TRAKTOR DJ STUDIO 3

Operation Manual

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Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

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1 Manual Introduction

Dear Customer,

Thank you for purchasing TRAKTOR DJ Studio 3

As a legal owner of this software you contribute to the maintenance of the software and to the creation of future updates.

Today we look back at 5 years of TRAKTOR history initiated by a group of three developers in 1999. In these years, the software has grown to a serious project that covers a large variety of user profiles. Among our users are the worlds' leading club DJ's playing in front of tens of thousands of people, professional wedding DJ's playing several days a week, producers playing their own music, the worlds' leading turntablists, those using TRAKTOR as an interface between their skills and digital music and many, many amateurs that mix music in lounges, bars, at birthday parties, raves, etc.

We are proud and thankful that we have taken TRAKTOR this far and have plans to go much further. With TRAKTOR DJ Studio 3 we want to prove to our loyal users that sticking with us was the right choice, and for our new users we want to prove that serious DJing is possible with software. We believe in the future of digital DJing and pay close attention to the feedback and ideas our users give us via email, in the NI forums or when meeting them at NI parties.

One major user request was to break the boundaries of two playback decks with an idea more innovative than a mere third deck or sample player. The idea of four decks that could copy tracks and loops between each other was born as a generic solution for the remixing DJ. A direct consequence was the need for a total redesign of the user interface as the old paradigm had reached its limits.

Usability and liability was a second major concern of most users. We identified primary and secondary controls, we increased readability, we made the layout fully modular and simplified frequently used actions. With TRAKTOR DJ Studio 3 we ported the project to a completely new code base, allowing us to combine the best of the past with new, more efficient implementations.

The professionalism of our users requires faders, equalizers, filters and effects that behave authentically. For this reason, we have modeled the new 4-channel mixer after nothing less than the Xone:92™ club mixer by Allen&Heath. The characteristics of this mixer and its effects have been emulated by the leading instrument designers of Native Instruments' "Reaktor", giving TRAKTOR DJ Studio 3 a sound quality that can compete with the best DJ equipment available - TRAKTOR DJ Studio 3 *is* professional DJ equipment.

TRAKTOR DJ Studio's control concept is one of the most versatile available in today's music software. All software parameters can be controlled continuously or incrementally at various step sizes including mouse scroll wheel support, via keyboard commands, via MIDI knobs, faders, up and down buttons, encoders at different sensitivities, auto-repeat rates, inverted, accelerated...

The browser of TRAKTOR DJ Studio 3 has grown into an information center, allowing you to purchase music online from Beatport.com, the worlds' leading portal for dance music. More and more tracks are sold exclusively as digital downloads and more and more labels provide their tracks along with metadata such as exact BPM, cue points, stripes, label information, web links and more. TRAKTORs database is judged to be the fastest available by professional DJ's working daily with over 60,000 tracks.

We wish you a great and successful time learning and playing TRAKTOR DJ Studio 3

Friedemann Becker

Native Intruments

2 Installing TRAKTOR DJ Studio 3

2.1 Installing TRAKTOR DJ Studio 3 under Mac OS X

Registration and Product Authorization

After the installation procedure you are required to register and authorize your TRAKTOR DJ Studio 3 software. Please read the chapter titled **Product Authorization** for further details.

System requirements and recommendations

To use the TRAKTOR DJ Studio 3 software on a Macintosh Computer, your system must meet the following minimum requirements:

- Required: OS 10.3.9, G4 1 GHz, 512 MB RAM or faster.
- Recommended: Mac OS 10.4, G4 1.25 GHz, 512 MB or faster.
- 40 MB of free disk space on your hard drive
- CoreAudio compatible sound card or audio hardware

Installation of TRAKTOR DJ Studio 3

1. Place the installation CD in the CD-ROM drive of your computer.
2. Double-Click on the Traktor DJ Studio CD icon to open the contents of the CD.
3. Double-Click the Traktor DJ Studio installer.
4. First, the installer shows a start image. When you click **Continue**, a dialog will open in which you can choose the mode of installation as well as the destination folder.
5. The default installation path is the **Applications:TRAKTOR DJ Studio 3** folder.
6. Follow the onscreen instructions.

Uninstalling TRAKTOR DJ Studio 3

To uninstall TRAKTOR DJ Studio 3 from your computer, proceed as follows:

- Delete the folder **Applications:TRAKTOR DJ Studio 3**.
- Delete the file **TraktorDJStudio3.plist** in Root\Library\Preferences.
- Delete the file **TraktorDJStudio3.plist** in User\Library\Preferences.

Afterwards empty the trash bin to completely erase the program.

Backing up your data

The folder Macintosh **HD\User\Traktor** contains the **Collection** and **Playlists** that should from time to time be backed up by you in a separate folder.

Note: Please always refer to the Readme file on the installation CD as it contains last minute information that may not be available in the printed manual.

Important: After successful installation and authorization of your software, please check for updates on the Native Instruments website. You can use the direct link in the **About** screen when clicking on the TRAKOR logo in the upper left corner of the interface.

2.2 Installing TRAKTOR DJ Studio 3 under Windows

Registration and Product Authorization

After the installation procedure you are required to register and authorize your TRAKTOR DJ Studio 3 software. Please read the chapter titled **Product Authorization** for further details.

System requirements and recommendations

To use the TRAKTOR DJ Studio 3 software on a PC computer, your system must meet the following minimum requirements:

- Required: Windows XP Service Pack 2, Pentium III/ Athlon 1 GHz, 512 RAM or faster.
- Recommended: Windows XP Service Pack 2, Pentium IV/ Athlon XP 2 GHz, 512 RAM or faster.
- 30 MB of free disk space on your hard drive
- ASIO or MME compatible sound card or audio interface

Installation of TRAKTOR DJ Studio 3

1. Place the installation CD in the CD-ROM drive of your computer.
2. Use the Windows Explorer to browse the contents of the CD.
3. Start the installation by double-clicking on **Setup.exe**.
4. Follow the onscreen instructions.

The setup program will lead you through the installation process. As the path for installation the setup will suggest **C:\Program Files\Native Instruments\TRAKTOR DJ Studio 3**. You can also choose another destination folder if you wish.

Uninstalling TRAKTOR DJ Studio 3

To uninstall TRAKTOR DJ Studio 3 from your computer, use the following steps:

1. Open **C:\Program Files\Native Instruments\TRAKTOR DJ Studio 3**.
2. Double Click the **Unwise** tool to begin Un-installation.
3. Choose **Automatic** from the following dialog**.**

Backing up your data

The folder **C:\Program Files\Native Instruments\TRAKTOR DJ Studio 3** contains the **Track Collection** and **Playlist** files that should be backed up in a separate folder named TRAKTOR BACKUP.

Note: Please always refer to the Readme file on the installation CD as it contains last minute information not available in the printed manual.

Important: After successful installation and authorization of your software, please check for updates on the Native Instruments website. You can use the direct link in the **About Screen** when clicking on the TRAKOR logo in the upper left corner of the interface.

3 Product Authorization

An important part of the TRAKTOR DJ Studio 3 installation is the **Product Authorization**. This must be completed in order to make permanent use of the software.

3.1 What is the Product Authorization?

Product Authorization completes a full registration. After having completed the authorization, you can make use of all online services related to the registered product. These services include the ability to read online tutorials, get technical support, participate in the NI forums and download updates from the Native Instruments website.

TRAKTOR DJ Studio 3 also requires **Product Authorization** in order to use the software permanently. You can run TRAKTOR DJ Studio 3 for 30 days without any limitations. However, as long as the software is unauthorized, a message will appear each time you start Traktor reminding you that the authorization has not been completed, indicating how many days you have left to authorize. The **Product Authorization** is performed by a small application called the **Registration Tool**. The **Registration Tool** generates a **System ID** which serves as a request code for receiving an **Authorization Key**. The **System ID** is a series of numbers based on hardware components of your computer system combined with your specific operating system version and your personal TRAKTOR DJ Studio 3 serial number.

Note: Exchanging your sound card, MIDI interface or external equipment will not start the request for a new **Authorization Key**. Only changing a basic hardware component in your computer or installing a new operating system can produce a new **System ID**. In this case, the **Registration Tool** will reflect the change by displaying a new **System ID** and you will need to repeat the **Product Authorization**.

The **System ID** has to be sent to Native Instruments in order to receive the **Authorization Key**, which allows the permanent use of TRAKTOR DJ Studio 3. Since the **Product Authorization** is part of the license agreement, TRAKTOR DJ Studio 3 will stop launching after 30 days if it has not been authorized by then. Of course, it is also possible to complete the **Product Authorization** after 30 days. In this case the software will launch again as soon as the **Product Authorization** has been completed.

Note: The data transfer that occurs during the online **Product Authorization** is performed via a secure connection using 128-bit encryption. Native Instruments keeps your personal data like email and postal address in confidence. No data will be passed to a third party.

3.2 Performing the Product Authorization

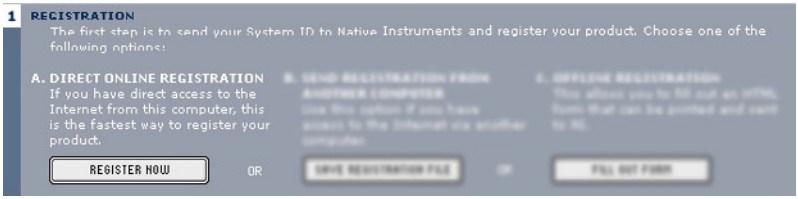
Native Instruments has set a high value on making the authorization procedure as easy and comfortable as possible. The following sections describe three methods of activating the **Product Authorization**. We recommend **Method A** and **Method B** as they represent the easiest and fastest ways of receiving the **Authorization Key**.

Method A: Computer has direct access to the internet

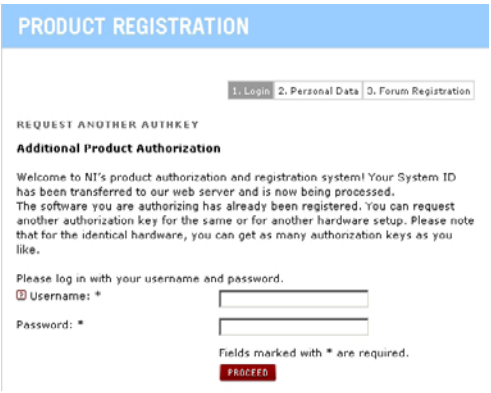
This method can be used if the computer on which Traktor DJ Studio is installed has access to the internet.

Important: The **Authorization Key** will be sent to you by email, therefore this method requires a valid email address.

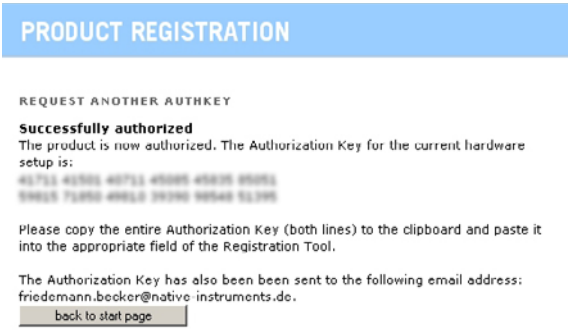
- Mac OS X: Double-Click the **Registration Tool** from the TRAKTOR DJ Studio 3 application folder (default path: **Macintosh HD\Applications\ TRAKTOR DJ Studio 3**).
- Windows: Start the **Registration Tool** from the Start menu: Start > All Programs > Native Instruments TRAKTOR DJ Studio 3 > TRAKTOR DJ Studio 3 Registration Tool, or from the TRAKTOR DJ Studio 3 installation folder (default path: **C:\Program Files\Native Instruments\TRAKTOR DJ Studio 3**).
- Click on the **Register Now** button to open the registration page of the Native Instruments website. This will open your default internet browser and an internet connection will be established according to your system settings. Your **System ID** will be automatically transmitted to the registration form.



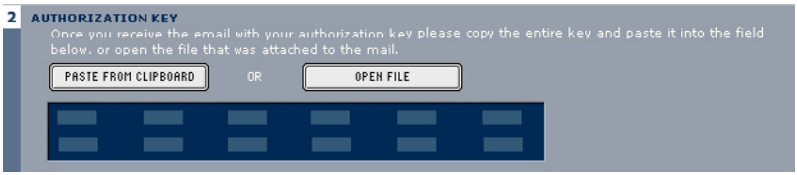
- The first online registration page asks you if you want to make your first registration for a Native Instruments product or if you would like to make an additional product registration. If TRAKTOR DJ Studio 3 is your first Native Instruments product, choose **First Registration**, otherwise choose **Additional Registration**.



- You will now be asked for your email address. If the email address is new to the system, a new registration process will begin. Please follow the instructions on the registration website to complete the registration.
- If the email address you enter is already known by the registration system, the next page will ask you for the password which you received from an earlier product registration.
- Go through the following pages of the registration process by entering your personal information. The last page displayed at the end of the registration process displays your personal **Authorization Key** (60 digits).



- Select the entire **Authorization Key** number (both rows) with your mouse and copy the selection by using the "Copy" command on your computer keyboard or by using the "Copy" command in the "Edit" menu.
- Make the **Registration Tool** visible and click on the button labeled **Paste from Clipboard**. This will paste the **Authorization Key** number into all 12 boxes, with 5 numbers in each box.



- Additionally, within one hour you will receive an email from the Native Instruments registration system containing the **Authorization Key**. The **Authorization Key** is available in the email body and additionally as text attachment. This email also contains your password which is required for using the online services.
- If you haven't already, start the **Registration Tool** again and either copy the **Authorization Key** from the email and press the **Paste from Clipboard** button in the **Registration Tool** or use the **Open File** button in the **Registration Tool** to open the email attachment which you previously saved to hard disk.
- Click on the **Complete** button to finish the authorization. After successfully authorizing, click the **Exit** button.

The TRAKTOR DJ Studio 3 **Product Authorization** has now been completed. The authorization message will no longer appear when starting the application and you can use TRAKTOR DJ Studio 3 unlimited.

Method B: Internet connection on another computer

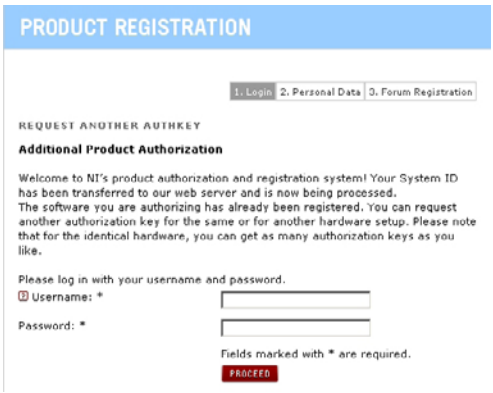
If the computer on which Traktor DJ Studio is installed does not have access to the internet but you have access to the internet from another computer, you may use the following method.

Important: The **Authorization Key** will be sent to you by email, therefore this method requires a valid email address.

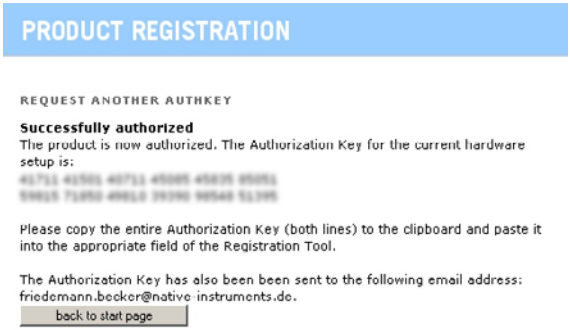
- Mac OS X: Start the **Registration Tool** from the TRAKTOR DJ Studio 3 installation folder (default path: **Macintosh HD\Applications\TRAKTOR DJ Studio 3**).

- Windows: Start the **Registration Tool** from the Start menu: Start > All Programs > Native Instruments TRAKTOR DJ Studio 3 > TRAKTOR DJ Studio 3 Registration Tool, or from the TRAKTOR DJ Studio 3 installation folder (default path: **C:\Program Files\Native Instruments\TRAKTOR DJ Studio 3**).
- Click on the button labeled **Save Registration File**. This will open a "Save" dialog for saving an HTML file. Save the HTML file to any storage medium (CD or portable drive).

