

Tribute X

Version 1.1

Traktor Pro 3 Mapping for:

Maschine + and Maschine MK3

“This is not the best mapping in the world... this is just a tribute”

-The TraktorMapping.Com team

Tested with Traktor Pro 3.11.1 and Controller Editor 2.8.2

USER GUIDE

Disclaimer

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Special thanks to our contributors and friends: A. Trinini, M. Pietri, M. Teiro, B. Vonski, C. Mool, H. Johansson, A. Ferreira, M. Buttler, P. Tone, A. Brito, J. Ron and R. Long.

Foreword

We are very excited to release an updated version of our best selling mapping for the Mk3 and Plus versions of Maschine. We are fully aware that the mapping is rather extensive and that it could be overwhelming at first glance. Therefore, it is our goal to reduce the learning curve by providing a clear set of instructions to help you unleash the power of your controller and your creativity.

1 WELCOME TO TRIBUTE X FOR TRAKTOR PRO 3

Thank you for downloading the Tribute mapping for Maschine+ and Maschine Mk3. This mapping was created to make up for the shortcomings of DJ controllers; this does not intend to replace them. Once you have identified what your current controller is missing, go to the corresponding section of this mapping and start controlling and tweaking those parameters. For example, if your controller lacks the knobs to control the **FX Units**, go to **The FX PAGES** and start turning FX Knobs for amazing transitions and effects. Do you want to program a beat with the STEP SEQUENCER but don't have an F1, S4, S5 or an S8? Go to **KNOB PAGE** and **PAD PAGE C/D** and start programming away... we think you get the idea now so let's get started.

2 FIRST THINGS FIRST: SHIFT

2.1. The actual "SHIFT" button on your Maschine cannot be mapped so, in order to access a secondary layer of functions, we have designated the "FOLLOW/Grid" button (the one above "SHIFT" and below "H") as the new "Shift" button. So, from this point on, when we say press and hold "Shift" we mean press and hold the "FOLLOW

Grid button; not the actual-original **SHIFT** button.

2.2. Whenever you see two functions separated by a slash “/” that means you need to press and hold **Shift** to access the one to the right of it.

NOTE: Make sure to always PRESS and hold **Shift** first, then PRESS/TURN the other button/knob.

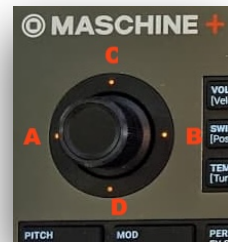
TIP: On the flip side of that, and in some cases, when RELEASING **Shift** or other MOMENTARY buttons FIRST, and then the other button/knob, you may be locking a function to the ON position. An example of this will be covered on the **“TOUCHSTRIP SECTION”**

3 THE 4D ENCODER

The 4D Encoder is key to controlling Traktor as it performs multiple functions, depending on its mode.

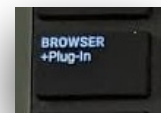
TIP: Pay close attention to the indicator lights around the encoder; they let you know which deck is selected (focused). The left Deck **A**, Right **B**, top **C**, and Bottom **D**.

NOTE: There are other ways to select a deck besides the method mentioned above and will be covered later on.



3.1. BROWSER Mode

Press **BROWSER** (you may have to click twice) to change the layout to Browser Only; here you'll be able to browse through folders and files.



By default, the encoder will scroll through your tracks (right side).

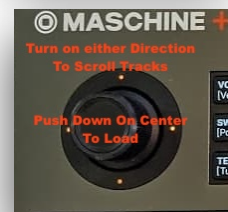
If you want to see the content of a different folder, playlist, or collection, push the encoder to the left and turn the encoder clockwise to move down, and counter-clockwise to go up.



Expand (open) folders by pushing down on the encoder.

Collapse (close) folders by pushing up on the encoder.

Once you locate the desired folder, go to the right, scroll through the list and select the Track, Remix Set, or Sample that you want. Push the center of the encoder to **LOAD** it onto the Selected Deck.



NOTE: when the encoder is pushed to **LOAD** a track it will automatically exit "**BROWSER**" mode; it will NOT load if the Deck is playing.

3.2. "**NORMAL**" Mode

NORMAL mode is when you are not in **BROWSER** mode and can see your preferred deck layout configuration.

During **NORMAL** mode, you turn the encoder to select "**LOOP SIZE**" on the selected deck.

Press and hold the encoder activate a momentary "**LOOP**" and on the Deck selected. "**FLUX**" is automatically turned on; release the encoder to turn "**LOOP**" off and the loop size will remain the same as the last loop (it will not default to a specific length).

3.3. "**SHIFT**" mode (press and hold the "**Shift**" button).

NOTE: A secondary layer of functions are easily accessed when the encoder is used in conjunction with "**Shift**".

3.3.1. When using **Remix Decks** or a **Step Sequencer** you will need to select a **SAMPLE PAGE** (up to four per Remix Deck). To do this follow the next steps:

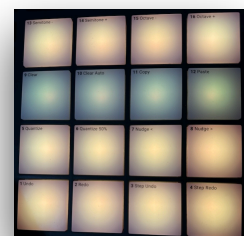
3.3.2. Push and hold "**Shift**" – push left to select **Remix Deck C** or right to select **Remix Deck D**.

On this example "**Remix Deck C**" is selected



3.3.3. Push and hold "**Shift**" – push **UP** or **DOWN** to select **SAMPLE PAGES 1-4** on **Remix Decks C** or **D**.

TIP: The selected Sample Page will have a slightly darker look than the ones that are not selected. On this example, Sample Page 2 is selected.



