

TRAKTOR DJ Studio 2 Quick Reference

The TRAKTOR Panels in Detail

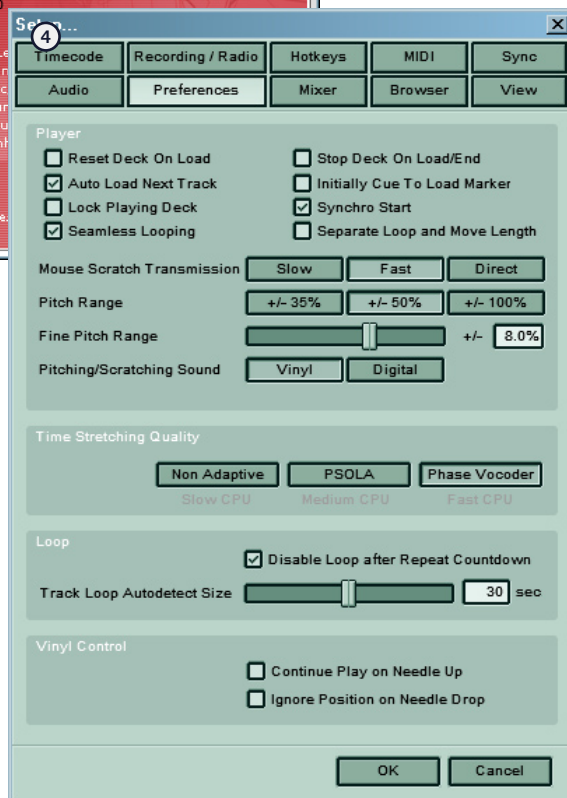
The Layout of TRAKTOR DJ Studio 2 can be fully customized to your personal needs by individually hiding panels and storing personalized screensets. The following pages give you an overview of the most important functions available in TRAKTOR DJ Studio 2



1. The **Master Panel** is used to synchronize TRAKTOR DJ Studio to external devices via MIDI Clock and OSC, to enable the broadcasting function, to control mix playback and to set the master volume controls.
2. The **Header Panel** contains the "System Info" for monitoring the status of your computer, the "Panel Buttons" for customizing the layout of the interface and the "Window Controls".
3. This button gives access to the **Setup Dialog** featuring numerous user options for personalizing the behaviour of the software.
4. The **Filter Panel** shapes the sound with 2 independent powerful multimode 8-pole filters.
5. The **Waveform Displays** show the playing tracks as colored waveform in variable resolution with all stored cue points and loops.
6. The **Loop Panel** is used to set, move, resize and store tempo accurate loops on the fly with during playback.
7. The **Deck Controls** are used for seeking, cueing, syncing, pitching and altering the key of the playing track.
8. The **Internal DJ Mixer** is a fully featured mixer, with Eq's, kill switches, headphone monitoring and automatic gain control.
9. The **Track Browser** manages huge track collections featuring an ultra fast search engine for archives of up to 50.000 pieces.

The Header Panel

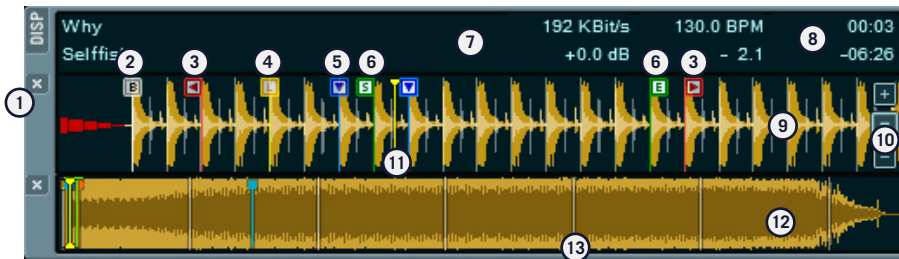
The Header Panel contains the “System Info” for monitoring the status of your computer, the “Panel Buttons” for customizing the layout of the interface and the “Window Controls”.



