

Numark®

MixTrack Pro II/Traktor Pro 2.6 User Guide

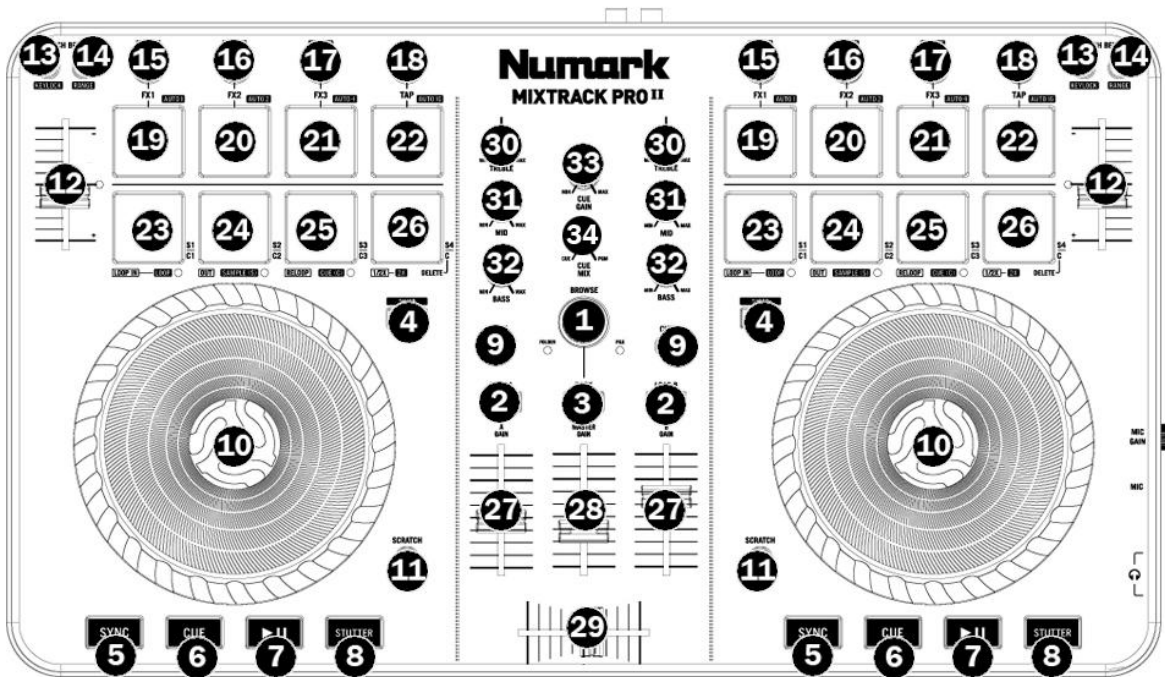
This document will explain the control surface of MixTrack Pro II as functioning with Traktor Pro 2.6 or higher. The mapping file will set the GUI of Traktor Pro 2 to best be utilized with the MixTrack Pro II.

NOTE: Make sure to back up your current setup in Traktor Pro 2 before importing this map, and follow the steps below to successfully load the Numark MixTrack Pro II TSI file.

Installation:

1. Place “Numark MixTrack Pro II Traktor Pro Map.tsi” on your desktop or a place on your computer that is easy to locate.
2. Open Traktor Pro 2.
3. Press the Gear icon in the top left for **Settings**.
4. Click **Import** at the bottom of the Settings window.
5. Direct the computer to the location of “Numark MixTrack Pro II Traktor Pro Map.tsi” and click “Open”
6. Leave all of the suggested categories checked to ensure best integration with MixTrack Pro II.
7. Start DJing!!

TOP PANEL



1. **Browser Knob** – Rotate the knob to cycle through folders and tracks. Press the knob to toggle back and forth between the library and the tree view (Press BACK to move up to the previous level.)
2. **Load** – Press one of these buttons while a track is selected to assign it to Deck A or B, respectively, in the software.
3. **Back** – Cycles between different views available in the software.
4. **Shift** – Allows multiple control commands to be triggered when pressed first along with other buttons.

