

Tribute X

Version 1.2.1

Traktor Pro 4 Mapping for:

Maschine +

User Manual

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

-The TraktorMapping.Com team

Tested with Traktor Pro 4.11 and Controller Editor 2.8.2

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USER GUIDE

1. Disclaimer

Maschine and Traktor are registered trademarks of Native Instruments GmbH; this document bears no affiliation with Native Instruments.

This mapping and this document were written by Ayxzak and Mario Lowpass.

2. Welcome to Tribute X for Traktor Pro 4

Thank you for downloading the Tribute mapping for Maschine+ and Maschine Mk3.

We are very excited to release an updated version of our best selling mapping for the Maschine Mk3 and Maschine +. The updates and changes were the result of your feedback and recommendations so thank you for sharing your experience with us.

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.

3. The Tribute X Workflow

Technically, this mapping is a compilation of many mappings wrapped into one. We have carefully selected the best features of our previous mappings and compiled them into a unified and cohesive but extensive mapping

However, there's a method to the madness and 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.

We will mention Pad Pages and Knob Pages quite a bit so it's best to explain what we mean by that. Pad pages are the result of pressing one of the eight Pad Page Buttons: A, B, C, D, E, F, G, and H.

Knob Pages are the sets of screens that result from you pressing the left and right arrow buttons. Each Knob Page performs a function

NOTE: Both, Pad and Knob Pages can be deleted using the Controller Editor application if you choose to do so.

Document Formatting

We want you to become an expert user so we will highlight important concepts and information in the following manner:

		Example
BOLD	Important Traktor Commands and Functions	- PLAY
[Brackets]	Maschine Buttons	- [PATTERN]
Colors	Used to highlight important commands	- PATTERN PLAYER
RED	Warning, possible issues	- Do Not Delete
NOTE/TIP	Useful Information or Step	- Will not play unless...

4. First Things First: [SHIFT]

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.

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. Make sure to always press and hold [SHIFT] first, then press/turn the other button/knob.

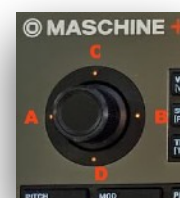
TIP: In some cases, when releasing [SHIFT] or other momentary buttons first, and then the other button/knob, you may be locking a function to the ON position. An example of this will be covered on the [Touchstrip] section.

5. [4D Encoder]

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

TIP: Pay close attention to the red indicator lights around the encoder; they indicate 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.



Browser Mode

Press [BROWSER] (you may have to click twice) to change the layout to **Browser Only**; this is where you can browse through folders and files.

By default, the encoder will “land” on the track side (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 to load, then push the center of the encoder to **Load** it onto the selected deck.

NOTE: when the [4D Encoder] is pushed to **Load** a track, it will automatically exit **Browser** mode. However, it will **NOT** load if the deck is playing.

Normal Mode

NORMAL mode is when you are not in **Browser mode** and you can see other deck layout configurations.

During **NORMAL mode**, you turn the [4D Encoder] to select **Loop Size** on the selected deck.

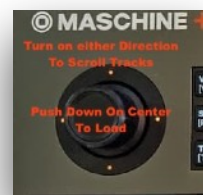
Press and hold the [4D Encoder] to activate a momentary **Loop** and on the selected deck, **Flux** is automatically turned on; push down on the [4D Encoder] to turn **Loop** off and the loop size will remain the same as the last loop (it will not default to a specific length).

[SHIFT] Mode

To access **SHIFT mode** press and hold the [SHIFT] button.

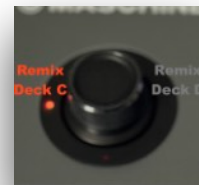
NOTE: A secondary layer of functions is easily accessed when the [4D Encoder] is used in conjunction with [SHIFT].

When using a **Remix Deck** 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:



Remix Decks C and **D** (Pad Pages G and H) are independent of one another. However, they share the same knobs/buttons/screens so you must first select which one you want to control and monitor.

First, 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)



Push and hold [SHIFT] – push UP or DOWN to select SAMPLE PAGES 1-4 on Remix Decks C or D.

NOTE: 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.



[VOLUME] Mode

Press and hold the [VOLUME] button while turning the [4D Encoder] to adjust the **Master Volume Level**.

[SWING] Mode

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!

[TEMPO] Mode

Press and hold [Tempo] and then turn the [4D Encoder] to adjust the **Master Tempo**.

TIP: Press and hold [SHIFT] and [TEMPO], then turn the [4D Encoder] to make fine Tempo adjustments.

[LOCK] Mode

Is a toggle switch that locks **Pattern Player** layer on Track Decks A-D. To exit **Pattern Player** view, press [LOCK], [PATTERN], or [SHIFT]

TIP: Only engage [LOCK] when programming **Pattern Player** or if you are only using this mapping and your Maschine to control **Pattern Player** since [LOCK] will prevent other non-**Pattern Player** knobs and buttons from working.

6. Touchstrip

It performs several performing functions, depending on the mode you've selected; by the way, the [Touchstrip] only affects the focused deck.

[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.

[PERFORM FX Select]

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. 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 and the button combination must be held; as soon as you let go of the strip, it will turn off. However, there is a workaround.

TIP: 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 once 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.



[NOTES]

The [NOTES] button changes **key** on the selected deck when used in conjunction with the [Touchstrip].

NOTE: [NOTES] works similarly to the [PERFORM FX Select]. It is momentary function 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.

[MOD]

This 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.

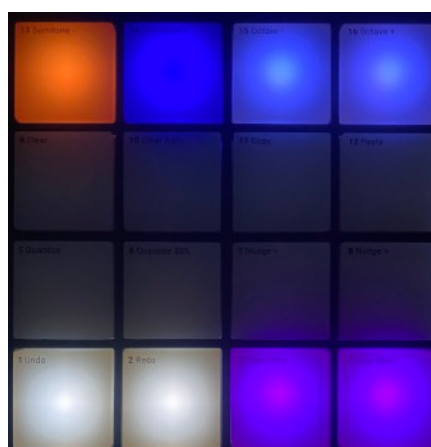
7. Pad Pages A, B, C, D, E, F, G, H

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 deck "A" only.

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 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 a hot cue; at this point, the Pad Light will turn off.

