem Parts

To adjust the volumes of key elements from the music or to take them out completely:

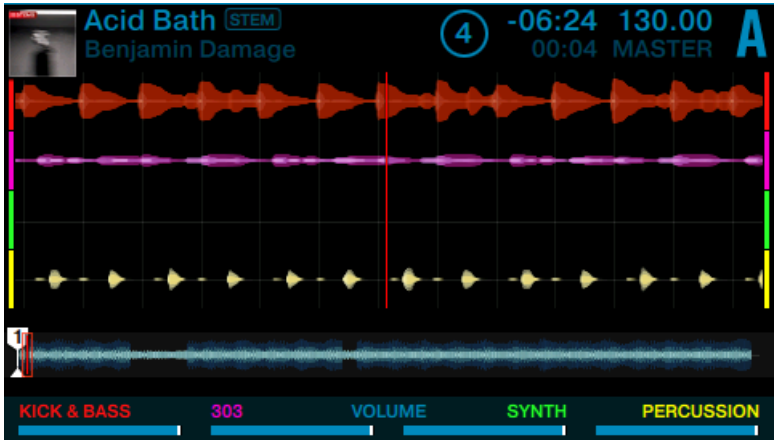
► Move the four Slot Volume Faders downwards or upwards.

→ You will hear the Stem Parts change in volume or they will be completely taken out of the mix.

Adjusting Volumes of Stem Parts

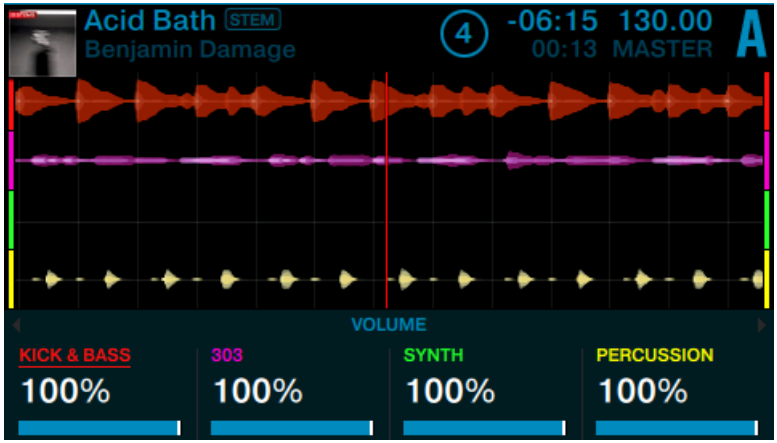
In order to adjust the volume of e.g. Stem Part 1:

1. Press the Performance Mode buttons until the VOLUME page is selected in the Performance Mode pane.

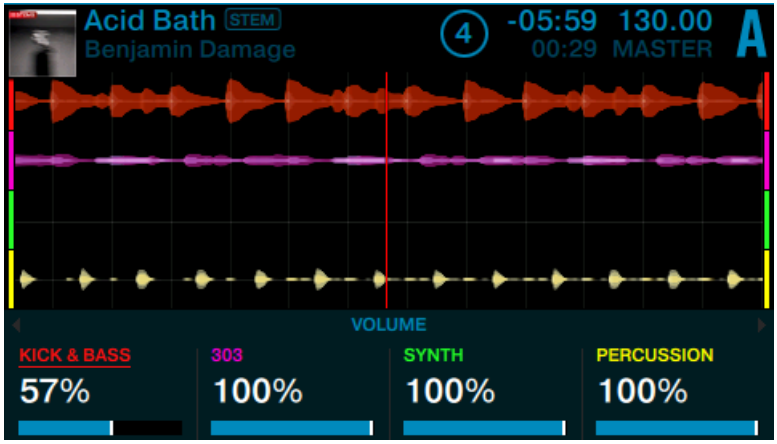


2. Press Stem Selector 1 (the most left Pad) to select the corresponding Stem Part 1. The Stem Selector Pad flashes indicating Stem Part 1 is selected.

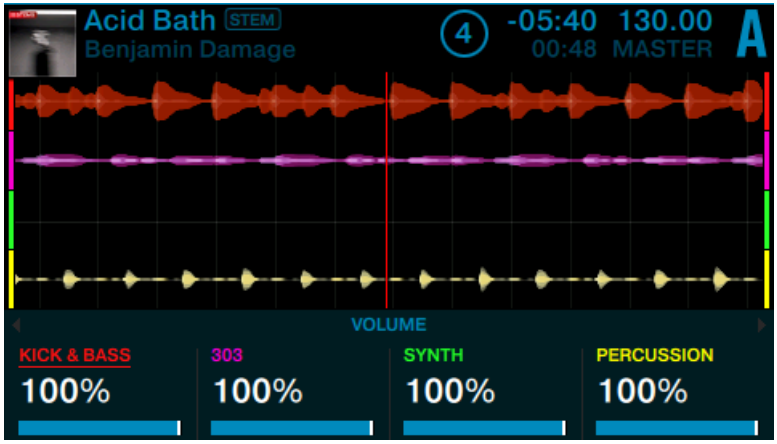
   The Footer in the display expands and the selected Stem Part name is underlined.



3. Rotate the BROWSE encoder to adjust the volume of Stem Part 1.



4. Press the BROWSE encoder to reset the volume to maximum level.



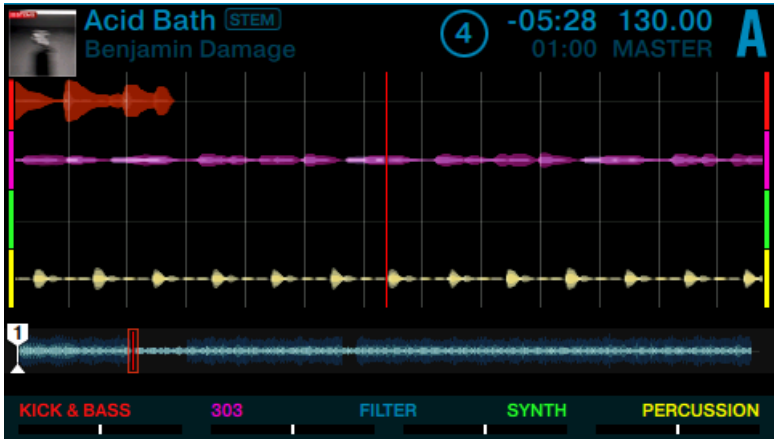
5. Press Stem Selector 1 again to unselect the corresponding Stem Part 1. The Stem Selector Pad is dim. The Footer in the display diminishes.

When all Stem Parts are selected you can adjust and reset the volumes of all Stem Parts simultaneously.

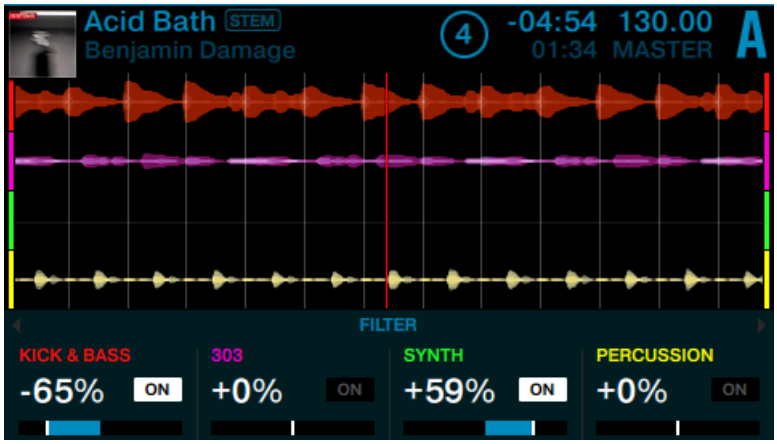
Applying FILTER to Stem Parts

To apply the FILTER to Stem Parts:

1. Press the Performance Mode buttons until the FILTER page is selected in the Performance Mode pane.



2. Press the ON buttons to activate the filter.
3. Rotate the respective Performance knob to change the parameters for applying a high-pass or a low-pass filter.

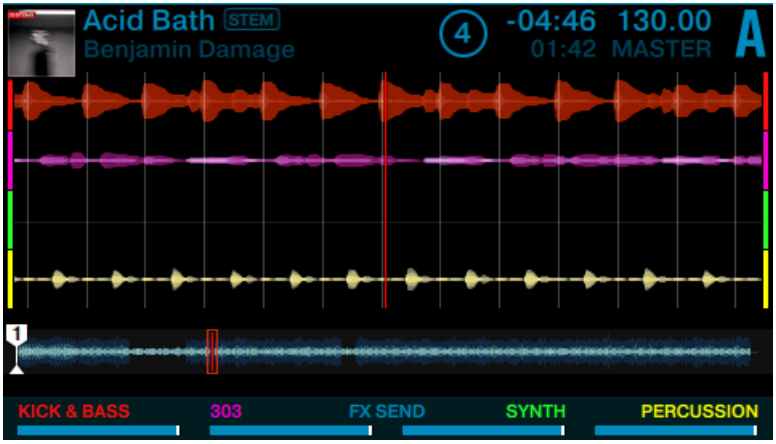


Applying FX SEND to Stem Parts

You can also apply FX SEND to any of the Stem Parts.

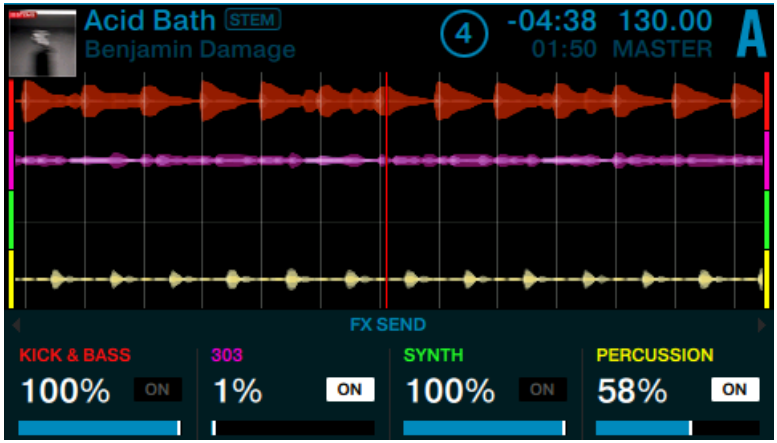
To apply the FX Unit's FX to Stem Parts:

1. Assign the Stem Deck to the active FX Unit.
2. Press the Performance Mode buttons until the FX SEND page is selected in the Performance Mode pane.



3. Press the ON buttons to apply the FX of the active FX Unit to the Stem Parts.

4. Rotate the Performance knobs clockwise to increase or counterclockwise to decrease the FX SEND amount.



Additional Information about Performing with Stem Decks

Besides the aforementioned actions for performing on Stem Decks you can also make use of setting Hotcues, applying Loops, using FREEZE mode, using FLUX mode, and using the Touch Strip as you learned in previous tutorials.

It is not possible to capture Samples from Stem Files.

3.11.4 Adding another Stem File to the Mix

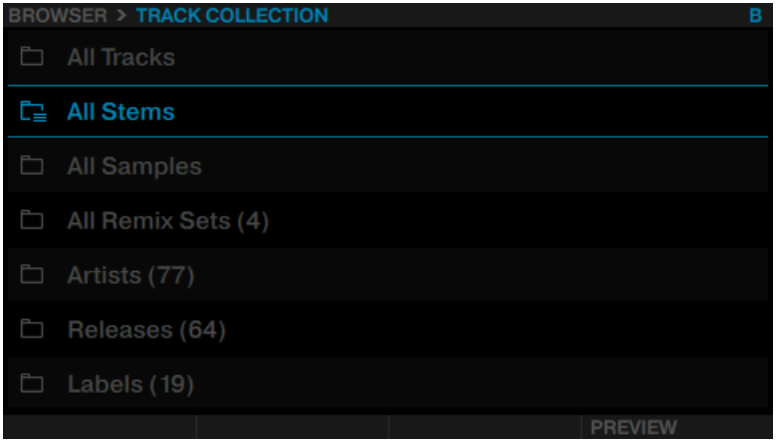
Equipped with the fundamental knowledge about performing on a Stem Deck you will now learn to mix Stem File on Deck A with another Stem File on Deck B. For the best possible mixing experience we recommend you use a second TRAKTOR KONTROL D2 controller. When only using one D2 controller you need to switch between the left and the right Deck Control position.

3.11.4.1 Loading a Stem File into Deck B

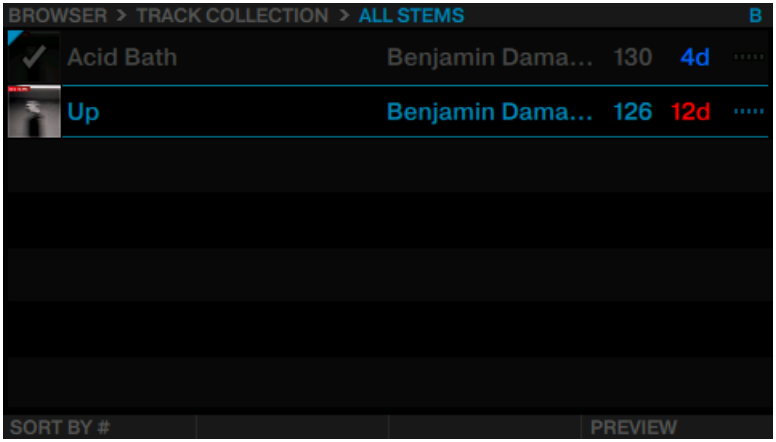
We assume here you are using a second TRAKTOR KONTROL D2 controller.

To load a Stem File into the right Deck B:

1. Press the BROWSE encoder to open the Browser.
2. Turn the BROWSE encoder to navigate to TRACK COLLECTION > All Stems >.



3. Select a Stem File.



4. Press the BROWSE encoder to load the Stem File. The Deck Flavor automatically switches to Stem Deck and is set to SYNC.

5. Press the PLAY button to start playback.

→ The Stem File is playing back on Deck B and in sync with the Stem File on Deck A.

After all Slot Volume Faders are set to minimum position, you should not hear any audio from the Stem File of Deck B.

3.11.4.2 Combining Sounds of different Stem Decks

While the Stem Files are playing back on Deck A and Deck B, you can now perform the following actions for mixing both Stem Files. We assume here that the Stem Parts of both of your chosen Stem Files are using the same naming and coloring scheme e.g. Stem Part 1 for drums, Stem Part 2 for bass, Stem Part 3 for melody, and Stem Part 4 for vocals.