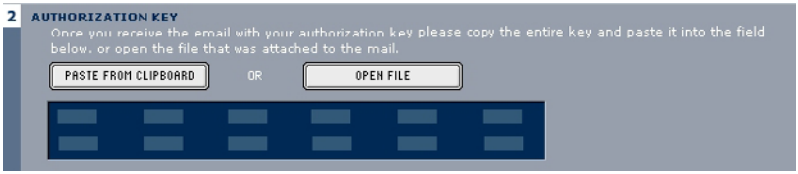
- Transfer the HTML file to another computer that has access to the internet.
- Open the HTML file in your internet browser.
- The HTML page contains a link for the registration page on the Native Instruments website. When you click on this link, an internet connection will be established according to your system settings.
- The first online registration page asks you, if you would like to make your first registration for a Native Instruments' product or if you want to make an additional product registration. If TRAKTOR DJ Studio 3 is your first Native Instruments product. Choose **First Registration**, otherwise choose **Additional Registration**.



- You will now be asked for your email address. If the email address is new to the system, a new registration process will begin. Please follow the instructions on the registration website to complete the registration.
- If the email address you enter is already known by the registration system, the next page will ask you for the password which you received from an earlier product registration.
- Go through the following pages of the registration process by entering your personal information and clicking **Proceed**.
- The last page displayed at the end of the registration process displays your personal **Authorization Key** (60 digits).



- Select the entire **Authorization Key** number (both rows) with your mouse and copy the selection by using the "Copy" command on your computer keyboard or by using the "Copy"' command in the "Edit" menu.
- Paste the **Authorization Key** number into a text document and transfer the text document to the computer that TRAKTOR DJ Studio 3 is installed on.
- Make the **Registration Tool** visible and click on the button labeled **Open File**. Select the text document in the following dialog. This will paste the **Authorization Key** number into all 12 boxes, with 5 numbers in each box.
- You can also type the **Authorization Key** into the blank fields within the **Registration Tool**.



- Additionally, within one hour you will receive an email from the Native Instruments registration system containing the **Authorization Key**. The **Authorization Key** is available in the body of the email and as well as a text attachment and may also be used to authorize TRAKTOR DJ Studio 3. This email also contains your password, which is required for using Native Instruments' online services.
- Click on the **Complete** button to finish the authorization. After successfully authorizing, click the **Exit** button.

The TRAKTOR DJ Studio 3 **Product Authorization** has now been completed. The authorization message will no longer appear when starting the application and you can use TRAKTOR DJ Studio 3 unlimited.

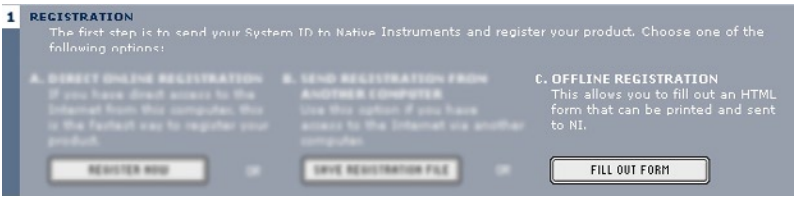
Method C: No internet connection available

Important: By following this method, you will need to fill out a form that must be sent to Native Instruments. You will receive the **Authorization Key** either by email (recommended), by postal mail or by fax. If you do not provide **Native Instruments** with a valid email address in the form, be prepared to type in the **Authorization Key** manually (about 60 digits).

If you do not have access to the internet or if you do not have a working email address, the **Product Authorization** can also be done via postal mail or fax. Although Native Instruments will process your authorization request as quickly as possible, it is generally recommended to use **Method A** or **Method B** for shortest return times and most comfortable operation. Please note the following instructions to fulfill the **Product Authorization**.

After you have received your **Product Authorization Key**:

- Mac OS X: Double-Click the **Registration Tool** in the TRAKTOR DJ Studio 3 application folder (default path: **Macintosh HD\Applications\ TRAKTOR DJ Studio 3**).
- Windows: Start the **Registration Tool** from the Windows Start menu: Start > All Programs > Native Instruments TRAKTOR DJ Studio 3 > TRAKTOR DJ Studio Registration Tool, or from the TRAKTOR DJ Studio 3 installation folder (default path: **C:\Program Files\Native Instruments\TRAKTOR DJ Studio 3**).
- Click on the **Fill Out Form** button to open a local HTML file in your default internet browser or another program which you have defined as standard application for opening HTML files.



- The HTML file contains all information Native Instruments requires to complete the **Product Authorization** and registration. Please fill out the required data and print it out or write a letter containing the data.
- If you write a letter, please type it or use legible handwriting. Illegible email or postal addresses can cause problems and delays with the delivery of the **Authorization Key**.
- Send the form to Native Instruments using one of the following contact addresses:

Native Instruments GmbH
Registration
Schlesische Straße 28
10997 Berlin
Germany

Fax: +49 30 611.03.535

Native Instruments USA
5631 A Hollywood Boulevard
Los Angeles CA 90028
USA

Fax: +1-323-372-3676

You will receive the **Authorization Key** via email (recommended), fax or mail.

- Once you have received the **Authorization Key**, start the **Registration Tool** again and either copy the **Authorization Key** from the email and press the **Paste from Clipboard** button in the **Registration Tool** or use the **Open File** button in the **Registration Tool** to open the email attachment which you previously saved to hard disk. If you have received the **Authorization Key** by mail or fax, type it in manually.
- Click on the **Complete** button to finish the authorization. After successfully authorizing, click the **Exit** button.

- The TRAKTOR DJ Studio 3 **Product Authorization** has now been completed. The authorization message will no longer appear when starting the application and you can use TRAKTOR DJ Studio 3 unlimited.

Registration support

If you run into problems during the **Product Authorization**, the Native Instruments' registration support team is happy to help you. In this case please use the following weblink:

http://www.native-instruments.com/registersupport.info

Please describe the problem as accurate as possible and provide the registration support team with the necessary details to solve the problem.

4 Quick Start

4.1 Starting the Software

- **Mac OS X**: Go to *Macintosh HD > Applications > TraktorDJStudio3* and double-click on the TRAKTOR DJ Studio 3 program icon.
- **Windows**: Go to *Start > All Programs > Native Instruments TRAKTOR DJ Studio 3* and click the TRAKTOR DJ Studio 3 program icon.

4.2 Audio Setup

When TRAKTOR DJ Studio 3 first starts, you will be prompted to configure the **Audio Setup**. It is best to use TRAKTOR with a multiple output sound card so that you can pre-listen to a track in your headphones before bringing it into the main mix. However, you can also use your built-in sound card and run TRAKTOR without the ability to pre-listen (or **Cue**) tracks.

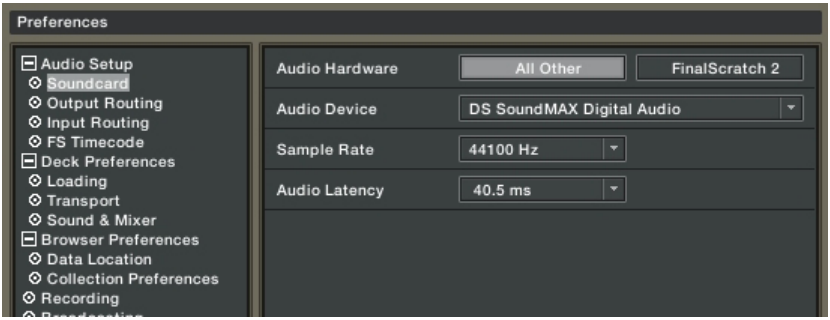
Setting up the Output with your Built-in Sound Card

By default, TRAKTOR automatically assigns the **Monitor Output** to your built-in sound card. To verify the correct setup of your output channels, play one of the included **Demo Tracks**:

Note: The included **Demo Tracks** are displayed in the **List Window** (bottom portion of the TRAKTOR interface).

1. Right-/ Ctrl-Click on a **Demo Track** in the **List Window** and choose **Load Track in Deck A**. This will load the track in **Deck A**, and the track **Waveform** will be displayed.
2. Click the **Play** button underneath **Deck A**.
3. You should hear output from your speakers.
4. If the **Waveform** does not scroll from right to left after you press the **Play** button, your **Audio Setup** is incorrect - refer to the following paragraph and verify your built-in sound card settings.
5. If the **Waveform** does scroll from left to right, but you hear no sound on your built-in speakers, you may have accidentally moved a knob or fader in the mixer and turned down the volume. Please refer to chapter 3.2 for a first sound check with TRAKTOR DJ Studio 3.

Verifying your Output Setup when using the Built-in Sound Card



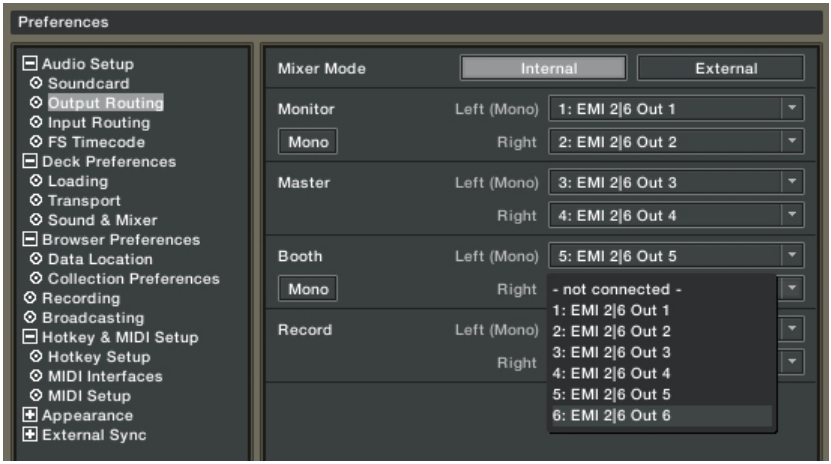
1. In the **Preferences** menu, click the **Plus** (+) sign next to **Audio Setup** in the tree on the left.
2. Click on **Soundcard** in the tree on the left.
3. Click the arrow to drop down the **Audio Device** menu and select your built-in sound card.
4. Confirm with **Apply**.
5. Click on **Output Routing** in the tree on the left.
6. Make sure **Mixer Mode** is set to **Internal**.
7. In the **Monitor** section, select the 2 outputs of your built-in sound card, one for the left and one for the right channel.
8. Confirm with **Apply**.
9. Close the Preferences with **OK**.

Configuring your External Sound Card

If you use an external multi-channel sound card you have to setup more than one pair of outputs:

1. From the **Preferences** menu, click the **Plus** (+) sign next to **Audio Setup**.
2. Click on **Soundcard**.
3. Click the arrow to drop down the **Audio Device** menu and select the sound card you want to use.
4. Windows sound cards often come with different types of drivers. TRAKTOR DJ Studio 3 requires a fast response of the audio signal, and you should therefore use the ASIO drivers that come with your sound card (if available).
5. For Mac OS X, simply select the name of your soundcard.

Configuring the Outputs of a Multi-Channel Sound Card



1. From the **Preferences** menu, click the **Plus** (+) sign next to **Audio Setup** in the tree on the left.
2. Click on **Output Routing** in the tree on the left
3. Make sure **Mixer Mode** is set to **Internal**.

Monitor Outputs

The **Monitor Outputs** are used to pre-listen to a track by headphones. They are controlled by the **Ph Vol** (Phones Volume), **Ph Mix** (Phones Mix) knobs in the internal mixer of TRAKTOR DJ Studio 3.

1. Click the arrow next to **Monitor Left** (Mono) and choose **Output 1** of your sound card.
2. Click the arrow next to **Monitor Right** and choose **Output 2** of your sound card.
3. You can now monitor or **pre-listen** to tracks through **Outputs 1** and **2** of your sound card.

Note: It is useful to assign **Outputs 1** and **2** for monitoring, as many sound cards with headphone connectors identify them as **Outputs 1** and **2**.

Master outputs

The **Master Output** is an output pair directed at the audience. It is controlled by the **Channel Faders** and the main **Crossfader** in the internal mixer of TRAKTOR DJ Studio 3.

1. Choose TRAKTOR *Preferences > Audio Setup > Output Routing*.
2. Select **Internal** for internal mixer mode.
3. Click the arrow next to **Master Left** (Mono) and choose **Output 3** of your sound card.
4. Click the arrow next to **Master Right** and choose **Output 4** of your sound card.
5. The **Master Outputs** of TRAKTOR are now routed through **Outputs 1** and **2** of your sound card.

4.3 Test Drive TRAKTOR DJ Studio 3

Now that the sound card is configured and TRAKTOR is up and running, let's have a little fun by doing a quick mix. For this, we use the **Demo Tracks** that come with TRAKTOR DJ Studio 3.

The **Decks** are your virtual turntables, and they behave just like any DJ turntable available on the market. This means that you can not only play back, stop, scroll forward and backward through your tracks, but you can also change the tempo of a track. This makes it possible to match the tempo of two titles and then mix from one to the other just like you would with two turntables and a mixer!

Test Driving on the Included Demo Tracks

1. First of all, let's load tracks into our decks:
2. Click and hold on the first **Demo Track** in the **List Window** and drag it into **Deck A**.

3. The selected track will load into **Deck A** and the track **Waveform** will appear in the **Deck Waveform Display**.
4. Click and hold on the second **Demo Track** in the **List Window** and drag it into **Deck B**.
5. The track **Waveform** will appear in the **Waveform Display** of **Deck B**.
6. Once we have the decks running, we can make our first attempt at mixing:
7. In case you are test driving TRAKTOR DJ Studio 3 on your built-in sound card, turn the knob called **Ph Mix** all the way to the right. Now the **Master** signal is routed to the **Monitor Output**.
8. Make sure the **Crossfader** on the mixer is all the way to the left, so that only the track playing in **Deck A** will be heard.
9. Click the **Play/ Pause** button underneath **Deck A**.
10. The track in **Deck A** will begin playing and the track tempo will be displayed in the tempo window.
11. Underneath **Deck B**, click the **Play** button. The **Demo Track** in **Deck B** will begin to play, however, you won't hear it in the main mix.
12. The two tracks will most likely have different tempos and you will need to synchronize their tempo and beat. You can observe current beat offset in the display above the waveforms of both decks.
13. Click the **Sync** button above **Deck B**.
14. The tempo of the track in **Deck B** now matches the tempo of **Deck A**.
15. Click, hold and drag the **Crossfader** slowly to the right.
16. You will hear the track from **Deck B** slowly blend in with the track in **Deck A**, eventually becoming the main audible track.

Next, we make ourselves familiar with another important feature of TRAKTOR DJ Studio 3: The **Equalizer**. By using the **Equalizer**, it's possible to shape the sound of a track and make the mix sound smoother:

1. Put the **Crossfader** back to the left to hear only **Deck A** playing.
2. Click and drag the knob labeled **Low** in the **Channel Mixer EQ** module of **Deck A** all the way to the left
3. Now, the bass of the running track will be cut and you can only hear the mid and high frequencies
4. Click and drag the knob labeled **High** in the **Channel Mixer EQ** module of **Deck B** all the way to the left.

5. This *kills* the high frequencies of the track playing in **Deck B**.
6. Click, hold and drag the **Crossfader** slowly to the right. Stop when you have reached the middle of the **Crossfader**.
7. The two tracks are now playing together in the mix, however, the result sounds smoother than before because the low registers of both tracks are not clashing anymore.

Test Driving on Your own Music

You now have learned enough to make a few mixes with the included tracks.

As you probably already have a collection of music files on your hard drive, you might want to test drive TRAKTOR DJ Studio 3 with your own music. Nothing is simpler than that:

1. Open a window of the Mac Finder or the Windows Explorer containing the tracks that you want to play.
2. Click and hold one of your tracks and drag it from the external window to the TRAKTOR DJ Studio 3 window and into **Deck A**.
3. After a short loading time you should see the **Waveform** of your track building up in the display.
4. Click and hold one of your tracks and drag it form the external window to the TRAKTOR DJ Studio 3 window and into **Deck B**.
5. Play and mix the tracks as you have learned in the previous chapter.