This is the **Default** Track Deck layout; the Hot Cue Pad Lights vary from track to track

The left photo shows a loaded Track Deck. - The Right side shows the SHIFT layer (Notice the absence of Hot Cues)



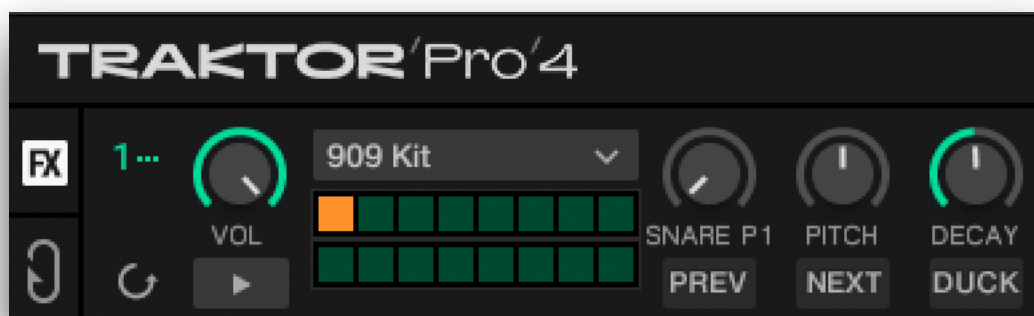
Tribute X v 1.2 has a third layer (**Pattern Player**) underneath **Pad Pages A-D**. You can access this layer by pressing and holding [PATTERN], this is a momentary function designed to take a peek at **Pattern Player** steps. Pad A displays Pattern Player 1, Pad B displays Pattern Player 2, and so on. To exit **Pattern Player layer** press either [LOCK], [PATTERN], or [SHIFT]. The pad colors will mirror the actual Pattern Player's colors.

An alternative to [PATTERN] is the [LOCK] button which is a toggle button and doesn't need to be held down.

NOTE: [LOCK] will prevent most non-**Pattern Player** knobs and buttons from working; use only when prepping your own patterns or while working exclusively with the **Pattern Player**.

TIP: Use [LOCK] to program a pattern and exit so you can use the rest of the mapping features.

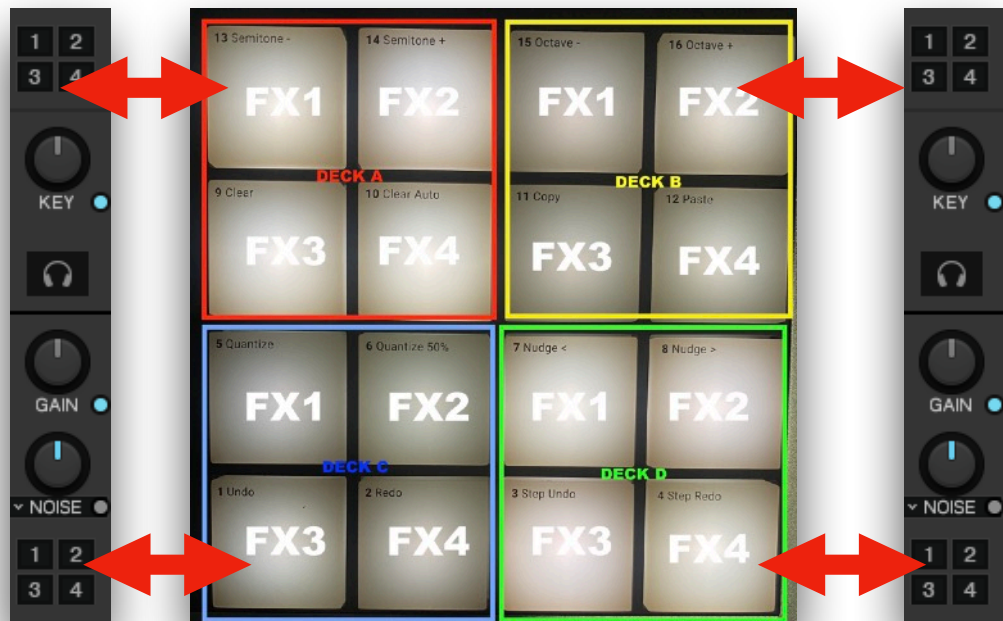
The **Pattern Player** layer looks like the image below. The **orange** pad light represents the current step and will move across the 16 pads to show current playhead position



8. Pad Page E

Pad Page E has four groups of four buttons. When assigning an **FX** unit to a Deck, the pad light will turn **orange** when the **FX** Unit is on Single or Group FX; when on Pattern Player mode, it will turn **mint green**. See the various examples below.

All 4 FX Units are off on this example



FX Unit 1 is on **Pattern Player Mode** (Deck A)

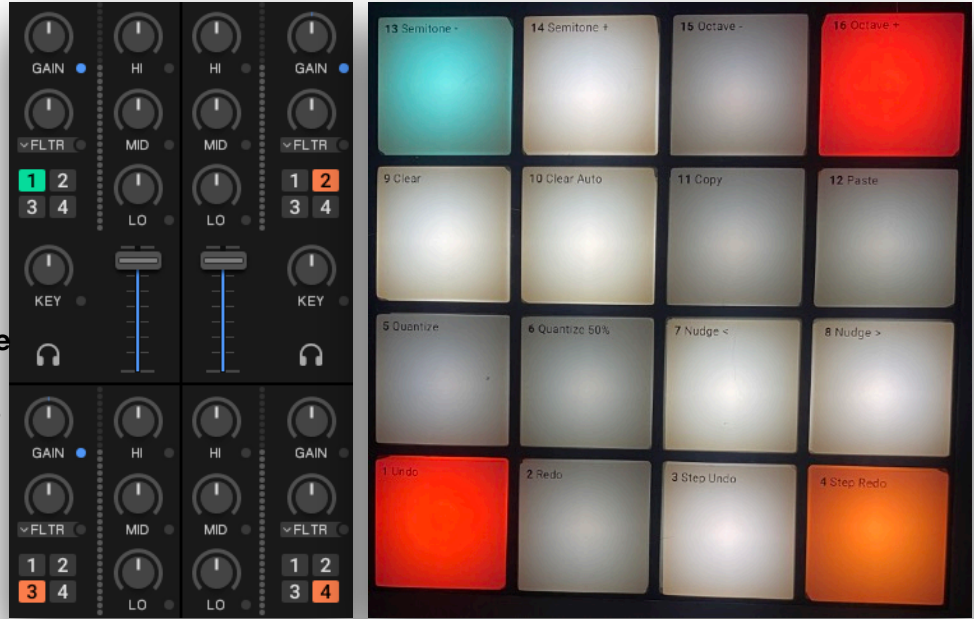
FX Unit 2 is on **FX Mode** and also assigned to Deck A