NOTE: **Remix Decks C** and **D** PADS (Pages G and H) are independent of one another. However, they share the same knobs, buttons and screens so you must select which one you want to control and monitor as described on Section 3.3.2 above.

3.4. **"VOLUME"**- Press and hold the **VOLUME** button while turning the 4D encoder to adjust the Master Volume Level.

3.5. **"SWING"**- Press and hold the **SWING** button while turning the **4D encoder** to adjust the Swing (Shuffle) level on the **Step Sequencer**.

NOTE: There is no visual feedback for **SWING**; it's all about the feeling.

3.6. **"TEMPO"**- when used together with the encoder, adjusts the **Master** tempo.

3.7. **"LOCK"**- same as above but in smaller increments for increased accuracy.

4 THE TOUCHSTRIP

TIP: It only affects the selected deck and it performs several functions depending on the mode you've selected.

4.1. Select **"PITCH"** mode by **pressing** and **releasing** the **"PITCH"** button (the button will light up), slide finger across the TOUCHSTRIP to adjust the Tempo slider on your selected deck; slide left to decrease/right to increase.

NOTE: You can only change the Tempo via the **TOUCHSTRIP** on a **MASTER** deck or on a deck with **SYNC** turned off.

4.2. **"PERFORM FX Select"** is used to select/change the current **Mixer FX**. To do so, press **and hold** the **"PERFORM FX Select"** button and turn the "4D encoder". Once the desired Mixer FX is selected, you can let go of the **"PERFORM FX Select"** button.



4.2.1. To adjust the “**Mixer Effects**” on the selected deck, press **and release** “**PERFORM FX Select**” button and slide your finger, on the TOUCHSTRIP; slide to the left to decrease and to the right to increase.

NOTE: This effect is momentary; as soon as you let go of the strip, it will turn off. However, there is a workaround.

4.2.2. To prevent the Mixer FX from turning off upon release: press and **release** the “**PERFORM FX Select**” button, make adjustments with the TOUCHSTRIP, and **press** the “**PERFORM FX Select**” button (**again**) **prior to** lifting your finger off the TOUCHSTRIP; the Mixer FX will remain on and at the selected level.

TIP: to turn off and reset the Mixer FX, press and hold “**Shift**” and the “**PERFORM FX Select**” button.

4.3. Press the “**NOTES**” button to change “**key**” on selected deck (the button lights up). Adjust key with the TOUCHSTRIP.

NOTE: “**NOTES**” works similarly to the “**PERFORM FX Select**”. It is momentary but you can lock it by pressing it again prior to releasing the TOUCHSTRIP; it can be turned off/reset when pressed together with the “**Shift**” button.

4.4. The “**MOD**” mode allows you to temporarily slow down/speed up the Deck; similar to touching a vinyl record to slow it down or speed it up.

NOTE: The **TOUCHSTRIP** lights will mirror the phase indicator on the deck.

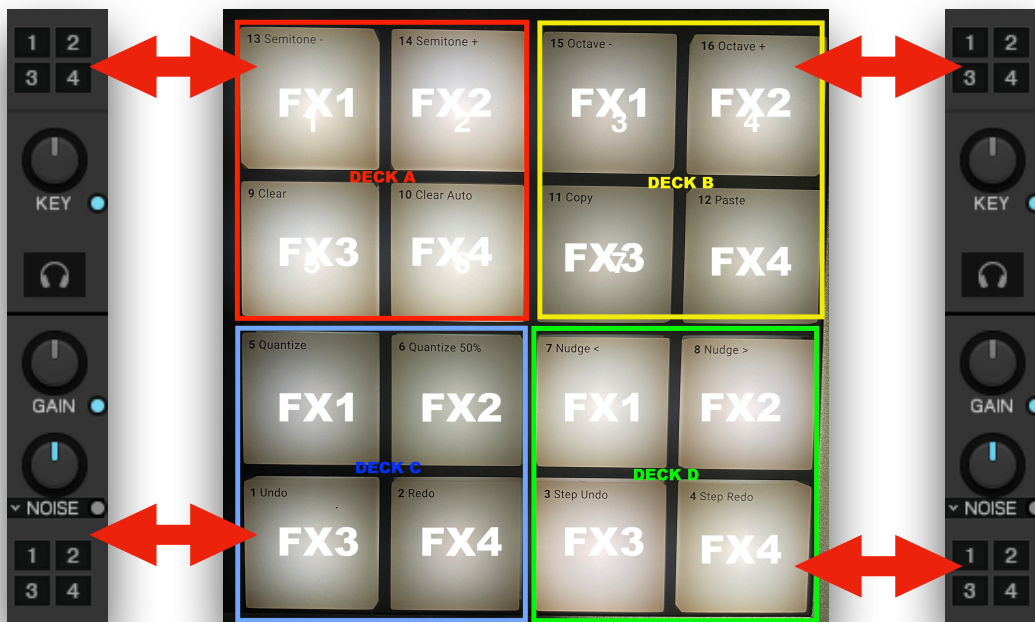
5 PAD PAGES A, B, C, D, E, F, G, H

5.1. **Pages A-D** allow you to control Track Decks **A, B, C,** and **D**. Press the corresponding Page (A, B, C, or D) and it will assign the 16 pads to the selected Track Deck. For example, press “**A**” and now the pads control the following functions on the corresponding deck “**A**” only.

NOTE: You can control up to 8 Hot Cues per Track Deck. Cue pad colors indicate the type of cue (white=grid, green=loop, and so on). **Beat Jump** and **Loop Move** will move according to the **Loop Size**. **LOOP OFF** will turn off the loop and **reset to 4 steps** and will turn **red** when loop is active. **Loop Set** simply turns it off. It doesn’t reset loop size; it remains the same. Cue points are deleted by pressing and holding “**Shift**” and the desired hot cue.