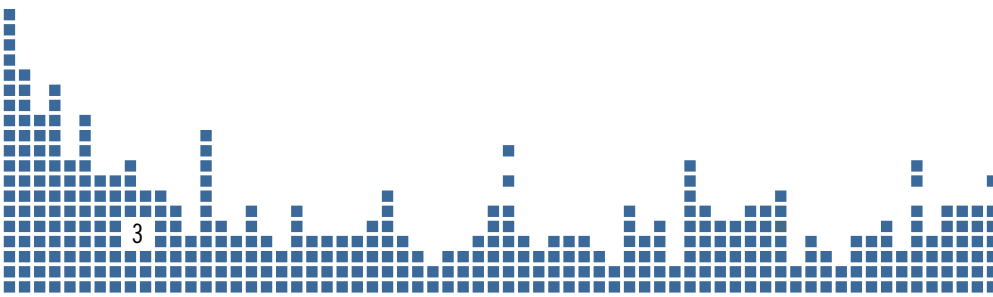
1. The **System Info** monitors the AEU (Audio Engine Utilization) and represents a measure for the free audio processing power available on your computer. It also shows the Battery Level, the status of the Firewire Connection, the Recording Level and the Current Time.
2. **About TRAKTOR**: clicking on the TRAKTOR icon opens the “About Dialog” showing your serial number, and containing useful links to the TRAKTOR Online FAQ, the Online Forum, Online Registration and more.
3. The **Panel Buttons** are used to open and close TRAKTOR DJ Studio Panels. You can assign your favorite screen set to one of the Preset Buttons with a right-click.
4. **Setup**: click on the Setup Button to open the Setup Dialog containing all available program preferences.
5. **Full Screen**: use this icon to switch TRAKTOR DJ Studio to Full Screen mode. **Close**: clicking this icon will close TRAKTOR DJ Studio.

The Waveform Display

The Waveform Displays show the playing tracks as colored waveform in variable resolution with all stored cue points and loops. You can individually show and hide the three segments of the display



1. **Panel Control:** closes and opens the segments of the display individually.
2. **Beat Marker:** defines a Beat Grid based on the current BPM value (White B)
3. **Fade Points:** special cue points that allow triggering playback of the opposite deck (Red flag).
4. **Load Marker:** marker used when loading or pre-listening a track (Yellow L)
5. **Cue Point:** normal cue point (Blue C)
6. **Loop Markers:** show start and end of loops (green S & E)
7. **Deck Focus Select:** click on the upper Info Display to select this deck. Keyboard shortcuts can be defined depending on the current deck selection.
8. **Track Info:** displays title, artist and more information about the current track. You can customize the displayed values in the View Tab of the Setup Dialog.
9. **Waveform:** the appearance of the waveform can be customized in the View Tab of the Setup Dialog.
10. **Zoom Buttons:** select the zoom factor of the main waveform
11. **Playback Position:** yellow vertical line showing the current playback position; when pausing a deck, a cue point is set at this position.
12. **Track Overview:** shows the full track and all its markers. Drag the slider to the desired position to seek within the track.
13. **Beat Grid:** (white vertical lines) this grid is generated by a Beat Marker and calculated in base on the current BPM value.



The Deck Controls Part 1: Play & Cue

The Deck Controls are used to control playback of your music by seeking, cueing, synchronizing, pitching and altering the key of the playing track. You can choose among three views for this section in the header panel (full deck, slim deck and slim mixer).



1. **Play & Pause:** starts/stops playback of deck at current position. Each pause sets a new momentary Cue Point.
2. **Cue Point Select:** steps through the stored Cue Points of a track. Beyond the Cue Points it skips to the start/end of the track.
3. **Cue & Play:** cues to the current cue point and starts playback on release.
4. **Cue & Pause:** cues to the current cue point and plays track until release.
5. **Cue Set:** sets cue point on the fly without stopping playback. Combine with Snap for beat accurate positioning.
6. **Snap:** if active, cue points snap to the next detected beat event or grid beat.
7. **Lock:** locks (stores) and unlocks the current cue point; unlocked cue points are deleted by following next Set/Pause command.
8. **Move:** moves playback position by the number of beats selected below. This feature can be used during playback for seamless skips.
9. **Loop:** sets a loop on the fly of the length in beats defined above.