Combining Sounds

To combine the Sounds of the Stem File on Deck A with the Sounds of the Stem File on Deck B:

1. On the right Deck move the Slot Volume Faders to the maximum position one by one. The Stem Parts of both Stem Files are now audible in the mix.

2. Lower and raise the Slot Volume Faders of both Stem Decks to combine the sounds of both Stem Files.
3. On the left Deck move the Slot Volume Faders to the minimum position. You now hear the sounds of Stem File on Deck B only.

3.12 Working with Beatgrids

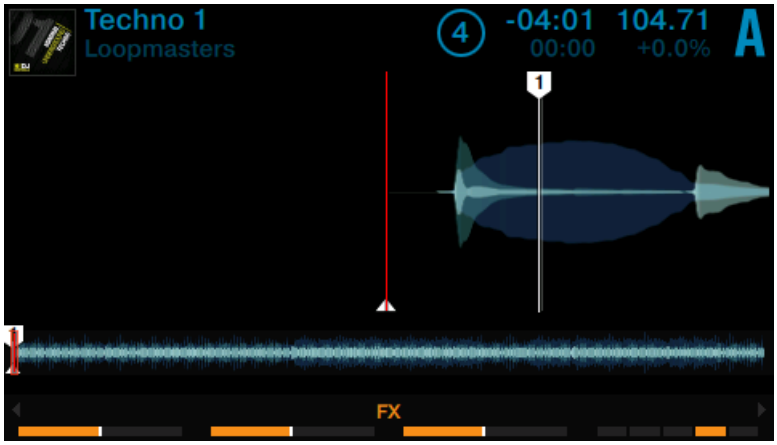
TRAKTOR recognizes a track's BPM precisely and sets the Beatgrid. Some tracks, however, need manual correction e.g. a track with a complex rhythm or with uneven timing, coming from a tape machine or warped vinyl, and the D2 provides you with the controls to do this.

3.12.1 Checking a Beatgrid

To guarantee that all Tempo, Loop and Move controls work as expected, you will have to verify the Beatgrid for your tracks:

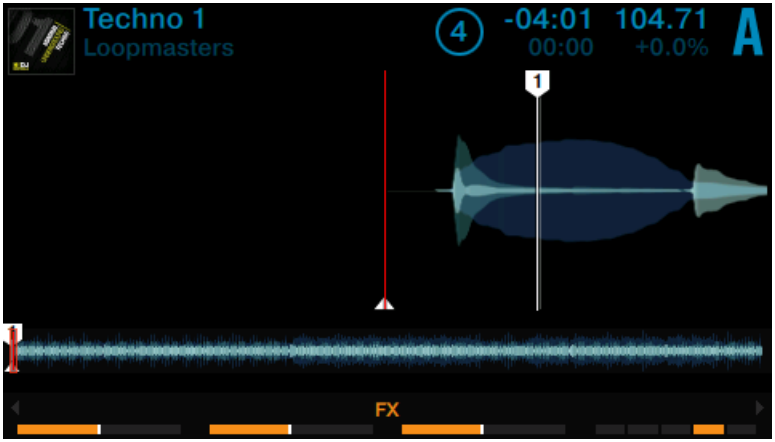
1. Load a track into a Track Deck. The Track will be analyzed.

2. Press Display Button 3 to zoom into the waveform and get a more precise view.



3. Check the **Beatmarker** at the beginning of the track.

→ In this example, you can see the Beatmarker isn't aligned with the very beginning of the waveform. As a result, the track will not sync with others.



In the following section you will learn how to fix a misaligned Beatgrid manually.

3.12.2 Correcting a Beatgrid Manually

If it a track is not correctly aligned to the beat, use Beatgrid mode to fix it. The following section will explain the required steps.

Enabling the Beatgrid Mode

To enable the Beatgrid mode:

1. Press the EDIT button.

The Beatgrid mode opens in the display. A four beat loop at the current playback position is displayed.

2. Press the Deck's PLAY button to trigger playback of the track.

On the display, you'll see a four beat loop, based on the detected BPM value, which serves as a reference for manual Beatgrid adjustments. While playing back the track, a white position pointer cycles through, indicating the relative sync position within the loop. In the background, the entire track is played back and the red playhead travels across the waveform displayed below the loop.

Beatgrid Interactions

While the track is playing with Beatgrid Mode enabled:

- Rotate Performance knob 1 (OFFSET) to shift the entire waveform underneath the Beatgrid. Align the first Beatmarker with the first peak in the loop's waveform.
- Rotate Performance knob 2 (BPM) to correct the detected BPM value in coarse steps. Try to align the second, third and fourth beat (in most cases indicated by the biggest peaks in the waveform) with the second, third and fourth Beatmarker.

► Rotate Performance knob 3 (FINE) to fine-adjust the BPM value.

► Rotate Performance knob 4 (SCAN) to scroll through the track. Check if the Beatgrid stays aligned over the course of the track.

Beatgrid Interactions

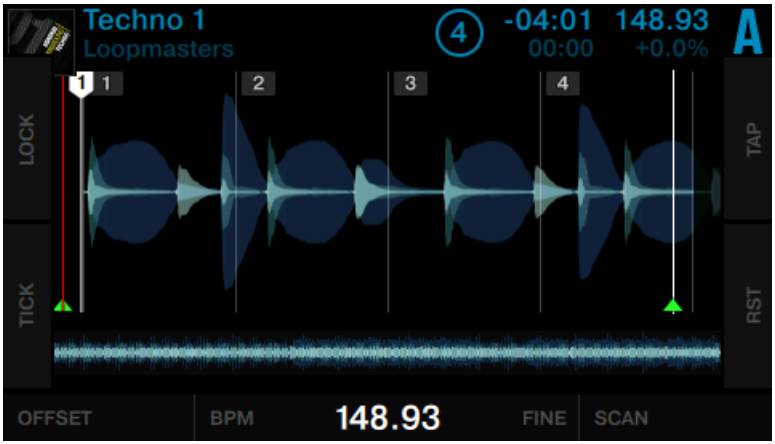
While the track is playing with Beatgrid Mode enabled:

► Press the Performance Mode buttons to select the desired parameter OFFSET, BPM, FINE, or SCAN in the Footer.

► When OFFSET is selected rotate the LOOP encoder to shift the entire waveform underneath the Beatgrid. Align the first Beatmarker with the first peak in the loop's waveform.

- When BPM is selected rotate the LOOP encoder to correct the detected BPM value in coarse steps. Try to align the second, third and fourth beat (in most cases indicated by the biggest peaks in the waveform) with the second, third and fourth Beatmarker.

- When FINE is selected rotate the LOOP encoder to correct the detected BPM value in fine increments (.01 BPM).



- When SCAN is selected rotate the LOOP encoder to scroll through the track. Check if the Beatgrid stays aligned over the course of the track.

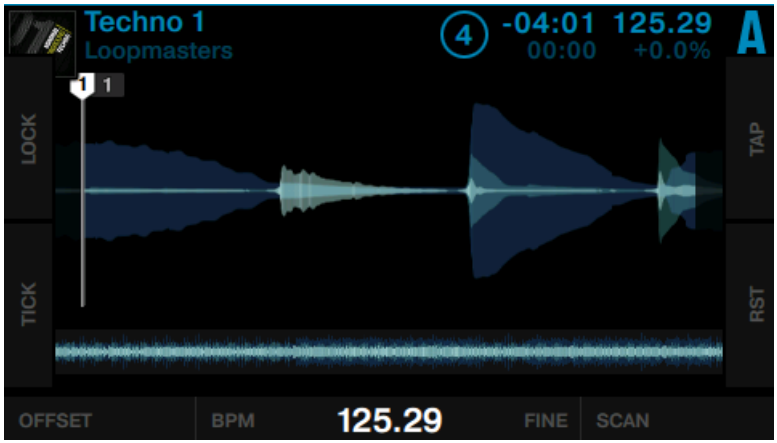
Position-aware Beatgrid Tempo Adjustment

Performance knobs 3 and 4 (BPM) are scaled based on the viewing position of Beatgrid mode so that adjustments made far away from the Beatmarker don't result in abrupt changes to the waveform position. For example, if you are near the Beatmarker at the start of a track and change the tempo of the Beatgrid, you will see the waveform move under the Beatgrid by a particular amount. If you then scan later into the track, adjusting the tempo will create a similar amount of motion on the waveform (rather than a large amount of motion) thus allowing for precise setting of the Beatgrid tempo over the length of the track.

Beatgrid Zoom Mode

To set the position of the Beatgrid with greater precision you can use the Beatgrid Zoom mode:

1. Press the ON button 1 to zoom in the first beat.



2. Rotate Performance knob 3 and 4 to adjust the Beatgrid.
3. Press the ON button 1 again to exit Beatgrid Zoom mode.

3.12.3 Additional Help Actions

Tap the Tempo

Tap allows you to manually set the tempo by tapping along the playing track:

► Press Display Button 3 (TAP) four times in sync with the playback.

→ The tempo is calculated and the Beatgrid adapts to the tempo.

Tick (Audible Beatgrid)

The Tick works like a metronome, giving you an audible pulse for every beat. Align the Tick and the beats in your track for perfect sync.

You can only hear the Tick on the CUE (headphones), not the MAIN (audience).

► Press Display Button 2 to enable Tick.

→ The beat tick will then be audible in your headphones when cued.

Reset your edits

If your edits do not produce the desired result, you can undo your edits:

► Press Display Button 4 (RST).

→ This will reset your edits to the auto-detected values.

Lock the Beatgrid

Once the Beatgrid is correctly aligned with the beat throughout the whole track:

► Press Display Button 1 (LOCK).

→ All buttons in the Beatgrid panel are deactivated.

The stored tempo (BPM) is locked and cannot be changed until you unlock it by clicking LOCK again. All tracks with a locked Beatgrid will show a small **Lock** Icon within the Browser.

4 Hardware Reference

This chapter details the interface elements on your D2 and explains how they interact with the TRAKTOR software. This includes an overview of the main areas of the user interface, as well as a full reference for every button, knob, fader, and the color display.

4.1 Overview of the Controller

This section provides you with an overview of the different areas of the controller's user interface.

Sections on D2's Top side

The top panel of the TRAKTOR KONTROL D2 is divided into two main areas:

(**1**) **Deck**: The Decks are the place where tracks, Stem Files, and Samples are played back. For more information on the Decks and it's elements refer to section ↑4.2, The Deck.

(**2**) **FX Unit**: Adding effects to playing audio can tremendously expand the sonic possibilities of your mix. For that purpose, TRAKTOR provides you with a great selection of high-quality FX. These FX can be loaded into the so-called FX Units. For more information on FX Units, refer to section ↑4.3, The FX Unit.

4.2 The Deck

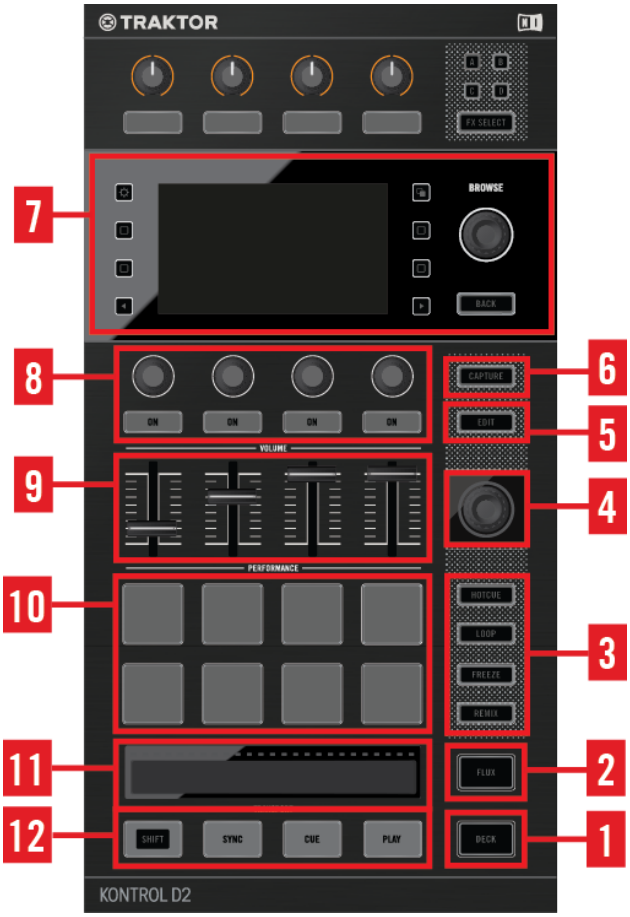
D2 features a Deck section that gives you hardware control over the software Decks in the TRAKTOR software. Active TRAKTOR Decks always work in one of the Deck modes, as Track Deck, Stem Deck, or Remix Deck.

Since the left and right Decks work identically, we'll just talk about the left one. Implicitly, though, the descriptions also apply to the right Deck.

The left-hand Deck controls TRAKTOR's Decks A and C. The entire section can be focused on either the primary (A) or secondary (C) Deck. The positions of Decks on D2 are consistent with the Deck layout in TRAKTOR:

- The left-hand Deck controls TRAKTOR Decks A (on top) and C (below).
- The right-hand Deck controls TRAKTOR Decks B (on top) and D (below).

The following image and table give a detailed overview of the Deck's elements and links referring to sections with further information.



The Deck unit's interface elements

(**1**) **DECK button**: The DECK Button allows you to switch the focus (and controls) between the primary and secondary Deck. For more information, refer to section ↑4.2.1, DECK Button.

(**2**) **FLUX button**: The FLUX button enables Flux Mode for the focused Deck. For more information, refer to section ↑4.2.2, FLUX Button.

(**3**) **Mode Select Buttons**: The Deck can operate in several modes which can be easily enabled by the Mode Select Buttons. For more information, refer to section ↑4.2.3, Mode Select Buttons.

(**4**) **Loop encoder**: Primarily, the Loop encoder is dedicated to looping functions but it also for determining values in other preferences. For more information, refer to section ↑4.2.4, Loop Encoder.

(**5**) **EDIT button**: The EDIT button enters Beat Grid mode for re-aligning Beat Grids of tracks. For more information, refer to section ↑4.2.5, EDIT Button.

(**6**) **CAPTURE button**: The CAPTURE button opens the CAPTURE pop-up and allows you to quickly select the capture source for a Remix Deck.

For more information, refer to section ↑4.2.6, CAPTURE Button.

(**7**) **Display Area and BROWSE controls**: The display reflects the information of TRAKTOR's Decks and provides further display controls as well as BROWSE controls. For more information, refer to section ↑4.2.7, Display Area and Controls.

(**8**) **Performance controls**: These knobs and buttons control effects for Remix Slots on a Remix Deck as well as effects for Stem Parts on Stem Decks. For more information, refer to section ↑4.2.8, Performance Controls.