Note: You may not be able to use the **Sync** function with your own tracks as their tempo has to be analyzed in order for this function to work properly. Read more about the import and the BPM detection of TRAKTOR DJ Studio 3 in the chapter 5.1.

4.4 Updating from TRAKTOR DJ Studio 2

These are the differences to consider for those who are updating from a previous version of TRAKTOR DJ Studio:

Folders

- Your TRAKTOR 3 **Collection**, **Playlists**, **Key Commands** and **Stripes** will be stored in a new folder called Traktor 3 in your user (Mac)/My Documents (Win) directory.
- The folder **Traktor** containing all of your TRAKTOR 2 data will remain untouched.

Collections & Playlists

- The structure of the collection file format has been extended with this update, what results is the incompatibility of TRAKTOR 3 Collections and playlists to TRAKTOR 2.
- When opening TRAKTOR 2 Collections and Playlists with TRAKTOR 3 you will be warned that by using these files you will make them incompatible to TRAKTOR 2.
- TRAKTOR 2 will not warn you that it will delete certain fields from TRAKTOR 3 Collections.
- Right-Click/Ctrl-Click the Collection Icon in the TRAKTOR Browser Tree and choose **Import Collection** to import your TRAKTOR 2 Collection. This process will create a copy of your TRAKTOR 2 Collection in your TRAKTOR 3 folder and give you the choice of replacing the current TRAKTOR 3 Collection or to merge the content of both Collections.

The following parts of a TRAKTOR 3 Collection get lost, when opening and saving it with TRAKTOR 2:

- The content of the fields: **Mix** and **Catalog Number (Mac & Win)**.
- Path information with special characters, resulting in broken links to the tracks (Mac).

Hotkey and MIDI Assignments

The structure of .tks files containing Hotkey and MIDI assignments has been considerably extended in TRAKTOR 3 offering different sensitivities, auto repeat, MIDI/Hotkey pages and much more. This makes TRAKTOR 2 .tks files incompatible to TRAKTOR 3. You will have to reprogram these files for your controller, something you would probably have done anyways, as the extended features allow you to do much more with your controller than before.

Using TRAKTOR 3 and TRAKTOR 2 Side by Side

As TRAKTOR 2 and TRAKTOR 3 Collections are incompatible using both applications side by side should be done with care.

- Do not share the same user folder with both applications. The **Collection** of TRAKTOR 2 should be stored in the folder **Traktor** while the **Collection** of TRAKTOR 3 should be stored in the folder **Traktor 3**.
- To transfer information from TRAKTOR 2 to TRAKTOR 3 you can import a TRAKTOR 2 **Collection** or **Playlist** into TRAKTOR 3.
- Do not transfer information from TRAKTOR 3 to TRAKTOR 2 in the same manner. It is safer to write the attributes into the tracks, using **Write to ID3** and reading with TRAKTOR 2 by re-importing the tracks into the TRAKTOR 2 Collection.

5 User Interface

5.1 Features and Terminology

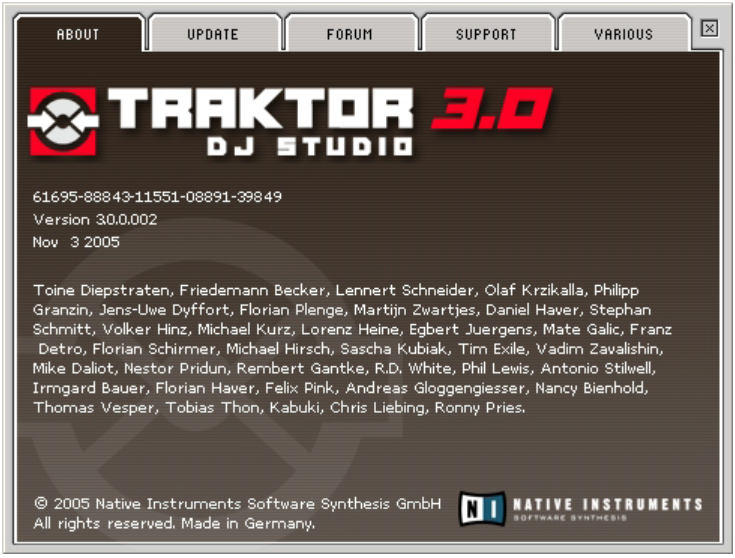
Before we dive into the wealth of features and options, let's get an overview about the most important elements of TRAKTOR's interface and try to understand how the basic functions work!

Header

The **Header** of TRAKTOR DJ Studio 3 is the topmost portion of the interface. The elements contained in the **Header** give access to basic functions of the application.

TRAKTOR Logo

Clicking on the **TRAKTOR Logo** opens a dialog called the **About TRAKTOR Box**. This dialog contains valuable information about the software such as the version and serial number as well as hyperlinks to updates, support and to the TRAKTOR forum.



Layout Selector

This drop-down menu is used to switch between different screen **Layouts** in TRAKTOR DJ Studio 3, Read more about **Layouts** in the following chapter.

Fullscreen Button

Use this button to switch to **Fullscreen** mode. Read more about how to configure **Fullscreen** mode in the following chapter.

Preferences Button

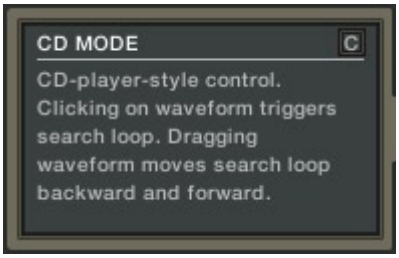
This button opens the **Preferences** dialog, which allows you to configure TRAKTOR DJ Studio 3 to your personal needs. Read more in the **Preferences** chapter.

Details Section

The **Details Section** is the part directly underneath the **Header**. This window is fully customizable and is used to display the messages window as well as many different **Panels** controlling TRAKOR DJ Studio 3. Read more about customizing the **Details Section** in the following chapter.

Messages Window

On the left end of the **Details Section** TRAKTOR DJ Studio 3 offers a window for displaying a built-in guide to all features (in **Tooltip** mode), or for displaying error messages and background process information (in **Console** mode).



1. Make sure that the small Icon in the corner of the **Messages** window is set to **Tooltip** mode.
2. Hover your mouse arrow over any control feature of the TRAKTOR DJ Studio 3 interface.
3. The **Tooltips** window will display information about that particular feature.
4. Click the small Icon inside the **Messages** window
5. The **Messages** window is now displaying software status information.

5.2 Knob and Fader Control

Although each knob and slider in TRAKTOR has its own unique purpose, their behavior is generally the same. You can control each knob or slider with your mouse or by using a MIDI controller or Keyboard-Shortcuts called **Hotkeys** (explained later in the section **Controlling with Midi**).

Knob and Fader Control

All knobs in TRAKTOR are either controlled by dragging the mouse, by using the mouse wheel or by clicking the small **Plus** and **Minus** buttons next to the knob. Dragging the mouse is a good way to make dynamic changes such as subtracting the **Bass**-Frequencies or moving a filter cutoff, whereas the **Plus** and **Minus** buttons allow more subtle changes and are better suited to set a knob to a specific value. Using the scroll wheel can be used for very fine adjustments or for changing the parameter by steps.

Basic Knob Control

Mouse Drag

1. Hold your mouse arrow over a knob, then click + hold and drag the mouse up or down. This will move to the knob clockwise or counter-clockwise.
2. Click + hold and drag a knob horizontally. The knob will adjust within a finer range.
3. Double-Click the knob to return it to its default setting.

Advanced Knob Control

Besides the standard mouse click functions explained above, TRAKTOR DJ Studio 3 offers advanced functions utilizing **Plus** and **Minus** buttons, the mouse wheel and the right mouse button. If you have a track pad or mouse without a second button, you can utilize these functions by pressing and holding the Ctrl-Key while clicking.

Plus and Minus buttons and Mouse Wheel

1. Each click on the **Plus** (+) button next to a knob moves the value of the knob incrementally up.
2. Each click on the **Minus** (-) button next to a knob moves the value of the knob incrementally down.
3. Turning the mouse wheel will adjust the parameter by one increment for each step of the wheel.

Sensitivities

TRAKTOR DJ Studio 3 offers five sensitivities for the incremental control of parameters.

1. Right-/ Ctrl-Click the **Plus** button to open a menu of five sensitivity options: **min**, **fine**, **default**, **coarse**, **switch**.
2. Select one of the options.
3. Click the **Plus** and **Minus** buttons or use the mouse wheel to see how the behavior of the knob has changed.

Right-/ Ctrl-Click Functions

1. Right-/ Ctrl-Click + hold and drag a knob. A **Ghost Pointer** will appear in red, although the knob itself will not move.
2. Keep holding the right mouse button, then Left-Click and hold. This will bring the knob to the value of the **Ghost Pointer**.
3. Keep holding the right mouse button and let go the left mouse button. The knob will return to its last position and the red **Ghost Pointer** remains visible.
4. If you want the knob to stay at the value of the **Ghost Pointer**, simply release the right mouse button after the knob has reached the value of the **Ghost Pointer**. The red **Ghost Pointer** will disappear, and you can depress the left mouse button as well.

This function is for jumping quickly between two values, such as when you want to emulate a filter sweep or if you want to keep two tracks in **Sync** by adjusting the tempo the same way as you would do utilizing the pitch fader of a turntable.

Note: TRAKTOR DJ Studio 3 faders offer the same basic and advanced functionality as knobs with exclusion of the right-click functions (**Ghost Pointer**)

5.3 Adjusting the Look of Traktor

Whether you would like to take advantage of advanced features or simply wish to perform basic mixing, the TRAKTOR interface can be adjusted for your specific needs.

Scalability

The TRAKTOR DJ Studio 3 interface can be scaled to the size of your liking.

- Click + hold and drag the bottom-right corner of the TRAKTOR window. This will expand and/ or contract the TRAKTOR interface while simultaneously resizing all TRAKTOR features.

Fullscreen Mode

You can use the scale method to stretch TRAKTOR to fit your whole screen or you can use **Fullscreen** mode. The advantage of using **Fullscreen** mode is that nothing on your computer screen will be visible (or controllable) other than the TRAKTOR interface. For instance: If using a Mac, the dock will not be visible. If using Windows, the Taskbar and start menu will not be visible.

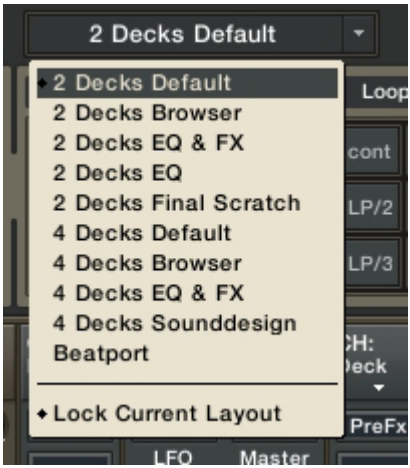
- To enter and exit **Fullscreen** mode: Click the **Fullscreen** mode button located at the top of the TRAKTOR interface. This will fill your entire screen with the TRAKTOR interface.
- If your screen resolution is higher than 1024x768, the features of TRAKTOR may seem too small for you. In this case you can select 1024x768 in the TRAKTOR **Preferences** menu under *Appearance > Font & Fullscreen*. With this selected, **Fullscreen** mode will fill your screen with the TRAKTOR interface at 1024x768 resolution, making the features larger and more visible.
- In the same **Preferences** page you can also set **Fullscreen** mode to default by selecting the option **Switch to Fullscreen on Startup**.

Layouts

A **Layout** is the way in which you have the TRAKTOR interface configured. With TRAKTOR DJ Studio 3, you are able to customize the workspace by switching different sections in and out of view. It is highly recommended to use predefined **Layouts** for your work with TRAKTOR to create a *familiar* working environment for specific tasks. TRAKTOR DJ Studio 3 comes with 10 different sample **Layouts**, which you can reconfigure and rename for your convenience.

Switching between Layouts

1. Click on the **Layout** box for opening the drop-down menu showing the available layouts.
2. Select one of the available **Layouts** and observe the changes in the interface.



Customizing a Layout

1. Switch to the **Layout** that you intend to customize.
2. Unlock the selected **Layout** by opening the drop-down menu a second time and un-checking the option **Lock current Layout** of the bottom of the list.
3. Right-/ Ctrl-Click anywhere on the TRAKTOR **Header** to open a menu that shows the currently visible sections in the active **Layout**.
4. Visible sections are checked, invisible sections are un-checked.
5. Proceed to customize your **Layout** by checking and un-checking the different sections.
6. When you are done, click on the **Layout** box and check the option **Lock current Layout**.

Changing the Name of a Layout

1. Double-Click inside the **Layout** box
2. A cursor appears allowing you to edit the current name.
3. Confirm with Enter.

Details Section

The **Details Section** has 4 individual pages that can hold as many control panels as the width of your screen permits. TRAKTOR DJ Studio 3 is preconfigured for screens having a width of 1024 pixels. On many current screens the **Details Section** will therefore be only partly filled.

As for the **Layouts**, the panels loaded into the 4 available **Details** pages are an example of how you can configure the interface. After spending some time with TRAKTOR, you will want to change the pre-selected panels to fit your personal needs and your style of DJing. Here is the description of how to customize the **Details Section**:

Arranging, Deleting and Inserting Panels from the Details Section

1. Right-/ Ctrl-Click on the panel. This will drop down a selection menu.
2. Choose **Close this Panel** to remove the panel from the current **Details** page.
3. Choose **Move Left** to move the module to the left.
4. Choose **Move Right** to move the module to the right.
5. Choose **Make First** to move the module all the way to the left-most side of the **Details Section**.
6. Choose an un-checked panel to insert the panel to the right of the other panels into the page.

Inserting Separators

Separators are a visual help to organize panels into groups. To insert a **Separator**, do the following:

1. Right-/ Ctrl-Click on the panel to the right of the desired **Separator** position.
2. Select **Separator** from the context menu
3. To remove a **Separator** Right-/ Ctrl-Click on it and choose **Close this panel**.

Linking the selection of the Details pages to Layouts

Locked **Layouts** recall the **Details** page they have been used with. If you prefer to switch **Layouts** and **Details** pages independently, unlock your **Layouts**. When using unlocked **Layouts** the **Details** page will remain unchanged while you switch from one **Layout** to the other.

File Info Options

The **Appearance** page in the **Preferences** menu offers a series of options for customizing the look and feel of the interface.

The upper left part of each **Deck** displays the title and artist name of the playing track. On the right side, six more fields display additional information about the track. You can display six different properties from a choice of currently 14 attributes.

To customize the **File Info Options**, open *Preferences > Appearance > File Info Options*:

1. Drop down the first box in the **Top Row** section.
2. Select **Total Time** and choose **Apply**, then **OK**.
3. The first **Display** in the **Top Row** will change to show the total track time.
4. Follow these steps for anything in the **Top** or **Bottom Row** to customize the **File Info** display.

Wave Display Options

The **Waveform** of a track can be customized in the following ways: Open *Preferences > Appearance > Wave Display Options*

Colors

It is possible to select a color scheme for the **Waveforms** that fits your personal taste and working environment. When using TRAKTOR in daylight or with reflections on the screen it makes sense to use the highest contrast between **Waveform** and background, whereas it might be easier for the eyes if you use a more subdued color variation if you are working in a dark DJ booth or at home.

- Load a track into a **Deck**.
- Move the **Preferences** window beneath the **Deck**.
- Choose one of the color schemes.
- Press **Apply** to preview the change.

Waveform Channels

- **Beats** uses a single color to display the beats of the track.
- **Beats and Highs** uses two color shades to display beats and highs. The lighter, semi-transparent shade represents the highs, the solid color the beats.