5.2. **Page E** is for assigning Effects Units to **Decks A, B, C,** and **D**. When you select **Pad Page E**, you will notice that there are four groups of four buttons. When assigning an FX unit to a Deck, the pad light will turn orange. This is how they are laid out:



5.3. **Page F** is used to trigger slices created when **"FREEZE"** is engaged. The pad lights will turn orange and a white light moving across, from the top left, the pads indicating the position of the playhead.

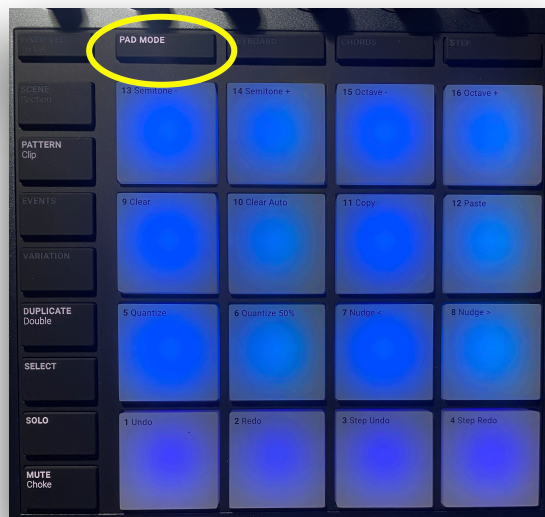
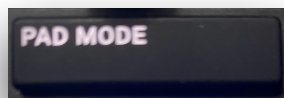
Playhead
currently
on step 13



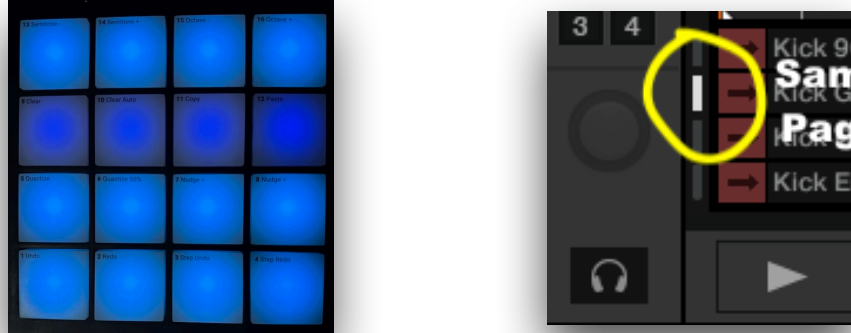
5.4. **Pad page G** (directly underneath **Pad C**) and **Pad Page H** (directly underneath **D**) control the slots on **Remix Decks C** and **D**; these pages are exactly the same.

5.5. The **Remix Deck** Pads (**Pad Page C** and **D**) have several layers or “modes” which change the behavior and color of the pads.

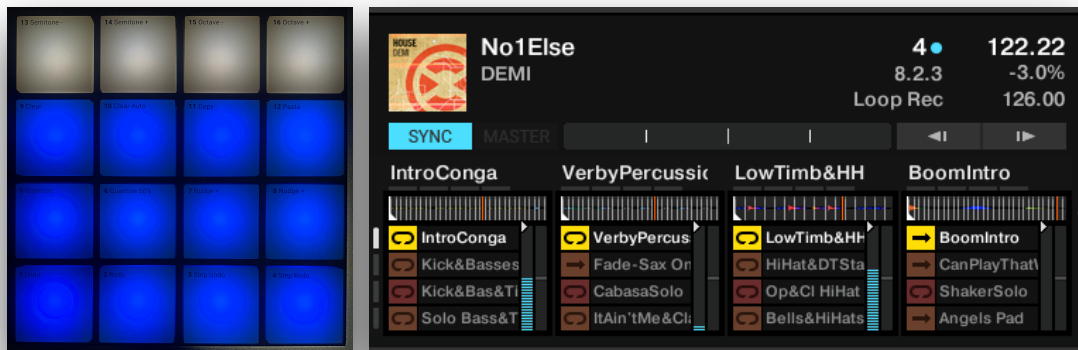
5.5.1. “**PAD MODE**” allows you to trigger your loops and samples. Loops will continue to play while one-shot samples will be triggered “finger drum style”. This button will remain on until pressed again (it is a toggle button) or until another mode such as “**DUPLICATE**” or “**SELECT**” is being pressed.



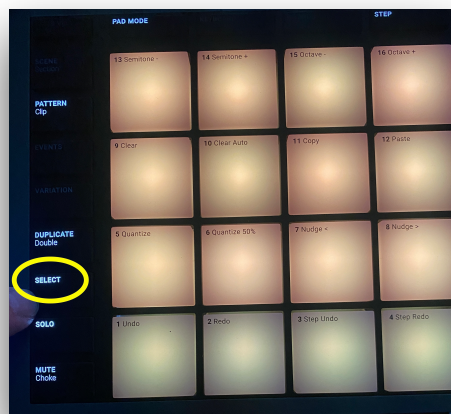
NOTE: Darker blue pads indicate this Remix Deck is on **Sample Page 2** because the top row represents **Sample Page 1**, second row **Sample Page 2**, and so on.



