

Jog-On 2 User Manual

TouchOSC Layout /
Traktor Pro 3 MIDI Controller



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1. Intro

Jog-On 2 is a complete redesign and re-mapping of the original Jog-On layout for TouchOSC and Traktor.

It's a 4 Deck controller which can be used to control two of Traktor's Track / Stem Decks and two Remix Decks / Step Sequencers, as well as each of Traktor's four FX Units, the Loop Recorder, Browser and Audio Recorder. Mixer, EQ, Grid and Freeze Mode controls for each Deck are also full controllable.

The left side of the layout lets you switch between controls for Deck A (Track / Stem Deck) and Deck C (Remix Deck / Step Sequencer). The right side; Deck B (Track) and Deck D (Remix).

The layout also features 'Performance FX' areas which allow you to control Traktor's effects with either button presses (for precise control over an effect's FX Amount) or XY & Radar controls (to adjust the FX Amount of two effects simultaneously).

2. System Requirements

- Latest version of [TouchOSC](#) app for iOS / Android.
- [Traktor Pro 3](#) for Mac / PC.
- A connection from TouchOSC to your computer (through either WiFi, USB cable or MIDI interface).
- [TouchOSC Bridge](#) (optional).

3. Naming Conventions

From Section 4 onwards in this manual the following colour-coding is used to differentiate between controls for TouchOSC, Traktor and controls on the layout itself.

TouchOSC's general controls / settings are shown in green, eg., **Control Surface, Tab**.

Traktor's controls / settings are shown in red, eg., **Deck Volume, Crossfader**.

Jog-On 2's controls are shown in blue (in capital letters), eg., **JOG WHEEL, SHIFT**.

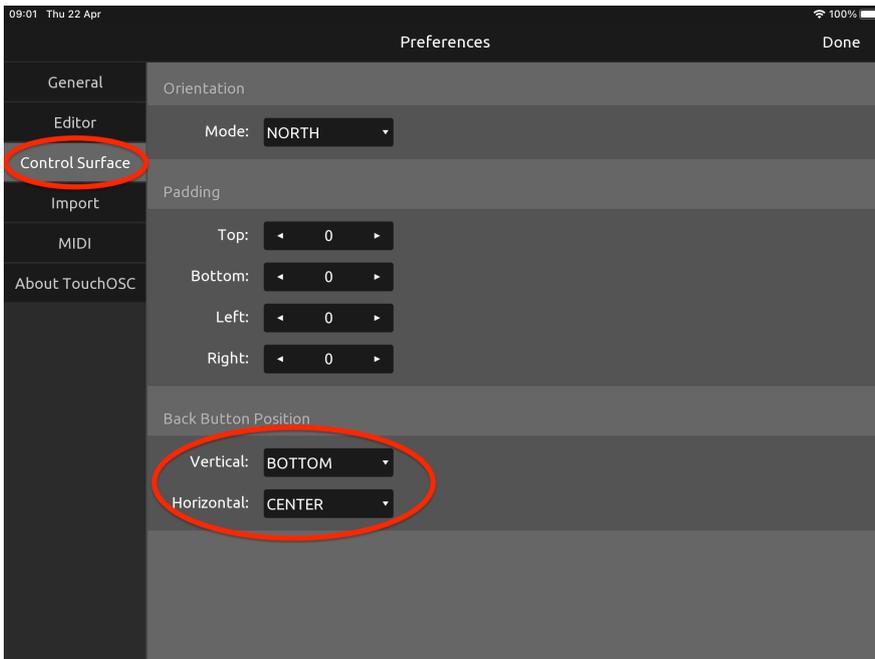
4. Setup

4.1 TouchOSC Setup

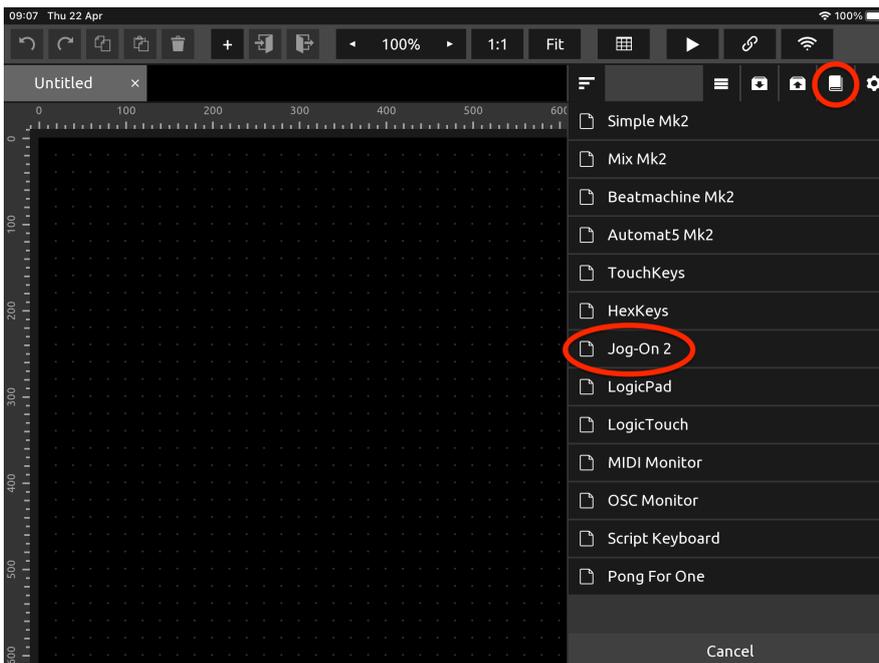
Open TouchOSC on your touchscreen device and use the **Connections** settings to connect to your computer.

There are various ways to do this, either through WiFi MIDI, a hardware MIDI interface or with a USB cable. More detailed instructions can be found on the [Hexler website](#).

It's recommended that you set the **Back** button on your TouchOSC client device to **BOTTOM, CENTER** so that it's not being displayed over the top of any of the layout's controls. To do this in TouchOSC, go to **Preferences > Control Surface** and change the **Horizontal** and **Vertical** settings in the **Back Button Position** settings:

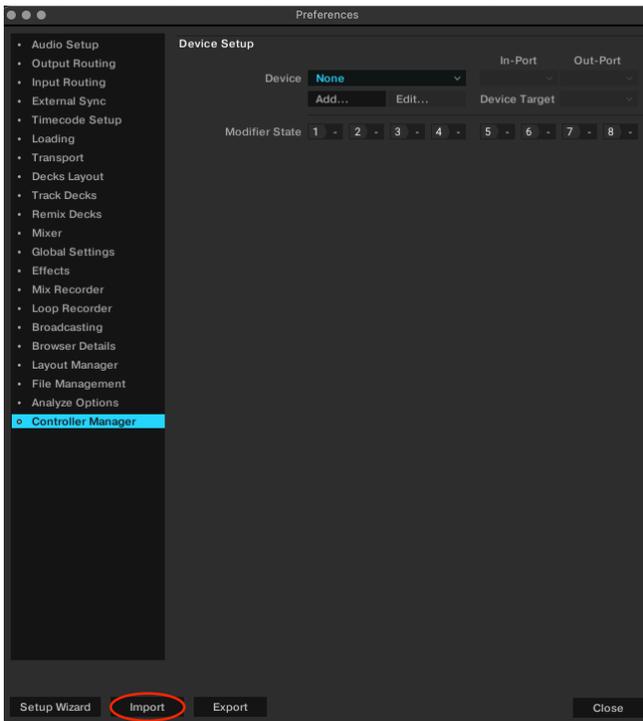


Finally, load the Jog-On 2 layout. This is included as a stock layout in TouchOSC, so all you need to do is select it from the **Open Layout** section in TouchOSC's settings. Then tap the **Play** button to exit **Editor Mode** and start / run the layout.



4.2 Traktor Setup

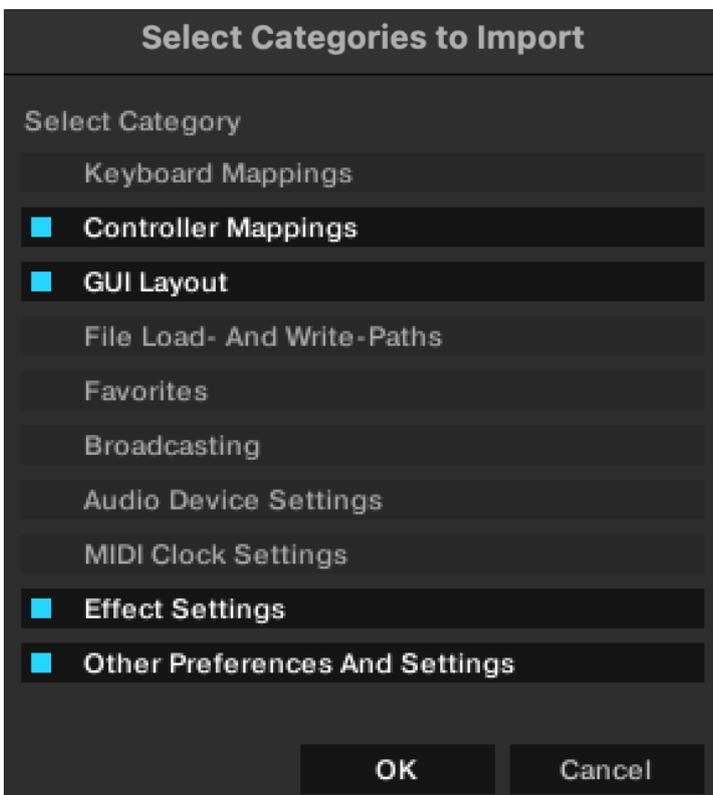
In Traktor, go to **Preferences > Controller Manager**, then click **Import** and browse to the provided 'Jog-On 2.tsi' file.