The Deck Controls Part 2: Pitch & Sync



1. **Tempo Display:** shows the current resulting BPM value, pitch amount and the BPM quality as colored bar. Click on this area at the pace of the beat to tap the tempo for enhancing accuracy of the automatic beat detection. The Edit Button opens the tempo setting details.
2. **Tempo Fader:** changes the playback speed; select its overall range in the preferences.
3. **Master Tempo:** selects the master clock as sync reference.
4. **Offset Meter:** displays the beat offset relative to the sync reference (other deck or master clock)
5. **Pitch Bend:** momentarily slows down or speeds up the deck to correct beat offsets.
6. **Set Offset:** calibrates the offset meter; when pressed the Offset Meter is reset to zero.
7. **Sync:** sets the speed of deck to match BPM and beats of the reference. Right clicking matches only the beats without altering the tempo.
8. **Reset Tempo:** resets the deck to its normal playback tempo.
9. **Tempo +/- :** alters the speed in discrete increments of 0,5% (use shift-click for 0.05% increments).
10. **Key Lock on / off:** activates time stretching. The time stretching quality can be selected in the Setup Dialog.
11. **Reset Key:** resets the track to its original key.
12. **Key Fader:** changes key of the song without changing the tempo if the "Lock" button is enabled.

The Internal DJ Mixer

The Internal DJ Mixer is a fully featured mixer, with Eq's, kill switches, headphone monitoring and automatic gain control.



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| <p>1. Kill Switch: kills a frequency band (high, mid or low) by 80 dB.</p> <p>2. EQ High / Mid / Low: controls a selected frequency band by +12 / -24 dB.</p> <p>3. EQ Trigger: enables / disables equalizer; use Trigger for momentary action.</p> <p>4. Auto Gain: automatically normalizes input level from deck to the same perceived loudness.</p> <p>5. Input Gain: manually controls the input gain of the input signal.</p> | <p>6. Channel Volume Fader: controls the output from the equalizers to the crossfader.</p> <p>7. Punch: momentarily punches in the deck regardless crossfader settings.</p> <p>8. Auto-Fade: starts/stops automatic fading using the pre-selected fade-time.</p> <p>9. Crossfader: central mixing tool merging decks A & B with selectable characteristics in the mixer preferences.</p> <p>10. Mute: momentarily mutes the deck.</p> | <p>11. Cue Select: selects the signal to be routed to the cue mix (headphones): Deck A, Deck B or the Auxiliary Input.</p> <p>12. Headphone Volume: adjusts output volume for headphones (monitor output).</p> <p>13. Cue Mix: Independent headphone mix. Turn left for listening to the Cue selection, turn right for the Master Mix.</p> |
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The Filter Panel

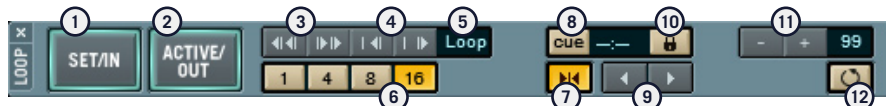
The Filter Panel shapes the sound with 2 powerful multimode, 8-pole filters.



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| <p>1. Filter Amount: controls the mix of the original (turn left) to the filtered (turn right) signal.</p> <p>2. Low Cut: lower edge of pass band / notch in filter curve.</p> <p>3. Width: from Low Cut to upper edge of pass band / notch in filter curve.</p> | <p>4. Resonance: amplification / attenuation of edge frequencies (neutral = center).</p> <p>5. Mode: toggles Band Pass / Notch mode.</p> <p>6. Filter Display: shows (preview) of filter curve – highlighted if filter is active.</p> |
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The Loop Panel

The Loop Panel is used to set, move, resize and store tempo accurate loops on the fly with during playback.