(**9**) **Slot Volume Faders**: The Deck provides four Slot Volume Faders allowing you to mix signals of Remix Slots of REMIX Decks as well as Stem Parts of Stem Decks. For more information, refer to section ↑4.2.9, Slot Volume Faders.

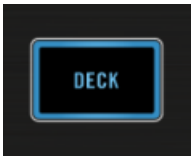
(**10**) **Pads**: The Deck comes with a set of eight pads. Depending on the mode selected via the Mode Select buttons, these pads are assigned different functions. For more information, refer to section ↑4.2.10, Pads.

(**11**) **Touch Strip**: The Touch Strip reflects the behavior of Jog Wheels of traditional DJ controllers. For more information, refer to section ↑4.2.11, Touch Strip.

(**12**) **TRANSPORT controls**: The TRANSPORT controls control playback of the Deck. It also provides the SHIFT button to access secondary functions of other buttons. For more information, refer to section ↑4.2.12, Transport Controls.

4.2.1 DECK Button

The DECK button allows you to switch the focus (and controls) between the primary and secondary Decks in a Deck section.



DECK Button

The DECK button lights blue when a primary Deck (A or B) is focused and white when the secondary Deck (C or D) is focused.

4.2.2 FLUX Button

The D2's FLUX button enables Flux Mode for the focused Deck.

FLUX Button

Flux Mode

In Flux mode, for every Deck, a second playhead continues playing the track, even if you loop a section, temporarily jump back to a cue point, skip forward or backward, etc. That way, the track keeps progressing, no matter what you do.

4.2.3 Mode Select Buttons

On any Deck, next to the eight pads, D2 features the four Mode Select buttons HOTCUE, LOOP, FREEZE, and REMIX. Depending on which of the four modes is active the pads' functionality varies as explained in this section.

Mode Select Buttons

On any Deck, next to the eight pads, D2 features the four Mode Select buttons HOTCUE, FREEZE, and REMIX. Depending on which of the three modes is active the pads' functionality varies as explained in this section.

4.2.3.1 HOTCUE Button

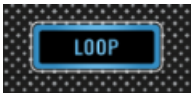
The HOTCUE button activates HOTCUE mode. While in HOTCUE mode, the pads store and trigger HOTCUE markers in a track. On Decks A and B the button lits blue whereas on Decks C and D it lits white. HOTCUE mode is the default for Track Decks and Stem Decks.

HOTCUE Button

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

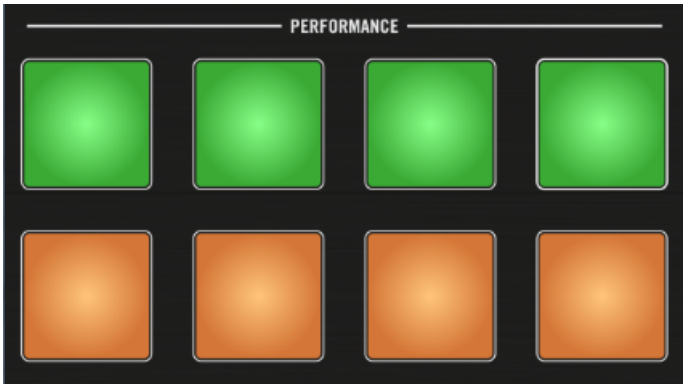
4.2.3.2 LOOP Button

The LOOP button activates LOOP mode. On Decks A and B the button lits blue whereas on Decks C and D it lits white.



LOOP Button

While in LOOP mode, the first row of pads turns green, and the second row turns orange.



Pads in Loop Mode

Looping

- The first row of pads (green) allow you to loop a part of a track. By default the pads are assigned common loop sizes1/8 of a beat, 1/4 of a beat, 1/2 of a beat, 1 beat.

> You can change the loop sizes in TRAKTOR's D2 Preferences:
> *Preferences> Traktor Kontrol D2>Loop Mode Sizes > Loop*
> For more information, see the TRAKTOR manual.

- If Quantize is activated, TRAKTOR will loop from the next beat.
- If Quantize is deactivated, looping starts immediately when you press the pad.

> The behavior of the pads changes when you activate FLUX mode. While FLUX is deactivated, the loop will play back until you press that pad again. With FLUX activated, looping stops as soon as you release the pad.

Beatjumping

The second row of pads (orange) allow you to jump backward and forward in a track in predefined steps, in sync with the track's tempo. By default, the step sizes are:

- Jump back 1 loop size (set per Deck).
- Jump back 1 beat.
- Jump forward 1 beat.
- Jump forward 1 loop size (set per Deck).

Beatjump sizes can be changed in TRAKTOR's software preferences: *Preferences>TRAKTOR KONTROL D2>Loop Mode Sizes>Beatjump*.

- If Quantize is activated, TRAKTOR waits for the next beat before jumping.
- If Quantize is deactivated, TRAKTOR jumps immediately after pressing the pad.

4.2.3.3 FREEZE Button

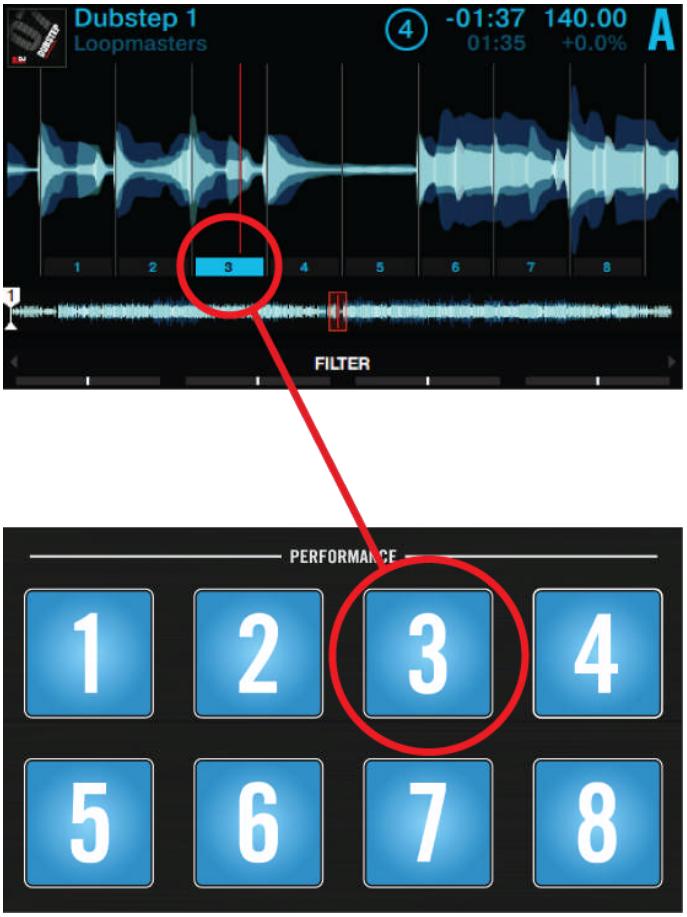
The FREEZE button activates Freeze mode. On Decks A and B the button lits blue whereas on Decks C and D it lits white.

FREEZE Button

Freeze Mode

Freeze mode takes the playhead position, adds the number of bars set as loop size and splits this section of a track into eight equally sized slices. These Freeze Slices are then mapped to the adjacent pads, which light up blue. By pressing any of these pads the playback continuous at the mapped Freeze Slice position and will play to the end of the track if no other Freeze Slice is triggered.

In Freeze mode, the numbers 1 - 8 are overlaid on the waveform to indicate the location of the Freeze Slices. The first row triggers Freeze Slices 1 - 4, the second row triggers Freeze Slices 5 - 8.



Freeze Mode Overlay

► Adjust the size of the Freeze Slices by pressing and holding the FREEZE button and then turning the Loop encoder. The waveform in the display adjusts its zoom level accordingly.

You can vary Freeze Slice sizes between 1/4 of a beat and 4 beats.

Slicer Mode

The Slicer mode extends the Freeze mode's functionality. A press on the LOOP button while in Freeze mode the playback behavior of the pads changes: Instead of playing from the slice start to the end of the entire track, pressing and holding a pad in Slicer mode will play back just the corresponding slice in a loop. A further press on the Loop encoder exits Freeze Slicer and playback continuous as normal.

In Slicer Mode, the pads turn green and while playing back the selected loop, pads flash bright green while the assigned slice is played back. This is also reflected on the Deck's display.

4.2.3.4 REMIX Button

When on a Track Deck or Stem Deck the REMIX button enables Remix mode to get direct access to the current Remix Set page of the corresponding Remix Deck. The pads reflect the colors of the underlying Remix Cells.

REMIX Button

The Remix mode can only be enabled when the underlying Deck is configured as Remix Deck. Otherwise the REMIX button remains unlit.

On a Remix Deck, the REMIX mode is the default and allows you to capture portions of a track to the Remix Cells by pressing a pad. Furthermore, the REMIX button can be used to capture loops.

If the Deck you set as capture source is empty, D2's display shows Error while copying in the Deck header.

For more detailed information on capturing samples, refer to section ↑4.2.6, CAPTURE Button.

4.2.4 Loop Encoder

The Loop encoder is dedicated to looping functions on Track Decks, Stem Decks or Remix Decks. It has a press function to engage a loop, a rotate function to adjust the loop size, as well as a segmented LED ring indicating that a loop is engaged. When focus is on Deck A or B the LED ring color is blue. When focus is on Deck C or D the LED ring color is white.

Loop Encoder

You cannot permanently engage a loop when Flux mode is active. The loop only remains engaged for as long as you hold the Loop encoder and turns off again when released. Adjustments to loop size can be made whether a loop is engaged or not.

Moving the Playhead

When a loop is inactive, the Loop encoder can also be used for moving the playhead in increments of the Loop size by holding SHIFT and then turning the loop encoder.

4.2.5 EDIT Button

The EDIT button activates Beat Grid mode that lets you adjust a track's Beat Grid. The TRAKTOR software can analyze your music and apply a Beat Grid which allows automatic beatmatching and synchronization.

EDIT Button

In most cases (through its **Analyze** function), TRAKTOR recognizes a track's BPM precisely and sets the Beat Grid. Some tracks, however, need manual correction (e.g. a track with a complex rhythm or with uneven timing, coming from a tape machine or warped LP), and the D2 provides you with the controls to do this. For more information on using Beat Grid mode refer to section ↑3.12, Working with Beatgrids.

Beat Grid editing only applies to Track Decks and Stem Decks. The EDIT button is disabled when a Remix Deck is focused.

4.2.6 CAPTURE Button

The CAPTURE button allows you to quickly select the capture source for sampling to the Remix Deck.

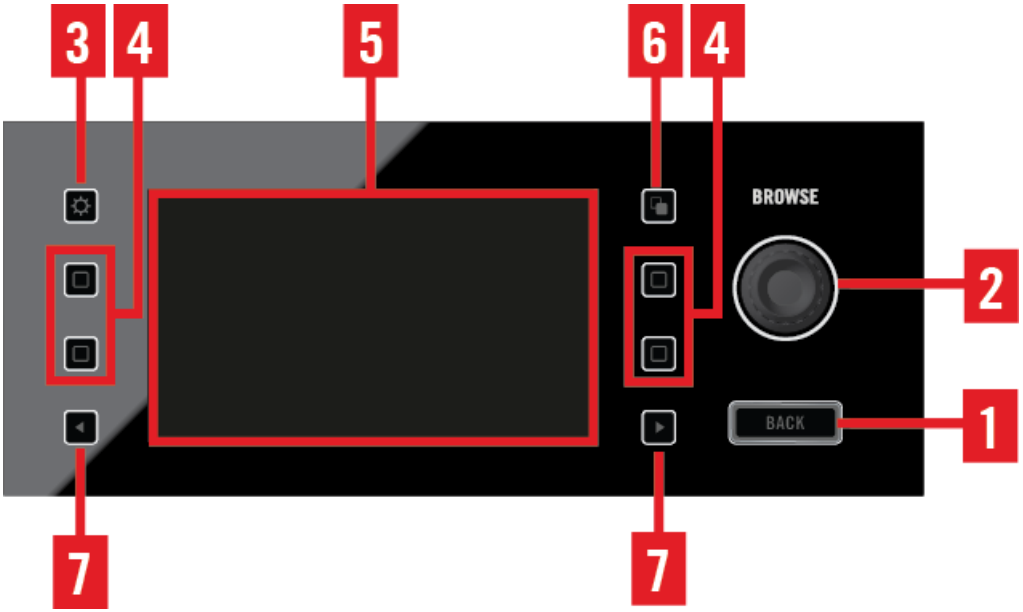
CAPTURE Button

By holding the CAPTURE button and touching the BROWSE encoder the display shows the current capture source. The rotation of the BROWSE encoder selects another capture source.

The capture size is determined by the source Deck's loop size setting.

4.2.7 Display Area and Controls

On the D2's graphic color display, some functionality is dynamically shown or hidden by means of the Display buttons adjacent to the display. The following image gives a detailed overview of the Display area and its controls, as well as a table with links referring to sections with further information.



Display Area and Controls

(**1**) **BACK Button**: The BACK button lets you navigate back up a level in the Browser. For more information, refer to section ↑4.2.7.1, BACK Button.

(**2**) **BROWSE Encoder**: The BROWSE encoder opens the Browser on a Deck's display and let you scroll through lists and load tracks. For more information, refer to section ↑4.2.7.2, BROWSE Encoder.

(**3**) **Settings Button**: The Settings button opens the device settings, allowing you to adjust RGB calibration (color rendition) and screen brightness, as well as TOUCH sensitivity of the knobs. For more information, refer to section ↑4.2.7.3, Settings Button.

(**4**) **Display Buttons**: The function of these four buttons depends on context - whether the display is currently showing a Track Deck, Remix Deck or Beat Grid Edit. For more information, refer to section ↑4.2.7.4, Display Buttons.

(**5**) **Display**: By means of the 4.3-inch color displays, you can use a lot of TRAKTOR's features without looking at your computer's display. For more information, refer to section ↑4.2.7.5, Display.

(**6**) **View Button**: This button toggles between Single View and Split view, which gives you a very basic overview of the corresponding secondary Deck. For more information, refer to section ↑4.2.7.6, View Button.

(**7**) **Performance Mode Buttons**: These two buttons are used to select the **Performance Mode** (i.e. FILTER, PITCH, FX SEND, and MIDI) for the **Performance Controls** (i.e. the four Performance knobs and ON buttons underneath the displays). These modes apply to Remix Decks and Stem Decks. For more information, refer to section ↑4.2.7.7, Performance Mode Button.