Warning! Importing this mapping will overwrite any custom mappings you may already have loaded. Please ensure you have these backed up before you import. You can re-import each of your custom mappings individually afterwards by clicking **Add > Import TSI**.

However, please note that Jog-On 2 is designed to control practically every feature of Traktor. As such, it uses hundreds of MIDI commands and almost all 16 available MIDI channels. Therefore, it's not really designed to work well with other third party Traktor controllers. Using other controllers along with Jog-On 2 may result in some unexpected behaviour (as different functions in each controller are likely to be mapped to the same MIDI Channel and CC).

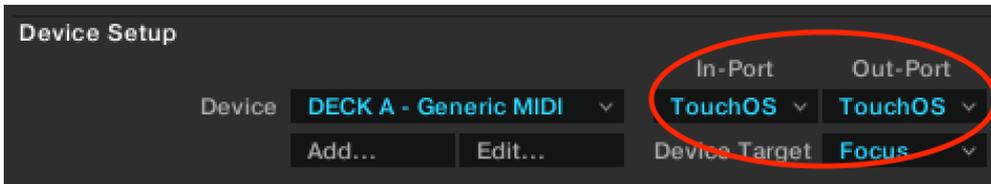
In the popup window that follows, ensure the boxes for **Controller Mappings**, **GUI Layout**, **Effects Settings** and **Other Preferences** remain checked, then click **OK**. Jog-On 2 requires that Traktor's GUI and effects are set up in a particular way for it to work properly, so it's very important that you don't change anything here.



Importing the TSI file will load seven individual mappings, each of which control different parts of Traktor (**Deck A**, **Deck B**, etc.) You can see a list of these mappings by clicking the **Device** drop-down menu.

You need to ensure that the **In** and **Out** ports are set to the MIDI ports you're using to connect for **each** of the seven mappings.

If you're connecting through TouchOSC Bridge, these ports should already be set for you in Traktor. If you're connecting through Network MIDI or a MIDI interface, you'll need to set the **In** and **Out** ports on **each** of the seven mappings manually to those of your device's MIDI connection. Do this by first clicking the **Devices** drop-down to list the mappings, then selecting each, one by one, and changing the **Port** settings.



Once the **Ports** are set up, you can close **Preferences**, Traktor's GUI should now look like this:



Note that **Decks A** and **B** are set to **Track Decks** and **Decks C** and **D** are set to **Remix Decks**. It's important that they're configured in this way for Jog-On 2 to work properly.

4.3. Final Settings

You should now have the layout loaded in TouchOSC and the mapping file loaded in Traktor.

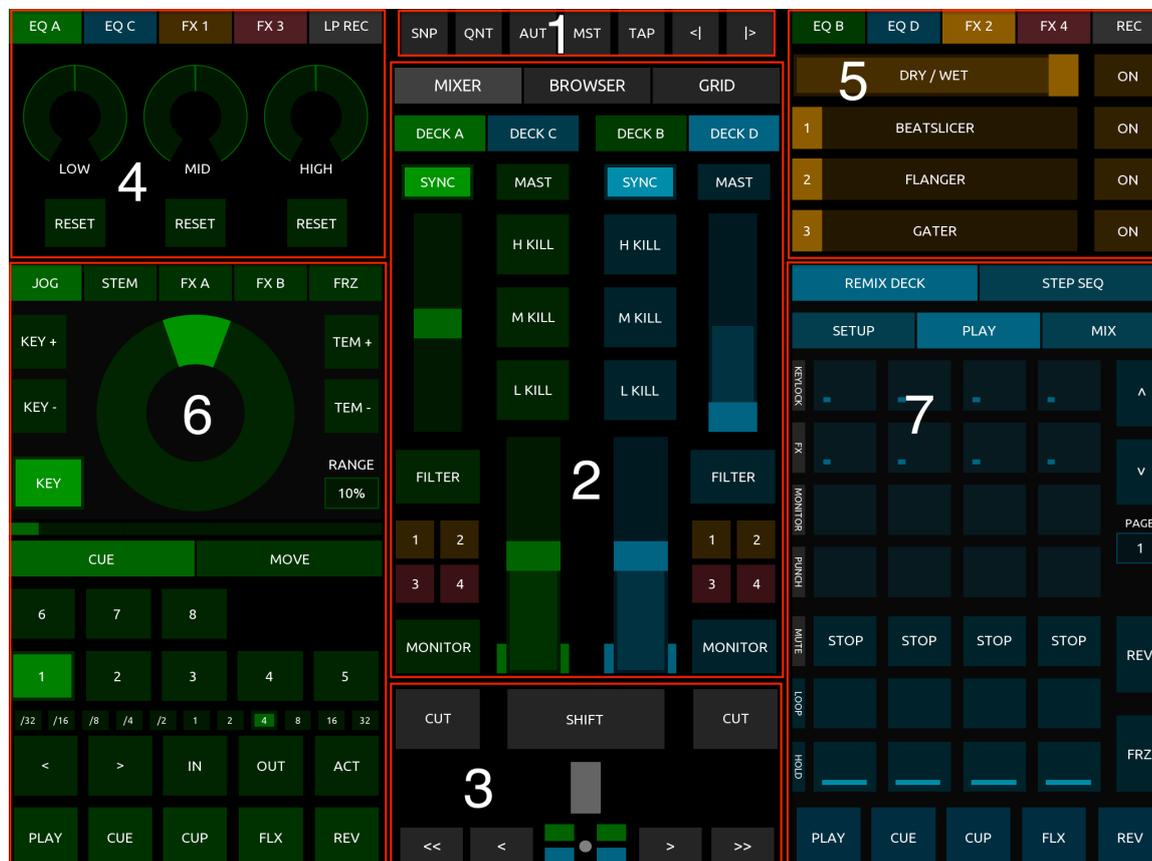
The final thing to do is to press the **SHIFT** button once on the layout.

This sets the positions of the dials, faders and buttons on the layout to match their corresponding controls in Traktor.

5. Jog-On 2's Controls

Jog-On 2 is divided into several different areas, most of which are subdivided by **Tabs** into further sections (**Pages**) to provide detailed control over almost all of Traktor's features.

These areas are as follows:



1. **Global Area** - Controls for global parameters in Traktor, eg., **Snap**, **Quantize**, etc.

2. **Mixer / Browser / Grid Area** - Use the **MIXER** / **BROWSER** / **GRID Tabs** to switch between **Mixer** controls for each **Deck**, **Browser** controls (for selecting and loading **Tracks**, **Stems** & **Remix Sets**), and **Grid** controls (for setting a **Track's Beatgrid Markers**).

3. **Crossfader Area** - Various **Crossfader** controls and a **SHIFT** button which, when held, is used to access secondary functions on the layout.

4. **Left EQ / FX Area** - Use the **Tabs** to switch between **EQ** settings for **Decks A & C**, controls for **FX Units 1 & 3**, and Traktor's **Loop Recorder**.

5. **Right EQ / FX Area** - Use the **Tabs** to switch between **EQ** settings for **Decks B & D**, controls for **FX Units 2 & 4**, and Traktor's **Audio Recorder**.

6. **Left Deck Controls - (*Track Deck layout shown*)** - Use the **DECK A / DECK C Tabs** in the **MIXER** area to switch between controls here for **Track / Stem Deck (DECK A)** in green, or **Remix Deck / Step Sequencer (DECK C)** in blue.

7. **Right Deck Controls - (*Remix Deck layout shown*)** - Use the **DECK B / DECK D Tabs** in the **MIXER** area to switch between controls here for **Track / Stem Deck (DECK B)** in green, or **Remix Deck / Step Sequencer (DECK D)** in blue.

5.1 Global Area



SNP - Turns global **Snap** on/off.

QNT - Turns global **Quantize** on/off.

AUT - Sets **Master Clock Auto** to on.

TAP - Tap repeatedly to set tempo of **Master Clock**.