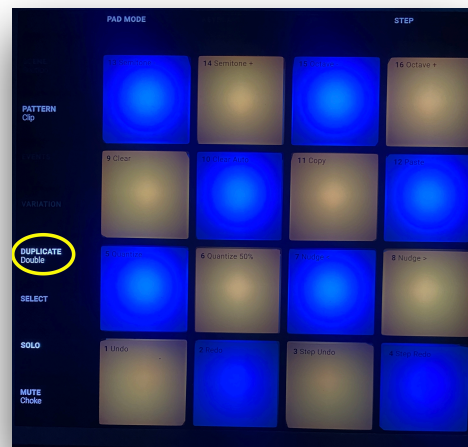
NOTE: “**PAD MODE**” works whether the Remix Deck is playing or not. Keep in mind that when a pad is pressed, the Remix deck will automatically start playing even if you don’t push the “**PLAY**” button on **Pad Page C or D**. On the example below, the first row of loops is gray meaning they are selected (the ones in blue are not).



5.5.2. Press and hold “**SELECT**” to select the **samples** for the **Step Sequencer** or select **loops** for the **Remix Deck** (pressing a pad will not trigger a sample until it is triggered by the sequencer).

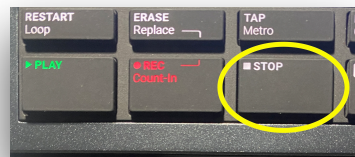


5.5.3. **“DUPLICATE”** (a hybrid of **PAD MODE** and **SELECT**) triggers and selects samples for the sequencer at the same time; the pads change colors as shown below.

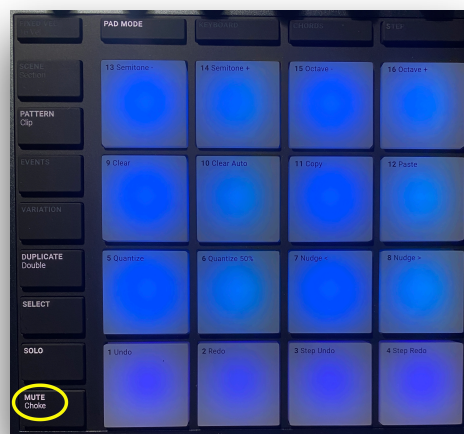


5.6. OTHER Remix Deck functions

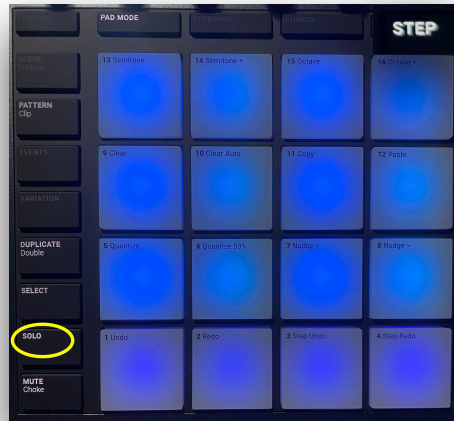
5.6.1. Press **“STOP”** and any pad to stop that loop from playing inside a Remix Deck (**Does not** apply to the **Step Sequencer**); press a pad and it will play again.



5.6.2. Press **“MUTE”** and any pad to mute loops/samples from playing on your Remix Deck and Step Sequencer. The sample/loop waveform will dim and the play head will continue to move, but without making a sound.



7.6.3. Press **“SOLO”** and any pad on your Remix Deck and it will mute all slots/samples, except for the one you selected in conjunction with **“SOLO”**.



NOTE: To “unmute” slots you must do it by pressing-holding “MUTE” and a pad in the slot you want to unmute; you can only “unmute” one at a time.

5.6.4. The “STEP” button activates the **Step Sequencer**.

NOTE: You must first select Remix Deck C and D to ensure you’re activating the correct one. It is possible to use two Remix decks/Sequencers at a time as long as your CPU can handle it.

5.6.5. To program a sequence/pattern once the **Step Sequencer** has been activated, make sure the screens are on KNOB PAGE 6 (see section 9.6 for additional details).

5.6.6. Press the “SEQ1” Button on top of the right display and select the steps you want to trigger the selected sample.

5.6.7. To change the step length, adjust the knob directly below “SEQ1”. Turn counter clockwise to decrease and clockwise to increase its length. Follow the same steps for programming **SEQ2**, **SEQ3**, and **SEQ4**.

NOTE: The default step length is set to 16 steps, however, this can be changed to produce syncopated beats.

5.6.8. Press “Shift” and touch the Step Length knob to reset back to 16 steps.

NOTE: This doesn’t reset the length back to 16 steps.

5.6.9. Press “Shift” and “PATTERN” to **clear all steps** programmed into your **Step Sequencer**; this acts as a panic button of sorts.

6 LOOP RECORDER

This mapping provides some controls for the **Loop Recorder**; its controls are located at the bottom left of your Maschine (the Transport button area).

6.1. The **"RESTART Loop"** button determines the size of the loop. Press it until you Have the desired loop size.

6.2. **"ERASE"** erases the current loop inside the **Loop Recorder**.

6.3. **"PLAY"** will play the loop recorded.

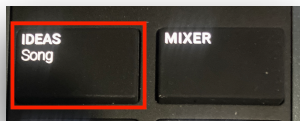
6.4. **"REC"** press and hold record a loop.

7 MISCELLANEOUS/LAYOUT BUTTONS

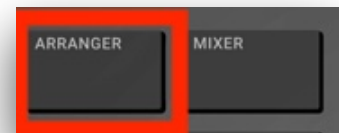
7.1. **"PLUG-IN Instance"** changes to **"Full Screen"**.

7.2. **"IDEAS"** (**Maschine + only**) or **"ARRANGER"** (**MK3 only**) cycles through the different deck layouts.

NOTE: You can alter the names and the contents of each layout by opening Traktor's Preferences on the Layout Manager Tab.