FX Units 3 and 4 are off and unassigned



FX Unit 1 is on **Pattern Player Mode (Deck A)**

FX Units 2, 3, 4 are on **FX Mode** and assigned to Decks B, C, and D respectively



All 4 FX Units are on **Pattern Player Mode**

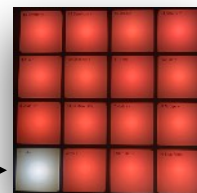


9. Pad Page F

Page F is used to trigger slices created when [FREEZE] mode is on. The pad lights will turn **orange** and a white light moving across, from the top left, the pads indicating the position of the playhead. Knob Pages 14 and 15 provide actual **Freeze** parameter controls



Playhead currently on step 13 →



10. Pad Page G-H

Pad page G (directly underneath Pad C) controls Remix Deck C and **Pad Page H** (directly underneath D) controls Remix Deck D; these pages are exactly the same.

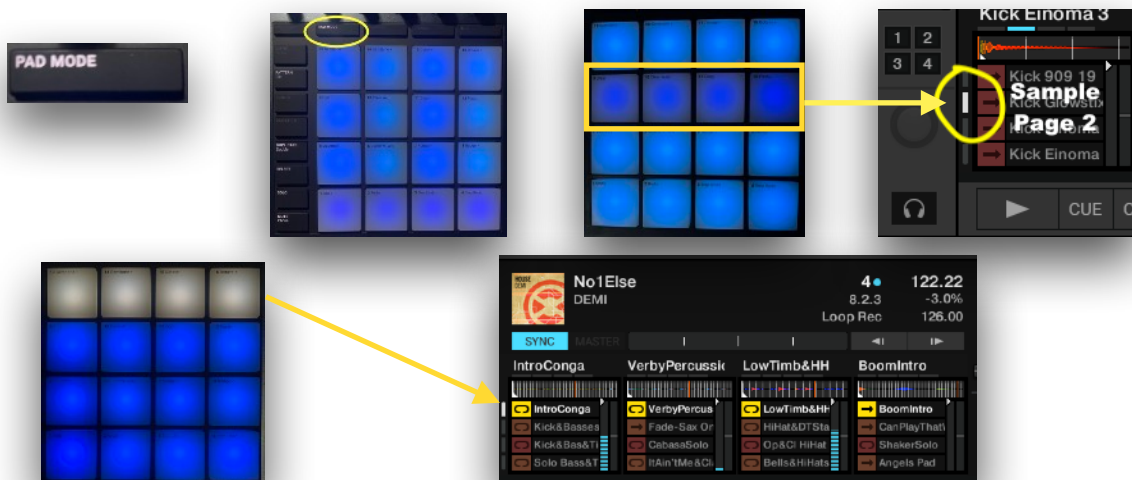
The **Remix Deck Pads** (Pad Page C and D) have several layers or “modes” which change the behavior and color of the pads.

[PAD] Mode

It 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 pressed.

TIP: The pads will populate and turn blue only when samples are loaded on a Remix Deck.

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; you don't have to 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).

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).

[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.

NOTE: You can finger drum on the fly with this mode and simultaneously select samples

Press and hold [STOP] and touch any pad to stop that loop from playing inside a Remix Deck. Press a pad and it will play again.

NOTE: [STOP] does not apply to the Step Sequencer)

Press and hold [MUTE] and press any pad to mute samples. The sample/loop waveform will dim and the play head will continue to move without making a sound.

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.

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].

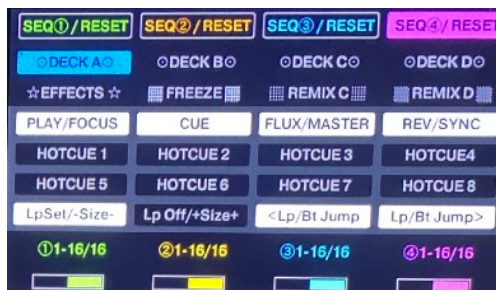
The [STEP] button activates the Step Sequencer.

NOTE: You must first select **Remix Deck C or D**. Otherwise you may think it's now working when it reality, you're simply on the wrong **Step Sequencer**. It is possible to use two **Remix decks/Sequencers**.

To program a sequence/pattern once the **Step Sequencer** has been activated, make sure the screens are on **KNOB PAGE 11**.



Press the [SEQ1] button on top of the right display and begin to program your sequence one **SLOT** at a time.



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**, this can be changed to produce syncopated beats.

Press [SHIFT] and touch the [STEP]Length knob to reset back to 16 steps.

NOTE: This doesn't delete the sequence's steps.

Press [SHIFT] and either [SEQ1/Clear], [SEQ2/Clear], [SEQ3/Clear],[3 or SEQ4/Clear] to clear all steps programmed into your **Step Sequencer**.

11. 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).

The [RESTART Loop] button determines the size of the loop. Press it until you have the desired loop size.

[ERASE] erases the current loop inside the Loop Recorder.

[PLAY] will play the loop recorded.

[REC] press and hold record a loop.

12. Layout Buttons

[PLUG-IN Instance] changes to **Full Screen**.

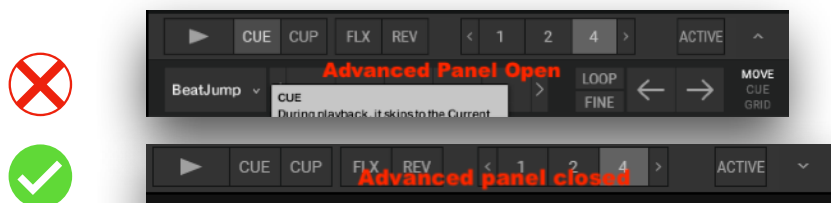
[IDEAS] (Maschine + only) or [ARRANGER] (MK3 only) cycles through the different deck layouts.