- **Beats and Envelope** displays the beats and their envelopes to give a better impression of the rhythmic structure of a track.
- Press **Apply** to preview the change.
- Once you are satisfied with the result, click **OK** to close the **Preferences**.

Track End Warning Time

By setting a **Track End Warning Time**, TRAKTOR will flash the **Waveform Stripe** up to 60 seconds before a **Deck** stops playing. This is very helpful preventing a track *running out* unnoticed.

1. Open *Preferences > Wave Display Options*.
2. Set the desired amount of seconds by moving the slider next to **Track End Warning Time**.
3. Click **OK** to close the **Preferences**.

Variable Font Size

You can customize the **Font Size** used in the **Browser Tree** and the **Playlist** windows.

1. Open *Preferences > Appearance > Miscellaneous*.
2. Click on **Font Size** to choose between the font sizes from **Small** to **Huge**.
3. Click **Apply** to apply to preview the change.
4. Finally click **OK** to close the **Preferences** menu.

6 Using the Track Browser

It is important to have a good understanding of how TRAKTOR DJ Studio 3 handles your music collection. Whether you are at home, in the Studio or DJing at a live gig, the **Track Browser** is designed to help manage your songs, giving you the easiest, quickest access to your songs, **Playlists** and **Favorites**.

6.1 Importing your Tracks

Managing your tracks in the TRAKTOR **Collection** represents a huge advantage compared to simply organizing your tracks in folders. The **Track Collection** is a file that categorizes and provides references to the music files on your computer, making them easily accessible through various browser features. Importing a track into your **Collection** does not actually copy the music file - instead it adds the file to the **Track Collection** list making it easily manageable and searchable. Each row in your **Collection** references a track on your hard drive and contains information about the track such as its location (**File Path**) on your computer and standard ID3 tag properties such as **Artist**, **Title**, **Album**, etc. However, the TRAKTOR **Collection** allows for even more specific information such as **BPM** (beats per minute), original song **Key**, personal **Ranking** and more.

If you have organized your music in a set of special folders like **My Music**, it is advisable to reveal these directories to TRAKTOR. Hereafter you can use the function **Import Music Folders** to synchronize TRAKTOR DJ Studio with recently added tracks or with a changed folder structure within this set of folders.

1. Open *Preferences > Browser Preferences > Data Location*.
2. Click **Add** on the bottom of the right window.
3. Browse to your **Music Folders**.

4. Confirm with **OK**.
5. Repeat to add all of your **Music Folders**.

Note: Subfolders are automatically included in the scan. You don't need to add subfolders to this list.

Do the following to import your **Music Folders**:

1. Right-/ Ctrl-Click the Collection icon in the Browser Tree.
2. Choose **Import Music Folders** from the menu.

TRAKTOR DJ Studio 3 offers other alternative methods to import single tracks or a special folder that is not part of your conventional **Music Folder** structure:

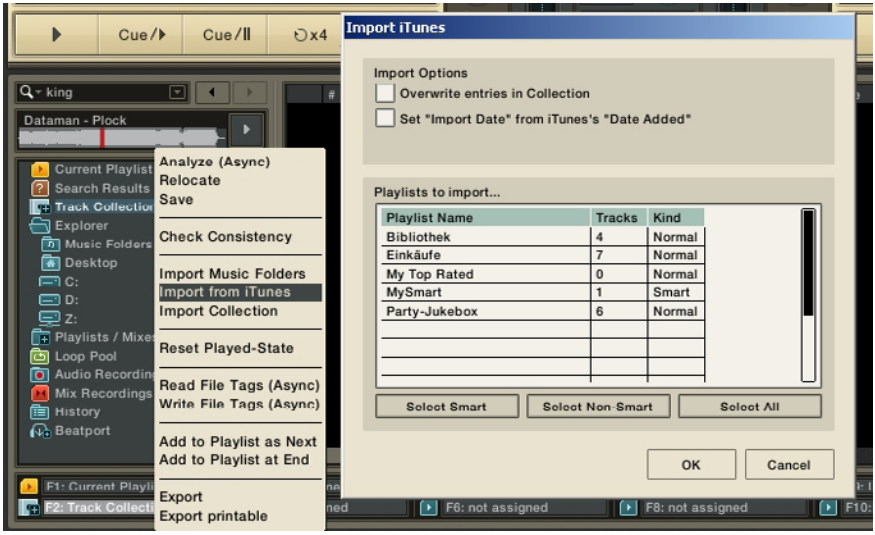
- Drag and drop a track or a folder from your Mac Finder or Windows Explorer onto the **Collection** icon in the TRAKTOR **Browser Tree**.
- Drag and drop a track or a folder from the tree structure below the TRAKTOR DJ Studio Explorer icon representing all drives connected to your computer.
- In the same manner you can Right-/ Ctrl-Click on a sub folder of the TRAKTOR DJ Studio Explorer icon or on a track listed in the window on the right side and choose **Add to Collection** from the menu.

Within the **Collection**, the tracks are detached from their physical location on the hard drive and can be represented in several independent and overlapping ways:

- Underneath the **Collection** icon, you can see the tracks grouped by **Artists**, **Releases**, **Labels** or **Genres**. A number indicates the current number of tracks within this category.
- A track can be contemporarily listed in several **Playlists**. **Playlists** represent a personalized sorting method often related to the circumstances for playing these particular tracks. They can be seen as your virtual record crates.
- Search results are a further way of displaying your **Collection**.
- Finally in the **List Window** on the right, tracks can be sorted by various criteria, such as **BPM**, **Release Dates** or **Ratings**, giving an additional value to search results.

iTunes Import

TRAKTOR DJ Studio 3 allows you to import your **iTunes Library** as well as individual **iTunes Playlists**.



1. In the Browser Tree, Right-/ Ctrl-Click the Collection icon.
2. Choose the option **Import from iTunes**.
3. In the **iTunes** import menu select the **Playlist** that you want to import.
4. You can select the lists individually or use the following pre-selections:

- **Select Smart** selects all dynamic **Playlists** (also referred to as **Smart Playlists**) such as *My Top Rated*, *Recently Played* etc.
- **Select Non Smart** selects all normal, manually created **Playlists**.
- **Select All** selects all **Playlists** in your **iTunes** directory.

Overwriting Entries in Collection

This option should be checked, if you usually manage your tracks with **iTunes** and if you want that changes applied to tracks in **iTunes** should have priority over changes applied to the TRAKTOR DJ Studio 3 **Collection**.

If you manage your tracks in TRAKTOR and you use the **iTunes** import only for adding new content, you should leave this option un-checked to avoid that

attributes in the TRAKTOR **Collection** get overridden by old track attributes in the **iTunes Library**.

Set 'Import Date' from iTunes 'Date Added'

Same here: if TRAKTOR DJ Studio should only be a mirror of your **iTunes Library**, check this option to import also the **Date Added** field from **iTunes**.

If you use the TRAKTOR **Collection** as your main music archive, you might not be interested in the **Date Added** from **iTunes**, but want to know when you have imported the track into TRAKTOR DJ Studio 3 - in this case leave the option un-checked.

Data Location

As you will learn, TRAKTOR DJ Studio 3 has functions that create and reference certain file types. These file types are stored in their own default directories. However, you can change the directory paths by using the **Data Location Preferences** menu.

1. Open Preferences > Browser Preferences > Data Location.
2. You can change the directory path for the following file types by clicking on the button with the exclamation mark (**!**) after the current path:

- **Collection**: the file path TRAKTOR DJ Studio 3 follows for loading and storing **Collection** information.
- **Playlists**: the file path TRAKTOR DJ Studio 3 follows for **Playlists** (described in the next section).
- **Recordings**: the file path in which TRAKTOR DJ Studio 3 stores the **Recordings** you make in audio format.
- **iTunes**: the file path to your **iTunes Library** (this path has to be identical with the settings in your **iTunes**).
- **Beatport**: the file path in which TRAKTOR DJ Studio 3 physically stores all songs downloaded from **Beatport** through the TRAKTOR interface.
- **Music**: Here you can specify the location of folders and hard drives to be scanned for files such as MP3, AIFF, WAV, M4A, and more during the **Music Folders Import**.

6.2 Preparing your DJ set with Playlists and Favorites

Playlists

Playlists are an alternative way of organizing your **Collection**. Instead of cre-

ating tags for tracks and retrieving them via search strings, you can create groups of tracks inside your **Collection** by creating **Playlists**. These can be seen as virtual record crates, but contrary to a physical track contained on a vinyl record, a virtual track can be contained in as many **Playlists** as you want and you won't have to put it back into the shelf. A **Playlist** can be shuffled or ordered in any way you like.

1. Right-/ Ctrl-Click on the **Playlist/ Mixes** folder icon in the **Browser Tree**.
2. Choose **Create Playlist** from the pop-up menu.
3. Type the name of your **Playlist** in the following window.
4. Choose **OK**.
5. Your new **Playlist** will appear as a subfolder under the **Playlist/ Mixes** folder.
6. Edit the **Playlist** name by Right-/ Ctrl-Clicking and choosing **Rename** from the pop-up menu.
7. Delete the **Playlist** by Right-/ Ctrl-Clicking and choosing **Delete**. This will not actually delete the tracks from your **Track Collection**. It will only delete the **Playlist** file.

Sorting your Playlist

By default, **Playlists** are ordered. This means that each track has an own number showing its order in the list. When sorting by the column entitled **#**, the tracks are placed in sequence according to their number.

When sorting the **Playlists** by another column, for example the **BPM** column, it will be sorted in ascending or descending order by **BPM**. A click on the header of the **#** column returns the list in the original sequence.

Rearranging Playlists by Drag & Drop

1. Click-hold and drag a track in the **Playlist** up or down
2. Observe the red line showing where the track will drop when you release the mouse button.

Also here, the number follows the track. To make this kind of operation permanent you have two options:

- Renumbering the **Playlist** by clicking the **Renumber** button in the **Browser Buttons** section between **Browser Tree** and **List Window**.
- Activating **Auto Renumbering** before you start rearranging the **Playlist**, by Right-/ Ctrl-Clicking the **Renumber** button.

Favorites

The **Favorites** window is a customizable navigational tool. You can assign any of the **File Browser** folders to one of the **Favorites**. Each **Favorite** can be assigned to a hotkey - by default these are the first 10 F-keys. The Favorites are located in the **Status-Bar** at the bottom of the interface.

Do the following, to create and use a **Favorites'** folder:

Click the **Playlists** folder to browse its contents.

1. Click on the **Demo Content** folder to expose the **Demo Playlist**.
2. Click + hold and drag the **Demo Playlist** name on top of the F3: **Favorite** icon.
3. F3 will now display the **Demo Playlist** icon.
4. From now on, you can access this folder at any time by pressing the F3 key on your computer keyboard or by clicking on the always visible **Favorite** icon with the mouse.
5. The contents of the **Demo Playlist** will then appear in the **List Window**.

Note: Some computer keyboards require you to hold down the Function (fn) key in order to use the F Keys.

Pre-listening to a Track from your Collection

Before you load or play a track, you can pre-listen to it. This can be done while one or both **Decks** are playing. Sound from the **Preview Player** will be heard through the **Monitor Outputs** you have configured in the **Preferences** menu under *Audio Setup > Output Routing*.

1. Load a track into the **Preview Player** by clicking the **Preview** icon in the **List Window** or using drag-and-drop.

2. The **Preview Player** will display the **Waveform** of the track.

3. Scroll through the track by dragging the red slider through the **Waveform**.
4. Press the **Play** button to the right of the player to pause and restart playback.
5. If you like the track, load it into a **Deck A** by Right-/ Ctrl-Clicking the track title in the **List Window** and selecting **Load to Deck A** from the menu.

Note: To hear tracks played in the **Preview Player** over your headphones, make sure that your headphones are connected to the **Monitor Outputs** of your sound card and that the **Ph Mix** and the **Ph Vol** knobs in the **Mixer Section** are in center position.

Note: If you don't see the column with the **Preview Icon**, Right-/ Ctrl-Click the header of the **List Window** and make sure that the option '**Preview'** is checked.

6.3 Keeping an overview while performing

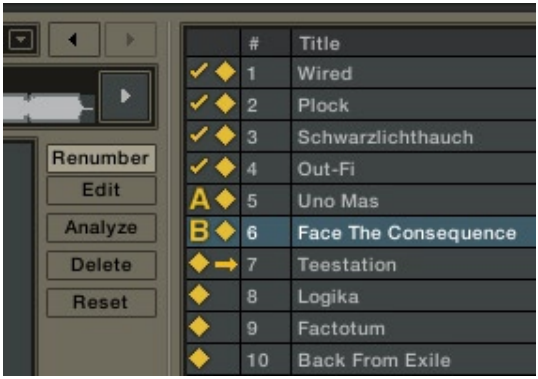
Especially when you are performing in front of an audience, it is important to keep an overview of your set with one look.

Track Icons

The **Icon** column gives valuable information about the history of a track and can be sorted to align the tracks in their historical sequence. Here is a list of each **Icon** and its meaning.

- A **Play Button** is displayed on the track currently being pre-listened in the **Preview Player**.
- A **Diamond** shows that the track is listed in the **Current Playlist** but hasn't been played yet. This is modeled after the common habit of vinyl DJs that place the records they want to play in the near future in a 45 degree angle in their crate.
- The letters **A**, **B**, **C**, **D** identify the tracks currently loaded into the **Decks**.

- A **Check Mark** means that the track had been played in one of the four **Decks**.



- An **Exclamation Mark** identifies tracks not found at the files' previous location. A reason for this could be that a storage medium is unavailable or that the location of the track has been changed.

Sorting by this column orders the tracks historically:

- Already played tracks on top.
- Currently playing tracks in the center.
- Queued tracks waiting in the **Current Playlist** to be played underneath.
- Non enqueued tracks at the bottom.

Customizing the List View

The content of the **List Window** can be sorted by any of the visible columns. Clicking a header inverts the sorting sequence of the column.

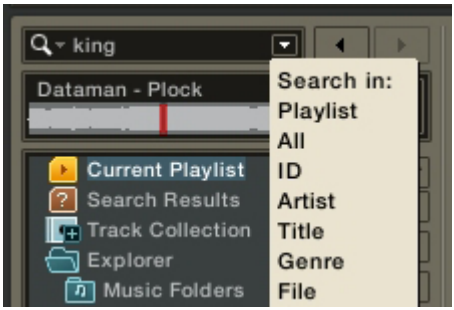
You can hide and show over 25 attributes of a track:

1. Right-/ Ctrl-Click on a header of the **List Window**.
2. Check an attribute that you would like to have represented as column in the **List Window**.
3. Uncheck those attributes that you want to hide.
4. Repeat this action until you have configured the headers you want to be visible.
5. To change the size of a column, drag the line next to it.
6. To change the relative position of a column, click + hold and drag it horizontally.

7. Observe the red line indicating where the column will be inserted when releasing the mouse button.

Searching for tracks

One of the quickest ways to find a specific track is to use the **Search** function. Rather than browsing through folders, you can type a key word into the **Search** field and let TRAKTOR search your **Collection**.



Simple Search

1. Click one time in the **Quick Search** field.
2. Type anything related to the track you are searching for in the **Search** field such as **Track Name**, **Artist Name**, **Album Name**, etc. Hit the *Enter* key on your computer keyboard. TRAKTOR DJ Studio 3 will search your entire **Collection** and display all matching files in the **List Window**.
3. Entering more than one word will return the tracks containing all these words.

Refine

A search completed with the *Enter* key searches the whole **Collection**. You can refine a search to a specific subset of the **Collection** by completing the search with the selection of one category in the **Refine** menu:

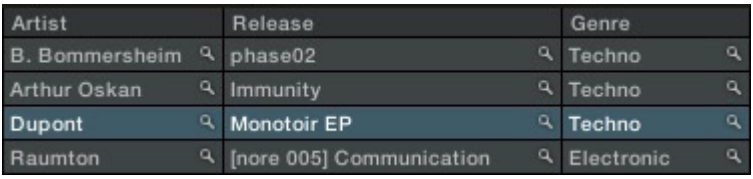
1. Type a word into the **Search** field.
2. Click the **Refine** button behind the **Search** field and choose a field from the drop-down menu. The available options are:

- **Playlists**: Searches within the currently displayed **Playlist** only. This option can also be used for refining a search by searching only within a search result.
- **All**: Searches the whole **Collection**.