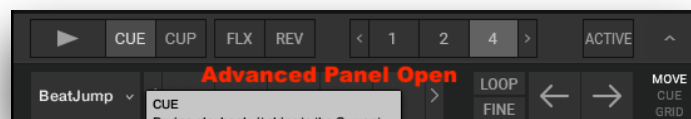
Maschine Plus VS Maschine MK3



7.3. **"MIXER"** will normally display a layout with 4 decks (2 Track Decks, 2 Remix Decks) and 4 FX units.

NOTE: Both **"MIXER"** and **"SAMPLING"** may require you to be on **"FULL VIEW"** depending on your screen resolution and the advanced tab must be closed (see screenshot below).

Additionally, all layouts can be easily altered on accident when renaming or deleting layouts. In order for the **"MIXER"** button to work, you must have a layout named **"Mixer"**.





7.4. **"BROWSER"** displays browser mode (see section 3.1).

7.5. **"SAMPLING"** displays 4 decks and the **LOOP** and **AUDIO RECORDER**.

NOTE: You can alter the names and the contents of each layout by opening Traktor's Preferences on the Layout Manager Tab.

7.6. The **Arrow buttons left < and right >** are used to select **"KNOB PAGES"**.

7.7. **"FILE Save"** will save changes to your **Remix SET**.

8 MORE ENCODER FUNCTIONS

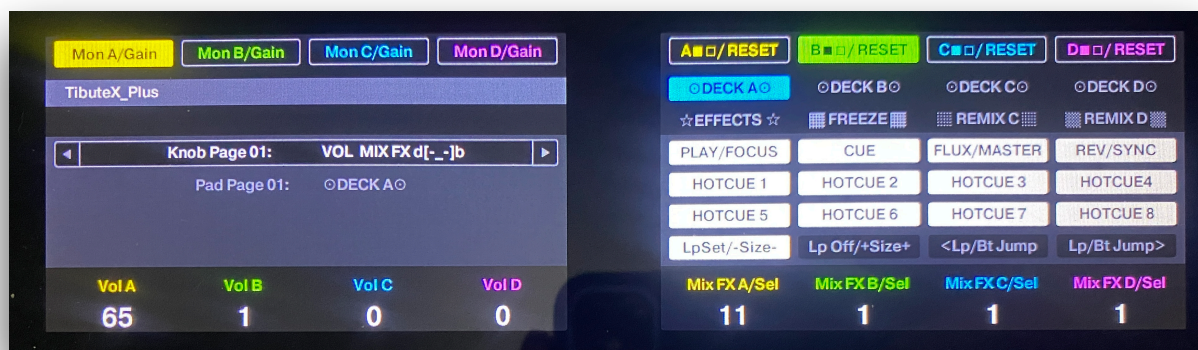
8.1. **"TEMPO (Tune)"** activates **Auto Master Tempo**.

8.2. **"NOTE Repeat"** This is somewhat of a gimmick that was requested several times so it was added to the mapping. It basically triggers **"FLUX"** and a $\frac{1}{4}$ step **"LOOP"** of the Selected Deck and lowers the volume to 97% (as long as you hold it down); upon releasing the encoder, **FLUX** and the **LOOP** will turn off, however, it will remain the same size.

8.3. **"TAP Metro"** when pressed in conjunction with the **"Shift"** button, it will adjust the Master Tempo (it uses **"Shift"** to prevent accidental Tempo changes).

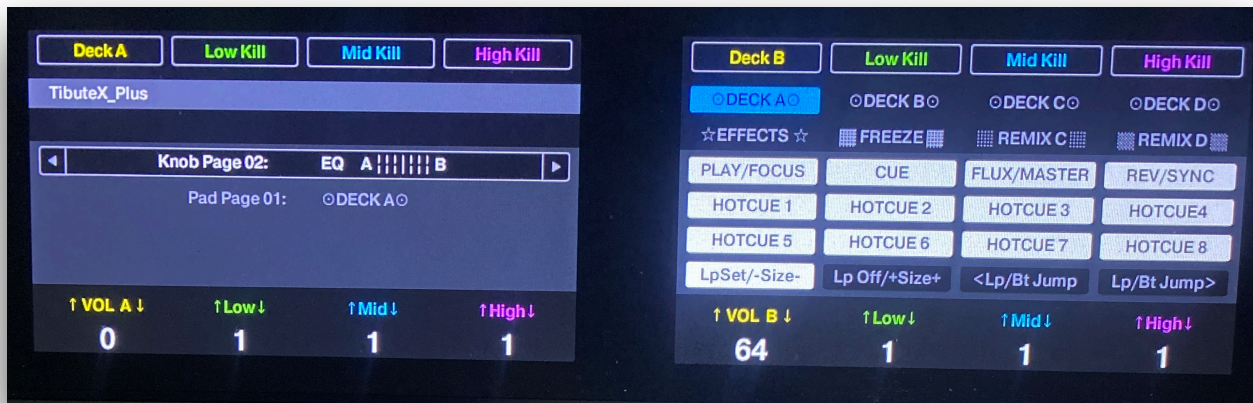
9 KNOB PAGES (THE SCREENS)

9.1. **Page 1**, you can use the knobs to adjust the **VOLUME/GAIN**, **MIXER FX Level/SELECT** Mixer FX, and with the buttons on top of the screen you can turn on **MONITOR/AUTO GAIN**, and turn On/Off the **MIXER FX** and **MIXER FX Reset**, for Decks **ABCD**.



NOTE: One page is made up of two screens: left and right.