4.2.7.1 BACK Button

When in the Browser displayed, the BACK button lets you navigate a level up in the folder structure, up to the Browser's top level. Pressing the BACK button for longer than a second lets you exit the Browser.

BACK Button

4.2.7.2 BROWSE Encoder

The BROWSE encoder lets you access the **Browser** and navigate through your track collection and playlists.

BROWSE Encoder

The BROWSE encoder can be pressed and rotated. Primarily it has following functionalities:

- Pressing the BROWSE encoder opens the Browser in the display.
- Turning the BROWSE encoder lets you scroll through the list items. Pressing it again enters a sub folder and again loads an item.

Besides browsing, the BROWSE encoder can be used for adjusting parameters and selecting options in other menus and pop-ups.

You can configure the Browse encoder to open the Browser on touch. To do so, activate the Auto Open Browser on Touch option in TRAKTOR's *TRAKTOR KONTROL D2* Preferences.

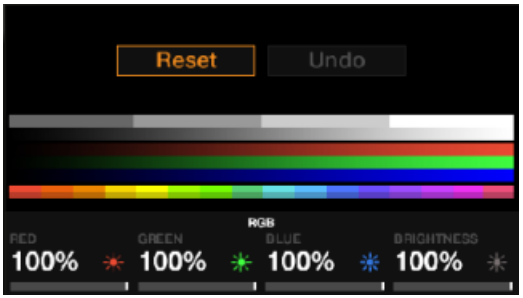
4.2.7.3 Settings Button

The Settings button opens D2's device settings screen.

Settings Button

Display Settings (RGB)

Within the settings, you can adjust the screens' color rendition (saturation of RED, GREEN and BLUE colors), as well as the screen's BRIGHTNESS. The rotation of the Performance knobs beneath the display adjust the parameters.



Display Settings View

4.2.7.4 Display Buttons

The Display buttons provide different functionality depending on current view.

Display Buttons

This is an overview of what these buttons do depending on what you see on the display.

Track Deck View

(1) **Display Button 1**: Opens the BPM pop-up.

(2) **Display Button 2**: Opens the KEY window.

(3) **Display Button 3**: Zooms into the waveform.

(4) **Display Button 4**: Zooms out of the waveform.

Stem Deck View

(1) **Display Button 1**: Opens the BPM pop-up.

(2) **Display Button 2**: Opens the KEY window.

(3) **Display Button 3**: Zooms into the waveform. Secondary function: When in Stem view and holding SHIFT and pressing Display button 3 will show Full Track view.

(4) **Display Button 4**: Zooms out of the waveform. Secondary function: When in Full Track view and holding SHIFT and pressing Display button 4 will show Stem view.

Remix Deck View

(1) **Display Button 1**: Opens the BPM pop-up.

(**2**) **Display Button 2**: Opens the QUANTIZE pop-up.

(**3**) **Display Button 3**: Scrolls up in the Sample Grid in steps of two.

(**4**) **Display Button 4**: Scrolls down in the Sample Grid in steps of two.

Please note that you can leave any pop-up by pressing the same button again or, alternatively, the View button.

4.2.7.5 Display

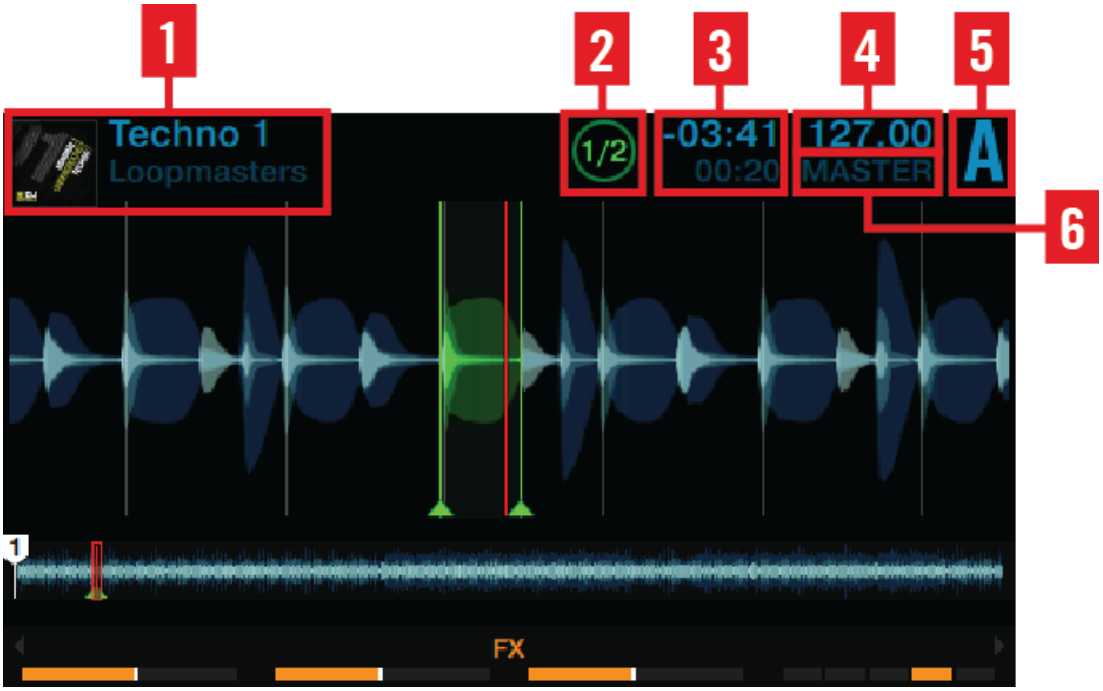
TRAKTOR's default layout is *2 Track + 2 Remix Decks* (*Scratch*). This means that D2's two upper Decks (A and B) are **Track Decks**, and the lower Decks (C and D) **Remix Decks**.

- The left display provides feedback about Decks A and C.
- The right display provides feedback about Decks B and D.

Every active TRAKTOR Deck is a Track Deck, Stem Deck, Remix Deck or Live Input Deck. Here's an overview of the information D2's displays provide for each of these:

Every active TRAKTOR Deck is a Track Deck, Stem Deck, Remix Deck or Live Input Deck. Here's an overview of the information D2's display provide for each of these:

Track Deck and Stem Deck



Track Deck or Stem Deck View

The Track Deck or the Stem Deck view on D2 provides information about:

(**1**) **Artwork**, **Song title and Artist name**.

(**2**) **Loop size**: From 1/32 - 32 beats.

(**3**) **Playhead position**: time played and time remaining.

(**4**) **Deck tempo** in BPM.

(**5**) **Deck Focus**: Deck A - D.

(**6**) **Sync state**: If a Deck is assigned **Tempo Master,** MASTER is displayed underneath the BPM value. SYNC indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.

Remix Deck

Remix Deck View

The Remix Deck view on D2 provides information about:

(**1**) **Artwork graphic**, **Set title** and **Artist name**.

(**2**) **Loop size**: from 1/32 - 32 beats.

(**3**) **Quantize Value**.

(**4**) **Deck tempo** in BPM.

(**5**) **Deck Focus**: Deck A - D.

(**6**) **Sync state**: If a Deck is assigned **Tempo Master,** MASTER is displayed underneath the BPM value. SYNC indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.

(**7**) **The absolute position on TRAKTOR's timeline** measured in Bars.Beats.Phrases.

4.2.7.6 View Button

The View button switches between view types in the display.

View Button

It switches between view types:

- **Single View**: Only the focused Deck is displayed.
- **Split View**: Both Decks are displayed; the focused Deck is visualized by a big waveform and detailed information, while the unfocused Deck is reduced to a small waveform, showing markers and a playhead.

Whenever you open a pop-up from a Deck view (e.g. FX Selection Menu, Browser, BPM, or KEY) the View button starts flashing. Press the View button to close the pop-up.

4.2.7.7 Performance Mode Button

The Performance Mode buttons marked with left and right arrows let you cycle through the Performance modes FILTER, PITCH, FX SEND and, if enabled, MIDI.

Left Performance Mode Button

4.2.8 Performance Controls

Underneath the display, the Deck features four knobs and buttons which control FILTER, PITCH, FX SEND or, if enabled, MIDI per Remix Slot in a Remix Deck.

Performance Controls

Performance Mode FILTER

The default Performance Mode for a Remix Deck is FILTER. The Performance ON buttons are used to engage/disengage a Remix Slot's FILTER. The FILTER cutoff is controlled by the corresponding Performance knob. Adjustments to FILTER cutoff are shown via the Performance pop-up at the lower end of the displays.

The Performance Controls work even if the Remix Deck isn't focused.

Performance Mode FX SEND

When FX SEND is selected, the knobs control the amount of signal being sent to the assigned FX Unit(s), per Slot. The FX SEND amount is displayed right above the corresponding Performance knob.

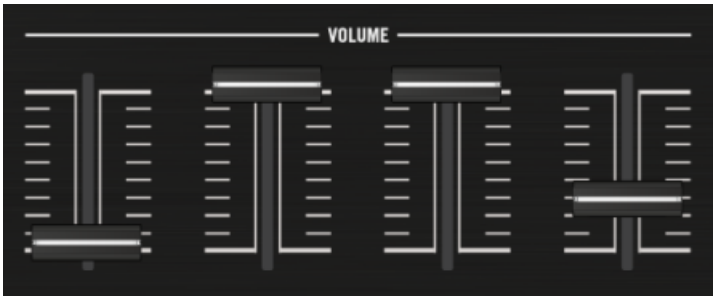
In case you increase FX SEND and still don't hear any effect, please make sure the Remix Deck is actually assigned to an FX Unit in the corresponding Mixer channel.

Performance Mode PITCH

When PITCH is selected, the Performance knobs transpose the pitch of the playing sample. In other words: pitch correction is applied per Remix Cell. The amount of pitch change is displayed above the corresponding knob.

4.2.9 Slot Volume Faders

D2 offers a separate volume fader per Remix Slot or Stem Part. This allows you to mix signals from up to four Remix Slots within a single Remix Deck, or to mix signals from up to four Stem Parts within a single Stem Deck before it runs through the channel fader and the Crossfader.



Slot Volume Faders

Slot Volume Faders used on Remix Decks

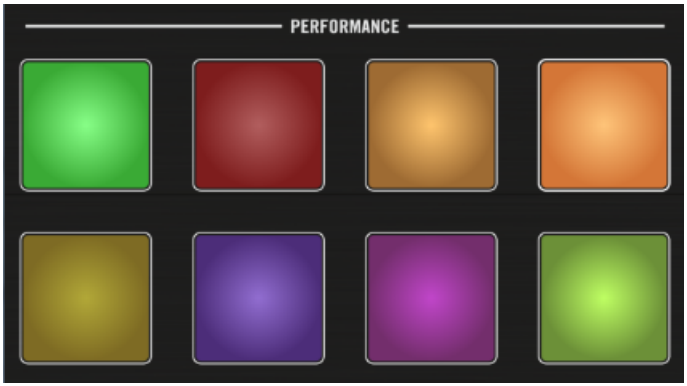
- In case only one Deck per side is a Remix Deck, the faders control that Remix Deck's slot volume even if another Deck is focused.
- In case both the primary and secondary Deck are configured as Remix Decks, the Slot Volume faders control the focused Deck's slots.

Slot Volume Faders used on Stem Decks

- In case only one Deck per side is a Stem Deck, the faders control that Stem Deck's Stem Part.
- In case both the primary and secondary Deck are configured as Stem Decks, the Slot Volume faders control the focused Deck's Stem Parts.

4.2.10 Pads

The Deck of the D2 comes with a set of 8 pads. Depending on the mode selected via the Mode Select buttons, these pads are assigned different functions.



Pads

Here's an overview of what the pads do in each mode:

HOTCUE mode

During playback, pressing in an inactive pad sets a cue point. The pad lights up and the cue point is automatically assigned to this pad. Pressing that pad again let jump back the playhead to the cue point just defined.

LOOP mode

In Loop mode, pressing a pad instantly loops playback for the number of bars set as Loop Mode Size in *Preferences > Traktor Kontrol D2 > Loop Mode Sizes > Loop*. These values are by default:

- 1/8 Bar Loop
- 1/4 Bar Loop
- 1/2 Bar Loop
- 1 Bar Loop

The Loop functionality considers the global Quantize setting:

- If Quantize is active, TRAKTOR delays starting the loop until the next down-beat, making sure looping keeps the track in sync.
- If Quantize is deactivated, looping starts precisely when you press the pad.

FREEZE and Slicer Mode

In Freeze mode, TRAKTOR takes the playhead position, adds the number of bars set as loop size and splits this section of a track into eight equally sized slices. These are then mapped to the pads. Press a pad to start playback from that slice.

While in Freeze mode, you can access Slicer mode. This is how Slicer mode is different from Freeze mode:

- In Slicer mode, holding a pad will infinitely loop the corresponding slice.
- In Slicer mode, holding two pads will loop the range between the start of one pad and the end of the second.

By pressing the Loop encoder while Freeze mode is active this will enable the Slicer mode. The slices in the display and pad color change from blue to green.

REMIX Mode

In Remix mode, the pads trigger the content of corresponding Remix Cells - the tracks, loops or Samples defined in the Remix Set. After loading a Remix Set, the pads take on the Sample Cells' color. By pressing Display buttons 3 and 4 you can scroll through the rows of Remix Cells in steps of two.

4.2.11 Touch Strip

D2 doesn't feature the conventional Jog Wheel of a regular DJ controller. Functions usually associated with Jog Wheels are instead controlled by the intuitive Touch Strip.

Utilizing the Touch Strip, you can:

- **Seek/navigate** within the track.
- **Tempo bend** (**nudge**) for aligning beats.
- **Create a scratch effect**
- **Holding** the track or Samples.
- **Backspinning** the track or the Samples.

Above the Touch Strip, a number of LEDs provide visual feedback for the actions taken on the touch strip.

Phase Meter

For Track Decks, Stem Decks and Remix Decks, the LEDs work as a **Beat Phase Meter**, showing the focused Deck's beat phase offset from the MASTER Deck. This is the same meter as displayed in TRAKTOR's Deck.

Direction of Scratching

If you didn't learn scratching with LPs and turntables, you may find inversing the Touch Strip's direction more intuitive. If you select this option, swiping to the right on the Touch Strip will move forward in the track's waveform.

► Inverse the directional response by unchecking the Invert checkbox in TRAKTOR's D2 preferences: *Preferences> Traktor Kontrol D2>Touchstrip>Scratch Sensitivity*.

For detailed information on the Touch Strip's preferences, refer to section ↑5.3, Touchstrip.

Direction of Tempo Bending

In TRAKTOR's default setting, swiping your finger on the Touch Strip has a similar effect to speeding up or slowing down an LP with your hand:

- Moving to the left speeds up the LP.
- Moving to the right slows down the LP.