- **Artists**: Tries to match the search string with the **Artist** fields only.
- Same for **Title**, **Genre**, etc.
- **BPM**: Searches for tracks with similar **BPM** to the value entered as search string.

Magnifying Glass

In the List Window, you will notice a small magnifying glass in many of the track property fields. This is used to search tracks in your collection with the same entry in that field.



1. In the List Window, click the magnifying glass next to an Artists name.
2. TRAKTOR will search your entire collection for tracks of the same Artist.

Search History

During a TRAKTOR session, the **Search** function recalls each search expression you have searched for in a temporary list.

1. Type in a few search expressions and confirm with *Enter*.
2. Repeat this for a few times.
3. Click the arrow next to the magnifying glass to see the list of your search expressions.

6.4 Managing your Track Collection

Whether you are performing live or working in the studio, TRAKTOR DJ Studio 3 gives you the tools to keep your **Track Collection** completely organized.

Track Properties

Each track in your **Collection** has **Properties** such as **Song Title**, **Artist Name**, **Album Name**, etc. TRAKTOR DJ Studio 3 allows you to edit and add **Track Properties** with two methods:

Inline editing Track Properties directly in the List Window

1. In the **List Window**, double click the **Artist Name** of a track.
2. The text will highlight and a cursor will be placed inside the text of the field.
3. Edit the **Artist Name** and hit the *Enter* key on your keyboard to exit **Inline Editing** mode.

Editing Track Properties in the Edit Dialog

Not all **Properties** of a track are visible in the **List Window**. To get access to all available **Properties** of a track, use the **Edit Dialog**. This dialog also allows to contemporarily edit a selection of tracks, as described further below.

Editing a Single Track

1. Select a track in the **List Window** by clicking it.
2. Right-/ Ctrl-Click on the selected track and choose **Edit** from the pop-up menu.
3. The **List Window** turns into the **Track Edit** dialog.
4. Edit the desired information for your track.
5. Use the drop-down menu next to a track **Property** to select a **Property** already stored in your **Track Collection**.
6. At the bottom of the dialog you find a button called **Restore** to undo any changes you have made. To apply the changes, click the button labeled **Apply**.
7. When you are done either confirm with **OK** or abort by pressing **Cancel**.

Editing a Selection of Tracks

1. If you want to edit all tracks of an **Album** or of a **Playlist**, select them and choose **Edit** from the context menu just as you did for editing a single track.
2. In the **Edit** dialog you will notice that most of the checkboxes beneath the attributes are unchecked and most of the fields void.
3. At the bottom of the **Edit** dialog you will notice 3 new buttons called **Previous**, **Select All** and **Next**. The buttons are used to browse your selection of tracks.
4. The checkboxes indicate which of the attributes have the same value among the selected tracks. At the same time they indicate that the field will be written into the **Collection** properties when applying the changes.
5. If you want to change an attribute globally for all selected tracks (for example the way to write an **Artist Name**), edit the **Artist** field, make sure that the box beneath is checked and press the **Apply** button.
6. If you want to edit the tracks of your selection one by one, use the **Previous** and **Next** buttons at the bottom of the dialog to step through the list.
7. Clicking **Restore** will undo your changes.
8. Clicking **OK** will confirm all your changes.

Writing Attributes into Music Files - ID3 Tags

As described in the introduction, the TRAKTOR **Collection** is a database containing references to the physical location of your tracks as well as all attribute information about them. Many music file formats, such as MP3, allow to store information about the track in the file itself. This is done by special test tags embedded at the beginning or at the end of the music portion of the file.

TRAKTOR DJ Studio 3 does not need these kinds of tags because all relevant information is stored in the **Collection** file, but as soon as you move a track to another computer the attributes of the track get detached from the music file itself.

It can therefore be useful to additionally write the properties into the track itself. Not all file types support this kind of embedded information, for instance AIFF and WAV files do not support it.

Other file types support a proprietary format of tags, such as FLAC that TRAKTOR DJ Studio 3 does not fully support yet. ID3v2, which is the name for the most common type of embedded tags used in MP3 files, is fully

supported by TRAKTOR DJ Studio 3. More file types will be supported with future updates.

Writing **Collection** attributes into file tags should be used for:

- Transferring tracks to other computers.
- As backup of the information contained in the **Collection**.

Reading tags from files is automatically done when importing tracks into the **Collection** or when browsing tracks in the TRAKTOR Explorer. Manually triggering the readout of tags from the files is mainly used for restoring unwanted changes made in the TRAKTOR DJ Studio 3 **Collection**.

Browser Buttons

Even though all functions that can be applied to tracks or selections of tracks are available in the context menu - accessed by Right-/ Ctrl-Clicking on the selected tracks - the most important functions have been provided also as buttons in a special section between the **Browser Tree** and the **List Window**, called **Browser Buttons**. This section can be individually hidden in your **Layouts** by using the method described in the **Layout** section:

1. Right-/ Ctrl-Click on the TRAKTOR Header panel to open the selection of visible sections and uncheck the row Browser Button Controls.
2. Refer to the **Layout** section to learn how to make this change permanent for a **Layout**.

The **Browser Buttons** are not always the same - the functions of the buttons change according to the currently selected view in the **List Window**.

Renumber

Clicking the **Renumber** button consolidates the order of the currently visible **Playlist** by renumbering the tracks from top to bottom. This will destroy the original sequence of the **Playlist**.

Auto Renumbering

The order of a **Playlist** can be automatically reordered under certain circumstances by locking the **Renumber** button in on-state. To lock the **Renumber** button Right-/ Ctrl-Click on it. In this mode the following operations will lead to automatic **Playlist** renumbering:

- Re-arranging the list by drag-and-drop.
- Loading tracks into **Decks**.

Edit

Clicking on **Edit** opens the **Track Edit** dialog for the selected set of tracks as described above.

Analyze

Triggers the analysis of the selected tracks. The analysis scans the entire track and returns the following information about it:

- **BPM Estimate**: The **BPM Estimate** is more or less accurate according to the type of music. Read more about verifying the **BPM Estimate** and about how to create a **Beat-Grid** in the next chapter.
- **Gain Value**: each track has a perceived loudness, based on its musical properties of the track and on the involved mastering techniques. The **Gain Value** established during the analysis is a very accurate estimation of the optimal setting of the channel **Gain** knob to match the loudness of a track to 0dB. To use this **Gain** estimation when loading a track into a **Deck**, enable the **Auto Gain** function, available in each channel **Details** panel and in the **Master Details** panel.
- **Stripe**: The small representation of the **Waveform** underneath the wave display is created by the analysis process. If the **Stripe** of a track is missing it has most likely not yet been analyzed.

Auto Analysis

The TRAKTOR DJ Studio 3 **Preferences** offer 3 modes for controlling the analysis process in the page found at *Preferences > Browser Preferences > Collection Preferences*.

The available modes in the section called **Automatic Background Analysis** are:

- **None**: Does not do any kind of **Automatic Background Analysis**.
- **On Load**: Automatically analyzes tracks loaded into decks or into the **Current Playlist**.
- **Always**: automatically analyzes all non-analyzed tracks in the **Collection**.

Note: Background analysis is a CPU-hungry process. If you notice your computer slowing down you should use the options **On Load** or **None.**

Delete

Clicking on **Delete** will remove the selected track from your **Track Collection** or **Playlist**.

1. Click on a track in the **List Window** to select it.
2. Click on the **Delete** button.
3. To remove more than one track, select multiple tracks in the **List Window** and click the **Delete** button.

Note: This will remove the track from the **Playlist** only. It will not delete the track from your hard drive!

Reset Played

Clicking **Reset Played** will reset the display icon next to any track that has been played. It will then appear as *not played*. This can be used if you want to replay a track later in your set, avoiding confusion of it being marked as having already been played.

Consistency Check Report

The **Consistency Check Report** provides an overview of the current state of your **Track Collection**, providing options to help you managing it.

1. From the browser, Right-/ Ctrl-Click on the **Track Collection** and select **Check Consistency** from the menu.
2. Once TRAKTOR has checked consistency, the **Consistency Check Report** will appear showing the totals of its findings.

Show Overview

- **Total Tracks**: The total number of tracks in your **Collection**.
- **Tracks Missing**: The total number of tracks that have been deleted from your hard drive or moved from their original location.
- **Tracks Not Analyzed**: The total number of tracks that have not been analyzed.
- **Tracks Missing Stripe**: The total number of tracks that have been imported and analyzed but their **Overview Waveform (Stripe)** has been moved or deleted.
- **Total Tracks To Analyze**: The sum total of **Tracks Missing Stripe** and **Tracks Not Analyzed**. This is the total amount of tracks you need to analyze.

You can also view a list of **Missing Tracks** or a list of your **Analyzed Tracks** only.

Missing Tracks

Click on the **Missing Tracks** tab.

3. The **Consistency Check Report** window will display each missing track and its attributes.
4. Use the horizontal scroll bar to expose more property fields.
5. If you no longer want these missing tracks to be referenced in your **Collection**, delete their references by clicking the **Remove Missing Tracks** button.

Relocate missing tracks

The **Consistency Check Report** allows you to relocate the references to tracks that are missing from your **Collection**.

1. Click the **Relocate Missing Tracks** button.
2. A standard operating system dialog window will appear.
3. Use this to browse your hard drive for the folder in which your missing tracks were moved. To find multiple tracks in different folders, choose the top level folder in which they are stored. You can even choose your main hard drive folder.

Note: Relocating tracks in a folder that contains many subfolders can be a lengthy process. Don't hesitate to interrupt relocation - this will not damage your **Collection** consistency.

Tracks to Analyze

1. Click on the tab labeled **Tracks To Analyze**.
2. The **Consistency Check Report** window will display each track that has not been analyzed.
3. After viewing the list totals, you can choose to either **Relocate your Missing Tracks** or **Remove the Missing Tracks** from your **Collection**.

Show Consistency on Startup

The **Consistency Check Report** can be set to display each time you open TRAKTOR. Please be aware that this function could be unpractical if you are using TRAKTOR DJ Studio 3 performing live and you want keep the Start-up time to a minimum.

1. Go to *Preferences > Browser Preferences > Collection Preferences*.
2. Put a check in the box labeled **Show Consistency Check Report on Startup** and choose **OK**.
3. The **Consistency Check Report** will now open each time you start TRAKTOR DJ Studio.

Deleting or moving tracks from your Hard Drive

The TRAKTOR DJ Studio 3 Browser has no features allowing you to physically delete tracks from your hard drive.

Backing up and Transferring your Collection

Automatic Backup

Each time you change something in your **Collection** and close TRAKTOR DJ Studio 3, a backup of your **Collection** is created in the folder *Backups* contained in the *Playlists/ Mixes* folder. If you delete or partly ruin your **Track Collection** by mistake proceed as follows:

1. Click on the *Playlists/ Mixes* icon in the TRAKTOR browser.
2. Click on the *Backup* folder.
3. Click on one of the most recent backups and verify the integrity of the **Collection**.
4. If the backup seems to be corrupt, check an earlier backup.
5. If you have found an integer backup, drag & drop the folder onto the **Collection** icon to import the backup into the current **Collection**.

Note: TRAKTOR only saves 10 backups, after which it replaces the oldest backup with the second oldest one. You should therefore make a manual backup of the current status of the **Collection** by copying such a backup file to a separate folder, not accessed by TRAKTOR DJ Studio 3.

A corrupted **Collection** might cause TRAKTOR DJ Studio 3 to crash during start-up. If you suspect this might be the case do the following:

1. Close TRAKTOR DJ Studio 3.
2. Make a backup of the file **collection.nml** found in the folder *user:Traktor* (Mac), *My Documents/Traktor* (XP) before deleting it.
3. Restart TRAKTOR DJ Studio 3 with an empty **Collection**.
4. Import the backup of the **Collection** as described above.

Note: Although TRAKTOR gives you the choice to store your **Track Collection** and **Playlists** in different directories, it is best to keep these files organized in the default manner, as this makes it much easier to track down problems.

6.5 Beatport™-Online Dance Music Store™

Up until recently it was difficult to purchase new tracks in MP3 format for DJs working with TRAKTOR DJ Studio. Cutting-edge club music has been predominantly released on vinyl, and recording tracks from a 12" to hard disk is a time-consuming process. However, more and more labels are distributing their music in the digital domain and it's finally possible to buy music in digital format at the same time that it is released on vinyl. Sometimes, certain tracks are even available earlier as MP3 or there is additional content available for download that didn't make it to the vinyl release.

In order to give TRAKTOR DJ Studio 3 users a quick and easy way to purchase new tracks, Native Instruments joined forces with **Beatport**. **Beatport** is the first authentic digital music store designed to service the evolution of the digital music culture, redefining how DJs and enthusiasts acquire their music. **Beatport.com** allows users to access the world of club music through secure, legal, hi-speed, high quality downloads in MP3, MP4 and WAV formats on a pay-per-download basis. With hundreds of labels and thousands of users worldwide, **Beatport** is recognized as the leader in online digital dance music.

To access the store, simply select the path **Beatport** in the **Tree Window**. Your Computer will now access the **Beatport** server and download information that is being displayed in the **List Window**. In order to navigate the interface, just click the relevant buttons and links. If you have not been a member of **Beatport** until now, simply click the button labeled **First Time? Start Here** and follow the instructions on the screen.

There are a lot of advantages when buying your music through the **Beatport** store integrated in TRAKTOR DJ Studio 3:

- It is possible to preview any track available in the store through the integrated **Preview Player** of TRAKTOR DJ Studio 3.
- While previewing a track, you can see the actual **Waveform** in the **Preview Player** and browse the track by moving the cursor through.
- Entering a search string in the TRAKTOR **Search** field to search **Beatport**.
- Searching for Tracks from the same **Label** or **Artist** with the inline magnifying glass in each **Playlist**.
- It is possible to transfer multiple files with the help of a **Download Manager**.
- All tracks you have bought through the store interface are being added to a **Playlist** called **Purchased Tracks**.
- Purchased tracks contain extensive metadata, so there is hardly any more need to edit their tags.
- Any track you have purchased is being saved automatically in your TRAKTOR DJ Studio 3 music **Collection**.
- Interrupted transfers can be resumed at any time.

Important: Please keep in mind that you need to be connected to the internet in order to use the **Beatport** store. For further information on registration, please refer to the website **http://www.beatport.com**.

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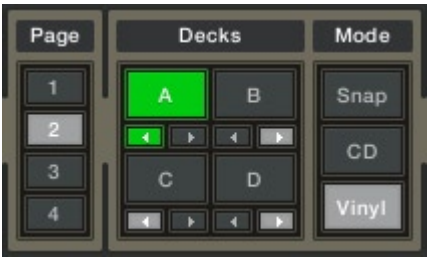
7 Controlling the Decks

7.1 Mouse Modes

The mouse can be used to **Cue**, **Play** and **Pause** a track. There are 3 available **Mouse Control** modes: **Snap**, **CD** and **Vinyl**. You can switch between **Mouse Control** modes by pushing the respective button in the **Mode Details Panel** that is found by default on the left end of each **Details** page. If you can't find the **Mode** panel, refer to the **Layout** chapter for learning how to insert the **Mode** panel into one of your **Detail** views.



If you intend to often switch between **Mouse Control** modes, make sure that the **Mode** panel is included on each of your **Details** pages. If you intend to use only one **Mouse Control** mode you can remove the **Mode** panel from all your **Details**.

Snap Mode (Waveform)

In this mode the mouse pointer will snap to either **Beats**, **Cue Points** or **Beat-Grid** lines.