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

[MIXER] will normally display a 4 deck layout (2 Track Decks, 1 STEMS Deck, and 1 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).

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



[BROWSER] displays **Browser mode**.

[SAMPLING] displays **4 Decks** and the **LOOP and AUDIO RECORDER**. (This can be changed easily by the user. Open the Preferences menu and change it to your needs).

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

13. Miscellaneous Buttons

[TEMPO (Tune)] activates **Auto Master Tempo**.

[NOTE Repeat] does several things at once. It triggers **Flux**, a **1/4 Step Loop** on the Selected Deck and it lowers the volume to 97% (as long as you hold it down); upon releasing the encoder, **FLUX** and the **LOOP** will turn off and the volume level will return to 100%.

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

[LEFT] and [RIGHT] directional arrow are used to select [KNOB PAGES]

14. Knob Pages (The Screens)

A **Knob Page** is made up of two screens: Left and Right.

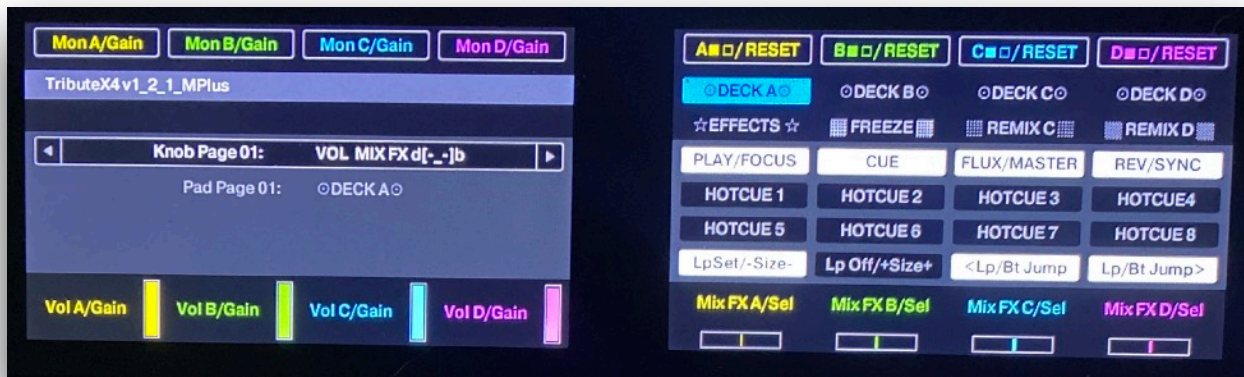
Each **Knob Page** has been carefully organized so you can get to it quickly.

We understand that not everyone had the same needs so we encourage users to delete or rearrange **Knob Page** in order to speed up their workflow. For example, lets say you have absolutely no need for additional EQ knobs because your current controller has a 4 channel mixer with proper EQ controls. In that case, you could delete Knob Pages 1, 2, and 3.

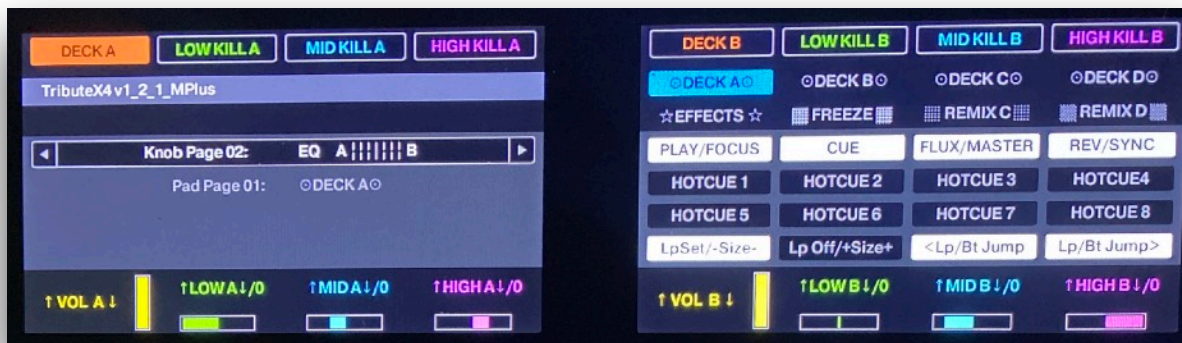
Changes to **Knob Pages** is done by opening the **Controller Editor** app, SELECT the unwanted pages, click on EDIT, and then DELETE; just make sure to have a copy of the original in case you change your mind later.



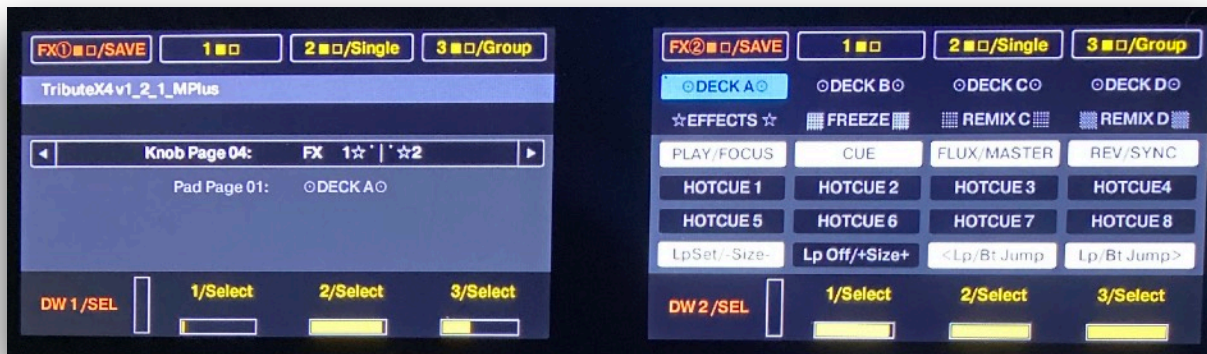
Knob Page 1 provides basic mixer controls that allow you to fade in-out between tracks. You can use the knobs to adjust the Volume/Gain, Mixer FX Level and FX Select. The buttons on top of the screen can turn on Monitor/Auto Gain, Mixer FX On-Off and Reset Mixer FX Level for Decks ABCD.