5. **Track Cue** – Sets and recalls the main Cue point in the current track. Hold down the CUE button for temporary play of the cue point. The track will play for as long as the button is held down and return to the cue point once it is released. Hold **Shift + Cue** to return to the start of the loaded track.
6. **Sync** – When enabled allows BPM syncing between decks for the software tracks.
7. **Play/Pause** – Starts and suspends playback.
8. **Stutter** – Press this button while the music is playing to jump back to the last set cue point, creating a "stutter" effect.
9. **Cue (PFL)** – Sends pre-fader audio to the Cue Channel for head phone monitoring. Hold **Shift + Cue (PFL)** to activate FX 1 on Deck A, and FX 2 on Deck B.
10. **Platter/Jog Wheel** – This capacitive, touch-sensitive jog wheel controls the audio when the wheel is touched and moved. When the Scratch button is not active and the track is stopped, use the wheel to quickly scrub through the track. When the Scratch button is active, use the wheel to grab and move the audio, "scratching" the track as you would with a vinyl record. You can also grab the non-touch-sensitive outer wheel to bend the pitch of the track.
11. **Scratch** – When active, the platter will have the ability to scratch.
12. **Pitch Fader** – Controls the tempo (speed) of the individual decks.
13. **Pitch Bend Down** – Press and hold to momentarily reduce the speed of the track. Hold **Shift + Pitch Bend down** to engage Key Lock.
14. **Pitch Bend Up** – Press and hold to momentarily increase the speed of the track. Hold **Shift + Pitch bend up** to change the range of the pitch fader.
15. **FX Knob 1** – This will adjust the Effect Unit Wet/Dry of the FX Unit.
16. **FX Knob 2** – In Single FX mode this knob will control the 1st FX parameter, in multi FX mode this knob will adjust the 1st effect in the chain. Hold **Shift + FX Control** to select the effect for FX slot 1.
17. **FX Knob 3** – In Single FX mode this knob will control the 2nd FX parameter, in multi FX mode this knob will adjust the 2nd effect in the chain. Hold **Shift + FX Control** to select the effect for FX slot 2.
18. **Beats Knob (FX 4)** – In Single FX mode this knob will control the 3rd FX parameter, in multi FX mode this knob will adjust the 3rd effect in the chain. Hold **Shift + FX Control** to select the effect for FX slot 3.
19. **FX 1 Button** – When in Single FX mode, this button will turn on FX unit 1, in Multi FX Mode this button has no function. Hold **Shift + FX1** to set and start playback of a 1-beat autoloop.
20. **FX2 Button** – When in Single FX mode, this button trigger the 1st effect button, in Multi FX Mode this button turns FX 1 slot on and off. Hold **Shift + FX2** to set and start playback of a 2-beat autoloop.
21. **FX3 Button** – When in Single FX mode, this button trigger the 2nd effect button, in Multi FX Mode this button turns FX 2 slot on and off. Hold **Shift + FX3** to set and start playback of a 4-beat autoloop.
22. **Tap Button** – When in Single FX mode, this button trigger the 3rd effect button, in Multi FX Mode this button turns FX 3 slot on and off. Hold **Shift + Tap** to set and start playback of a 16-beat autoloop.
23. **Loop In** – Press this pad to set the beginning of a loop when in Looping Mode. After a Loop Out point is set and this button is pressed again, it will allow for fine adjustment of the Loop In point. Pressing **Shift + Loop In** will set the current Pad Mode as "Looping Mode". See the PAD MODE COMMANDS section for information on this pad's additional functions.
24. **Loop Out** – Press this pad to set the end of a loop when in Looping Mode. When this button is pressed again after a Loop Out point has been set, it will allow for fine adjustment of the Loop Out point. Pressing **Shift + Loop Out** will set the current pad mode to "Sample (S)" Mode. See the PAD MODE COMMANDS section for information on this pad's additional functions.
25. **Reloop** – Press this pad when inside a loop to turn the loop off. When this button is pressed again outside a loop, this will activate the loop and start playback from its Loop In point. If a loop has not been set, this button will have no effect. Pressing **Shift + Reloop** will set the current pad mode to "Hot Cue Mode". See the PAD MODE COMMANDS section for information on this pad's additional functions.
26. **Loop x1/2** – Press this pad to reduce the currently playing loop length by half when in Looping Mode. If a loop is not playing, this will set the autoloop length. Hold **Shift + Loop 1/2** to double the loop length. See the PAD MODE COMMANDS section for information on this pad's additional functions.
27. **Channel Volume** – Adjusts the volume of the individual channels in the software.
28. **Master Volume** – Adjusts the volume of the master mix coming from the software.