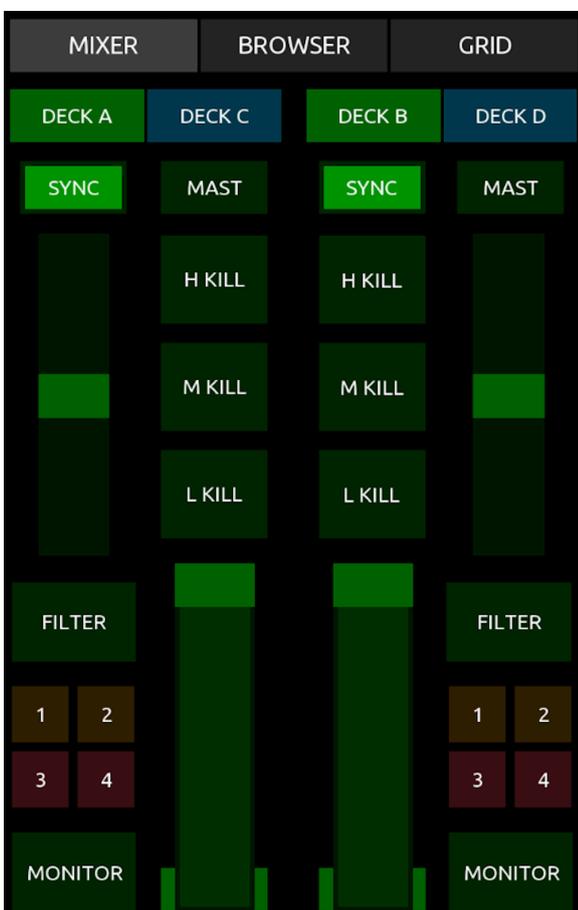
<| |> - **Master Clock Bend** down/up.

5.2 Mixer / Browser / Grid Area



Use the **MIXER / BROWSER / GRID Tabs** to switch between the following **Pages**:

5.2.1 MIXER - Mixer Controls



Provides control over **Mixer** functions for each **Deck (A, B, C & D)**. Controls are the same for each Deck.

DECK A / DECK C Tab - Switches **Mixer** controls and what's displayed in the left-hand side of the layout between controls for **DECK A (Track / Stem Deck)** and controls for **DECK C (Remix Deck)**.

DECK B / DECK D Tab - Switches **Mixer** controls and what's displayed in the right-hand side of the layout between controls for **DECK B (Track / Stem Deck)** and controls for **DECK D (Remix Deck)**.

SYNC - Toggles **Deck Sync** on/off.

MASTER - Sets **Deck** to **Tempo Master**.

H. KILL - Toggles **EQ High Kill** on/off.

M. KILL - Toggles **EQ Mid Kill** on/off.

L. KILL - Toggles **EQ Low Kill** on/off.

SMALL FADER - Controls **Mixer FX Amount**.

SHIFT + SMALL FADER - Selects between each

of Traktor's **Mixer FX** (**Filter**, **Reverb**, **Dual Delay**, **Noise** & **Time Gater**).

FILTER - Toggles **Mixer FX** on/off. This button displays the name of the currently selected **Mixer FX**. **Filter** is selected by default.

1 / 2 / 3 / 4 - Toggles routing **Deck** to **FX Units 1, 2, 3 & 4** on/off.

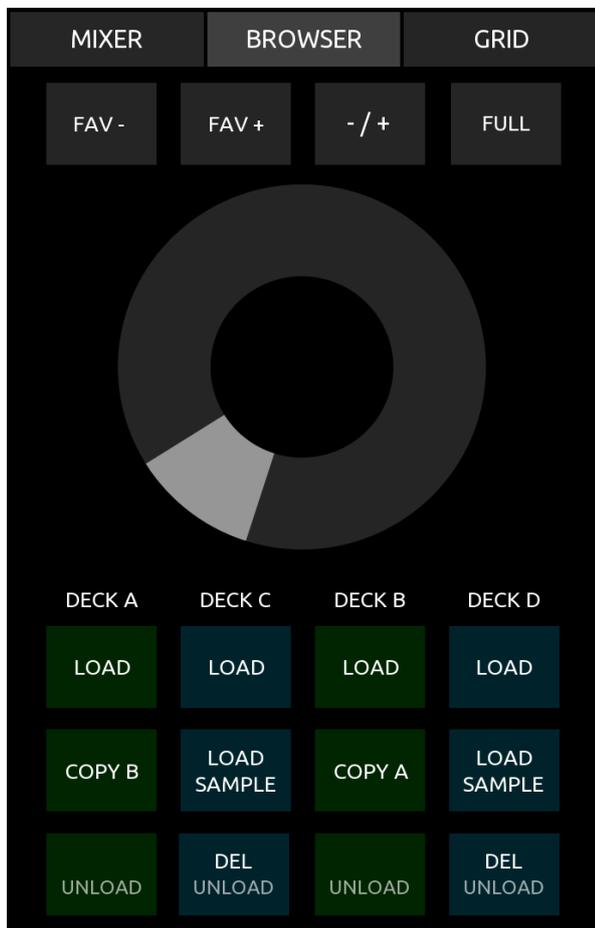
MONITOR - Toggles **Deck Monitor** on/off.

LARGE FADER - Controls **Deck Volume**.

SHIFT + LARGE FADER - Adjusts the **Deck Gain** amount.

5.2.2 BROWSER - Browser Controls

Allows you to browse for and load **Tracks** & **Stems** into **Deck A & B**, and **Remix Sets** & **Samples** into **Decks C & D**.



FAV - / FAV + - Moves backwards/forwards through **Favourites / Crates** folders.

- / + - Collapses / expands currently selected folder in Traktor's **Browser Tree / Explorer** section.

FULL - Toggles **Full Screen Browsing** on/off.

JOG WHEEL - Scrolls through the contents of the currently selected folder. See [Jog Wheel Sensitivity](#) for info on adjusting the scroll speed.

SHIFT + JOG WHEEL - Scrolls through folders in the **Browser Tree**.

LOAD (A, B, C, D) - Loads the currently selected **Track**, **Stem** or **Remix Set** into a **Deck** of your choice and turns off **Full Screen Browsing**.

LOAD SAMPLE (C, D) - Hold this button and press an empty **Sample Cell** on either **REMIX DECK** layout to load an individual **Sample** into a **Remix Deck**.

COPY B - Copies the track currently loaded in **Deck B** to **Deck A**.

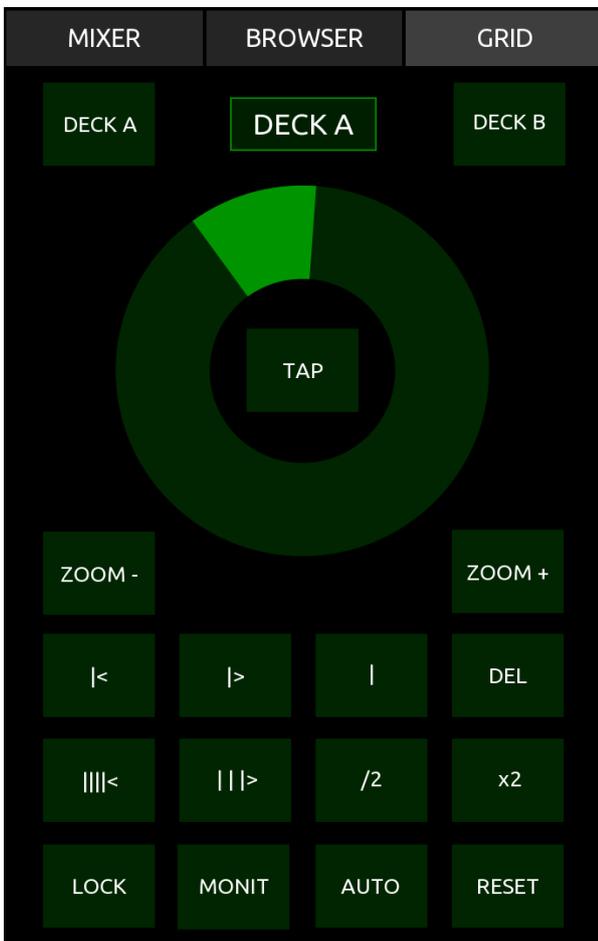
COPY A - Copies the track currently loaded in **Deck A** to **Deck B**.

DEL (C, D) - Hold this button and press a filled **Sample Cell** to unload it.

SHIFT + UNLOAD (A, B, C, D) - Unloads the currently loaded **Track / Remix Set** from **Deck A, B, C or D**.

5.2.3 GRID - Beatgrid Controls

Provides fine control over Traktor's **Beatgrid** settings for the **Track** currently loaded in **Deck A** or **B**.



DECK A / DECK B - Selects which **Deck** you want to apply the **Beatgrid** controls to.

JOG WHEEL - Scratches / Scrubs backwards/ forwards through the currently loaded **Track**.

ZOOM +/- - Zooms in or out of the **Track's Waveform** display in Traktor's GUI, giving you finer / broader control over the **JOG WHEEL's** track scrubbing.

|< / >| - Moves whole **Beatgrid** backwards/ forwards. Hold to repeat.

|||< / |||> - Compresses/expands the **Beatgrid**, thereby changing **Tempo**. Hold to repeat.

/2 / x2 - Halves / doubles the track's **Tempo**.

| - Sets a **Gridmarker** at the current playback position.

DEL - Deletes the last **Gridmarker**.