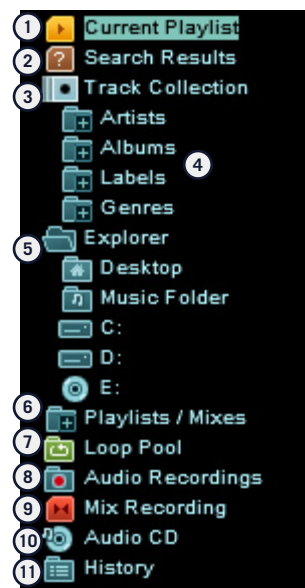


1. **Set/In:** sets a complete loop if a loop length has been previously selected. If no length is selected it sets only the loop start.
2. **Active/Out:** sets loop end (after Set/In), activates a predefined loop and leaves a playing loop.
3. **Move:** move current loop left / right by the displayed amount.
4. **Resize:** shrinks / expands current loop by the displayed amount.
5. **Amount:** determines the amount of the Move and Resize operations; right-click gives access to the list of available values.
6. **Loop Length:** pre-selection of loop length, measured in beats; right-click gives access to the list of available values.
7. **Snap:** if active all loop boundaries are quantized to the next detected beat.
8. **Cue:** cues to loop selected in the display.
9. **Select:** steps through the stored loops of a track; if Cue is active, it also cues to the loop.
10. **Lock:** locks (stores) and unlocks the current loop; locked loops are stored in the track collection.
11. **Repeat:** sets the number of repeats for a loop; if not set loop is repeated until manual end.
12. **Full Track:** if active, the track is looped as a whole

The File Browser (Tree Window)

The Tree Window gives you fast access to all music files on your computer. At first start of TRAKTOR DJ Studio 2 you should import all music files into the Track Collection by dragging your music folders from the Explorer Icon to the Track Collection Icon. After this you have access to your music via Categories and Quick Search as described below.

1. **Current Playlist:** shows played and enqueued tracks; drop tracks on this icon to enqueue them to the playlist.
2. **Search Results:** shows results of last search.
3. **Track Collection:** click on icon to open subfolders; click on name shows all tracks in collection; drop tracks or folders on this icon to add them to the collection
4. **Collection Subfolder:** click on icon show available subfolders; click on name shows all tracks sorted by this category.
5. **Explorer:** navigates your computer drives; click on icon to show subfolders; click on name to show folders content.
6. **Playlists / Mixes:** shows playlists and Mixfiles contained in selected folder on hard drive; dropping tracks on this icon to save them as playlist. Drop a track onto a playlist to add it to the playlist.
7. **Loop Pool:** Special playlist used in combination with the Loop Pool feature of FinalScratch.
8. **Audio Recording:** gives access to the full set of features used for direct to disc audio-recording (see further below in this document).
9. **Editable Mix Recording:** gives access to the full set of features used for editable mix recording (see further below in this document).
10. **Audio CD:** shows content of an Audio CD in the CD-Rom drive if available.
11. **History:** contains the history of played tracks since the last start of TRAKTOR. When closing TRAKTOR the current history is saved as an individual playlist in the History subfolder of the Playlists.



The File Browser (List Window)

The List Window is your virtual record case. It lists playlist and shows special icons that monitor the state of your set.



1. **Favorites:** you can assign any item from the tree window to a shortcut in the favorite section by Drag & Drop.
2. **Quick Search:** enter a search string, confirm with Enter or click on "Find in Playlists" or "Find in Collection".
3. **Already Played Track:** icon identifying already played tracks.
4. **Loaded Track (A/B):** icon identifying the deck in which the tracks is currently loaded.
5. **Pre-listened Track:** icon identifying the currently pre-listened track.
6. **Enqueued Tracks:** icon identifying tracks that have already been enqueued to the Current Playlist.
7. **Delete:** deletes selected tracks from the playlist or collection.
8. **Edit:** opens track properties dialog.
9. **Load / Save Playlist:** use to load an save the Current Playlist.
10. **Analyze:** analyzes the selected tracks.
11. **Pre-Listening:** starts and stops prelistening of the selected track. Double click on a track to load it into the preview deck.
12. **Seek:** drag slider to seek through the track.

Audio Recording

The Audio Recording function allows you to directly record your mix to an audio file. The recordings are listed as tracks in a special playlist, allowing you instantly to reuse them in your mix.