Knob Page 2 is a 2 channel mixer. It controls the [VOLUME] (yes, again), and EQ functions [LOW], [MID], [HIGH], [LOW KILL], [MID KILL], [HIGH KILL], and it can focus on either Deck A or Deck B (also doable from the [4D Encoder]); this screen only controls **Decks A and B**; **Page 3** is exactly like Page 2 but for **Decks C and D**.



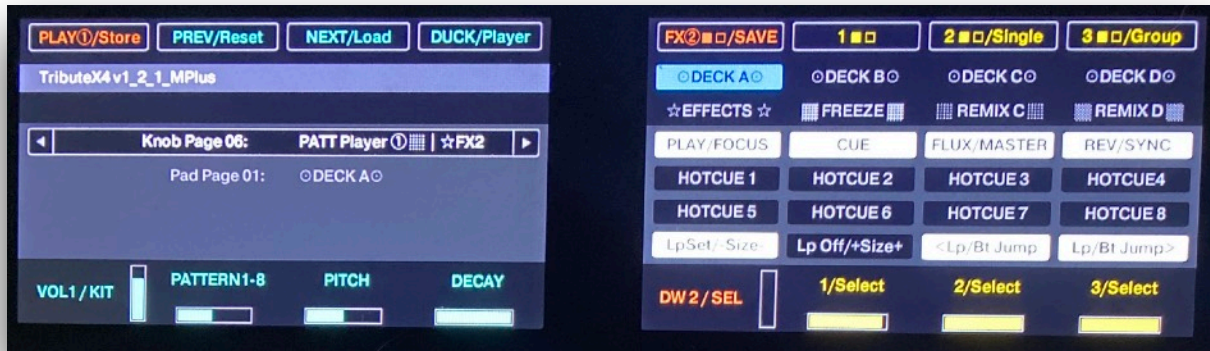
Page 4 is for FX Units 1 and 2. Dry Wet Knob/FX Select (Single Mode only) and Knobs 1, 2, and 3 (when on group mode press and hold the [SHIFT] button and turn any knob and it will change the FX). The buttons on top do exactly what they say they do: On-Off/Save, select SINGLE or Group FX MODE; Page 5 same as Page 4 but for FX Units 3 and 4.



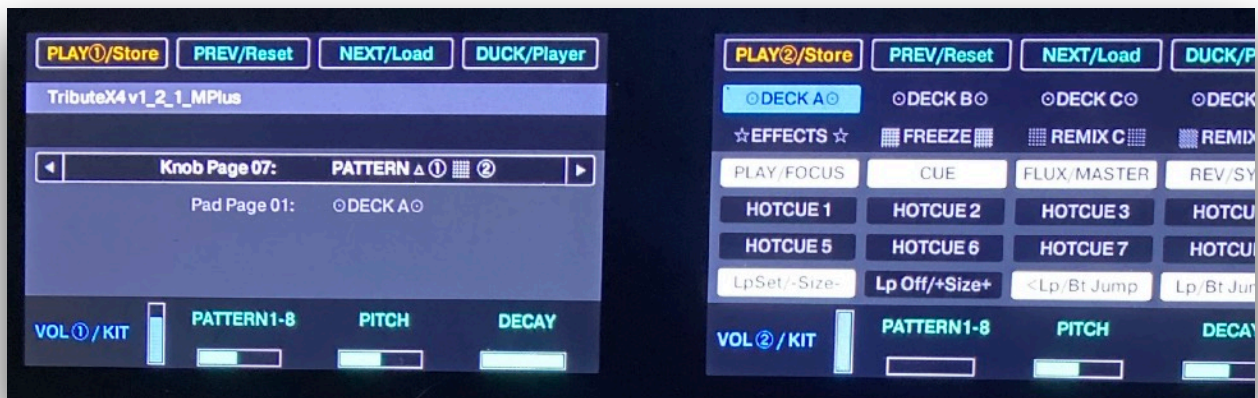
NOTE: The knobs work on both [SINGLE] and [GROUP] mode.

Page 6 is a hybrid page designed with performance in mind. This convenient configuration allows you to control **Pattern Player 1** and **FX Unit 2** on the same set of screens.

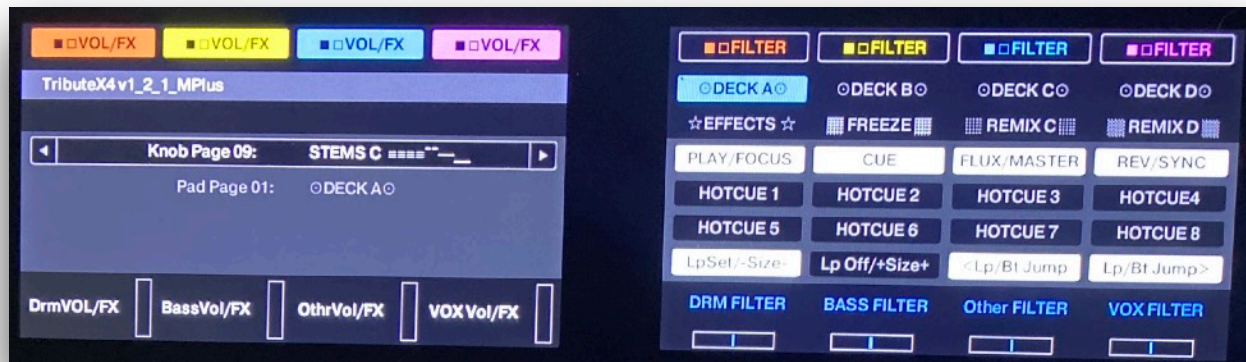
NOTE: if you press the [LOCK] button **FX Unit 2** Knobs will not respond; **Pattern Player 1** will not be affected by this.



Page 7 controls parameters related to **Pattern Players 1 and 2**; **Page 8** does the same for **Pattern Players 3 and 4**. The knobs and buttons do exactly what's on their labels: adjust Volume level/Select Kit, Select Patterns 1-8, Adjust Pitch, Adjust Decay, Play Pattern/Store Pattern, Play Previous/Reset Pattern, Play Next Pattern/Load Pattern, turn Duck on-off/Switch FX Unit to Pattern Player mode.