LOCK - Toggles **Analysis Lock** on/off.

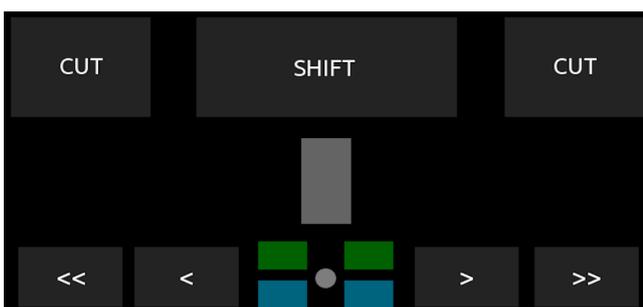
MONIT - Toggles **Beat Tick** on/off.

AUTO - Calculates the track's **BPM** and sets the initial **Gridmarker**.

RESET - Resets and recalculates the track's currently set **BPM**.

5.3 Crossfader Area

This area contains **Beat Phase** indicators for each **Deck**, various controls for the **Crossfader**, and a **SHIFT** button (for accessing secondary commands on the layout).



CUT (left / right) - Hold to cut the **Crossfader** half a length to the left / right. Release to return it to its original position.

SHIFT - Hold to access secondary functions on certain **BUTTONS** and **SLIDERS**.

SLIDER - Crossfader

<< - Press once to gradually move the **Crossfader** all the way to the left.

>> - Press once to gradually move the **Crossfader** all the way to the right.

< - Press once to move the **Crossfader** 1/16th of a length to the left. Hold to repeat.

> - Press once to move the **Crossfader** 1/16th of a length to the right. Hold to repeat.

Green & Blue **LEDs** - **Beat Phase Indicator** for each of the four decks.

5.4 Left EQ / FX Area



Use the **EQ A / EQ C / FX 1 / FX 3 / LP REC** Tabs to switch between the following **Pages**:

5.4.1 EQ A - EQ Controls for Deck A



DIALS - Controls **EQ Low**, **EQ Mid** and **EQ High** on **Deck A**.

RESET - Resets the dial above to the central position.

5.4.2 EQ C - EQ Controls for Deck C



DIALS - Controls **EQ Low**, **EQ Mid** and **EQ High** on **Deck C**.

RESET - Resets the dial above to the central position.

5.4.3 FX 1 - Controls for FX Unit 1

This **Page** controls all the settings for **FX Unit 1**. Its controls work in slightly different ways depending on whether the **FX Unit** is in **Group Mode** or **Single Mode**. **FX Unit 1** is set to **Group Mode** by default with the **Beatmasher**, **Filter LFO** and **Gater** effects loaded into **FX Slots 1, 2 & 3**.

NOTE - If you want to switch between **Group** and **Single Modes** on any of the **FX Units**, you must do this through Traktor's GUI.

EQ A	EQ C	FX 1	FX 3	LP REC
DRY / WET				ON
1	BEATMASHER 2			ON
2	FILTER LFO			ON
3	GATER			ON

DRY / WET - Controls the overall **Dry/Wet Amount** of **FX Unit 1**.

ON (Master) - Toggles **FX Unit 1** on/off when the **FX Unit** is set to **Single Mode**. This button has no function in **Group Mode**.

SLIDER 1 - In **Group Mode**, this controls the **FX Amount** of the effect loaded in **FX Slot 1**. In **Single Mode**, it controls **FX Parameter 1 Amount**.

SLIDER 2 - As above, but instead controls **FX Slot 2**.

SLIDER 3 - As above, but instead controls **FX Slot 3**.

SHIFT + SLIDER 1 - Selects between each of Traktor's **Effects** in **FX Slot 1** (or the Single effect when in **Single Mode**). The name of the chosen **Effect** is shown in the middle of the **SLIDER**.

SHIFT + SLIDER 2 - As above, but instead controls **FX Slot 2** when in **Group Mode**. This slider has no function when in **Single Mode**.

SHIFT + SLIDER 3 - As above, but instead controls **FX Slot 3** when in **Group Mode**. This slider has no function when in **Single Mode**.

ON 1 - In **Single Mode**, press to reset all **FX Parameters**. In **Group Mode**, hold to momentarily turn on the chosen **Effect** in **FX Slot 1**.

ON 2 - In **Single Mode**, hold to momentarily turn on the **FX Parameter** in **FX Slot 2**. In **Group Mode**, hold to momentarily turn on the chosen **Effect** in **FX Slot 2**.

ON 3 - In **Single Mode**, hold to momentarily turn on the **FX Parameter** in **FX Slot 3**. In **Group Mode**, hold to momentarily turn on the chosen **Effect** in **FX Slot 3**.

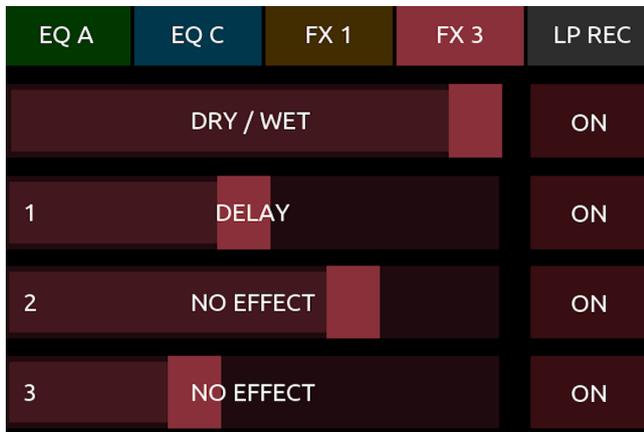
SHIFT + ON 1 - In **Single Mode**, press to reset all **FX Parameters**. In **Group Mode**, press to toggle the chosen **Effect** in **FX Slot 1** on/off.

SHIFT + ON 2 - In **Single Mode**, press to toggle **FX Parameter Button 1** on/off. In **Group Mode**, press to toggle the chosen **Effect** in **FX Slot 2** on/off.

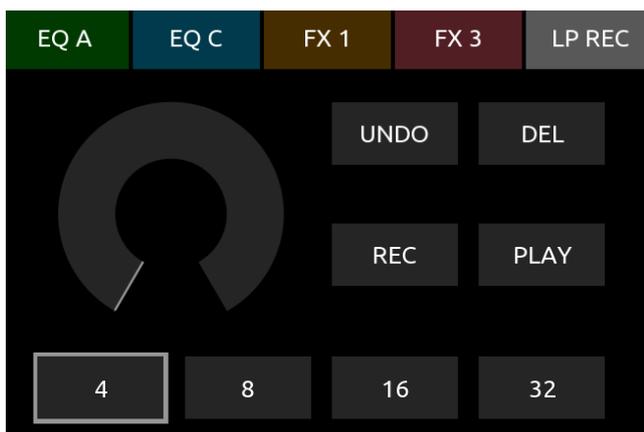
SHIFT + ON 3 - In **Single Mode**, press to toggle **FX Parameter Button 2** on/off. In **Group Mode**, press to toggle the chosen **Effect** in **FX Slot 3** on/off.

5.4.4 FX 3 - Controls for FX Unit 3

As above, but instead controls the settings for **FX Unit 3**. **FX Unit 3** is set to **Single Mode** with the **Delay** effect loaded by default.



5.4.5 LP REC - Loop Recorder



DIAL - Controls the **Loop Recorder's Dry/Wet Amount**.

4 / 8 / 16 / 32 - Selects **Size** (in beats) of initial recording.

UNDO - **Undo** last overdubbing.

DEL - **Delete** recorded loop.

REC - **Record** loop.

PLAY - **Play** recorded loop.

5.5. Right EQ / FX Area

This area works exactly the same as the previous FX / EQ Section, but instead controls **EQ** levels for **Decks B & D**, and parameters for **FX Units 2 & 4**.

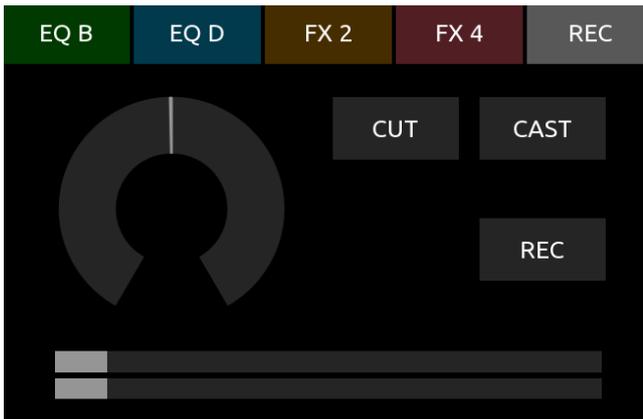
FX Units 2 & 4 are both set to **Group Mode** by default.

FX Unit 2 has the **Beatslicer**, **Flanger** & **Gater** effects loaded into **FX Slots 1, 2 & 3** by default.

FX Unit 4 has **Turntable FX**, **Event Horizon** & **Flight Test** effects loaded into **FX Slots 1, 2 & 3** by default.

The only other difference here is that the **Loop Recorder** is replaced with the **Audio Recorder**.