- Record:** starts audio recording. In the preferences you can select a folder for the recordings and a maximum file size above which the recording is split.
- Next:** triggers the creation of a new file without interrupting recording.
- Discard:** discards the last recording from the list.
- Edit:** Allows you to edit the metadata associated to the selected recording(s).
- Move To:** allows you to move the recording to a different folder on your computer.
- Display:** The level meters allow you to monitor the input signal. The display informs you about size and duration of the recording.
- Audio Recording Icon:** click this icon to open the audio recording environment.

Editable Mix-Recording

This function allows to record as mix as automation file that can be selectively edited or overdubbed and subsequently exported as audio file.



1. **Mix Recording Icon:** click this icon to open the mix recording environment.
2. **Play Mix:** starts playback of recorded mix; during overdub switches to overwrite mode.
3. **Record:** starts recording by appending to the previous recording. If you want to start a new recording, press "Reset". During mix playback, record switches to overdub mode. Recording can be interrupted at any time by releasing the button and will seamlessly resume when repressing "Record".
4. **Redo:** as "Record" resumes recording from the last interruption, "Redo" allows to set the pointer back to the last but one interruption. If you want to discard the last part of your mix, interrupt recording, press "Redo" and then resume recording.
5. **Dub:** this button is an indicator that at least one parameter of the mix is currently overdubbed. Release the button to quit overdubbing the mix.
6. **Cut:** cuts the mix at the current position and discards the part before the cut. To discard the part after a certain position, seek to that position, press "Play Mix", then press "Record" and then release "Play Mix".
7. **Seek Mix:** seeks through the mix. Use shift for faster movement.
8. **Skip in Mix:** skips to previous/next mix transition. Using shift skips to start/end of mix.
9. **Mix Display:** shows time and size of recorded mix as well as positions of previous and next transitions.
10. **Reset:** used to clear memory before starting a new recording.
11. **Write:** fast wav writer to export current Mixfile to hard disk as aiff or wav file.
12. **Save/Load:** saves current mix to hard disk; loads mix into Automate panel.

The Master Panel

The Master Panel is used to synchronize TRAKTOR DJ Studio to external devices via MIDI Clock and OSC, to enable the broadcasting function, to control mix playback and to set the master volume controls.