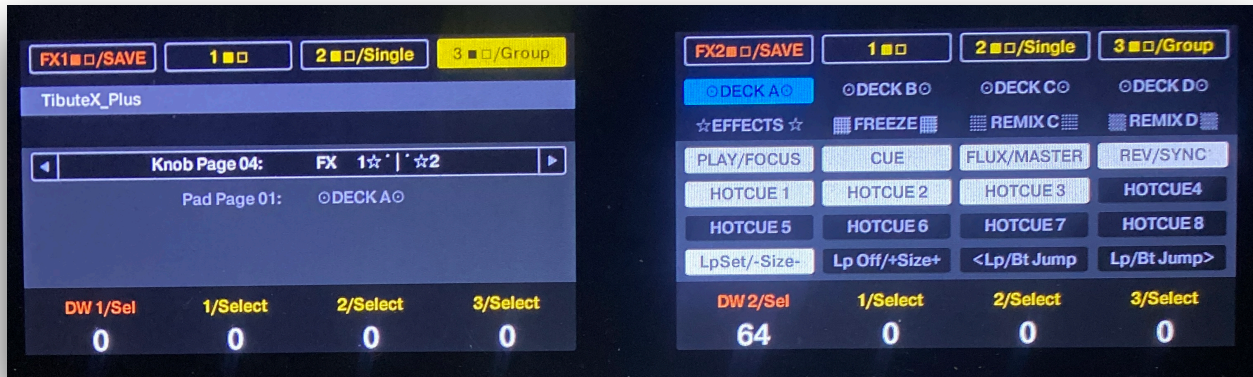
9.2. **Page 2** is similar to your mixer channel strip. It controls the VOLUME (again), and EQ functions LOW, MID, HIGH, LOW KILL, MID KILL, HIGH KILL, and it Selects either Deck **A** or Deck **B**; this screen **only** controls decks **A and B**.



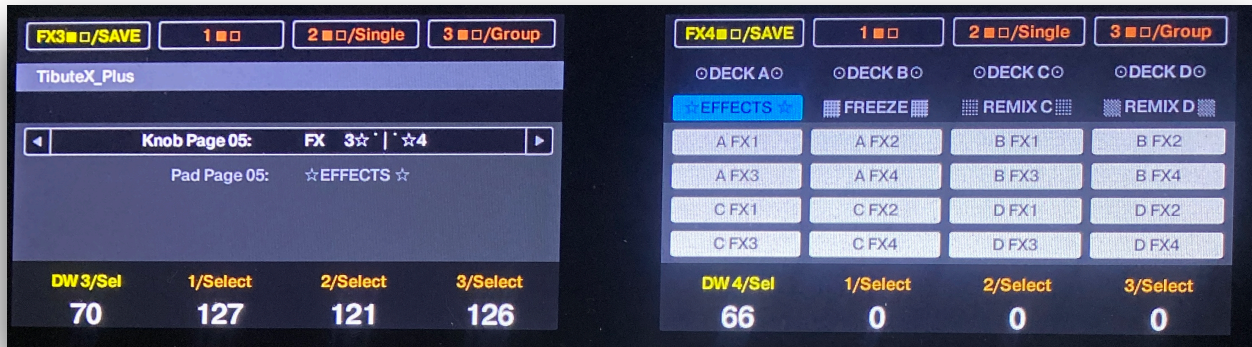
9.3. **Page 3** is exactly like page 2 but for decks **C and D**.

9.4. **Page 4** is for **FX Units 1 and 2**. Dry Wet Knob/FX Select (Single Mode only) and Knobs 1, 2, and 3 (when on group mode press and hold the **"Shift"** button and turn any knob and it will change the FX). The buttons on top do exactly what they say they do: On-Off/Save, select SINGLE or Group FX MODE.

NOTE: The knobs work on both **SINGLE** and **GROUP** mode.

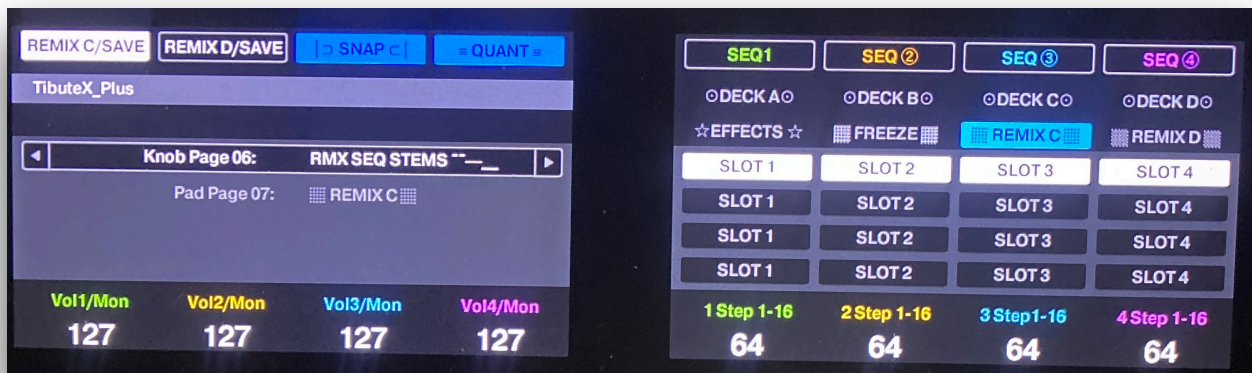


9.5. **Page 5** same as above but for **FX Units 3 and 4**.