5.5.1 REC - Audio Recorder



DIAL - Controls **Record Gain**.

CUT - **Cuts** the current recording and starts a new audio recording.

CAST - Toggles **Broadcasting** on/off.

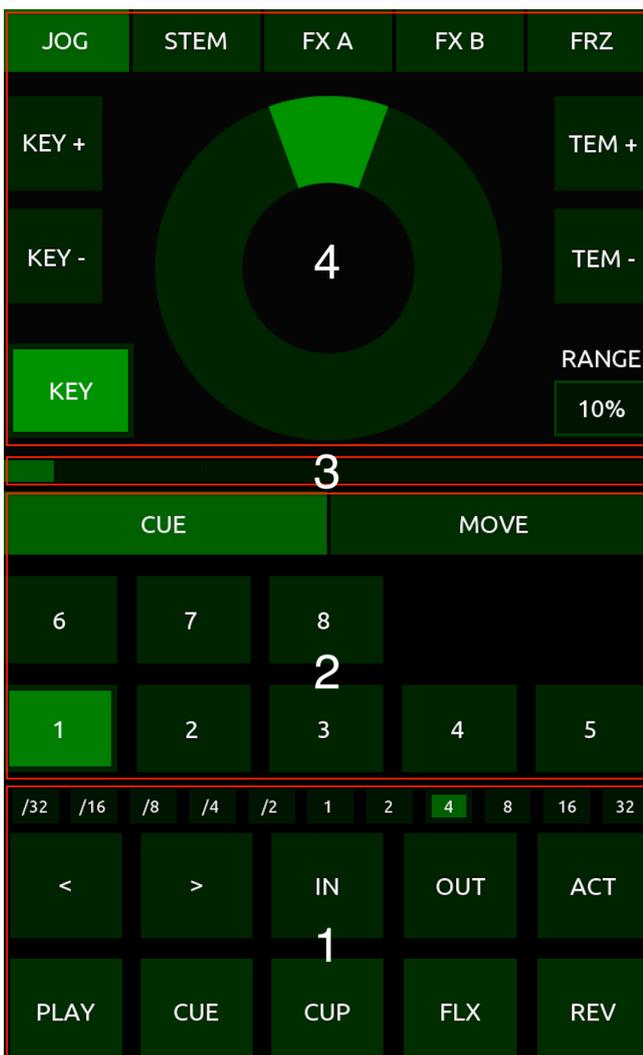
REC - Toggles **Recording** on/off.

SLIDERS - **Recording Meter** display (volume level).

5.6. Left Deck (Track / Stem Deck Layout)

The left **DECK** layout can be set to display controls for either **Track Deck (Deck A)** or **Remix Deck (Deck C)** by using the **Tabs** above the **MIXER** area.

Here we'll look at controls for a **Track Deck**. Controls are identical for **DECK A** (left) and **DECK B** (right). The **Layout** for the **Track Deck** is split into four areas:



1. **Transport and Loop Controls**.

2. **Hotcue / Move Controls** - Use the **Tabs** to switch between **CUE (Hotcue)** and **MOVE (Beatjump) Pages**.

3. **Track Position Indicator** - Shows the **Track's** current **Playhead Position**.

4. **Track & Performance FX Controls** - Use the **Tabs** to switch between the **JOG, STEM, FX A, FX B** and **FRZ Pages**.

5.6.1 Transport & Loop Controls



PLAY - Toggles **Deck Play / Pause**.

CUE - Hold to play from current **Cue Point**.

CUP - Hold then release to play from current **Cue Point**.

FLX - Toggles **Flux Mode** on/off.

REV - Hold to momentarily turn on **Reverse Mode**.

< - Move **Loop Size Selector** backwards.

> - Move **Loop Size Selector** forwards.

IN - Press to manually set **Loop Start** point.

OUT - Press to manually set **Loop End** point.

ACT - Toggles **Loop Active** on/off.

Loop Size **LEDs** - Shows the loop's currently selected size.

5.6.2 Hotcue / Beatjump Controls

Use the **CUE** and **MOVE** tabs to switch between **Hotcue** and **Beatjump** Control **Pages**.



5.6.2.1 CUE - Hotcue Controls

These buttons control each of Traktor's 8 **Hotcues**. Buttons are displayed in a brighter green colour when a **Hotcue** is stored.



When Hotcue is not stored:

BUTTONS 1-8 - Store **Hotcue** at current **Playhead** position. The **Button** will change to a brighter green colour to show that a **Hotcue** is now stored.

When Hotcue is stored:

BUTTONS 1-8 - Press and hold to play stored **Hotcue**.

SHIFT + BUTTONS 1-8 - Delete stored **Hotcue**.

5.6.2.2 MOVE - Beatjump Controls



- |< - Move to start of track.
- < - Decrease **Beatjump Size**.
- > - Increase **Beatjump Size**.
- ← - **Beatjump** backwards.
- - **Beatjump** forwards.

Beatjump Size **LEDs** - Shows the currently selected **Beatjump Size**.

5.6.3 Track Position Indicator

This shows the current playhead position on the track. It gradually becomes more orange / red in colour as the track approaches the end.



5.6.4 Track & Performance FX Controls



Use the **JOG**, **STEM**, **FX A**, **FX B** and **FRZ** tabs to switch between the following **Pages**.

5.6.4.1 JOG - Track Deck Controls



- KEY** - Toggles **Key Lock** on/off.
- KEY +** - Shifts **Key** up by one semitone (when **KEY** is enabled).
- KEY -** - Shifts **Key** down by one semitone (when **KEY** is enabled).
- TEM +/-** - Moves **Tempo / BPM** down/up in increments, the size of which is determined by the **Tempo Range** setting.
- SHIFT + TEM +/-** - Decrease/increase **Tempo Range** from 2% to 100%.

RANGE % Indicator - Displays the currently selected **Tempo Range** (2% to 100%).

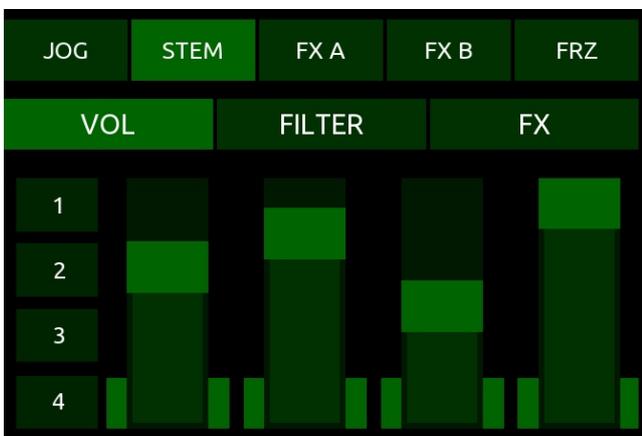
JOG WHEEL - When **Deck** is stopped, the **JOG WHEEL** will scratch / scrub through the track. When **Deck** is playing, it controls **Tempo Nudge** (turn clockwise to nudge **Tempo** up, anti-clockwise to nudge **Tempo** down).

5.6.4.2 STEM - Stem Deck Controls



Use the **VOL**, **FILTER**, and **FX** tabs to switch between the following **Pages**.

5.6.4.2.1 Stem Volume Controls



BUTTONS 1-4 - Toggles **Mute** on/off for **Stem Tracks 1, 2, 3 & 4**.

FADERS 1 - 4 - **Volume** control for **Stem Tracks 1, 2, 3 & 4**.

5.6.4.2.2 Stem Filter Controls



BUTTONS 1-4 - Toggles **Filter** on/off for **Stem Tracks 1, 2, 3 & 4**.

FADERS 1 - 4 - **Filter Amount** control for **Stem Tracks 1, 2, 3 & 4**.

5.6.4.2.3 Stem FX Send Controls



BUTTONS 1-4 - Toggles **FX Send** on/off for **Stem Tracks 1, 2, 3 & 4**.

FADERS 1 - 4 - **FX Send Amount** control for **Stem Tracks 1, 2, 3 & 4**.

5.6.4.3 FX A - Button Performance FX

NOTE - **Performance FX A & B** are meant for use when **FX Unit** is set to **Group Mode**.

The buttons on **Performance FX A** are permanently mapped to the **FX Slot 1 Amount** control on each of the **FX Units (1, 2, 3 and 4)**.

BUTTON 0 sets the **FX Amount** to 0% and, when held, momentarily turns on the effect. **BUTTON 1** sets the **FX Amount** to 10%, **BUTTON 2** to 20%, etc.

This is particularly useful for Traktor's **Beatmasher**, **Beatslicer**, and **Gater** FX, or for any effect you only wish to turn on momentarily and at a particular set amount.