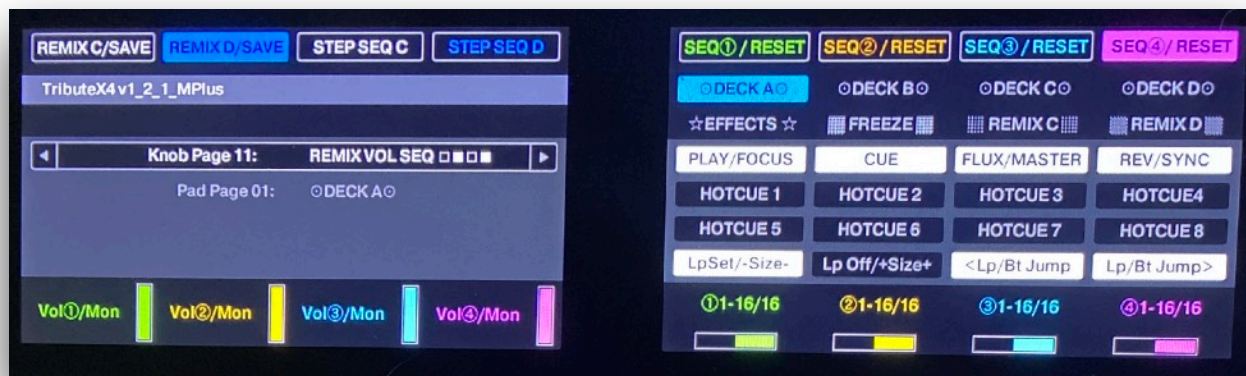
Page 9 Controls **STEMS** Decks C; **Page 10** Controls **STEMS** Deck D. Adjust Volume Levels, FX Levels, and Filter Levels with the knobs. Mute, FX On-Off, and Filter On-Off with the buttons on top of the screens.



Pages 11-14 were mapped to be used in conjunction with Remix Decks C or D but only one at 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 [4D Encoder] to the left for Remix Deck C or to the right for Remix Deck D.

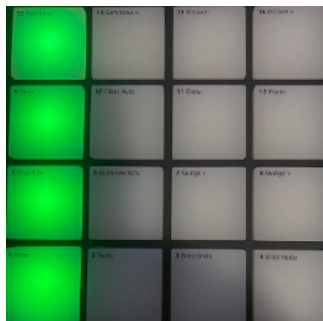
Page 11 Controls Volume levels for **Slots 1-4**, Monitor 1-4, adjust the number of steps for the **Step Sequencer** and the programming mode for the Sequencer Slots 1-4. [Select Remix Deck C or D] from this page, [Save Remix Deck Settings] and activate the [Step Sequencers C] without pressing the [STEP] button.

NOTE: You can turn the [Step 1-16 knob] to change the number of steps of each sequence or press and hold [SHIFT] and touch the [Step 1-16 knob] to reset it back to (16).



The pads below represent a typical 4 on the floor house pattern: This is for demonstration purposes only.

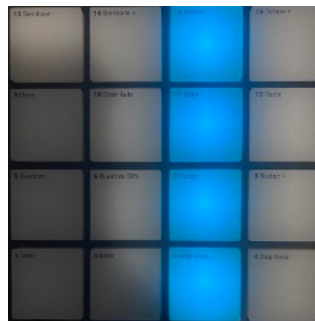
Slot 1 (green)
represents the Kick



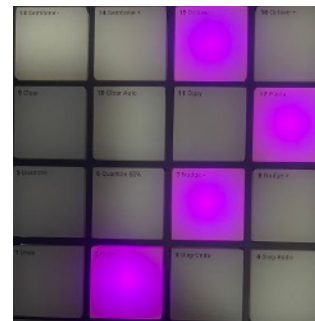
Slot 2 (amber)
represents the Snare



Slot 3 (blue)
represents a Hi Hat

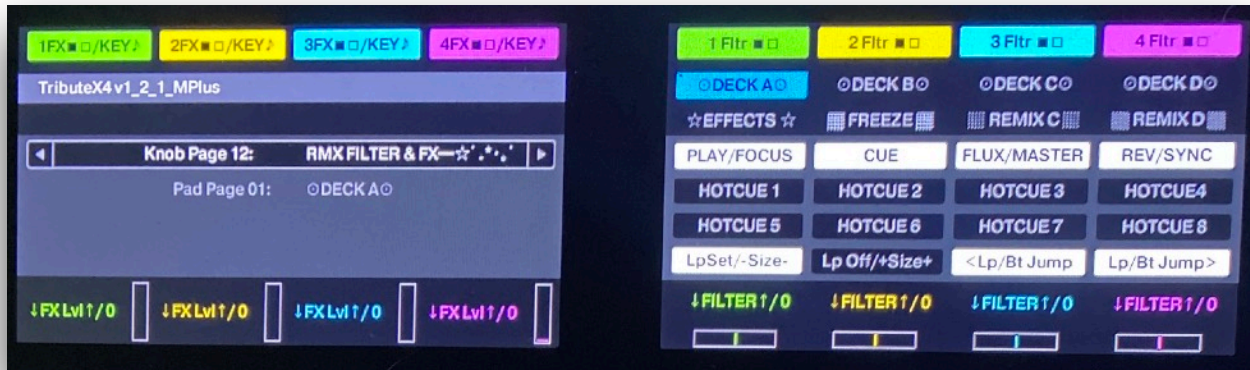


Slot 4 (purple)
represents a Low Tom



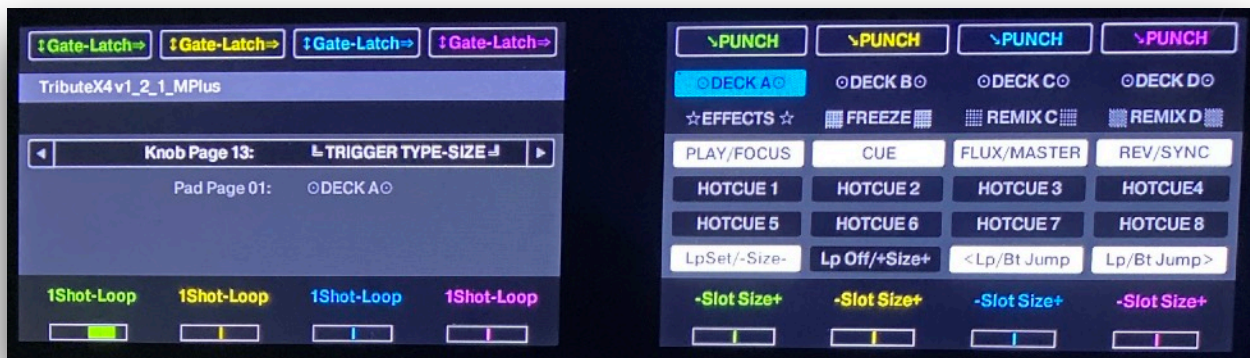
TIP: to erase a step simply press the step (pad) you want to erase. To erase all STEPS on a SLOT, press and hold [SHIFT] and the corresponding [SEQ_] button at the top of the right screen and it will remove all steps on that slot only.