Note: This does not affect the microphone volume. Use the Mic Gain knob to control the microphone volume.

29. **Crossfader** – Controls the blend between the two decks.
30. **High EQ** – Controls the treble frequencies for the individual channels.
31. **Mid EQ** – Controls the mid range frequencies for the individual channels.
32. **Low EQ** – Controls the bass frequencies for the individual channels.
33. **Cue Gain** – Adjusts the volume for headphone cueing in the software.
34. **Cue Mix** – Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.

PAD MODE COMMANDS

The lower row of pads has different functions depending on their mode: Looping Mode, Sample Mode, or Hot Cue Mode. To select a mode, hold down the SHIFT button and press one of the lower pads. An LED under the pad section indicates the currently selected mode.

Looping Mode: Press **Shift + Loop In** to assign the lower 4 pads to the functions listed below:

- **Loop In** – Sets the beginning of a loop. After a Loop Out point is set, when this button is pressed again, it will allow for fine adjustment of the Loop In point.
- **Loop Out** – Sets the end point for the loop. When this button has been pressed after a Loop Out point has been set, it will allow for fine adjustment of the Loop Out point.
- **Reloop** – When this is pressed inside a loop, this will turn the loop off. When pressed outside a loop, this will activate the loop and start playback from its Loop In point. If a loop has not been set, this button will have no effect.
- **Loop x1/2** – Cuts the currently playing loop in half. Press **Shift + Loop x1/2** to double the length the currently playing loop.

Sample Mode: Sample mode uses the Traktor Pro 2 Remix Decks. To load samples and adjust volume, use your mouse. **Shift + Loop Out** to assign the lower 4 pads to the functions listed below:

- **Sample 1 (S1)** – Plays the sample assigned to Sample Pad 1.
- **Sample 2 (S2)** – Plays the sample assigned to Sample Pad 2.
- **Sample 3 (S3)** – Plays the sample assigned to Sample Pad 3.
- **Sample 4 (S4)** – Plays the sample assigned to Sample Pad 4.

Hot Cue Mode: Press **Shift + Reloop** to assign the lower 4 pads to the functions listed below:

- **Cue 1 (C1)** – If a cue point has not already been set for the loaded track, this control will mark Cue Point 1. If a cue point has already been set, this control will jump to Cue Point 1.
- **Cue 2 (C2)** – If a cue point has not already been placed on the loaded track, this control will mark Cue Point 2. If a cue point has already been set, this control will jump to Cue Point 2.
- **Cue 3 (C3)** – If a cue point has not already been placed on the loaded track, this control will mark Cue Point 3. If a cue point has already been set, this control will jump to Cue Point 3.
- **Delete Cue (C)** – Hold this button, and then press one of the other pads in the row to delete its cue point.

COMBINATION KEYS

Shift + Pitch Bend + = Adjusts the range of the pitch fader in the software.

Shift + FX Control = Selects the effect.

Shift + FX1 = Sets and starts playback of a 1-beat autoloop.

Shift + FX2 = Sets and starts playback of a 2-beat autoloop.

Shift + FX3 = Sets and starts playback of a 4-beat autoloop.

Shift + Tap = Sets and starts playback of a 16-beat autoloop.