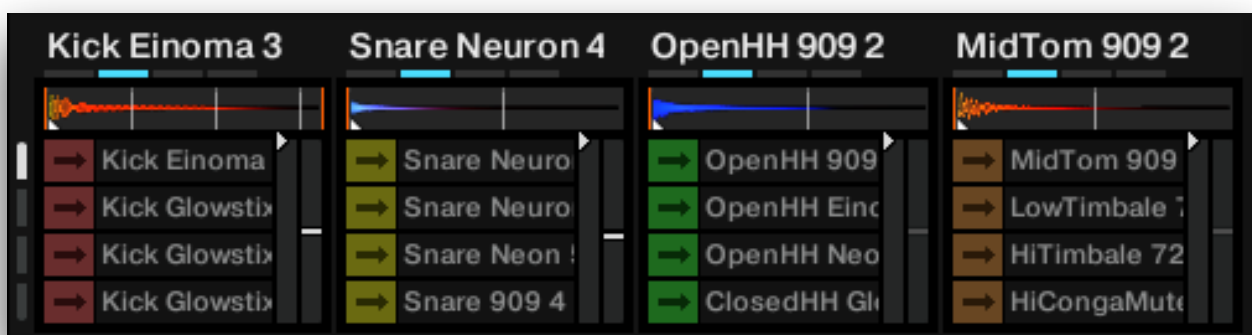


9.6. **Page 6** controls Volume levels for Slots 1-4, monitor 1-4 (the headphones), the Number of steps for the **Step Sequencer** and the programming mode for the Sequencer 1-4. Changing the number of steps to other than 16 will create some interesting patterns.

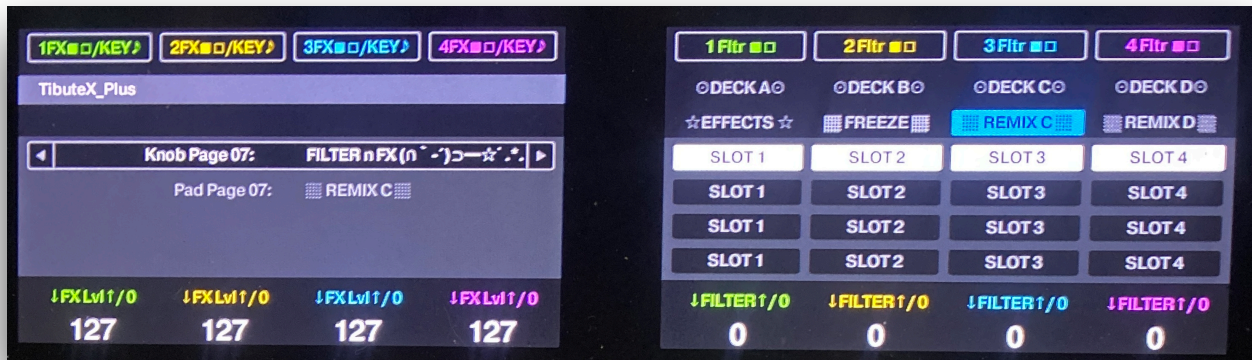
NOTE: **Pages 6-9** were mapped to be used in conjunction with **Remix Decks C or D** but only one a time so **make sure** that you **select C or D** by pressing the **REMIX C** or **REMIX D** button on the top left of the screen. Alternatively, you can press and hold **“Shift”** and click the encoder to the left (for **C**) or right for **Remix Deck D**.



9.6.1. The **“SEQ1-4”** buttons on the right screen are used to program the **Step Sequencer**. Typically, Seq 1 is the Kick, Seq 2-Snare, Seq 3-Hats, Seq 4 Toms/Percussion. However, this may vary depending on the Sequencer Sample Kit you are using. See the example below:



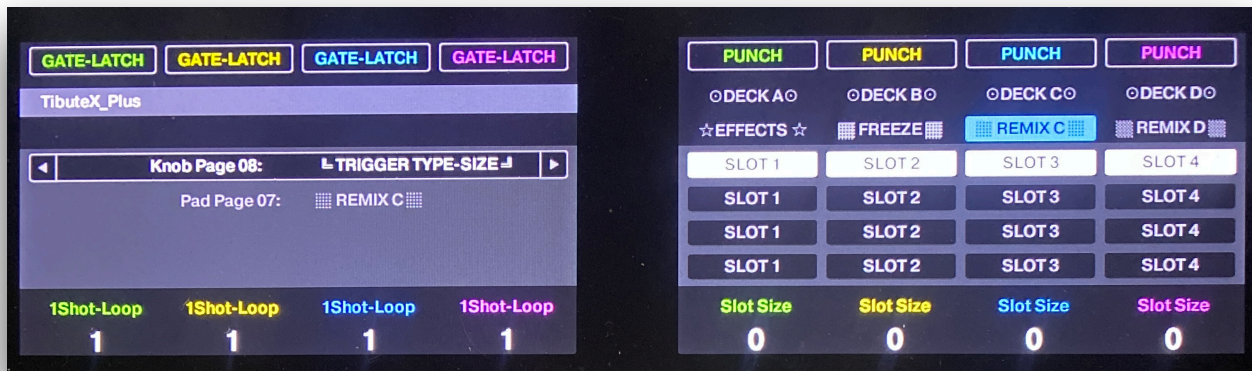
9.7. **Page 7** controls FX Levels/Reset for slots 1-4, and Slot Filters for slots 1-4. Press-Hold “**Shift**” and touch an FX Level Knob or Filter Knob to reset to zero.



NOTE: You can turn the Step 1-16 knob to change the steps or press and hold “**Shift**” and touch the Step 1-16 knob to reset it back to 16.

NOTE: There is no visual feedback for the Slot FX Levels other than the ON-OFF Icon.

9.8. **Page 8** allows you to determine the behavior of your samples/loops. Turn them into 1-Shots or Loops, Gate or Latch mode, determine the Slot Size and turn Punch Mode on-off.