If you didn't learn aligning LPs on turntables, this behavior may not make sense to you. Instead, looking at the waveform, you think in terms of moving the playhead position within the track. Also, you want Tempo Bending to be consistent with Seeking:

- Swipe to the right to move the playhead ahead.
- Swipe to the left to move the playhead back.

To achieve this, uncheck the Invert option in: *Preferences> Traktor Kontrol D2>Touchstrip>Bend Sensitivity*.

Sensitivity

D2 comes with a Sensitivity setting which should accommodate most users in most situations. You might, however, find that the Touch Strip doesn't react immediate enough to your input or just the opposite, it may recognize input where there was none intended.

You can adjust the Touchstrip's Bend Sensitivity and Scratch Sensitivity separately in: *Preferences> Traktor Kontrol D2>Touchstrip*.

4.2.12 Transport Controls

The Transport buttons control playback of D2's Deck.

PLAY Button

The PLAY button starts/stops the playback of a focused Deck. When playback is active the button lits green brightly. When playback is stopped it is dim.

PLAY Button

CUE Button

The CUE button is tied to the Hot Cue points workflow in TRAKTOR. When the button is pressed it lits blue brightly. When it is released it is dim.

CUE Button

The CUE button functions as follows:

- If a Deck is playing, pressing CUE let you jump to the **Floating Cue Point** and stop playback.
- If a Deck is stopped, holding CUE starts playback as long the CUE button is hold.

- If a Deck plays while CUE is hold, pressing PLAY let keep playing after releasing the buttons.
- Press SHIFT + CUE to skip back to the beginning of the track and playback continuous immediately.

SYNC Button

The SYNC button activates/deactivates the synchronization to the Master Deck.

SYNC Button when in Sync

While playing, pressing SHIFT + SYNC sets the Deck as the **Tempo Master**. The Deck's tempo becomes the tempo reference for all other synced Decks and FX. D2's display shows MASTER in the Deck header of the Master Deck.

The SYNC button takes on different states to provide visual feedback:

- If the Deck is BPM-synced and in phase with the Tempo Master, the button is bright green.
- If the Deck is BPM-synced but out of phase with the Tempo Master, the button is bright red.
- If the Deck is not in sync, the button is dim green.

If a focused Deck gets out of phase, pressing the SYNC button twice let snap back the Deck into sync with the Tempo Master.

SHIFT Button

The SHIFT button is a modifier for other control elements on the D2. It allows you to access secondary functions. When the Shift button is pressed it lits white brightly.

SHIFT Button

You will find examples of using the SHIFT button to access secondary functions throughout this document.

4.3 The FX Unit

Above the Deck, the D2 features an FX Unit which can be assigned to any of the Decks. Four knobs and buttons allow you to control effects parameters in real time.

The FX Unit of the D2

This is an overview of the naming and function of the FX Unit's key control elements. The knobs in this section are sensitive to touch. Touch any of them to open the FX drop-down menu that provides an overview of the effect(s) loaded along with control assignments and parameter values.

- Single Mode: select one effect; the FX knobs let you control up to 4 parameters.
- Group Mode: select up to three effects as an effects chain; the FX knobs let you control one parameter per effect.

The following table gives a detailed overview of the parameters controlled by FX buttons and FX knobs and it provides links referring to sections with further information.

Name	Function in Single Mode	Function in Group Mode
FX Button 1	Activate/deactivate the entire FX Unit.	-
FX Button 2	Reset all FX parameters to their default value.	Activate/deactivate FX slot 1.

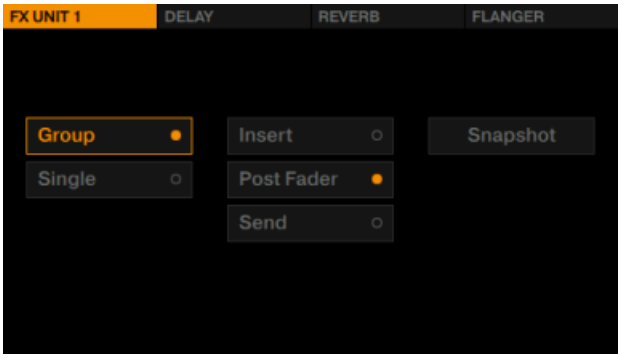
Name	Function in Single Mode	Function in Group Mode
FX Button 3	Depends on the selected effect.	Activate/deactivate FX slot 2.
FX Button 4	Depends on the selected effect.	Activate/deactivate FX slot 3.
FX Knob 1	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal for the entire FX Unit.	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal for the entire FX Unit.
FX Knob 2	Controls FX parameter 1.	Control the 1st effect in the FX Unit.
FX Knob 3	Controls FX parameter 2.	Control the 2nd effect in the FX Unit.
FX Knob 4	Controls FX parameter 3.	Control the 3rd effect in the FX Unit.

4.3.1 FX SELECT Button

Pressing the FX SELECT button opens the FX Settings in the display.

FX SELECT Button

The FX Settings stay open until the FX SELECT button is pressed again. When disengaged, the FX SELECT button is dim.



FX Settings of FX Unit 1

The options in these FX Settings determine how you will use the FX Unit.

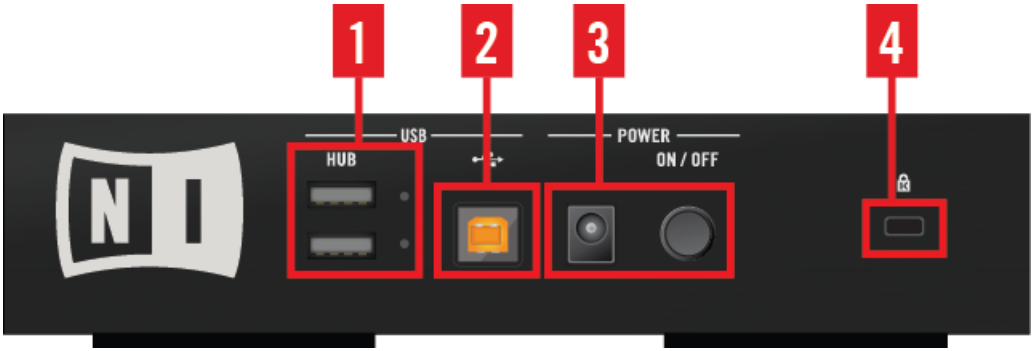
4.3.2 FX Unit Assignment

In order to route a Deck's signal to an FX Unit, press the corresponding FX Assign button in the mixer channel.

- ► In TRAKTOR's default setup with 2 FX Units, press the left FX button to assign the mixer channel to FX Unit 1. Press the right FX button to assign the channel to FX Unit 2. The FX assign buttons light up bright orange when assigned.

4.4 The Rear Panel

The rear panel holds the connectors you need to get the D2 running and to connect additional USB equipment such as TRAKTOR controllers.



Connections on D2's Rear Panel

(**1**) **USB Hub**: The USB Hub connects USB-devices such as other TRAKTOR controllers. For more information, refer to section ↑4.4.4, USB Hub.

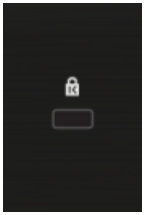
(**2**) **USB connector**: The USB connector connects your device to your computer. For more information, refer to section ↑4.4.2, USB Connector.

(**3**) **POWER section**: The POWER section attaches the power supply and switches the D2 on and off. For more information, refer to section ↑4.4.3, POWER Section.

(**4**) **Kensington Lock slot**: This slot attaches a Kensington lock for protecting your device against theft. For more information, refer to section ↑4.4.1, Kensington Lock Slot.

For technical details about all the connections see chapter ↑7, Technical Specification.

4.4.1 Kensington Lock Slot



Kensington Lock Slot

Use a Kensington-slot compatible lock to lock your D2 to a heavy object like a table to prevent theft.

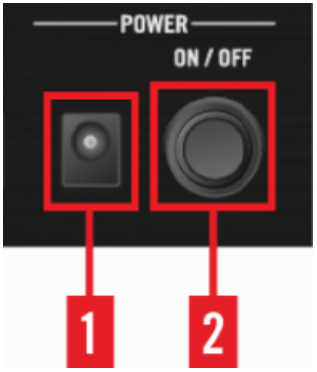
4.4.2 USB Connector

USB Connector

Connect D2 to your computer here, using the included USB cable. The connection is USB 2, but is compatible to USB 3-equipped computers.

> Due to the large amounts of data transmitted to the TRAKTOR KONTROL D2, it may not work properly when connected to a USB hub. Make sure to connect D2 directly to a USB port on your computer if possible.

4.4.3 POWER Section



POWER Section

In the POWER section, you make the connection to the power supply and to your computer:

(**1**) **Power Supply connector** (**15V - 2.66 A**): connect the included power supply.

(**2**) **ON/OFF switch**: press this switch to turn your device on or off.

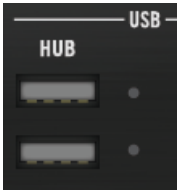
Do not use the TRAKTOR KONTROL D2 with a power supply other than the one included in delivery. In case of loss or damage, make sure to purchase a replacement power supply approved by Native Instruments for use with the D2.

Before you use the power supply and connect to the D2, please refer to the TRAKTOR KONTROL D2 IMPORTANT SAFETY INSTRUCTIONS leaflet (included in the box). This leaflet explains how to attach the specific adaptor plug for your region.

Only use the power supply splitter cable to power a second TRAKTOR KONTROL D2 unit. Powering another device may damage your devices.

4.4.4 USB Hub

The USB 2 Hub provides additional connectivity for using further equipment such as TRAKTOR controllers and audio interfaces.



USB Hub

4.5 The Deck

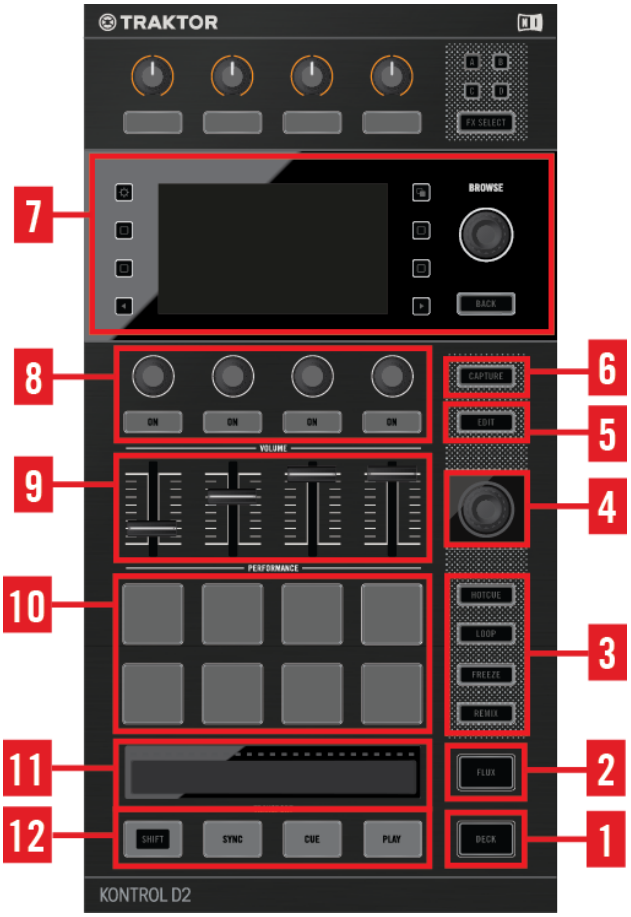
D2 features a Deck section that gives you hardware control over the software Decks in the TRAKTOR software. Active TRAKTOR Decks always work in one of the Deck modes, as Track Deck, Stem Deck, or Remix Deck.

Since the left and right Decks work identically, we'll just talk about the left one. Implicitly, though, the descriptions also apply to the right Deck.

The left-hand Deck controls TRAKTOR's Decks A and C. The entire section can be focused on either the primary (A) or secondary (C) Deck. The positions of Decks on D2 are consistent with the Deck layout in TRAKTOR:

- The left-hand Deck controls TRAKTOR Decks A (on top) and C (below).
- The right-hand Deck controls TRAKTOR Decks B (on top) and D (below).

The following image and table give a detailed overview of the Deck's elements and links referring to sections with further information.



The Deck unit's interface elements

(**1**) **DECK button**: The DECK Button allows you to switch the focus (and controls) between the primary and secondary Deck. For more information, refer to section ↑4.2.1, DECK Button.

(**2**) **FLUX button**: The FLUX button enables Flux Mode for the focused Deck. For more information, refer to section ↑4.5.2, FLUX Button.

(**3**) **Mode Select Buttons**: The Deck can operate in several modes which can be easily enabled by the Mode Select Buttons. For more information, refer to section ↑4.2.3, Mode Select Buttons.

(**4**) **Loop encoder**: Primarily, the Loop encoder is dedicated to looping functions but it also for determining values in other preferences. For more information, refer to section ↑4.2.4, Loop Encoder.

(**5**) **EDIT button**: The EDIT button enters Beat Grid mode for re-aligning Beat Grids of tracks. For more information, refer to section ↑4.2.5, EDIT Button.

(**6**) **CAPTURE button**: The CAPTURE button opens the CAPTURE pop-up and allows you to quickly select the capture source for a Remix Deck.

For more information, refer to section ↑4.5.3, CAPTURE Button.

(**7**) **Display Area and BROWSE controls**: The display reflects the information of TRAKTOR's Decks and provides further display controls as well as BROWSE controls. For more information, refer to section ↑4.5.4, Display Area and Controls.

(**8**) **Performance controls**: These knobs and buttons control effects for Remix Slots on a Remix Deck as well as effects for Stem Parts on Stem Decks. For more information, refer to section ↑4.5.5, Performance Controls.

(**9**) **Slot Volume Faders**: The Deck provides four Slot Volume Faders allowing you to mix signals of Remix Slots of REMIX Decks as well as Stem Parts of Stem Decks. For more information, refer to section ↑4.5.6, Slot Volume Faders.

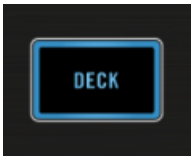
(**10**) **Pads**: The Deck comes with a set of eight pads. Depending on the mode selected via the Mode Select buttons, these pads are assigned different functions. For more information, refer to section ↑4.5.7, Pads.

(**11**) **Touch Strip**: The Touch Strip reflects the behavior of Jog Wheels of traditional DJ controllers. For more information, refer to section ↑4.5.8, Touch Strip.

(**12**) **TRANSPORT controls**: The TRANSPORT controls control playback of the Deck. It also provides the SHIFT button to access secondary functions of other buttons. For more information, refer to section ↑4.5.9, Transport Controls.