1. Live: Locks certain function critical during live performances, such as deletion of tracks or bulk track analysis.

2. Learn: Shortcut to the Hotkey Dialog.

3. Master Clock: + and - modify the tempo, A and B get current tempo from the decks.

4. Ext: Starts/Stops synchronization of external devices via MIDI clock or OSC.

5. On Air: Starts/Stops IceCast broadcasting. Broadcasting preferences are set in the Setup Dialog.

6. Auto Play: triggers automatic playback of the Current Playlist using automatic cross fades.

7. Play mix/Record/Dub: for detailed information refer to the section "Editable Mix Recording".

8. Talk: Reduces the Master output by a fixed amount during microphone moderation.

9. Aux: Auxiliary input gain.

10. Vol: Master Volume. Set to 0 dB to minimize signal loss.

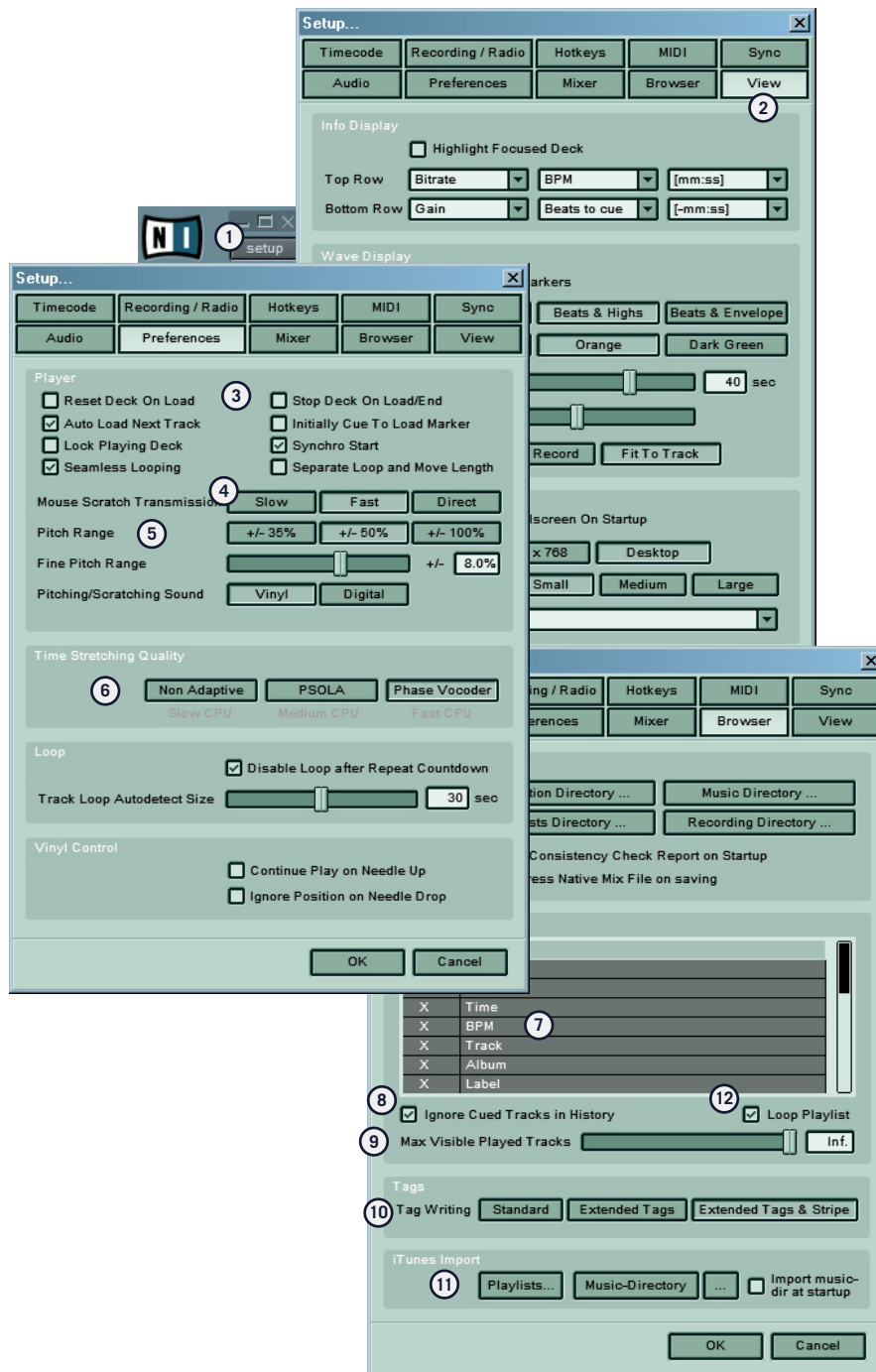
11. Bal: Master left-right balance

12. Level Meter: Monitors the level of the output signal.

13. L: Enables a 3 band limiter on the master output to avoid signal clipping.
A: Globally enables Auto-Gain for all decks.

The Setup Dialog

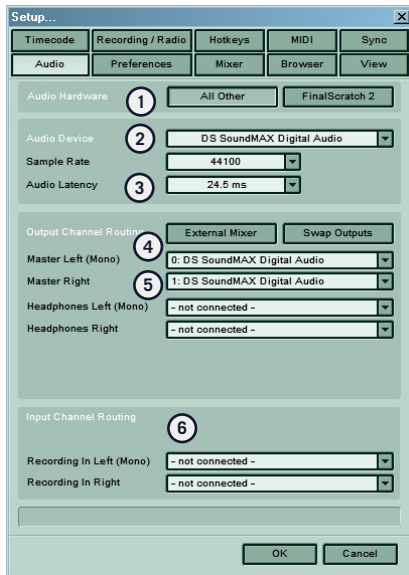
The Setup Dialog contains all user definable options of the software. Here is the description of the most important ones.