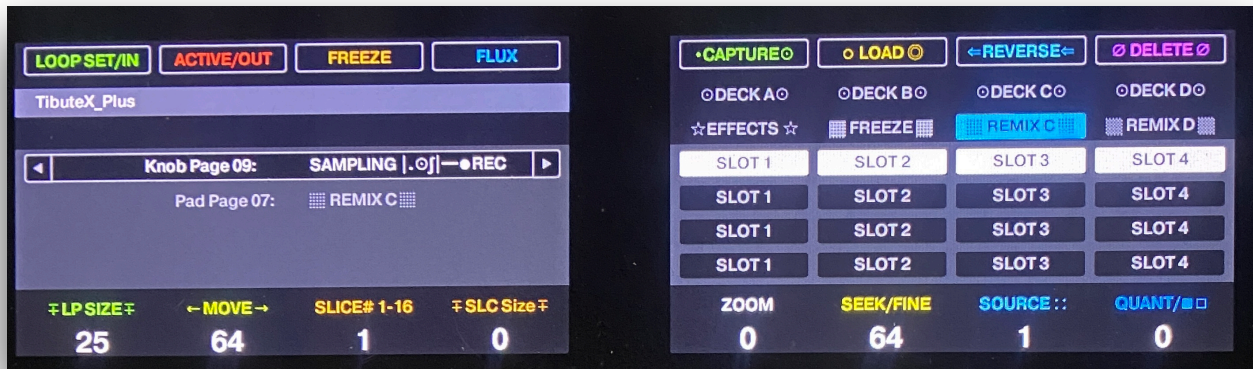


9.9. **Page 9** was mapped to facilitate the extraction/recording of loops from either the Loop Recorder or Track Decks A-B and it has the following controls: Loop Size, Loop Move, Slice Number (1-16), slice Size, Loop Set/In, Loop Active/out, FREEZE Mode, Flux, Zoom, SEEK Position/ Seek Position FAST, Loop Source, Quantize Amount/Quantize On-Off.

NOTE: The **CAPTURE**, **LOAD**, **REVERSE** AND **DELETE** modifiers must be pressed in conjunction with a Slot Pad. **CAUTION:** there is no “undo” button in Traktor in the event of a sample being deleted or overwritten.

9.9.1. **CAPTURE** places a sample (from either the Loop Recorder, **Deck A** or **Deck B**)

onto a Remix Deck Slot.



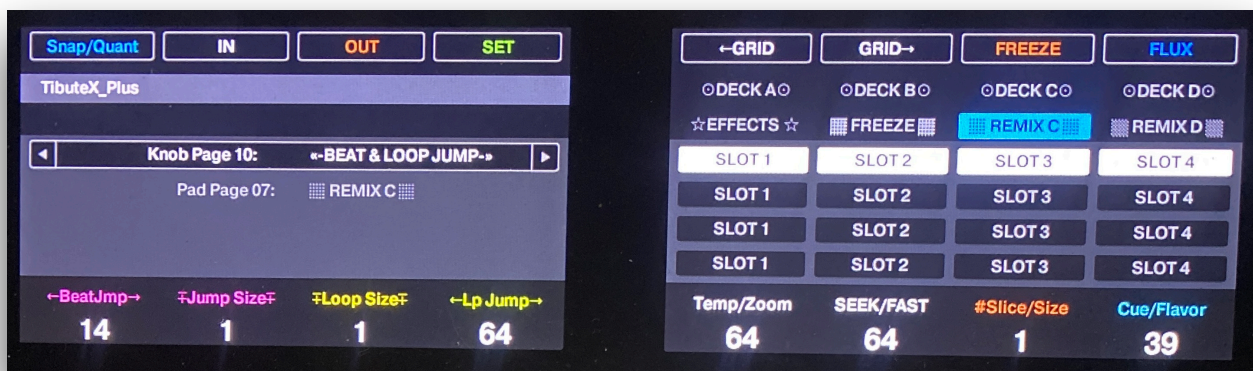
9.9.2. **LOAD** will load a selected file (it can be a sample or an entire track) onto the selected Slot on your Remix Deck.

9.9.3. **REVERSE** will reverse the direction of play on the selected Sample.

NOTE: The **REVERSE** effect is momentary unless you release the **REVERSE** button while still pressing down on the Slot Pad.

9.9.4. **DELETE** will delete the sample inside the selected Slot.

9.10. **Page 10** has some controls already present on **Page 8** however, this provides more options to control **Track Decks** (not Remix Decks). Here you'll find controls for **Beat Jump, Jump Size, Loop Size, Lop Move, Snap/Quantize, Loop In, Out, Set, Tempo Adjust/Zoom, Seek Slow/Seek Fast, Number of Slices/Slice Size, Cue Type/Deck Flavor, Grid Adjust, FREEZE, Flux.**



10 TROUBLESHOOTING

10. If you are having issues with the mapping, please make sure that:

10.1.1. You have properly installed the mapping as shown on the installation manual.

10.1.2. Remove or disable any unused/legacy mappings that may interfere with others.

10.2. If your Remix Decks are not responding to commands, remember that only Decks C and D are mapped to be Remix Decks and that a lot of the knobs and buttons are shared between both Remix Decks.

10.2.1. First select either Remix Deck C or D by pressing and holding "Shift" and then click on the 4D encoder to the left (for Remix Deck C) or to the right (Remix Deck D).

10.2.2. Make sure to turn on the Step Sequencer by pressing on the STEP button.

10.3. When the sequencer seems to be triggering loops and samples at random.

10.3.1. Turn off the sequencer; the STEP button light will turn off.

10.3.2. Go to the Step Sequencer page and erase each step.

11 Thank you

Thank you for taking the time to download read this guide. Thank you for your support!

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