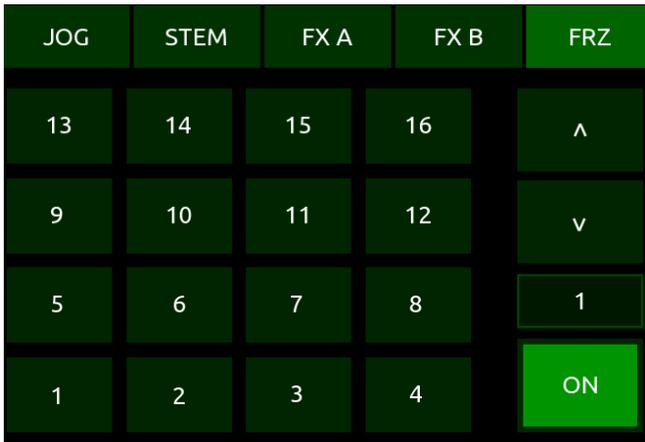
Use the **ROUTE** buttons to select which of the four **FX Units** these controls are being sent to.



BUTTONS 0-10 - Press and hold to set the **FX Amount** from 0% to 100% and momentarily turn on the effect in **FX Slot 1**.

ROUTE 1 / 2 / 3 / 4 - Route the controls to **FX Unit 1, 2, 3 or 4**.

5.6.4.4 FX B - Dual Control Performance FX

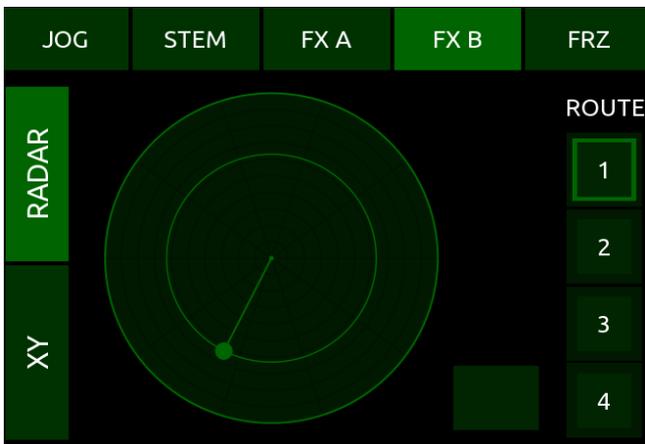


This works much like **FX A**, except you have simultaneous control over **FX Slots 2 & 3** in the **FX Unit** you're currently routing to. This is useful for when you have two effects which work well together and you want to control them both with just one finger movement.

Use the **ROUTE** buttons to select which of the four **FX Units** these controls are being sent to.

Use the **XY** and **RADAR** Tabs to switch between two types of controller:

RADAR Touch Control



Centre - Sets **FX Amount** on **FX Slots 2 & 3** to 0%.

Clockwise from 12 o'clock Position - Moves **FX Slot 2 Amount** from 0% to 100%.

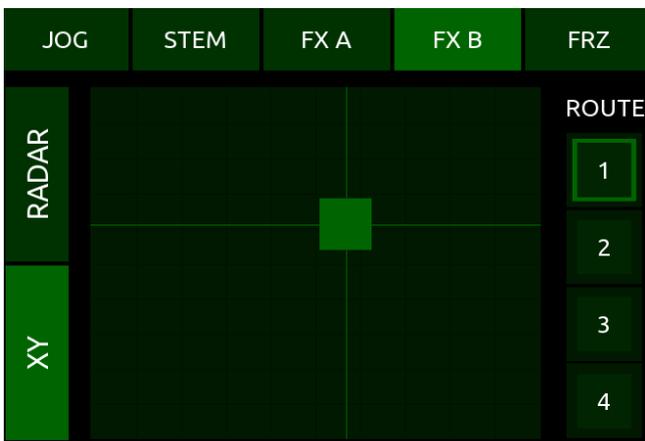
Anti-Clockwise from 12 o'clock Position - Moves **FX Slot 2 Amount** from 100% to 0%.

Outwards from Centre - Moves **FX Slot 3 Amount** from 0% to 100%.

Inwards from Outer Edge - Moves **FX Slot 3 Amount** from 100% to 0%.

BUTTON - Resets to Centre position (both FX set to 0%)

XY Touch Control

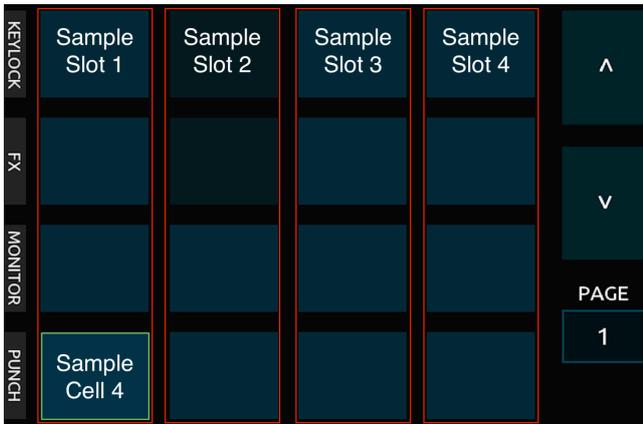


X Axis, Left to Right - Moves **FX Slot 2 Amount** from 0% to 100%.

Y Axis, Bottom to Top - Moves **FX Slot 3 Amount** from 0% to 100%.

Moving the slider will turn both **FX Slots 2 & 3** on.

Setting the slider to the bottom-left position will set both **FX Amounts** to 0% and turn both **FX Slots** off.



5.6.4.5 FRZ - Freeze Controls

ON - Toggles the **Deck's Freeze Mode** on/off. Press to instantly chop up your track into 16 **Slices** (starting at the current **Playhead** position) and assign each **Slice** to the corresponding **BUTTON** number.

BUTTONS 1-16 - Hold to momentarily play each **Slice**.

UP / DOWN Arrows - Sets the size of all **Slices**. Having this set to '1' (default) will place a **Slice** on every beat.

5.7 Right Deck (Remix Deck / Step Sequencer Layout)

Just like the left **DECK**, the right **DECK** layout can be set to display either **Track Deck (Deck B)** or **Remix Deck (Deck D)** controls by using the **Tabs** above the **MIXER** area.

Here we'll look at controls for a **Remix Deck / Step Sequencer**. Controls are identical for **DECK C** (left) and **DECK D** (right).

Use the **REMIX DECK** and **STEP SEQ** tabs to switch between the **Remix Deck** and **Step Sequencer Pages**.



Present on both **Pages** are the typical **Transport** controls.



These function in exactly the same way as the **Transport** controls for **Deck A / B**.

5.7.1 Remix Deck Controls

Use the **SETUP**, **PLAY** and **MIX** Tabs to switch between **Pages**.



The **SETUP** and **PLAY** **Pages** both share the same 4x4 grid controls for the **Remix Deck**.

Much like the Traktor GUI's **Sample Grid**, the **REMIX DECK** layout's 4x4 grid is divided into four vertical areas (**Sample Slots**), each slot containing 4 **BUTTONS** (**Sample Cells**).

BUTTONS - Trigger corresponding **Sample Cell**.

UP / DOWN Arrows - Move between **Pages 1-4** in the **Sample Grid**.

PAGE Indicator - Shows currently selected **Page (1-4)**.

Button States

BUTTONS are coloured differently depending on their current state:



1. **Dark Blue** - Empty **Sample Cell**. No **Sample** loaded.

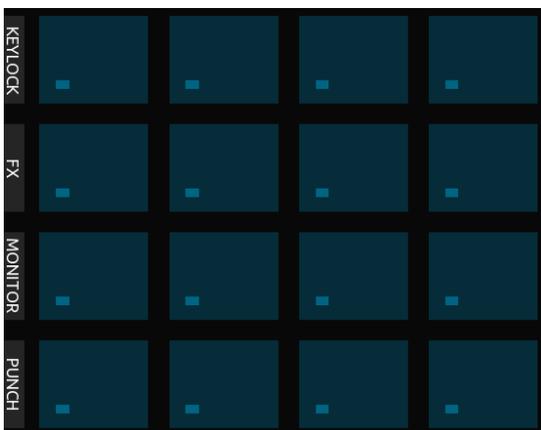
2. **Mid Blue** - **Sample** loaded and not playing.

3. **Mid Blue with Outline** - **Sample** loaded and queued to play.

4. **Light Blue** - **Sample** playing.

Keylock / FX / Monitor / Punch Settings

Each button also has an **LED** which indicates whether **Keylock**, **FX Send**, **Monitor** or **Punch** are enabled or disabled for each of the four **Sample Slots**.



SHIFT + **BUTTONS 1-4** (Top Row) - Toggles **Keylock** on/off for **Sample Slots 1-4**.

SHIFT + **BUTTONS 1-4** (2nd Row) - Toggles **FX Routing** on/off for **Sample Slots 1-4**.

SHIFT + **BUTTONS 1-4** (3rd Row) - Toggles **Monitor** on/off for **Sample Slots 1-4**.

SHIFT + **BUTTONS 1-4** (Bottom Row) - Toggles **Punch** on/off for **Sample Slots 1-4**.

LEDs - Indicate which of the above settings are turned on/off in **Sample Slots 1-4**.