Page 12 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.

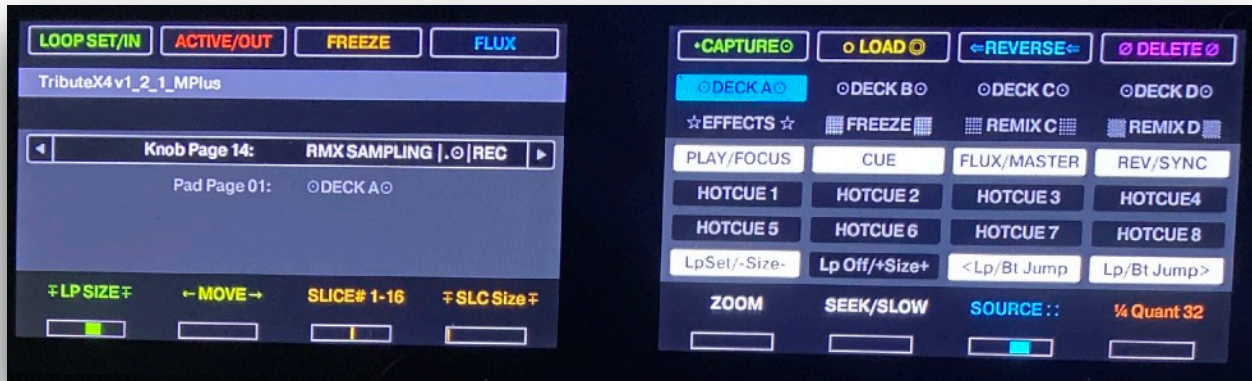


NOTE: There is no visual feedback for the **Slot FX Levels** other than the ON-OFF button light.

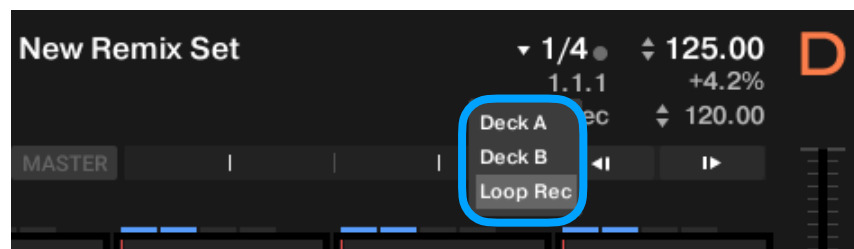
Page 13 allows you to determine the behavior of your **samples/loops**. Turn them into **1-Shots** or **Loops**, **Gate** (must hold it down to play) or **Latch** mode (tap the pad and it will play entire sample without holding it), determine the **Slot Size** and turn **Punch Mode** on-off.



Page 14 was mapped to facilitate the extraction and recording of loops and slices from these 3 sources: **Loop Recorder**, Track Deck A or Track Deck B. Control **Loop Size**, **Loop Move**, **Slice Number (1-16)**, **slice Size**, [**Loop Set/In**], [**Loop Active/out**], [**FREEZE**] Mode, [**FLUX**], [**ZOOM**], [**SEEK Position Fast/ Seek Position Slow**], [**Loop Source**], and [**Quantize Amount**].



[CAPTURE] places a sample (from either the Loop Recorder, Deck A or Deck B) onto a Remix Deck Slot. On the example below, Remix Deck D uses the Loop Recorder as a **source**.



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

[REVERSE] will reverse the direction of play on the selected Sample.

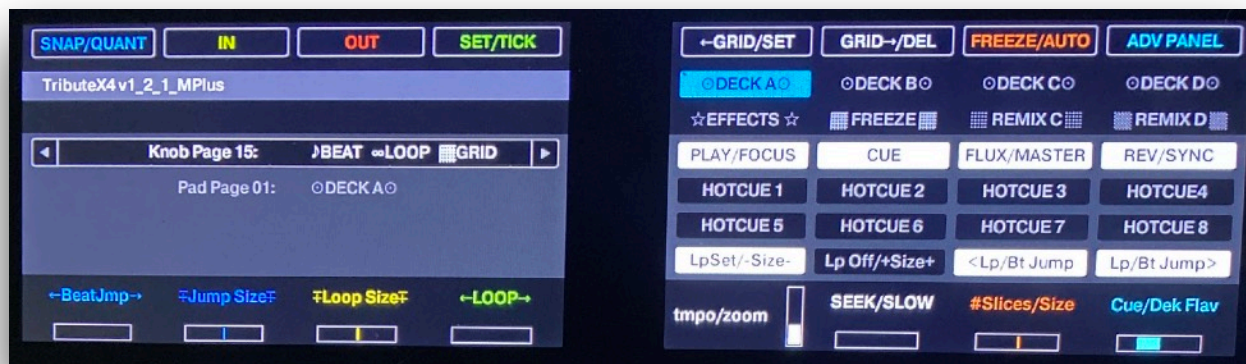
NOTE: The [REVERSE] effect is momentary unless you release the [REVERSE] button while still pressing down on the **Slot Pad**.

[DELETE] will delete the sample inside the selected **Slot**.