1. Hold your mouse pointer over the **Waveform**. Red **Snap** points appear at each **Beat** and **Cue Point**.
2. Click and hold. This snaps the cursor to the nearest **Beat** and plays the track as long as you hold the button. This is the same as **Cue Pause**.
3. Release the button to return to the last **Cue Point**.
4. To avoid returning, press the right mouse button before releasing the left one to switch to permanent playback.
5. Clicking on the **Waveform** with Right-/ Ctrl-Click cues the song to the target but starts playback only when you release the mouse button.

Snap Mode (Stripe)

1. Select **Snap** from the **Mode** Details panel.
2. Hold your mouse pointer over the **Stripe Waveform**.
3. When moving the mouse back and forth, small, red **Snap** points will appear along the **Stripe Waveform**.
4. Click to move the cursor to the **Snap** point in the **Stripe Waveform**.

CD Mode (Waveform)

Triggers a stutter loop known from pitchable CD-players while clicking and holding the **Waveform**.

1. Click and hold on the **Waveform**.
2. The **Deck** will play a short, consistent loop as long as you hold the mouse button.
3. While holding the button pressed you can adjust the position of the loop by horizontally dragging the **Waveform**.
4. To set a **Cue Point** right before a **Beat**, move the loop as close as you can towards the beat coming from the right side until you hear the very first millisecond of the beat entering the loop.
5. Release the left mouse button and the track will pause exactly before the beat.
6. Right-/ Ctrl-Click and hold the **Waveform**, then release the mouse button to start playback.

CD Mode/ Vinyl Mode (Stripe)

1. Select either **CD** or **Vinyl** from the **Mode** module.
2. Click and hold anywhere on the **Stripe Waveform**.
3. Move the mouse backward or forward. This will navigate through the **Stripe Waveform** similar to moving a slider.

Vinyl Mode

In this mode the **Waveform** can be manipulated like a **Vinyl** record and the mouse pointer won't snap to beats in the **Waveform**.

1. Click and hold the track **Waveform**. This is like putting your hand on a **Vinyl** record to pause playback.
2. While holding the mouse button, move the mouse backward and forward. This moves the **Waveform** similar to scratching a **Vinyl** record.

3. Release the mouse button. The track will begin playing from the point at which you release it.
4. Right-/ Ctrl-Click on the **Waveform** to start and stop playback.

Waveform Zoom

Each **Deck** offers the ability to zoom in or out on a track **Waveform**. Zooming in on a **Waveform** can be helpful in finding a more accurate **Cue Point**. Zooming out will give you a broader view of the **Waveform**.

Click the **Plus** (+) sign button in the upper corner of the main **Deck Waveform** display. This Zooms *in* on the track **Waveform**.

5. Now click the **Equal** (=) sign. This zooms to TRAKTORs default view of the track **Waveform**.
6. Now click the **Minus** (-) sign. This zooms *out*, giving a broader view of the track **Waveform**.

Note: **Waveform Zoom** can also be performed with the scroll wheel of your mouse. Hold the mouse over the Waveform and scroll **up** or **down** to zoom **in** or **out**.

7.2 Regular Cue Points

Setting a Cue Point on the fly

Each time a **Deck** is stopped it sets a floating (momentary) **Cue Point**. When playback resumes, the **Cue Point** remains at the last point of interruption. The **Cue/ Pause** and the **Cue/ Play** button below the **Waveform** can be used to skip back to the last floating **Cue Point** during playback.

During playback you can press **Set Cue** underneath the **Waveform** at any time to move the **Floating Cue Point** to the current position.

Storing Cue Points

TRAKTOR DJ Studio 3 can store up to 10 **Cue Points** per track. To store the current **Floating Cue Point** you have to open the **Cue Edit** panel in the **Details** section:

1. Open the third **Details** page that contains the **Cue Edit** panel or
2. Click a blank area of the **Details Section** and Add the **Cue Edit** from the menu to the current **Details** page.

This panel offers all functions needed to manage the **Cue Points** of a track.

1. A drop-down box with a list of all **Cue Points** stored for this track.
2. Two buttons to cue to the previous and to the next **Cue Point**.
3. A drop-down box to assign a special property to a **Cue Point**.
4. A **Cue/ Play** and a **Cue/ Pause** button for test-playing your **Cue Points**.
5. A **Lock** button to store and to remove the current **Cue Point**.

Locking a Cue Point

1. If you want to recall a **Cue Point** for later use, you have use the **Lock** button to store it.
2. To remove a **Cue Point** from the list of permanent **Cue Points**, select it and release the lit **Lock** button.

Naming Your Cue Points

After you have locked a **Cue Point**, you can name it. This way it is easy to find it in the **Cue List** panel.

1. Skip to the **Cue Point** by selecting it from the list in the upper drop-down box.
2. Double-Click on the display to place the text cursor in the name field.
3. Type the new name and confirm with *Enter*.

Jumping between Cue Points

In TRAKTOR DJ Studio 3 you have several options for jumping to **Cue Points**:

1. Clicking on the **Cue Point** symbol in the **Stripe Window** or in the **Wave Window**.

2. Using the **Backward Cue** and **Forward Cue** buttons in the **Cue Edit** panel.
3. Selecting an entry of the upper **Cue Points** drop-down menu.
4. Clicking one of the 6 buttons in the **Cue List** details panel.

Note: If you can't find the **Cue List** panel you can insert it as any other panel into your current **Details** page.

7.3 Cue Points with Special Function

While regular **Cue Points** help establish points in a track from which to play or cue, there are three other types of **Cue Points** you can set, each with their own special function.

Assigning a different type to a **Cue Point** is done by selecting the desired type in the drop-down box in the **Cue Edit Details** panel.

1. Select a **Cue Point** by skipping to it.
2. In the **Cue Edit Details** panel, click on the **Cue Type** display above the **Lock** button.
3. Select a new **Type** for the current **Cue Point**.

Load Cue Point

A **Deck Load Cue Point** causes a track to automatically **Cue** when it is loaded into a **Deck**, saving you from the need to manually **Cue** your track.

Fade In/ Fade Out Cue Points

The **Fade In** and **Fade Out Cue Points** are used to automate the **Cue/ Play** of a track. For this to work, you must set a **Fade In Cue Point** in one **Deck** and a **Fade Out Cue Point** in the other.

1. Load a track into **Deck A**.
2. Scroll towards the end of the track and set a **Cue Point**.
3. From the **Cue Edit** module, drop down the **Cue** menu and select **Out** from the menu.
4. A red **Fade Out Cue Point** will appear in the **Waveform** display.
5. Now load a track into **Deck B**.
6. Set a **Cue Point** at the beginning of the track.
7. From the **Cue Edit** module, drop-down the **Cue** menu and select **In** from the menu.

8. A red **Fade In Cue Point** will appear in the **Waveform** display.
9. Click + hold and drag the **Cross Fader** all the way to the left.
10. In **Deck A**, scroll backward through the track past the **Fade Out Cue Point** and click the **Play** button.
11. When the **Cue Points Cue Point** in **Deck A** crosses the **Track Position Marker** (vertical red line), the track in **Deck B** will automatically begin playing from its **Fade In Cue Point**.
12. Click + hold and drag the **Cross Fader** slowly to the right to mix the two tracks.

Important: The automatic **Fade In/ Fade Out** function is only working when TRAKTOR DJ Studio 3 is in **Autoplay** mode. This mode can be switched on or off by pushing the **Play** button in the **Master Panel** found on **Details** page 1.

Grid Cue Point

A grid is defined by a **Beat-Marker**. This is a special **Cue Point** from which a regularly spaced grid of reference lines is created, used to synchronize tracks. Read more about **Beat-Markers** and grids in the following section.

7.4 Defining and Using Beat-Grids

Grid markers and **Beat-Grids** are an important tool to synchronize your music in TRAKTOR DJ Studio 3. The analysis of the track produces a **BPM** estimation that is not sufficiently precise to guarantee synchronous playback of two tracks over the duration of several minutes as required by TRAKTOR for fully exploiting the advanced **Looping** and **Beat Jumping** features.

Defining a **Beat-Grid** for a track is like establishing a reference that controls how the track should be synchronized when used in a mix. Instead of synchronizing a track every time you want to mix it, a **Beat-Grid** has to be set only once and can be used every time you want to match the tempo with highest possible precision.

As defining a **Beat-Grid** is comparable to synchronize the track to a clock reference you need to do two things that you also do when synchronizing two records:

- Synchronizing the downbeats.
- Adjusting the tempo to compensate the drift.

In TRAKTOR DJ Studio 3, synchronizing the downbeat of the track to the tick of the reference clock is done by setting a special **Cue Point** called **Grid-Marker**. You can transform any regular **Cue Point** into such a **Grid-Marker**. Each **Grid-Marker** is at the origin of a so-called **Beat-Grid**. That is a grid of equally spaced reference lines, representing quarter notes or beats.

Setting a Grid-Marker

1. Load a track into **Deck A**.
2. Search through the **Stripe** window and look for the first **Beat** in the **Waveform**.
3. Fine tune the position in the **Zoom** window.
4. Set the cursor by clicking on the **Beat**.
5. Audition the position of the cursor by pushing and holding the **Cue/Pause** button.
6. If you are satisfied with the location of the **Cue Point**, transform it into a Grid Marker, with the Type drop down menu in the Cue Edit panel on the third Details page as described in the section above.

Fine Tuning the Position of the Grid-Marker

1. Cue to the **Grid-Marker**.
2. Set a Loop with the Deck **Loop** button.
3. Turn on the **Tick** button in the BPM Details panel to make the grid lines audible as ticks added to the track.
4. To hear the **Tick** you have to turn on the **Headphone Cue** button in the mixer channel.
5. Fine tune the position of the **Tick** relatively to the beats of the track with the two buttons above the **BPM** value in the BPM Details.
6. If the **Ticks** are perfectly matching the beats you have a set a very precise origin for the **Beat-Grid**.

In TRAKTOR DJ Studio 3, adjusting the tempo of the track to the reference

clock is done by moving forward in the track and comparing the drift of the **Tick** of the clock to the beats of the track. While advancing in the song, you can fine tune the track tempo just as you would do in a mix with two turntables, with the difference that your result will be ultra precise and is stored and therefore needs to be done only once per track.

Determining the Exact BPM value of a track by keeping it in Sync with a Reference Clock

1. Skip to the **Grid-Marker** and play the track (without looping it).
2. Observe the drift of the **Tick** relatively to the beats of the track.
3. You should correct any kind of emerging offset with the buttons underneath the **BPM** display in the **BPM** Details Panel.
4. This will adjust the offset by recalculating if, based on a different tempo value for the track.
5. When the **Ticks** of the grid and the beats of the track run perfectly in time, you can fast forward through the track to preview the drift later on in the track.
6. The further away you get from the **Grid-Marker**, the more precise the tempo value has to be for the track to stay in **Sync** with the Tick.
7. When you have reached the end of the track and it still runs in perfect time with the **Tick**, you can be sure that the **Beat-Grid** is precise. Any mix using this track will run smooth for its entire duration.

Note: Be very careful during this procedure as you can easily skip one beat when aligning the grid.

Rough Tempo Estimation

If you have the feeling that you or the TRAKTOR DJ Studio 3 analyzer have *messed it up* and the **BPM** does not correspond to a correct value, you have the following possibilities to solve the situation:

1. Click on the arrow beneath the **BPM** value in the **BPM** details panel and select **Restore** to reload the **BPM** value stored in the **Collection** for this track.
2. Select **Re-Analyze** to reload the **BPM** value generated by the automatic **BPM** analyzer.
3. Select a range to transform the automatically generated **BPM** value into the selected interval.

4. Tap 4-7 times to the rhythm of the beat to transform the automatically detected **BPM** value into a value close to the tempo of your tapping.
5. Tap over 8 times to enter the **BPM** manually based on the tempo of your tapping.

Establishing a Beat-Grid for tracks without a steady Tempo

If you try to set up a **Beat-Grid** for a track that is not running at a constant **BPM** value (music that was played live by a band, for example), it is recommended to establish several **Grid Cue Points** during the track. Whenever you set a new **Grid Point** that has not snapped to a beat, the phase of the tempo is being restarted. This helps to create a **Beat-Grid** for tracks that don't have a steady tempo.

7.5 Manually Adjusting the Track Tempo

Tempo Knob

By moving the **Tempo Knob** clockwise or counter-clockwise, you can speed up or slow down the **Tempo** of the track. The **Tempo Knob** has just the same functionality as a pitch fader on any standard DJ record player or pitchable CD player.

1. Load and play a track in **Deck A**.
2. To slow the tempo, click + hold and drag downward on the **Tempo Knob**.
3. To finely adjust the tempo, move the mouse horizontally.
4. Double-Click the **Tempo Knob** to reset it to 0%.
5. Use the **+** and **-** buttons as well as the mouse wheel functionality as described in the **Layout** section.
6. Assign different sensitivities to the **Tempo Knob** by Right-/ Ctrl-Clicking on the **+** button.

Advanced Tempo Knob functionality

1. Right-/ Ctrl-Click + hold and drag the **Tempo Knob** up.
2. While holding the right mouse button, click and hold the left mouse

button. This will temporarily speed the tempo up.

3. This is a special method for doing pitch bends that are also affecting all slaved decks (see below).

Pitch Range

The **Pitch Range** defines how far you can pitch the tempo up and/ or down. TRAKTOR allows you to adjust the **Pitch Range** by plus or minus **35%**, **50%** or **100%**. Choosing a **Pitch Range** of +/- 100% will give you the largest possible **Pitch Range**, allowing you to slow a track all the way down to a complete stop. Choosing +/-35% will only allow you to slow a track down, or speed it up by 35%.

1. Click on the *Preferences > Deck Preferences > Transport*.
2. Click on one of the **Pitch Range** buttons and choose **OK**.

Fine Pitch Range

The **Fine Pitch** is a second controller not represented on the interface. It is only controllable via MIDI. The option **Fine Pitch Range** determines the range of this parameter.

1. Open the **Preferences** menu and choose **Deck**.
2. Click + hold and drag the **Fine Pitch Range** slider to the right or left.

7.6 Matching Beats with Sync and Pitch Bend

The **Pitch Bend** function works just the same way as if you would nudge the platter of a DJ record player. By using the **Pitch Bend** buttons, you can make temporary adjustments to the tempo of the track without altering the tempo. If the beats of your tracks start to *drift* away from each other, you can use the **Sync** or **Pitch Bend** buttons to bring the tracks back on beat.

Synchronizing the tempo of opposite Decks

Above each **Deck** you will notice meters called **Sync Offset** meters. If one meter slides from its centre, it means that one of the tracks is playing at a slower or faster tempo than the other(s). When this is the case, the **Sync** button can be used as a quick way to match the tempo of these tracks without having to make **Pitch Bend** adjustments. To use this function with the best result, it is recommended to establish **Beat-Grids** for the tracks that are being synced. Only then the tempo and phase of each track will match 100%.

1. Load and play a track in each **Deck**.

2. Because the track tempos do not match, the **Sync** offset meters will jump back and forth.
3. Click the **Sync** button above the **Waveform** of **Deck B**.
4. The Tempo of **Deck B** now matches that of **Deck A** and the beats should match.

When the beat of each track matches, the **Sync** offset meters will stay centered.

Synchronizing the Tempo of Non-Opposite Decks (Master & Slaves)

A **Deck** synchronizes to the opposite deck by default, so if you press the **Sync** button of **Deck A**, it will use the tempo of **Deck B** as a reference and vice versa. When you want to synchronize **Decks** that are not opposite each other, it's possible to do this by assigning them to **Master** and **Slave** states:

1. Load and play a track in **Deck A**.
2. Load and play a track in **Deck C**.

Note: if **Deck C** is not visible, make it visible by Right-/ Ctrl-Clicking the **Header** panel and un-checking the option **Hide Deck C and D**.

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1. Because the track tempos do not match, the **Sync** offset meters will jump back and forth.
2. Set the status of **Deck A** to **Master**.
3. Set the status of **Deck C** to **Slave**.
4. When you press the **Sync** button on **Deck C**, it synchronizes to the **Master Deck** because **Deck C** has the status of a **Slave Deck**.