5.7.1.1 SETUP - Remix Deck Setup Controls

The remaining controls in the **SETUP Page** are as follows:

REMIX DECK		STEP SEQ		
SETUP	PLAY	MIX		
KEYLOCK				^
FX				v
MONITOR				PAGE
PUNCH				1
				QUANT
				4
DECK A	DECK B	L REC	QNT	Q +
+	+	CAPT	TEM +	Q -
-	-	SAVE	TEM -	10%

DECK A - Selects **Deck A** as the current **Capture Source**.

DECK A +/- - Increases/decreases **Loop Capture Size** in **Deck A**.

DECK B - Selects **Deck B** as the current **Capture Source**.

DECK B +/- - Increases/decreases **Loop Capture Size** in **Deck B**.

L REC - Selects **Loop Recorder** as the current **Capture Source**.

CAPT - Hold and press any empty **Sample Cell BUTTON** to load into it the contents of the currently selected **Capture Source (DECK A, DECK B or L REC)**.

SHIFT + SAVE - Saves current **Remix Set**.

QNT - Toggles **Deck Quantize** on/off.

Q +/- - Sets **Quantize Size**. Default is 4 beats (1 bar).

QUANT Indicator - Displays the currently selected **Quantize Size**.

TEM +/- - Moves **Tempo** down/up in increments, the size of which is determined by the **Tempo Range** setting.

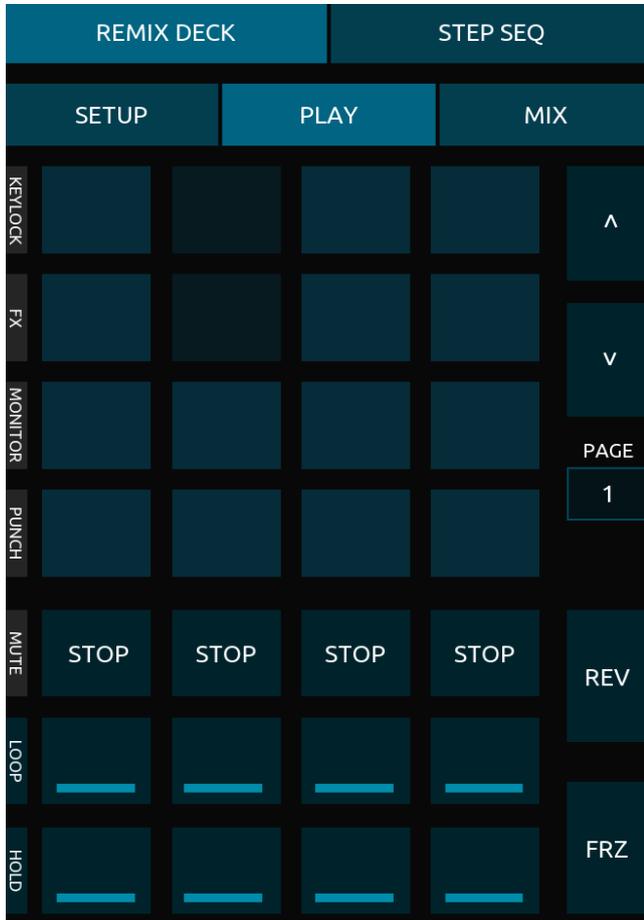
SHIFT + TEM +/- - Decrease/increase **Tempo Range** from 2% to 100%.

PERCENT Indicator - Displays the currently selected **Tempo Range** (2% to 100%).

NOTE - Remember that loading **Remix Sets** and individual **Samples** is done from the Browser area.

5.7.1.2 PLAY - Remix Deck Play Controls

Again, the 4x4 grid and the **UP / DOWN** Page Selection controls here are the same as the **SETUP Page** (see [Section 5.7.1](#)). The remaining controls in the **PLAY Page** are as follows:



STOP 1-4 - Stops whatever is playing in **Sample Slots 1-4** at the next **Quantize Size** interval.

SHIFT + STOP 1-4 - Toggles **Mute Slot** on/off for **Sample Slots 1-4**.

LOOP 1-4 - Toggles **Loop** on/off for the currently selected **Sample** in **Sample Slots 1-4**.

HOLD 1-4 - Toggles between **Latch** and **Gate** trigger types for the currently selected **Sample** in **Sample Slots 1-4**.

REV - Hold **REV** and a **BUTTON** to momentarily play that **BUTTON**'s **Sample Slot** backwards.

FRZ - Shows/hides **Freeze Mode** controls (see below).

Freeze Mode

When the **FRZ** button is toggled on, the **BUTTONS** and **UP/DOWN Arrows** change to display controls for **Freeze Mode**.

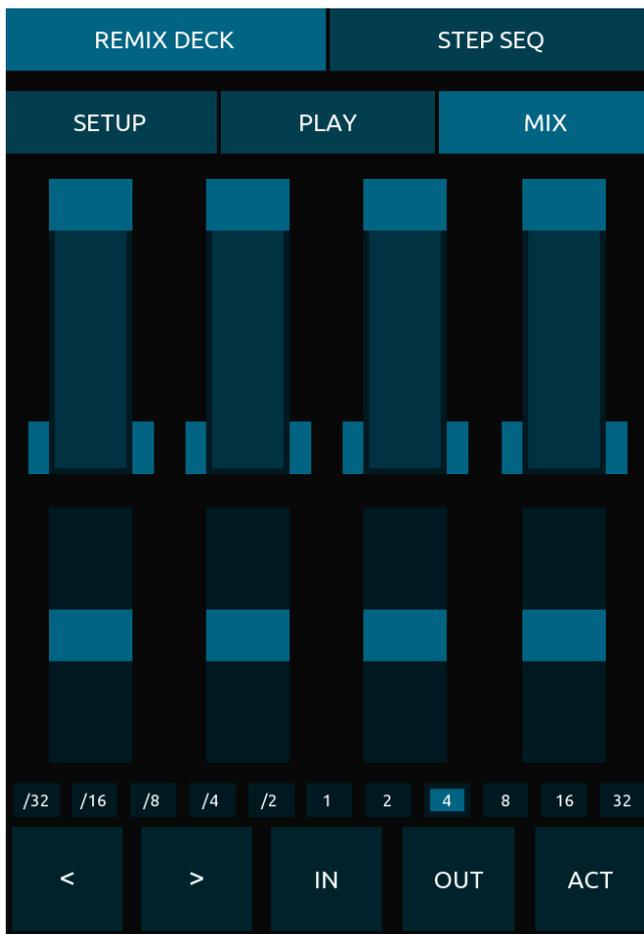


ON - Toggles the **Deck's Freeze Mode** on/off. Toggle on to instantly chop up your currently playing **Remix Set** into 16 equal **Slices** (starting at the current **Playhead** position) and assign each **Slice** to the corresponding **BUTTON** number.

BUTTONS 1-16 - Hold to momentarily play the numbered **Slice**.

UP / DOWN Arrows - Sets the size of each **Slice**. Having this set to '1' (default) will place a **Slice** on every beat.

5.7.1.3 MIX - Remix Deck Mix & Loop Controls



SLIDERS 1-4 (Top Row) - Controls **Volume** for **Sample Slots 1-4**.

SLIDERS 1-4 (Bottom Row) - Controls **Filter** for **Sample Slots 1-4**.

< - Moves **Loop Size Selector** backwards.

> - Moves **Loop Size Selector** forwards.

IN - Press to manually set **Loop Start** point.

OUT - Press to manually set **Loop End** point.

ACT - Toggles **Loop Active** on/off.

Loop Size **LEDs** - Shows the currently selected **Loop Size**.

5.7.2 Step Sequencer Controls



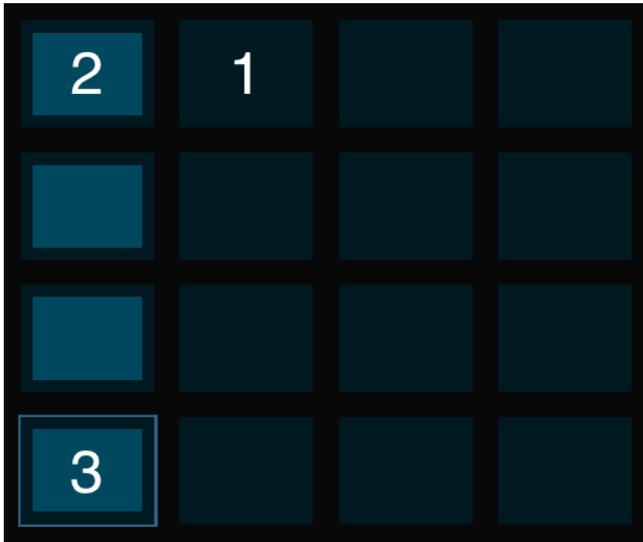
Use the **SLOT 1-4 Tabs** to switch between controls for **Sample Slots 1-4**. Controls for each **Sample Slot** are identical.

When switched on, the Step Sequencer's **Playhead** can be seen to move through each of the 16th note **Steps** in the chosen **Sample Slot**'s sequence, beginning at the bottom left position in the 4x4 grid and ending at the top right.