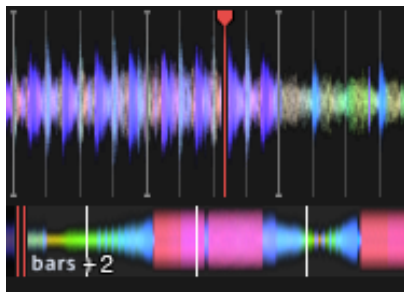
NOTE: The [CAPTURE], [LOAD], [REVERSE] and [DELETE] modifiers must be pressed and held first and then the [Slot Pad] you want to affect. **CAUTION**: there is no "undo" button in Traktor!

Page 15 provides more Advanced Panel controls on a Focused Deck. You can SET LOOP, LOOP IN, LOOP OUT, LOOP JUMP, ADJUST LOOP SIZE, BEAT JUMP, ADJUST BEAT JUMP SIZE, ADJUST DECK TEMPO, ZOOM in and out of the Waveform, SEEK Fast or Slow Waveform, turn on FREEZE, SLICE Number Select, SLICE SIZE, Turn On TICK, MOVE GRID Left, MOVE GRID Right, SET GRID, DELETE GRID, SET AUTO GRID, and open up the ADVANCE PANEL VIEW. The commands are pretty straight forward and do what they say on the screens.

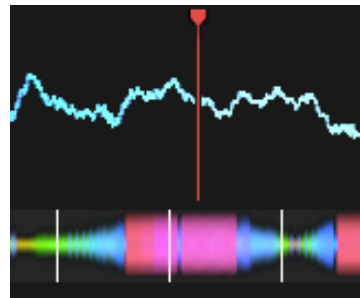
NOTE: This controls will only apply to the Focused Deck.



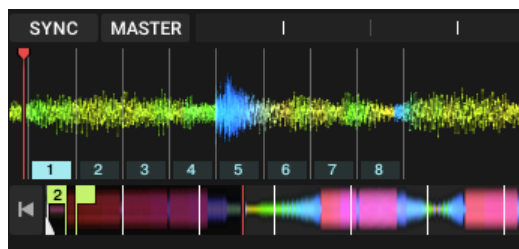
Zoomed Out Waveform



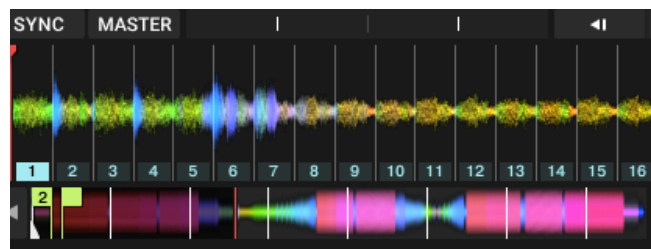
Zoomed In Waveform



8 Slices



16 Slices



10. Thank you

Thank you for taking the time to read this guide and thank you for your support!

Visit us at: <https://traktormapping.com>

Contact us at: traktormapping.com@gmail.com

Follow Us on our YouTube Channel: <http://www.youtube.com/@traktormapping3947>

Troubleshooting Guide

Common Issues

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

You have properly installed the mapping as shown on the installation guide.

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

If your Remix Decks are not responding to commands, 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).

The Step Sequencer doesn't seem to be working: make sure to turn the **Step Sequencer** on by first selecting Remix Deck C or D with the 4D Encoder and then press the [STEP] button. Or Simply go to Knob Page 11 and select Remix Deck C or D with the buttons on top of the left screen.

The sequencer seems to be triggering loops and samples at random. Turn off sequencer if running in the background. Reset all Sequencer steps manually or by pressing and holding [SHIFT] followed by the SEQ / Clear button.

Pad lights "act funny" and colors don't reflect Hot Cue colors; just press our [SHIFT] button and it will send "**Current State**" information.

Encoders and Knobs don't respond properly: most likely they are set to "Soft Takeover" to prevent them from jumping when touched.

Update Release Notes

Version 1.2.1 Release Notes:

- Added a hybrid Knob Page that displays Pattern Player1 and FX Unit 2
- Added mint green lights to Pad Page E in order to reflect when FX Units are in Pattern Player mode
- Added resets to EQ knobs on Knob Pages 2 and 3
- Minor cosmetic changes, ie, ASCII characters
- The SEEK knob on Knob Page 15 only works when deck is NOT playing
- Renamed "Filter FX" to "Mixer FX" on Knob Page 1
- The pad lights on Pad Page E automatically change colors depending on the FX Unit's mode: Orange for Group and Single FX and mint for Pattern Player mode.
-

Version 1.2.0 Release Notes:

- Added 2 knob pages to control 4 Pattern Players
- Added a modifier that allows you to view the Pattern Player on Pad Pages A-D
- Relocated the Sequencer Steps Clear button from "PATTERN" to the SEQ1, 2, 3 and 4 buttons
- Now the PATTERN button must be pushed and held down in order to see the Pattern Player Steps
- Now Pad Page E pad color are mint green when Effects Units are on Pattern Player Mode
- Switched the Fine Tempo Adjust function from the [LOCK] button to the "TEMPO" button (+ [SHIFT]) in order to free up [LOCK] (now a Pattern Player View Lock button)
- Now the [LOCK] Button acts a toggle button that locks the Pattern Player view
- Added dedicated STEMS controls to decks C and D
- Added EQ levels reset by pressing and holding [SHIFT] + touching the corresponding knob
- Renamed Knob Page 14 to "BEAT, LOOP, GRID"
- Added Step Sequencer C and Step Sequencer D buttons on knob page to prevent confusion when only using the "STEP" button since it's hard to see if it's on or off
- On Knob Page 14 replaced "FLUX" Button with "Advance Panel View"
- Added "SET Grid Marker", "Delete Grid", "Reset Grid" and "Tick On"
- Removed "Save Remix Deck Settings" from the "SETTINGS" Button due to accidental saving; the option is still available on Knob Page 11
- Changed ASCII characters and icons on some knob pages
- The "LOOP OFF" pad (Pad 2) on Decks A-D no longer resets the loop size to 4 when the Loop is turned off: *this can be changed to taste via Traktor Pro
- All level knobs such as Volume, FX, and Filter are now on "Soft Takeover" Mode
- All selector knobs such as FX Selector, Pattern Selector, etc, are NOT on "Soft Takeover" Mode
- Default Controller Editor displays "Bars" instead of "Values"
- Other Minor cosmetic changes such as renaming or abbreviating commands on displays