Synchronizing the tempo of multiple Decks using the Master Clock

Once you are more familiar with TRAKTOR DJ Studio 3, you will want to synchronize the tempo of more than two decks. According to the example above, you can set all decks to **Slave** and the **Master Clock** to be the **Master**.

Master Clock

1. Load and play a track in **Deck A**.
2. Click the **Slave** button above **Deck A**.
3. Open **Details** page number 4 or insert the **Clock** Module into the current **Details** page.
4. Adjust the speed of the **Master Clock** to a value close to the original tempo of the track loaded into **Deck A**.

5. Click the **Master** button in the **Clock** Module.
6. Change the tempo of the **Master Clock** and observe the tempo of **Deck A** changing accordingly.

Note: The **Master Clock** has a small representation in the central mixer part when playing with 4 decks.

Pitch Bending on Traktor 3

Besides regular **Pitch Bend** buttons known from DJ CD-Players, TRAKTOR DJ Studio 3 offers a few interesting alternatives to match the tempo of two tracks:

1. Load and play a **Demo** track in **Deck A** and **Deck B**.
2. Press **Sync** to synchronize their beats.
3. Press the **Pitch Bend Up** and **Pitch Bend Down** buttons above the **Sync Meter** and observe how this shifts apart the beats.
4. You can adjust the shift also by clicking on the **Sync Meter** and horizontally dragging the yellow marker.
5. Double clicking the display also synchronizes the beats and the tempo.
6. Slightly change the tempo of one of the tracks to observe a slight drift of the **Sync Meter**.
7. Right-/ Ctrl-Click the **Sync** button to observe that this synchronizes only the beats without changing the tempo.
8. You can Right-/ Ctrl click the **Tempo Knob** and slightly drag the tempo out of **Sync** and then trigger short **Pitch Bends** with the left mouse button.

7.7 Matching the Key of your Tracks

With TRAKTOR DJ Studio 3 it's possible to change the tempo of a track while keeping its original pitch. When you play a vocal track at a higher tempo, the voice will often sound unnatural. To avoid this, you can lock the **Key** of this track so that tempo changes do not affect it (also called **Master Tempo**).

1. Click the **Key Lock** button above the **Waveform** of **Deck B**.
2. Lower the **Tempo Knob** slowly. You will hear the track in **Deck B** lower its tempo. However, its **Key** will remain the same.

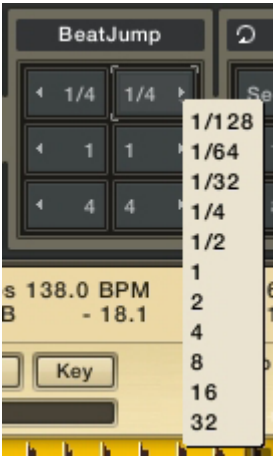
Time Stretching Quality

The TRAKTOR DJ Studio 3 **Key Lock** function uses **Time Stretching** as its method of effect. There are three types of **Time Stretching**, each with its own sound quality and requirement for processor power.

1. Open the TRAKTOR *Preferences > Deck Preferences > Sound and Mixer*.
2. Next to **Time Stretching**, select **Non-Adaptive**. This will sound less natural but will use much less CPU. It is the best mode for computers with slower processors.
3. Selecting **PSOLA** will sound more natural, using more CPU. This mode is recommended for processors of 800 MHz or higher.
4. Selecting **Phase Vocoder** will give the highest quality sound, using far more CPU. The system requirements for this mode are a PC with a Pentium/ Athlon 1.6 GHz processor or a Macintosh G4 1.25 GHz processor.

7.8 Beatjump

The **Beatjump** feature allows you to jump through the track in sections of beats. You can specify how many beats forward or backward you want to jump. This can be useful for scrolling through a track, but also has an added effect of *remixing* when performed while the track is playing.



1. Load and play a track in **Deck A**.
2. Click the **Details Section** and choose **Beatjump** from the menu. This will

open the **Beatjump** module.

3. Listen to the beat of the track and click the **1/2 >** button on-beat. This will move the song forward 1/2 beat.
4. Now click the **< 4** button. This will move the song backward 4 whole beats.
5. Using the **Beatjump** buttons **on-beat** can give the effect of *Beat Juggling*, allowing you to remix the beat on-the-fly.

Customize the Jump Length

By default, the four **Beatjump** buttons are set for **1**, **4**, and **16** beats. TRAKTOR DJ Studio lets you customize the length of any of the three **Beatjump** buttons.

1. Right-/ Ctrl-Click the button labeled **1>**.
2. A menu will appear with length selections. Select **1/4**.
3. The **Beatjump** buttons will now be labeled **1/4**. Allowing your track will jump 1/4th of a beat.

Two Button Mouse control

The **Beatjump** button offers a special functionality for dual button mice and for dual button track pads. The left row of the **Beatjump** buttons can be Right-/ Ctrl-Clicked to achieve a jump in the opposite direction. With this feature you can *beat juggle* with your two finger tips.

8 Controlling the Mix

8.1 The Internal 4-Channel Mixer

Cueing/ Pre-listening to a Track in your Headphones

Cueing (or previewing) a track with the TRAKTOR DJ Studio 3 **Mixer** works the same as with most DJ Mixers. When a **Cue** button is active, the deck signal is sent to the output of your sound card that is routed to your **Monitor Out**.

1. Load and play a track in **Deck A** and move the **Crossfader** all the way to the left.
2. Make sure to raise the **Ph Mix** knob in the mixer to a medium position.
3. Load and play a track in **Deck B** and click the **Cue** button above the **Volume Fader**. You will hear the track in **Deck B** through your headphones.
4. Click + hold and drag the **Ph Mix** knob all the way counter-clockwise. This will only allow the **Cued** track to be heard through the headphones.
5. Dragging the **Ph Mix** knob all the way clockwise will only allow the **Main** mix to be heard through the headphones.
6. Centring the **Ph Mix** knob will mix both signals in your headphones.

Crossfading a mix

Manual Crossfade

The TRAKTOR DJ Studio 3 **Crossfader** is a standard fader with the added features of adjustable **Volume Curves** and ability to set automatic cross-fades.

1. Click + hold and drag the **Crossfader** to the right, focusing **Deck B**.
2. Load and play a track in **Deck A** and **Deck B**. Because the **Crossfader** is faded to the right, you will hear the track in **Deck B** through the main mix.
3. Now click + hold and drag the **Crossfader** slowly to the left. The track in **Deck A** will slowly mix with the track in **Deck B**.
4. When the **Crossfader** is all the way to the left, only the track in **Deck A** will be audible.

Fader Curve

The TRAKTOR DJ Studio 3 **Crossfader Curve** can be adjusted. The **Curve** affects the **Crossfaders'** transition.

1. Click a blank area of the **Details Section** and choose **Master** to open the **Master** module.
2. The **Fader Curve** adjustment is located just above the **Balance** knob.
3. Click + hold and drag the **Curve** left or right.
4. With the **Curve** all the way to the right, the **Crossfader** will cut in and out more sharply. This is better for DJs who want to perform scratches and need the crossfader to behave like an on/ off switch.
5. With the **Curve** all the way to the left, the crossfader will mix in more slowly. This is more appropriate if you want to use the **Crossfader** to make long smooth blends between two tracks.

Incremental Buttons

The **Crossfader** can be incrementally moved left or right with the small arrow buttons below it. These buttons behave just the same like knobs: the mouse wheel can be used for the incremental changes and the sensitivity of the incremental steps can be customized by Right-/ Ctrl-Clicking on the incremental button pointing to the right.

1. Click the left arrow button directly underneath the **Crossfader**.
2. The **Crossfader** will move incrementally to the left.

Automatic Cross-Fade

Crossfading can also be automated by using the **Autofade** buttons to the far left and right underneath the **Crossfader**.

1. With tracks loaded in both decks, move the **Crossfader** to the right, focusing **Deck B**.
2. Click the left **Autofade** button. The **Crossfader** will automatically fade to the left, taking 5 seconds to fade.
3. If you want the **Crossfader** to **Auto Crossfade** longer than 5 seconds, you can adjust the **Auto Crossfade** time in *Preferences > Deck Preferences > Sound & Mixer*.

Mixing with Channel Volume faders

Decoupling a Deck from the Crossfader

For mixing without the **Crossfader**, it is possible to assign each channel to either the left or the right side.

1. In the **Details** page you find the **Decks** panel with the colored buttons representing the four decks.
2. Underneath each button is a pair of smaller buttons representing both sides of the **Crossfader**.
3. Uncheck the lit button to decouple a deck from the crossfader. The volume of this deck is now exclusively controlled with the volume fader on the channel itself.

Adjusting the Gain for a new Track

Before mixing in a track, you need to calibrate the channel volume so that when the fader is set to the maximum level it is matching that of the other decks.

1. Click the **Cue** button above the **Channel Volume** fader.
2. A pair of blue level meters appear in the **Channel Fader**. They represent the **Master** level and offer a visual reference to adjust the **Gain** of the channel so that it matches the volume of the master once the channel fader is open all the way.
3. Turn the **Channel Gain** knob to approximately match the intensities of the white channel and the blue master signal.
4. You can now be sure that the new track will not appear too loud or too quiet when the **Channel Volume Fader** is set to maximum.

Auto-Gain

To avoid the manual adjustment of the gain for each track, TRAKTOR DJ Studio 3 offers an **Autogain** function which adjusts the gain for you. While analyzing a track, the **Perceived Loudness** is calculated and this value can be used as a setting for the **Gain** knob. This way, the track will sound as loud as any other track whose **Gain** level is set to the calculated value. **Autogain** only works with analyzed tacks and when it is activated in the **Master Details** panel.

1. Open a Details page containing the **Master** panel or insert the **Master** panel into the current **Details** page.
2. Activate **Autogain** for all decks by clicking the button called **Gain**.
3. Load an analyzed track into **Deck A**.
4. Observe the **Gain** knob in the mixer changing position to compensate the perceived loudness of the loaded track.

Note: Each channel can also be set to **Autogain** individually with a **Gain** knob in the relative **Channel** module.

Punch

The **Channel** module also allows you to **Punch** in a track from an opposite deck without the use of the **Crossfader**. This means the audio from a deck that is not focused can be punched in and out of the main mix, allowing it to be heard only as long as the **Punch** button is held down. This is extremely useful if you only want to bring in single elements of another track while it is running in **Sync** such as *punching in* the snare drum.

1. Load and play a track in both decks.
2. Move the **Crossfader** to **Deck A**.
3. In the **Channel** module, click the **Right Arrow** button. This sets the **Channel** module to control **Deck B**.
4. Click and hold the **Punch** button in the **Channel** module. The track in **Deck B** will be audible in the main mix for as long as you hold **Punch**.

The Master Volume Controls

The **Master** detail panel mentioned earlier controls the overall **Volume** and **Balance** (Left/ Right) of TRAKTOR DJ Studio 3. It also features a **3-Band Limiter** for preventing clipping of the digital signal in the D/A converters of the sound card.

1. Open the first **Details** page containing the **Master** panel or insert the **Master** panel into the current **Details** page.
2. Click + hold and drag the **Volume** knob to adjust overall **Main** output volume. The level will be displayed in the meter next to it. If the level reaches the top of the meter - which can happen easily if two or more tracks are playing together - it will result in unpleasant signal clipping.
3. In this case you can use the **Master Limiter** function by clicking the **Lim** button. This limits the main output signal of TRAKTOR DJ Studio 3, preventing clipping or distortion.
4. Use the **Gain** button for enabling **Autogain** as described earlier.
5. To adjust the **Left/ Right Balance** of your main output signal, click + hold and drag the **Bal** (Balance) knob clockwise or counter-clockwise.

Note: When using the **Limiter**, the red LED's in the level meters indicate when the **Limiter** is actively reducing the signal. The signal will not audibly clip, but a **Limiter** in action can have negative effects on parts of the sound, as it reduces the part of the spectrum that exceeds the limits. Often it's the bass frequencies that need to be limited to avoid clipping of the soundcard and a limited signal of this kind will therefore sound flatter. To preserve the original full sound, it is therefore important that even when using the **Limiter** you avoid permanent **Limiter** action. If you keep the output signal below the clipping level while adding volume on the analog mixer or on the PA gain, this will result in a much better sound.

Live Mode

This button activates a special mode of TRAKTOR DJ Studio 3, in which a set of critical functions is locked to avoid possible confusion and mixing errors in a live situation, such as quitting the application and deleting tracks from the **Collection**. It is planned to make this function user configurable and it will offer a large selection of potentially lockable TRAKTOR DJ Studio 3 functions.

8.2 EQing the Mix

An important tool in mixing is the **Equalizer**. TRAKTOR DJ Studio 3 offers 4 different types of Em's, each modelled after today's top DJ mixers.

- On the **EQ** panel to the right of **Deck A**, click the downward pointing arrow and select a mixer type from the drop down menu.

Classic

The **Classic Equalizer** is the standard, classic TRAKTOR 3-Band EQ. It offers controls for adjusting the **Low**, **Mid** and **High** range frequencies of each deck via a virtual knobs. Each knob controls its frequency band by +12/ -24 db. It also offers a **Kill** button which cuts the low frequency entirely when activated. If you only want to cut the low frequencies for a short duration only, click and hold the **Kill** button with the right mouse button.

P600

The **P600** is a standard club DJ mixer EQ with 3 Bands (**low**, **mid** and **high**). Each band offers a range of - 26/ +12 dB. Like the Classic EQ, the **P600** offers a **Kill** button which cuts the low frequency entirely when activated.

Nuo4

Nuo4 is an emulation of the EQ found on the **Ecler Nuo4** four channel DJ mixer. It offers 3-Band Equalization (**low**, **mid**, **high**). The adjustment range for low and mid frequencies is -30 dB to 10 dB and for treble frequencies -25 dB to 10 dB. It also offers a **Kill** button that will cut the low frequency when activated.

Xone92

Xone 92 is an emulation of the EQ found on the **Allen & Heath Xone92** DJ mixer. It is unique that it offers 4-Band EQ controls (**low**, **mid-low**, **mid-high** and **high**). The high and low bands have infinite attenuation (*total kill*) with a sharp 12dB/ oct roll-off. The mid bands offer -30 dB of cut.

EQ Knob control

The EQ knobs have all the advanced functionality described in the **User Interface** chapter. Please refer to this chapter to learn more about the advanced knob control of TRAKTOR DJ Studio 3.

8.3 Additional Outputs

Booth Outputs

Booth outputs are used to rout the Master output of TRAKTOR DJ Studio 3 to booth monitors. Booth monitors are especially helpful if the distance between the DJ booth and the house speakers is too far and creates a delayed signal, making it extremely difficult to judge if a mix is right or not. You have independent control of the level of the main mix in your booth monitors, without adjusting the main speaker system.

The **Output Routing Preferences** offer a switch to output the **Booth** signal as **Mono** signal in case the booth speaker system is asymmetrically located and you whish to hear both channels equally on both booth speakers, or if there is only one monitor speaker in the booth and you want to hear a mixture of the signals from left and right side.

1. Click the arrow next to **Booth Left** (Mono) and choose **Output 5** of your sound card.
2. Click the arrow next to **Booth Right** and choose **Output 6** of your sound card.
3. You can now control the booth level through **Outputs 5** and **6** of your soundcard.

Booth Details panel

The booth module gives you control over booth volume.

1. Click a blank area of the **Details Section** and choose **Booth**. The booth module will appear.
2. Use the volume knob to adjust booth volume.
3. Click the **M** button to mute the booth volume.
4. Click the **L** button to add a limiter to the booth volume.

Recording Outputs

Recording outputs are used to send the **Master** output signal from TRAKTOR DJ Studio 3 to a separate mixer input or recording device for recording your mix.

1. Click the arrow next to **Recording Left** (Mono) and choose **Output 7** of your sound card.
2. Click the arrow next to **Recording Right** and choose **Output 8** of your sound card.