4.5.1 DECK Button

The DECK button allows you to switch the focus (and controls) between the primary and secondary Decks in a Deck section.



DECK Button

The DECK button lights blue when a primary Deck (A or B) is focused and white when the secondary Deck (C or D) is focused.

4.5.2 FLUX Button

The D2's FLUX button enables Flux Mode for the focused Deck.

FLUX Button

Flux Mode

In Flux mode, for every Deck, a second playhead continues playing the track, even if you loop a section, temporarily jump back to a cue point, skip forward or backward, etc. That way, the track keeps progressing, no matter what you do.

4.5.3 CAPTURE Button

The CAPTURE button allows you to quickly select the capture source for sampling to the Remix Deck.

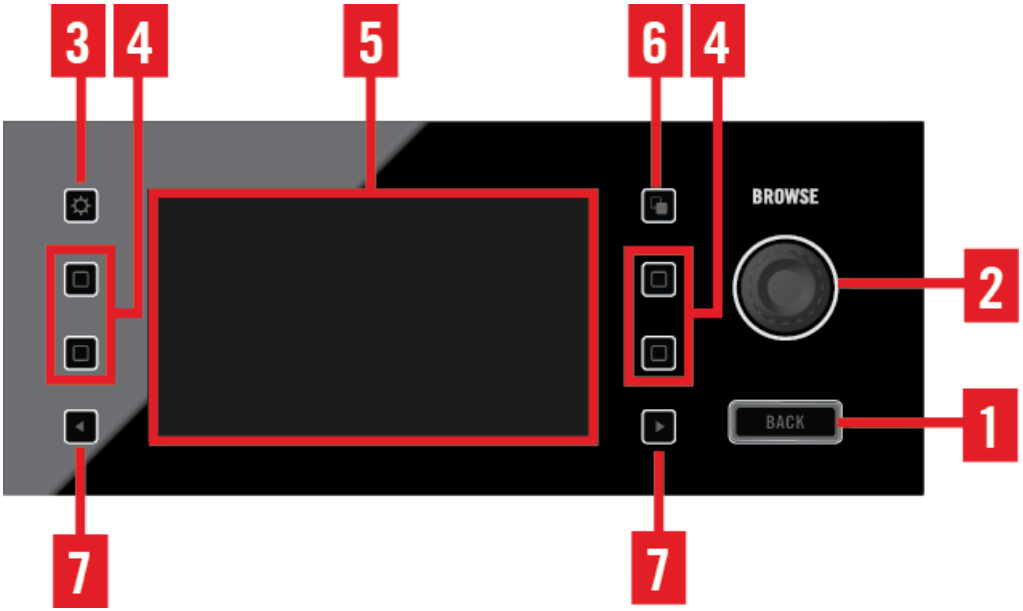
CAPTURE Button

By holding the CAPTURE button and touching the BROWSE encoder the display shows the current capture source. The rotation of the BROWSE encoder selects another capture source.

The capture size is determined by the source Deck's loop size setting.

4.5.4 Display Area and Controls

On the D2's graphic color display, some functionality is dynamically shown or hidden by means of the Display buttons adjacent to the display. The following image gives a detailed overview of the Display area and its controls, as well as a table with links referring to sections with further information.



Display Area and Controls

(**1**) **BACK Button**: The BACK button lets you navigate back up a level in the Browser. For more information, refer to section ↑4.5.4.1, BACK Button.

(**2**) **BROWSE Encoder**: The BROWSE encoder opens the Browser on a Deck's display and let you scroll through lists and load tracks. For more information, refer to section ↑4.5.4.2, BROWSE Encoder.

(**3**) **Settings Button**: The Settings button opens the device settings, allowing you to adjust RGB calibration (color rendition) and screen brightness, as well as TOUCH sensitivity of the knobs. For more information, refer to section ↑4.5.4.3, Settings Button.

(**4**) **Display Buttons**: The function of these four buttons depends on context - whether the display is currently showing a Track Deck, Remix Deck or Beat Grid Edit. For more information, refer to section ↑4.5.4.4, Display Buttons.

(**5**) **Display**: By means of the 4.3-inch color displays, you can use a lot of TRAKTOR's features without looking at your computer's display. For more information, refer to section ↑4.5.4.5, Display.

(**6**) **View Button**: This button toggles between Single View and Split view, which gives you a very basic overview of the corresponding secondary Deck. For more information, refer to section ↑4.5.4.6, View Button.

(**7**) **Performance Mode Buttons**: These two buttons are used to select the **Performance Mode** (i.e. FILTER, PITCH, FX SEND, and MIDI) for the **Performance Controls** (i.e. the four Performance knobs and ON buttons underneath the displays). These modes apply to Remix Decks and Stem Decks. For more information, refer to section ↑4.5.4.7, Performance Mode Button.

4.5.4.1 BACK Button

When in the Browser displayed, the BACK button lets you navigate a level up in the folder structure, up to the Browser's top level. Pressing the BACK button for longer than a second lets you exit the Browser.

BACK Button

4.5.4.2 BROWSE Encoder

The BROWSE encoder lets you access the **Browser** and navigate through your track collection and playlists.

BROWSE Encoder

The BROWSE encoder can be pressed and rotated. Primarily it has following functionalities:

- Pressing the BROWSE encoder opens the Browser in the display.
- Turning the BROWSE encoder lets you scroll through the list items. Pressing it again enters a sub folder and again loads an item.

Besides browsing, the BROWSE encoder can be used for adjusting parameters and selecting options in other menus and pop-ups.

You can configure the Browse encoder to open the Browser on touch. To do so, activate the Auto Open Browser on Touch option in TRAKTOR's *TRAKTOR KONTROL D2* Preferences.

4.5.4.3 Settings Button

The Settings button opens D2's device settings screen.

Settings Button

Display Settings (RGB)

Within the settings, you can adjust the screens' color rendition (saturation of RED, GREEN and BLUE colors), as well as the screen's BRIGHTNESS. The rotation of the Performance knobs beneath the display adjust the parameters.

Display Settings View

4.5.4.4 Display Buttons

The Display buttons provide different functionality depending on current view.

Display Buttons

This is an overview of what these buttons do depending on what you see on the display.

Track Deck View

(**1**) **Display Button 1**: Opens the BPM pop-up.

(**2**) **Display Button 2**: Opens the KEY window.

(**3**) **Display Button 3**: Zooms into the waveform.

(**4**) **Display Button 4**: Zooms out of the waveform.

Stem Deck View

(**1**) **Display Button 1**: Opens the BPM pop-up.

(**2**) **Display Button 2**: Opens the KEY window.

(**3**) **Display Button 3**: Zooms into the waveform. Secondary function: When in Stem view and holding SHIFT and pressing Display button 3 will show Full Track view.

(**4**) **Display Button 4**: Zooms out of the waveform. Secondary function: When in Full Track view and holding SHIFT and pressing Display button 4 will show Stem view.

Remix Deck View

(**1**) **Display Button 1**: Opens the BPM pop-up.

(**2**) **Display Button 2**: Opens the QUANTIZE pop-up.

(**3**) **Display Button 3**: Scrolls up in the Sample Grid in steps of two.

(**4**) **Display Button 4**: Scrolls down in the Sample Grid in steps of two.

Please note that you can leave any pop-up by pressing the same button again or, alternatively, the View button.

4.5.4.5 Display

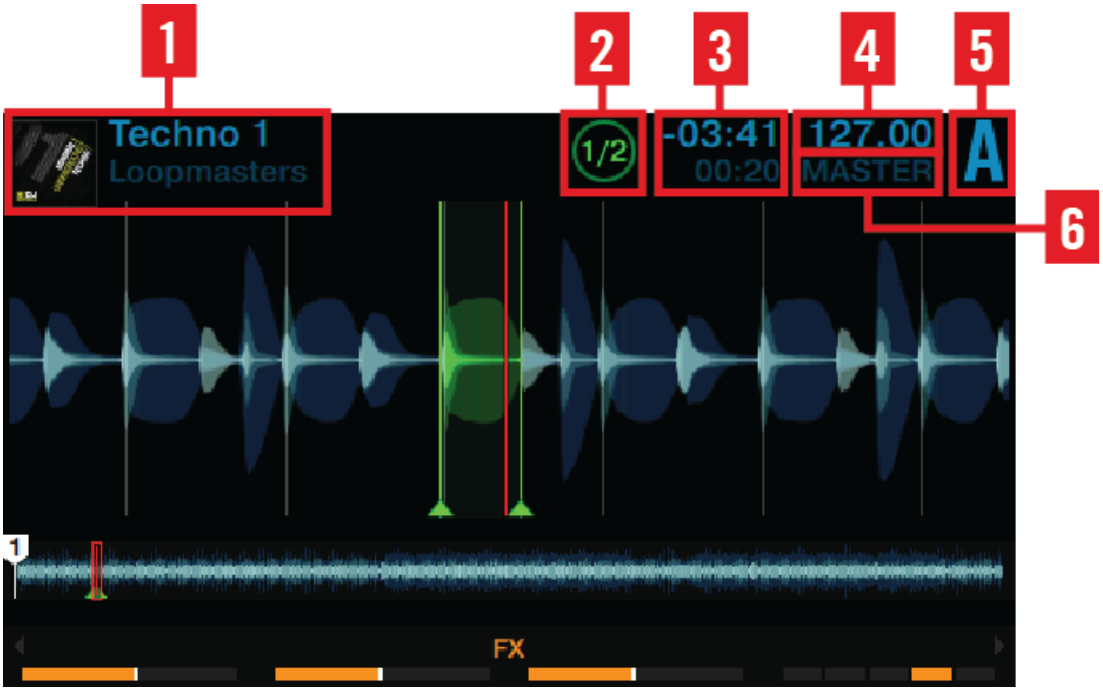
TRAKTOR's default layout is *2 Track + 2 Remix Decks* (*Scratch*). This means that D2's two upper Decks (A and B) are **Track Decks**, and the lower Decks (C and D) **Remix Decks**.

- The left display provides feedback about Decks A and C.
- The right display provides feedback about Decks B and D.

Every active TRAKTOR Deck is a Track Deck, Stem Deck, Remix Deck or Live Input Deck. Here's an overview of the information D2's displays provide for each of these:

Every active TRAKTOR Deck is a Track Deck, Stem Deck, Remix Deck or Live Input Deck. Here's an overview of the information D2's display provide for each of these:

Track Deck and Stem Deck



Track Deck or Stem Deck View

The Track Deck or the Stem Deck view on D2 provides information about:

(**1**) **Artwork**, **Song title and Artist name**.

(**2**) **Loop size**: From 1/32 - 32 beats.

(**3**) **Playhead position**: time played and time remaining.

(**4**) **Deck tempo** in BPM.

(**5**) **Deck Focus**: Deck A - D.

(**6**) **Sync state**: If a Deck is assigned **Tempo Master,** MASTER is displayed underneath the BPM value. SYNC indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.

Remix Deck

Remix Deck View

The Remix Deck view on D2 provides information about:

(**1**) **Artwork graphic**, **Set title** and **Artist name**.

(**2**) **Loop size**: from 1/32 - 32 beats.

(**3**) **Quantize Value**.

(**4**) **Deck tempo** in BPM.

(**5**) **Deck Focus**: Deck A - D.

(**6**) **Sync state**: If a Deck is assigned **Tempo Master,** MASTER is displayed underneath the BPM value. SYNC indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.

(**7**) **The absolute position on TRAKTOR's timeline** measured in Bars.Beats.Phrases.

4.5.4.6 View Button

The View button switches between view types in the display.

View Button

It switches between view types:

- **Single View**: Only the focused Deck is displayed.
- **Split View**: Both Decks are displayed; the focused Deck is visualized by a big waveform and detailed information, while the unfocused Deck is reduced to a small waveform, showing markers and a playhead.

Whenever you open a pop-up from a Deck view (e.g. FX Selection Menu, Browser, BPM, or KEY) the View button starts flashing. Press the View button to close the pop-up.

4.5.4.7 Performance Mode Button

The Performance Mode buttons marked with left and right arrows let you cycle through the Performance modes FILTER, PITCH, FX SEND and, if enabled, MIDI.

Left Performance Mode Button

4.5.5 Performance Controls

Underneath the display, the Deck features four knobs and buttons which control FILTER, PITCH, FX SEND or, if enabled, MIDI per Remix Slot in a Remix Deck.

Performance Controls

Performance Mode FILTER

The default Performance Mode for a Remix Deck is FILTER. The Performance ON buttons are used to engage/disengage a Remix Slot's FILTER. The FILTER cutoff is controlled by the corresponding Performance knob. Adjustments to FILTER cutoff are shown via the Performance pop-up at the lower end of the displays.

The Performance Controls work even if the Remix Deck isn't focused.

Performance Mode FX SEND

When FX SEND is selected, the knobs control the amount of signal being sent to the assigned FX Unit(s), per Slot. The FX SEND amount is displayed right above the corresponding Performance knob.

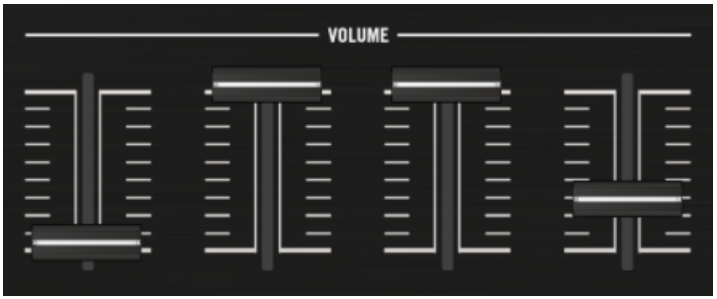
In case you increase FX SEND and still don't hear any effect, please make sure the Remix Deck is actually assigned to an FX Unit in the corresponding Mixer channel.

Performance Mode PITCH

When PITCH is selected, the Performance knobs transpose the pitch of the playing sample. In other words: pitch correction is applied per Remix Cell. The amount of pitch change is displayed above the corresponding knob.

4.5.6 Slot Volume Faders

D2 offers a separate volume fader per Remix Slot or Stem Part. This allows you to mix signals from up to four Remix Slots within a single Remix Deck, or to mix signals from up to four Stem Parts within a single Stem Deck before it runs through the channel fader and the Crossfader.