Toggling any of the **BUTTONS** on in the 4x4 grid will set the **Sample Slot**'s currently selected **Sample** to play each time the **Playhead** passes it.

Button States

BUTTONS are coloured differently depending on their current state:

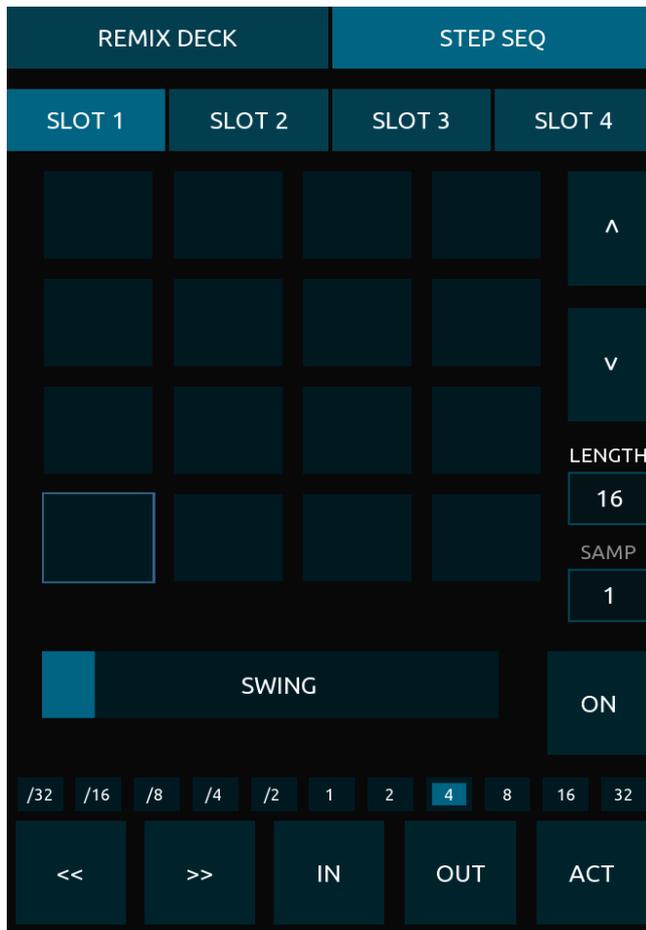


1. **Dark Blue** - **Trigger Sample** off.

2. **Light Blue** - **Trigger Sample** on.

3. **Outline** - **Step Sequencer's** current **Playhead** position.

Here we can see the the **Step Sequencer** is currently playing the first beat of a typical '4 to the floor' kick pattern



SLOT 1-4 Tabs - Switch between controls for **Sample Slots 1-4**.

BUTTONS 1-16 - Toggles **Trigger Sample** on/off for each of the 16 **Steps** in the **Step Sequencer** of your chosen **SLOT**.

UP / DOWN Arrows - Adjusts the current **Sample Slot's Sequence Length** (the number of 16th notes played before the sequence repeats). This can be anything from 1 to 16 steps in length.

NOTE - Each **Sample Slot's Length** can be changed independently. Having each set to different amounts can create some interesting, non-repetitive sequences.

SHIFT + UP / DOWN Arrows - Select from the **Samples** currently loaded in your chosen **Sample Slot**.

LENGTH Indicator - Shows currently selected **Sample Slot's Sequence Length**.

SAMP Indicator - Shows currently selected **Sample** (1-16).

ON - Toggles **Step Sequencer** on/off.

SWING - Adjusts **Swing Amount** (the same **Swing Amount** is applied to all **Sample Slots**).

< - Moves **Loop Size Selector** backwards.

> - Moves **Loop Size Selector** forwards.

IN - Press to manually set **Loop Start** point.

OUT - Press to manually set **Loop End** point.

ACT - Toggles **Loop Active** on/off.

Loop Size **LEDs** - Shows the loop's currently selected size.

6. Jog Wheel Sensitivity

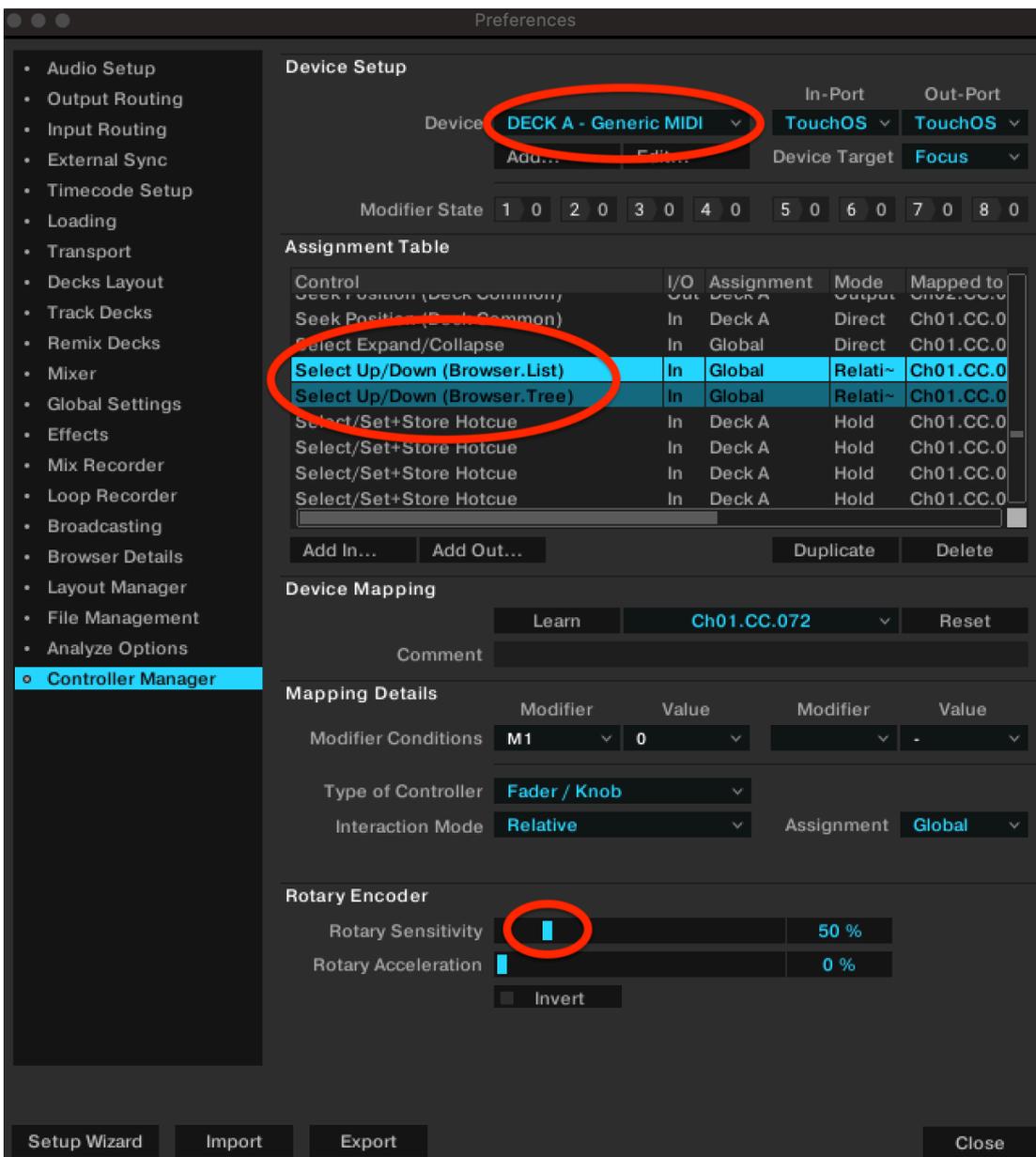
If you wish to adjust the sensitivity of the jog wheels, this must be done through Traktor's **Preferences**.

There are two types of jog wheel on the layout:

1. The large grey jog wheel in the **BROWSER Page** which is used for scrolling through your tracks or folders in Traktor's **Browser**.
2. The green jog wheels in **Deck A & B's JOG Pages** and the large green jog wheel in the **GRID Page**. These are used to scratch / scrub through your loaded track when the **Deck** is stopped. When the **Deck** is playing, these control **Tempo Nudge -/+**.

To adjust the sensitivity of the grey **BROWSER** jog wheel:

1. In Traktor go to **Preferences > Controller Manager** and select the '**DECK A**' mapping from the **Devices** drop-down menu.
2. Scroll through the list of commands in the **Assignment Table** until you find the '**Select Up/Down (Browser.List)**' command (this is easier to find if you order commands alphabetically by first clicking the **Control** header just above the list).
3. Click the command to select it then adjust the **Rotary Sensitivity** setting to taste (50% recommended).
4. Do the same for the '**Select Up/Down (Browser.Tree)**' command in the **Assignment Table**.



To adjust the sensitivity of the green **Scratch** jog wheels, in Traktor again select the '**DECK A**' mapping from the **Devices** drop-down menu, as before. This time, find and click the '**Jog Turn**' command and adjust the **Rotary Sensitivity** setting.

Do the same for the '**DECK B**' mapping.