- 1. Open the setup dialog** by clicking on the Setup icon in the upper right corner of the interface.
- 2. View Setup:** these option change the look of the interface.
- 3. Reset Deck on Load:** resets deck-specific settings when loading a new track.
Auto Load Next Track: loads a new track into the deck after current track.
Lock Playing Deck: prevents tracks from being loaded into a playing track.
Seamless Looping: eliminates the click when looping.
Stop Deck On Load/End: does what it claims to do.
Initially Cue to Load Marker: does what it claims to do.
Synchro Start: starts and cues tracks in synchronicity to opposite deck.
Separate Loop and Move Length: refers to the length buttons in the Deck Control panel.
- 4. Mouse Scratch Transmission:** selects the speed of transmission when scratching the waveform with the mouse.
- 5. Pitch Range** selects the range of the pitch fader.
- 6. Time Stretching Quality:** selects among three types of time stretching with increasing need of CPU power.
- 7. List Options:** select here which columns should be visible in the Browser List Window.
- 8. Ignore Cued Tracks in History:** if enabled, all tracks that are loaded into the same deck in a sequence without a subsequent transition to the opposite deck are not listed in the History.
- 9. Max Visible Played Tracks:** determines how many tracks remain listed in the current Playlist, before being deleted from it
- 10. Tags:** Defines which tags are written when using the "Write to ID3" function. Can also be used to delete TRAKTOR tags when writing in Standard mode.
- 11. iTunes Import:** use this section to import your iTunes Music Library
- 12. Loop Playlist:** Loops the current Playlist in Auto Play mode.

The Audio Setup

Use the Audio tab to select the output channels of your soundcard.

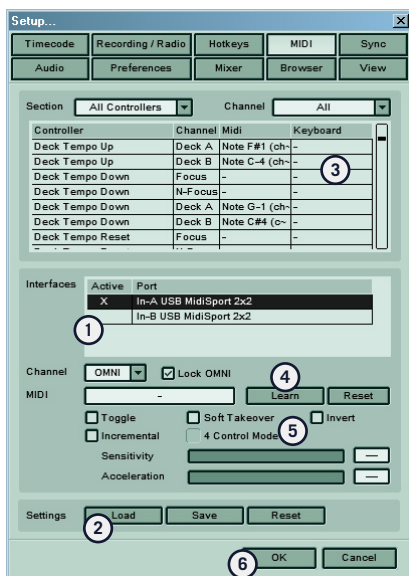


- 1. All Other:** select this option if you don't use FinalScratch.
- 2. Select the Audio Device** that you want to use for your TRAKTOR session.
- 3. Latency:** In case of audio problems come back to the audio setup to tweak the latency settings or to select another driver for your soundcard. Try out all available drivers listed in the device pull down menu and raise latency if you should encounter audio dropouts.
- 4. Select the Master Output Channels:** TRAKTOR will send the master output signal to these channels of your soundcard.

- 5. Select the Monitor Output Channels:** TRAKTOR will send the monitor (headphone) output signal to these channels of your soundcard. (You need a 4-channel soundcard to use this feature). To try the monitoring feature on a normal stereo soundcard you can assign one of its channels to Master Left (Mono) and the other one to Headphones Left (Mono). This will split the signals onto both channels of our soundcard.
- 6. Recording:** If available, here you can select an input for the audio recording function.

MIDI Control

Assign MIDI controllers and MIDI keyboards to control TRAKTOR DJ Studio.



- 1. Select the MIDI Interface** that connects your computer to your MIDI equipment or the USB MIDI device. The MIDI/USB device has to be correctly connected and powered up **before** starting TRAKTOR.
- 2. Load** a predefined MIDI Preset (.tks file) from a third party CD or from a folder on your computer.

- 3. To customize your MIDI settings**, or to create a new, personal settings file, select the TRAKTOR functions that should be remote controlled one by one.
- 4. Press the MIDI Learn button** and move the knob of your MIDI controller that should be assigned to the selected function.
- 5. Select the Control Mode** that ensures correct behavior of your input device.
- 6. Confirm** your settings by clicking OK.

And now...

... turn up the volume and enjoy!