Slot Volume Faders

Slot Volume Faders used on Remix Decks

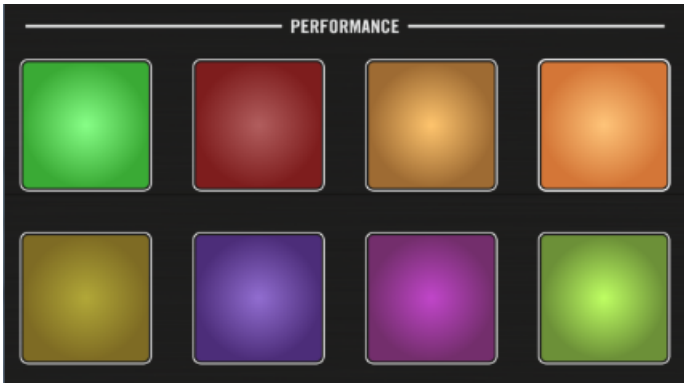
- In case only one Deck per side is a Remix Deck, the faders control that Remix Deck's slot volume even if another Deck is focused.
- In case both the primary and secondary Deck are configured as Remix Decks, the Slot Volume faders control the focused Deck's slots.

Slot Volume Faders used on Stem Decks

- In case only one Deck per side is a Stem Deck, the faders control that Stem Deck's Stem Part.
- In case both the primary and secondary Deck are configured as Stem Decks, the Slot Volume faders control the focused Deck's Stem Parts.

4.5.7 Pads

The Deck of the D2 comes with a set of 8 pads. Depending on the mode selected via the Mode Select buttons, these pads are assigned different functions.



Pads

Here's an overview of what the pads do in each mode:

HOTCUE mode

During playback, pressing in an inactive pad sets a cue point. The pad lights up and the cue point is automatically assigned to this pad. Pressing that pad again let jump back the playhead to the cue point just defined.

LOOP mode

In Loop mode, pressing a pad instantly loops playback for the number of bars set as Loop Mode Size in *Preferences > Traktor Kontrol D2 > Loop Mode Sizes > Loop*. These values are by default:

- 1/8 Bar Loop
- 1/4 Bar Loop
- 1/2 Bar Loop
- 1 Bar Loop

The Loop functionality considers the global Quantize setting:

- If Quantize is active, TRAKTOR delays starting the loop until the next down-beat, making sure looping keeps the track in sync.
- If Quantize is deactivated, looping starts precisely when you press the pad.

FREEZE and Slicer Mode

In Freeze mode, TRAKTOR takes the playhead position, adds the number of bars set as loop size and splits this section of a track into eight equally sized slices. These are then mapped to the pads. Press a pad to start playback from that slice.

While in Freeze mode, you can access Slicer mode. This is how Slicer mode is different from Freeze mode:

- In Slicer mode, holding a pad will infinitely loop the corresponding slice.
- In Slicer mode, holding two pads will loop the range between the start of one pad and the end of the second.

By pressing the Loop encoder while Freeze mode is active this will enable the Slicer mode. The slices in the display and pad color change from blue to green.

REMIX Mode

In Remix mode, the pads trigger the content of corresponding Remix Cells - the tracks, loops or Samples defined in the Remix Set. After loading a Remix Set, the pads take on the Sample Cells' color. By pressing Display buttons 3 and 4 you can scroll through the rows of Remix Cells in steps of two.

4.5.8 Touch Strip

D2 doesn't feature the conventional Jog Wheel of a regular DJ controller. Functions usually associated with Jog Wheels are instead controlled by the intuitive Touch Strip.

Utilizing the Touch Strip, you can:

- **Seek/navigate** within the track.
- **Tempo bend** (**nudge**) for aligning beats.
- **Create a scratch effect**
- **Holding** the track or Samples.
- **Backspinning** the track or the Samples.

Above the Touch Strip, a number of LEDs provide visual feedback for the actions taken on the touch strip.

Phase Meter

For Track Decks, Stem Decks and Remix Decks, the LEDs work as a **Beat Phase Meter**, showing the focused Deck's beat phase offset from the MASTER Deck. This is the same meter as displayed in TRAKTOR's Deck.

Direction of Scratching

If you didn't learn scratching with LPs and turntables, you may find inversing the Touch Strip's direction more intuitive. If you select this option, swiping to the right on the Touch Strip will move forward in the track's waveform.

► Inverse the directional response by unchecking the Invert checkbox in TRAKTOR's D2 preferences: *Preferences> Traktor Kontrol D2>Touchstrip>Scratch Sensitivity*.

For detailed information on the Touch Strip's preferences, refer to section ↑5.3, Touchstrip.

Direction of Tempo Bending

In TRAKTOR's default setting, swiping your finger on the Touch Strip has a similar effect to speeding up or slowing down an LP with your hand:

- Moving to the left speeds up the LP.
- Moving to the right slows down the LP.

If you didn't learn aligning LPs on turntables, this behavior may not make sense to you. Instead, looking at the waveform, you think in terms of moving the playhead position within the track. Also, you want Tempo Bending to be consistent with Seeking:

- Swipe to the right to move the playhead ahead.
- Swipe to the left to move the playhead back.

To achieve this, uncheck the Invert option in: *Preferences> Traktor Kontrol D2>Touchstrip>Bend Sensitivity*.

Sensitivity

D2 comes with a Sensitivity setting which should accommodate most users in most situations. You might, however, find that the Touch Strip doesn't react immediate enough to your input or just the opposite, it may recognize input where there was none intended.

You can adjust the Touchstrip's Bend Sensitivity and Scratch Sensitivity separately in: *Preferences> Traktor Kontrol D2>Touchstrip*.

4.5.9 Transport Controls

The Transport buttons control playback of D2's Deck.

PLAY Button

The PLAY button starts/stops the playback of a focused Deck. When playback is active the button lits green brightly. When playback is stopped it is dim.

PLAY Button

CUE Button

The CUE button is tied to the Hot Cue points workflow in TRAKTOR. When the button is pressed it lits blue brightly. When it is released it is dim.

CUE Button

The CUE button functions as follows:

- If a Deck is playing, pressing CUE let you jump to the **Floating Cue Point** and stop playback.
- If a Deck is stopped, holding CUE starts playback as long the CUE button is hold.

- If a Deck plays while CUE is hold, pressing PLAY let keep playing after releasing the buttons.
- Press SHIFT + CUE to skip back to the beginning of the track and playback continuous immediately.

SYNC Button

The SYNC button activates/deactivates the synchronization to the Master Deck.

SYNC Button when in Sync

While playing, pressing SHIFT + SYNC sets the Deck as the **Tempo Master**. The Deck's tempo becomes the tempo reference for all other synced Decks and FX. D2's display shows MASTER in the Deck header of the Master Deck.

The SYNC button takes on different states to provide visual feedback:

- If the Deck is BPM-synced and in phase with the Tempo Master, the button is bright green.
- If the Deck is BPM-synced but out of phase with the Tempo Master, the button is bright red.
- If the Deck is not in sync, the button is dim green.

If a focused Deck gets out of phase, pressing the SYNC button twice let snap back the Deck into sync with the Tempo Master.

SHIFT Button

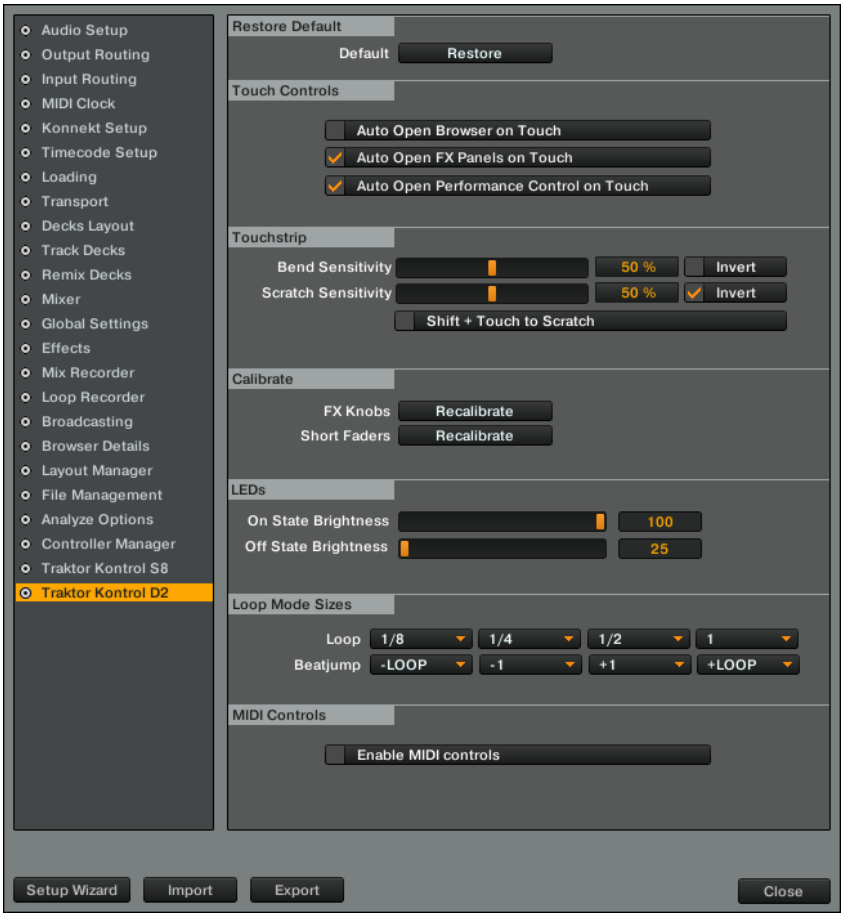
The SHIFT button is a modifier for other control elements on the D2. It allows you to access secondary functions. When the Shift button is pressed it lits white brightly.

SHIFT Button

You will find examples of using the SHIFT button to access secondary functions throughout this document.

5 Preferences Pane in TRAKTOR

Once configured via the Setup Wizard, a dedicated pane for D2 is added to TRAKTOR's Preferences window, which lets you configure the behavior of the touch controls, as well as overall LED brightness for the back-lit buttons and the Loop and Beatjump Sizes assigned to each Deck's pads.



The D2 pane in TRAKTOR's Preferences

5.1 Restore Default

This button recalls all factory default settings for the TRAKTOR KONTROL D2 and lets you choose its basic deck configuration via the Setup Wizard.

5.2 Touch Controls

A number of controls are sensitive to touch. TRAKTOR lets you activate touch functions, which will save you the dedicated press of a button for a few features.

- Auto Open Browser on Touch: If activated, touching a BROWSE knob will open the Browser, after letting go, it will automatically close. If deactivated, press the BROWSE knob to open the Browser.
- Auto Open FX Panels on Touch: If activated, touching the FX knobs overlays an FX panel with information about the knobs' parameter values, as well as the adjacent FX buttons' functions. If deactivated, you can still control the parameters, but no panel is opened.
- Auto Open Performance Control on Touch: If activated, touching the Performance knobs below the display overlays a Performance panel with information about the knobs' parameter values, as well as the adjacent Performance buttons' functions. If deactivated, you can still control the parameters, but no panel is opened.

5.3 Touchstrip

Touch technology relies on the electrical properties of your skin, which differ from one person to another. The default value will work for most people under most conditions. However, if you feel the touch strips should react more sensitively, or start registering too soon, you can adjust the behavior here.

- Bend Sensitivity: by default set to 50%; adjust the Tempo bend sensitivity and check in real time if the change accommodates you better.
- Scratch Sensitivity: by default set to 50%; adjust the Scratch sensitivity and check in real time if the change accommodates you better.

- Bend Invert: by default deactivated; swiping to the left slows playback down momentarily. If activated, swiping to the left nudges playback forward.
- Scratch Invert: by default activated; swiping to the left advances playback position in the track. If deactivated, swiping to the left goes back in a track.
- Shift + Touch to Scratch: by default deactivated, holding the SHIFT button +swiping within the Touch Strip performs an absolute seek. If activated, holding the SHIFT button +swiping within the Touch Strip performs a scratch effect or backspin.

5.4 Calibrate

Calibration ensures that each control allows adjustments over their full range and with maximum precision. These settings are precisely calibrated during production, although they might need to be recalibrated over the lifetime of your D2 unit. Recalibration is necessary when a control ceases to allow you to set actual minimum and maximum values.

Calibration is done in groups of control elements, just click the corresponding Recalibrate button:

- FX Knobs: for recalibrating the FX knobs on both FX Units 1 and 2.
- Short Faders: for recalibrating the Slot Volume Faders.
- FX Knobs: for recalibrating the FX knobs on both FX Units 1 and 2.
- Mixer Knobs: for recalibrating EQ (HI, MID, LOW) and FILTER knobs.
- Mixer Faders: for recalibrating the channel faders.
- Crossfader: for recalibrating the Crossfader.

5.5 LEDs

The pad and button backlights on the D2 offer two distinct brightness levels to indicate On and Off states. Depending on your light conditions during a performance, it can be necessary to adjust these.

On State Brightness: sets the brightness level for engaged buttons and pads.

Dim State Percentage: sets the brightness level for inactive buttons and pads.

5.6 Loop Mode Sizes

When a Deck is in Loop Mode, the corresponding pads are split into two rows. The top row represents four Loop sizes, and the bottom row four Beatjump sizes. Here, you can adjust these settings to suit your needs.

- Loop: For each of the upper four pads, you can select a Loop size of: *1/32*, *1/16*, *1/4*, *1/2*, *1*, *2*, *4*, *8*, *16*, *32* beats via drop-down menus.
- Beatjump: For each of the four lower pads you can select a Beatjump size of: *- LOOP*, *- 32*, *- 16*, *- 8*, *- 4*, *- 2*, *- 1*, *-/2*, *-/4*, *-/8*, *-/16*, *+/16*, *+/8*, *+/4*, *+/2*, *+1*, *+2*, *+4*, *+8*, *+ 16*, *+ 32*, *+LOOP*.

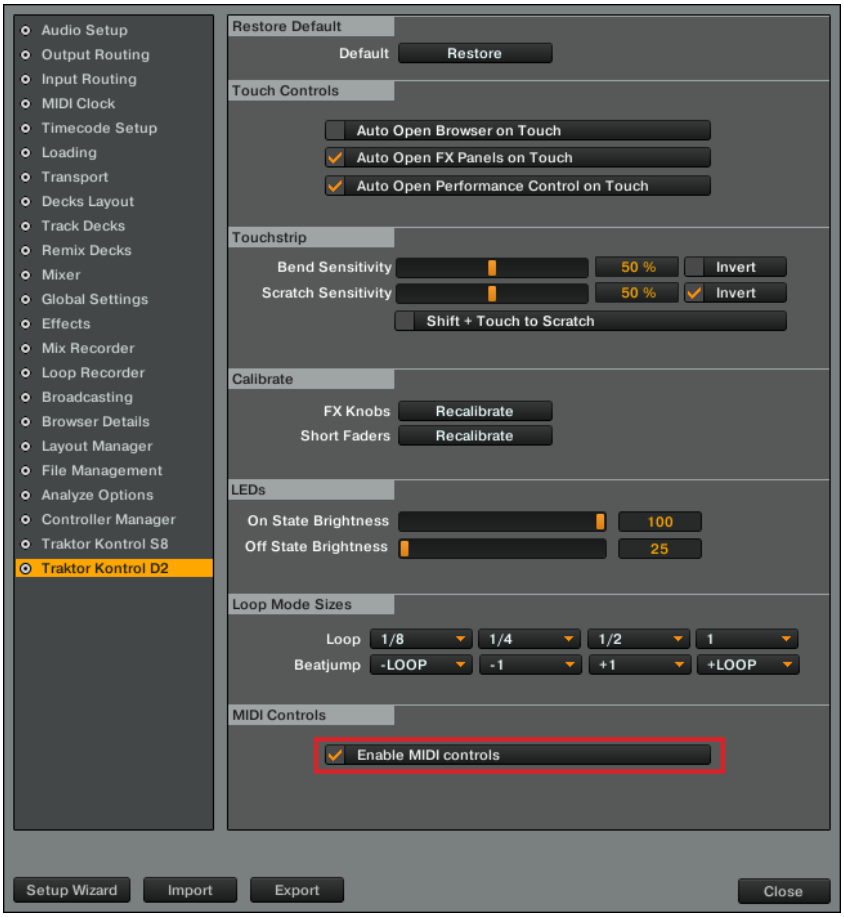
5.7 Enable MIDI Controls

The TRAKTOR KONTROL D2 allows you to use the Performance Knobs, Performance Buttons, and the Performance Faders below the Display as MIDI output controls. You can use these controls to send MIDI messages to other software or external equipment. This feature is not enabled by default and requires some configuration.

Enabling MIDI Controls

To enable MIDI Controls for the D2:

1. In the TRAKTOR window click *File*, then *Preferences* to open the preferences window.
2. Navigate to the Traktor Kontrol D2 page. There, check the Enable MIDI controls preference in the MIDI Controls section.



The Enable MIDI Controls option in the Preferences.

Assigning MIDI Messages

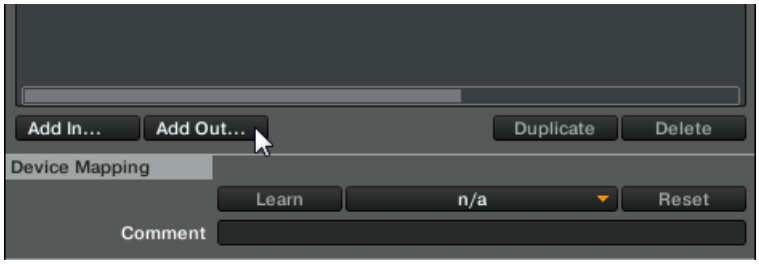
To assign the MIDI message and MIDI channel to the various MIDI controls:

1. Select Controller Manager tab in the Preferences.

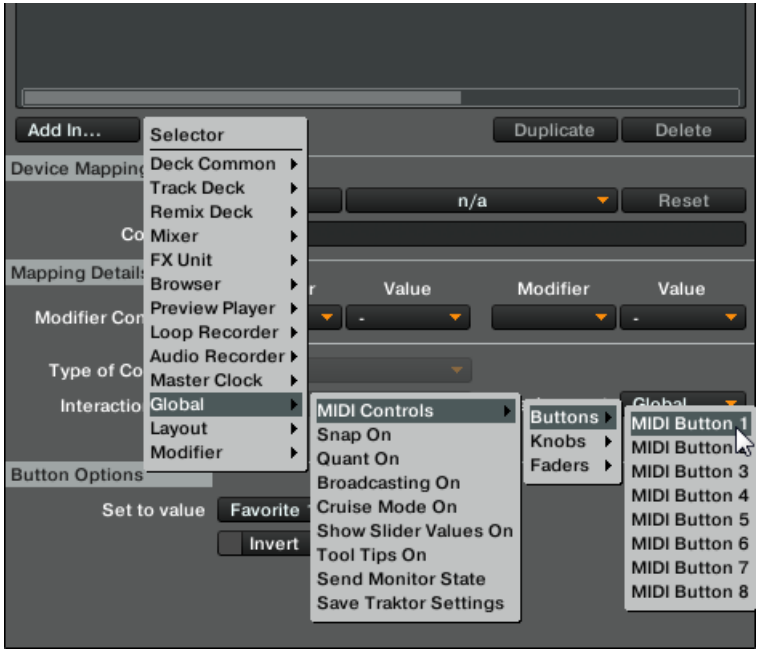
2. Click the Add... button and select Generic MIDI from the list to create a new Generic MIDI Device.

3. In the upper-right corner, select the MIDI port to use as the output for this Generic MIDI device.

4. Click the Add Out... button.

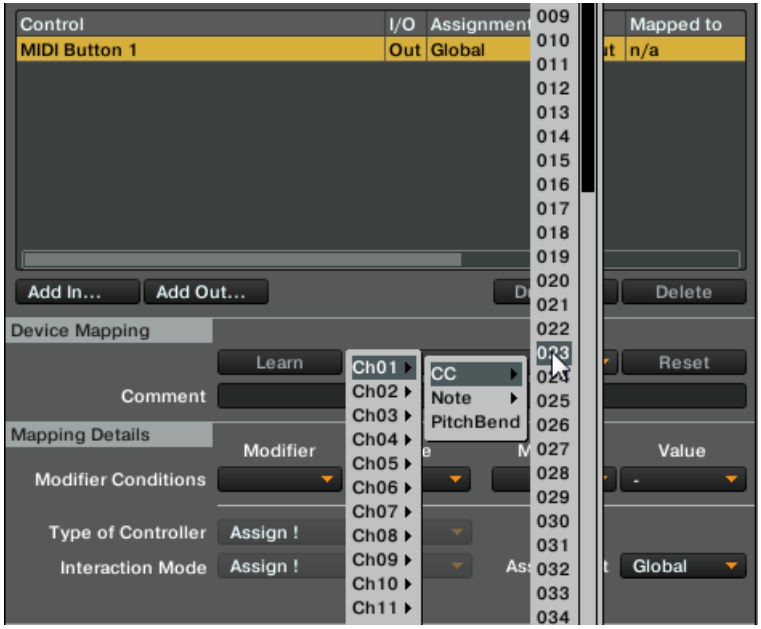


5. Navigate to Global > MIDI Controls >....
Here you can assign the MIDI message and MIDI channel to the various MIDI controls. You will find a list of Knobs, Faders, and Buttons. The first four entries in each category correspond to the left Deck side (assigned to Decks A and C), while the last 4 knobs, faders, and buttons correspond to the right Deck side (assigned to Decks B and D).



6. Select an entry to add it to the mapping.

7. Click the Device Mapping drop-down menu to show a list of 16 MIDI Channels. Hover your mouse over the desired MIDI output channel's entry. A sub-menu holding message types CC, Note, and Pitch Bend will open. You can select Pitch Bend to map the MIDI Pitch Bend message to this control, or you can hover your mouse over one of the other two menus to show a list of specific CC and Note numbers and names. You can then click one of these to map the control to the specified Note or CC.

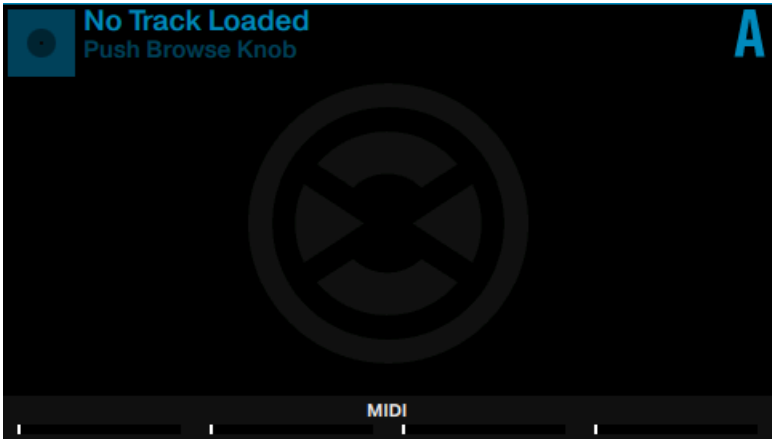


8. Repeat the above two steps for each of the MIDI controls you want to map.
9. Close the Preferences by clicking Close.

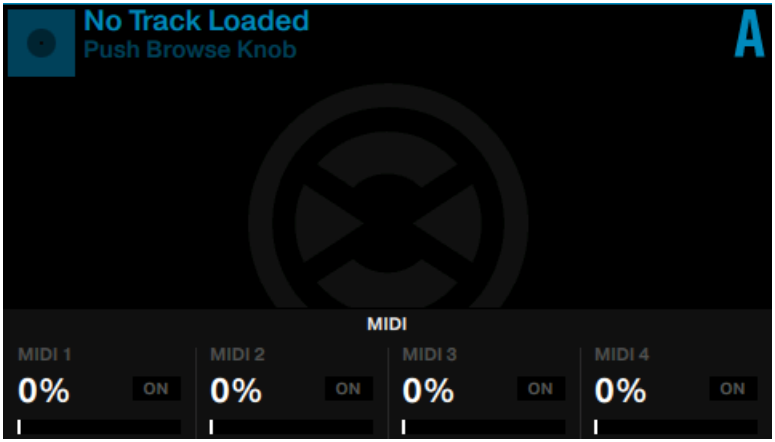
Switching to MIDI Mode on the D2 Controller

To switch the Performance Controls into MIDI Mode on the D2:

► Press the Performance Mode buttons next to the display until the MIDI page appears.



► Touch a Performance knob to enlarge the MIDI pane displaying current parameters of the selected MIDI controls.



The MIDI page will not appear if the above Enable MIDI controls preference is not turned on.

When the MIDI mode is enabled on the D2, the Performance Knobs and Buttons will output the MIDI messages that you assigned in the Controller Manager. If you intend to assign the Slot Volume Faders to output MIDI messages, make sure neither of the Decks controlled by the D2 is a REMIX Deck. Otherwise the Slot Volume Faders will still control the Remix Slot volumes instead of outputting MIDI.

6 Troubleshooting - Getting Help

This chapter covers the most common issues. Most of what can go wrong when setting up and using TRAKTOR KONTROL D2 should be listed here along with some tried-and-tested ways to solve these issues.

6.1 Troubleshooting

There are a few things you should check in case D2 doesn't work with your system.

6.1.1 TRAKTOR Won't Start

- Check the system requirements for TRAKTOR KONTROL D2. Meeting the minimum requirements ensures that TRAKTOR will work, but advanced use (i.e. Keylock, FX) may require a more powerful system.
- Launch the Service Center application and make sure you have the most recent TRAKTOR version installed.
- Make sure that you haven't double-clicked an outdated application alias/shortcut.
- Try to restart your computer. Disconnect any other audio interfaces and computer peripherals like printers, scanners, and the like to see if that solves the problem.
- Try to rename the file **collection.nml** in the TRAKTOR 2 Root folder and restart TRAKTOR. This way, TRAKTOR will create a blank Collection. Re-import the renamed **.nml** file to restore your Collection.

The Root folder is located in:

Windows: *\My Documents\Native Instruments\Traktor 2*

Mac OS X: *YourUserFolder/Documents/Native Instruments/Traktor*

6.1.2 TRAKTOR Crashes

In case of a crash during operation, please contact the Native Instruments technical support team and send them your crash log. You will find the crashlog in the following folders:

- **Windows**: *\My Documents\Native Instruments\Traktor 2\Crashlogs*
- **Mac OS X**: *YourUserFolder/Library/Logs/CrashReporter/*

6.1.3 Updates

Whenever you encounter problems, it is recommended that you first download and install any available software updates in Service Center or on our website:

http://www.native-instruments.com/updates

Updates are released regularly to fix known problems, maintain compatibility with operating system updates, and to continuously improve the software.

6.2 Getting Help

If you are experiencing problems related to your Native Instruments product that the supplied documentation does not cover, there are several ways of getting help!

The links in the following sections are also accessible from the Service Center application:

► Open the Service Center application and click on the Support button in the upper-right corner.

6.2.1 Knowledge Base

The Online Knowledge Base gathers useful information about your Native Instruments product which helps solve issues you may have. You will find the Knowledge Base at:

http://www.native-instruments.com/knowledge

6.2.2 Technical Support

If no Knowledge Base entry matches your problem, or if the matching entry does not solve the problem, you can use the Online Support Form to contact the Technical Support team of Native Instruments. The Online Support Form will ask you to enter information about your hardware and software setup. This information is essential for our Support team to be able to provide you with quality assistance. You can reach the Online Support via:

http://www.native-instruments.com/suppform

When communicating with the Native Instruments support team, keep in mind that the more details you can provide about your hardware, your operating system, the version of the software you are running, and the problem you are experiencing, the better they will be able to help you. In your description, you should mention:

- How to reproduce the problem
- What you have already tried to fix the problem
- A description of your setup, including all hardware
- The brand and specifications of your computer
- The software version number

The version number of your software is displayed in the TRAKTOR splash screen you see when the application launches. After startup, the same splash screen can be opened by clicking the TRAKTOR logo in the upper right corner of the user interface.

When installing new software or software updates, a Readme file is included that contains last minute information that was not yet included in the documentation. Please open and read this Readme file before contacting Technical Support.

6.2.3 Registration Support

If problems occur during the product activation procedure, please contact our Registration

Support team:

http://www.native-instruments.com/suppform

6.2.4 User Forum

In the Native Instruments User Forum, you can discuss product features directly with other users and with experts moderating the forum. Please be aware that the Technical Support team does not participate in the forum. If you're encountering an issue that can't be solved by other users, contact Native Instruments' Technical Support team via the online support form as described above. Find the User Forum at:

http://www.native-instruments.com/forum

7 Technical Specification

Connectors

USB-HUB: Two USB 2.0 Type A connectors

K: One Kensington lock slot

USB: One USB 2.0 Type B connector

POWER: One power supply connector

Power Supply

- Input: 100-240VAC, 50/60Hz, 1.5A
- Output: 15VDC, 2660mA

Dimensions and Weight

- Depth: 37.8cm
- Height: 6.6cm
- Width: 19.6cm
- Weight: 1.5kg

Environmental Specifications

- **Operating temperature**: +5 to +35 °C (41 to 95 °F), max 85% non-condensing humidity
- **Storage temperature**: 0 to 40 °C (32 to 104 °F), max 85% non-condensing humidity

Do not install this unit in locations exposed to high humidity or direct sunlight.