3. You can now control the recording level through **Outputs 7** and **8** of your soundcard.

8.4 Using an External Mixer

TRAKTOR DJ Studio 3 allows you to use an external mixer rather than the internal TRAKTOR mixer. This method requires a soundcard with an equal amount of stereo outputs as the number of decks you want to use.

1. Open TRAKTOR *Preferences > Audio Setup > Output Routing*.
2. Click the button labeled **External**.
3. Your **Output Routing** will then provide choices for routing outputs for **Decks A**, **B**, **C** and **D**.
4. Choose an output pair for each deck by clicking the arrow next to each output channel selection and selecting an output from the drop down menu.

Preview Channel

In External Mixer mode the **Preview** deck in the **Browser** has its own pair of outputs in the **Output** assignment page. If you run only two decks, you can route the **Preview** deck to a third channel of your external mixer, using an additional pair of outputs of your soundcard.

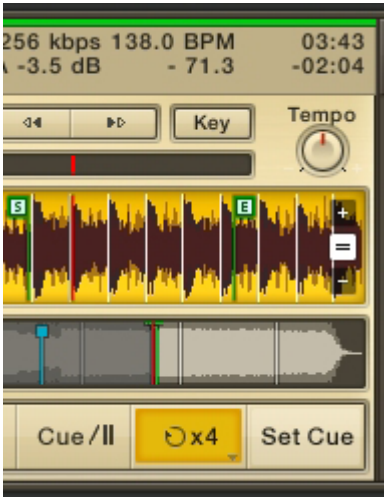
9 Advanced TRAKTOR Functions

9.1 Looping Within Tracks

Setting a Loop

TRAKTOR has the ability to set points in a track that will loop sections of the track seamlessly. Once the **Loop** is set, its start and end points can be adjusted, and the entire **Loop** can be moved, even while the track is playing.

Looping From the Deck



1. Load and play a track in **Deck A**.
2. Click the **Loop** button next to the **Play** button. Your track will begin looping.
3. By default, the **Loop** button should be set to 4. This means your track will loop 4 beats.
4. To change the loop length, Right-/ Ctrl-Click the **Loop** button underneath the deck and choose a different loop length number from the drop down menu.
5. The **Loop** will automatically change length and continue looping.
6. Click the **Loop** button again to continue playing the track.

Looping From the Details Section

1. Click on one of the 4 **Length** buttons to select a loop length.
2. Click on the **Set/ In** button to set the loop. This makes it automatically active.
3. Click on the lit **Active** button to leave the Loop.
4. You can additionally use the **Snap** to quantize the loop borders to the beats of the tracks.

Setting a free Loop without predefined length

Make sure that none of the length buttons in the **Loop Set** panel is lit.

5. Click the **Set/ In** button to set the starting point of the loop.
6. Click the **Active** button to set the ending point of the loop and to make it active.
7. Click on the lit **Active** button a second time to leave the loop.

Snap Button

If you have set your manual **Loop** a little bit *off beat*, the **Loop Set** module offers a **Snap** button that will quantize the loop to the nearest beat or **Beat-Grid** line.

1. Set a 4 beat **Loop** anywhere in the track.
2. If the **Loop** is *off-beat*, click the **Snap** button.
3. The **Loop** will **Snap** (or quantize) to the nearest beat.

If you want your loops to quantize right when you set them, leave the **Snap** button enabled. Your loop will then automatically quantize when you set it.

Note: It is helpful to use the decks in **Snap** mode when setting a free **Loop** by only using the **Set/ In** and **Active** buttons.

Reloop

Reloop instantly jumps back to the **Start-Point** of the current **Loop**.

Resizing the Loop

After you have established a **Loop**, you can change its length in the **Loop Set**, **Loop Start** and **Loop End** panels.

Loop Set

1. With a track playing in **Deck A**, set a 4 beat **Loop**.
2. Click one of the 4 **Length** buttons in the **Loop Set** panel to instantly change the length of the loop.
3. To change the predefined length assigned to these buttons, Right-/Ctrl-Click the button and choose a new length value from the drop-down menu.

Loop Start

1. With a track playing in **Deck A**, set a 4 beat **Loop**.
2. Click a blank area of the **Display Section** and choose **Loop Start** from the drop-down menu.
3. The **Loop Start** module will appear with buttons that allow you to adjust the start point either forward or backward. Each button is labelled with the amount it will move, shown in beats.
4. Click a **Forward** button. The **Loop Start** point will move forward.
5. Click the corresponding backward button. The **Loop Start** point will move backward.
6. To change the predefined length of a **Forward** and **Backward** button pair, Right-/ Ctrl-Click the **Forward** button and choose a new length number from the drop-down menu.
7. To change the **Loop Start** point in finer increments, use the **Continuous** (Cont) buttons.

Loop End

1. Now click a blank area of the **Details Section** and choose **Loop End** from the drop-down menu.
2. The **Loop End** module will appear with buttons that allow you to adjust the end point either forward or backward. Each button is labelled with the amount it will move, shown in beats.
3. Click a **Forward** button. The **Loop End** point will move forward.
4. Click the corresponding **Backward** button. The **Loop End** point will move backward.

5. To change the predefined length of a **Forward** and **Backward** button pair, right click the **Forward** button and choose a new length number from the drop-down menu.
6. To change the **Loop End** point in finer increments, use the **Continuous** (Cont) buttons.

Note: Leaving the **Snap** button (in the **Loop Set** module) enabled while resizing a **Loop** can block resizing because the new size may be smaller than the **Beat-Grid**.

Moving the entire Loop

Once you have established a clean **Loop**, you can move the entire **Loop** forward or backward.

1. Play a track in **Deck A** and set a 4 beat **Loop**.
2. Click a blank area of the **Display Section** and choose **Loop Move** from the drop-down menu.
3. The **Loop Move** module will appear with buttons that enable you to move the entire **Loop** forward or backward.
4. Click the forward button labelled **Loop**.
5. This will move the **Loop** forward by the amount it was set to. For instance, if you set a 4 beat **Loop**, this would move the **Loop** forward 4 beats.
6. When the track marker reaches the **Loop Start** point, the track will begin looping again.
7. Now click the backward **Loop** button.
8. The entire **Loop** will move backwards 4 beats and begin looping from the **Start Point**.

Note: Leaving the **Snap** button (in the **Loop Set** module) enabled while moving a **Loop** can block or modify the step size because the increments may be smaller than the **Beat-Grid**.

Storing and Jumping between Loops

Storing Loops

TRAKTOR DJ Studio 3 allows you to store up to 10 **Loops** in one track. You can then **Cue** from each **Loop Start** point or jump between **Loops** on-the-fly. This works by using the **Loop Set** and **Loop Select** modules together in the **Display Section**.

1. Switch to the second **Details** page to see the **Loop Details** panels or insert them into the current **Details** page.
2. Set a **Loop** and click the **Lock** button in the **Loop Set** panel to store the **Loop**.
3. Now disable the **Loop** by clicking the **Active** button and allow the track to play.
4. Set another **Loop** later in the track.
5. Click the **Lock** button again to store the second **Loop**.
6. You have now stored two **Loops** within the track. Both will be displayed as green colored brackets in the **Waveform** display and **Overview Waveform** (Stripe) windows.

Activating a Stored Loop

By default, stored loops are not activated. In playback, the cursor passes a stored **Loop** without starting looped playback. To switch into looped playback when entering a stored **Loop**, press the **Active** button only. This will not set a **Loop** but activate looped playback for the next stored **Loop** the cursor will pass.

1. Skip to a position shortly before the first of the two stored loops.
2. Observe, how the cursor passes the stored **Loop** without starting looped playback.
3. Skip to a position shortly before the second of the stored loops.
4. Press the **Active** button in the **Loop Set** details panel.
5. Observe, how once the cursor passes the start point of the stored **Loop**, the track switches into is looped playback.

Stepping Through your Stored Loops

1. Play the track from the first **Loop**.
2. On the second Details page in the **Loop Select** module Right-/ Ctrl-Click the **Jump** button.
3. Clicking on the Loop Selection buttons will now instantly perform a jump to the previous or next loop.

Delete

If you want to discard a stored loop, jump to it and release the **Lock** button in the **Loop Set** details panel.

Loop Preferences

Preferences for looping can be found by clicking TRAKTOR **Preferences > Deck Preferences > Transport.**

Seamless Looping: Makes a short crossfader between **Loop End** to **Loop Start** for avoiding clicks. When setting a loop in a quiet part directly before a beat, in seamless mode a small portion of the beat might blend into the loop.

Loop Autodetect Size

If a track is shorter than 60 seconds TRAKTOR DJ Studio 3 will automatically loop the entire track. The length of this detection has a range of 0-60 seconds, adjustable with the horizontal slider. If you have set the track **Loop Autodetect Size** to 30 seconds, any track shorter than 30 seconds in length will automatically loop.

9.2 Add Life to your Mix with Effects

TRAKTOR DJ Studio 3 offers six different effects that can be applied to each of the four decks as well as the master signal. It is important to understand how these effects work in order to use them intuitively. Especially in time-sensitive situations such as playing in front of an audience, you will only use the functions you feel most comfortable working with. Therefore, please take your time and make yourself familiar with each effect so that you can be truly creative in your application!

There are two ways, in which the parameters of the **Channel Effect** can be viewed and manipulated:

- Right-/ Ctrl-Click the **Header** and select **Show Mixer FX Controls** from the drop-down menu.

- Select the panel **Channel Effect** from the details section.

The **Master Effect** can be accessed in a similar way:

- Master effect controls are always visible in the **Mixer Master Controls** in the centre of the mixer.
- Select the panel **Master Effect** from the details section.

The TRAKTOR DJ Studio 3 effects can be previewed on your headphones before turning it on. To do this, press the button labelled **PreFx** in the **Channel EQ** controls section and the effect signal will be sent to the channel you assigned as monitor output.

Important: the mixer panels of the effects only show a selection of the available parameters. If you want full control over all aspects of the effect, please use the respective panels in the **Details Section**.

Filter T2

If you have used TRAKTOR before, you already know the **Filter T2**. It's an 8-pole bandpass/ notch filter with variable width, resonance and cutoff frequency. **Filter T2** can operate either in **Bandpass** mode or **Notch** mode.

1. Right-/ Ctrl-Click on a track in the **List Window** and choose **Load Track in Deck A**.
2. Click the **Play** button under **Deck A**. The track will begin to play.
3. Click a blank space in the **Details Section** and select the **Channel Effect** module from the menu.
4. Click on the arrow in the upper right corner.
5. Select **Filter T2** from the drop down menu.
6. Click the button **On**.
7. Drag the knob **Amount** all the way to the right and set it to 100%.
8. Drag the knob **Low** slowly to the right and hear how the bass frequencies of the track disappear.
9. Reset the knob **Low** by double-clicking it.
10. Drag the knob **High** slowly to the left and hear the high frequencies of the track disappear.
11. Reset the knob **High** by double-clicking it.

To understand how this filter works in depth, let's go through all the knobs and buttons on the interface:

- **Low** controls the amount of the **Low Cut**.
- **Notch** switches the filter between **Bandpass** mode and **Notch** mode. **Bandpass** means that the signal is passing a low cut filter and a high cut filter. **Notch** on the contrary removes a frequency range from the signal that can be set with the **Low** and **High** knobs.
- **Q** controls the resonance, which creates a peak at the cutoff frequency and gives movement of the filter more colour.
- **Mode** toggles the knob above between **High** und **Width**. Depending on this, you can control the upper cutoff frequency either directly (**High**) or by controlling the difference to the lower cutoff frequency (**Width**).
- **Width** selects the size of the **Notch** filter.
- **High** controls the amount of **High Cut**.
- **Amount** controls the amount of the **High Cut**.
- **On** switches the effect **on** and **off**.

Filter:92

The **Filter:92** is a state variable 2-pole-filter modelled after the filters found in **Allen&Heaths Xone:92** club mixer. It has a **Low Frequency Oscillator (LFO)** controlling the cutoff which allows you to set a speed at which the **LFO** will modulate the filter rhythmically. Additionally, you can control the filter with the **Crossfader** to filter the signal instead of adjusting the volume.

1. Right-/ Ctrl-Click on a track in the **List Window** and choose **Load Track in Deck A**.
2. Click the **Play** button under **Deck A**. The track will begin to play.
3. Click a blank space in the **Details Section** and select the **Channel Effect** module from the menu.
4. Click on the arrow in the upper right corner.
5. Select **Filter:92** from the drop down menu.
6. Click the button **On**.
7. Click the button **Sync** to synchronize the **LFO** to the tempo of the **Master**.
8. Click the button **Tap** rhythmically to set the speed of the **LFO** based on the synchronized tempo.
9. The small light will pulse in time to the rhythm you just set.
10. Drag the knob **LFO Amount** all the way to the right and set it to 100%; now you can hear the filter cutoff is being modulated rhythmically.

11. Even though the **Filter 92** is a fairly straightforward plug-in, it's still important to fully understand all the controls:

- **Mode**: This is where you choose the type of the filter. There are seven modes available.
- **LP-X**: A **Low Pass Filter** is routed to the **x**-side of the **Crossfader**. If you move the **Crossfader** to the right, the selected deck will be subsequently **Low Passed** until it isn't audible anymore.
- **LP-Y**: A **Low Pass Filter** is routed to the **y**-side of the crossfader. If you move the **Crossfader** to the left, the selected deck will be subsequently **Low Passed** until it isn't audible anymore.
- **LP**: The filter will operate in **Low Pass** mode, cutting off the high frequencies. The cutoff frequency is controlled via the **FRQ** knob of the filter.
- **BP**: The filter will operate in **Band Pass** mode, cutting off the frequencies below and above the cutoff frequency.
- **HP**: The filter will operate in **High Pass** mode, cutting off the low frequencies. The cutoff frequency is controlled via the **FRQ** knob of the filter.
- **HP-X**: A **High Pass Filter** is routed to the **x**-side of the **Crossfader**. If you move the **Crossfader** to the right, the selected deck will be subsequently **High Passed** until it isn't audible anymore.
- **HP-Y**: A **Low Pass Filter** is routed to the **y**-side of the **Crossfader**. If you move the **Crossfader** to the left, the selected deck will be subsequently **Low Passed** until it isn't audible anymore.

Note: Controlling the filter with the **Crossfader** may get into conflict with other deck assignments of the **Crossfader**. For example, you might want to mix from **Deck A** into **Deck B** by moving the **Crossfader** to the right, but the **Channel Filter** of **Deck B** is set to mode **LP-X**. The further you move the **Crossfader** to the right, the more high frequencies are being cutoff from the track in **Deck B** until the track is completely inaudible. Therefore, it is advisable to use the **Crossfader** either exclusively for controlling the filter or exclusively for controlling the volume of decks. You can un-assign the **Crossfader** in the **Decks** details panel.

- **Q** controls the resonance, which creates a peak at the cutoff frequency and gives movement of the filter more colour.
- **Tap** adjusts the tempo at which the **LFO** is running. When synchronized,

the **LFO** is always running at divisions of 16th notes based on the master tempo. If you want to restart the phase of the **LFO** without changing the tempo, simply click and hold the **Tap** button until the small light goes off again. Now, the phase has been restarted while the tempo stayed the same.

- **Frq** controls the cutoff frequency of filter. This knob has no function when the filter is controlled via **Crossfader**.
- **Sync** synchronizes the **LFO** base speed to the tempo of the deck, when used as **Master** effect, it synchronizes to the tempo of the **Master**.
- **LFO** controls the amount of **LFO** that is modulating the filter cutoff. The shape of the **LFO** is a sine wave, and it is generating positive and negative values. This means that the filter cutoff will modulate above and below the cutoff frequency.
- **On** switches the effect **on** and **off**.
- The two lights at the top of the panel give a visual clue to the speed of the **LFO** and the current **Tap** status. If the left light is active, it means the **LFO** is waiting for another push of the **Tap** button to calculate the speed.

Important: Please keep in mind that both **Filter T2** and **Filter:92** are able to generate extreme signal peaks if the resonance is set to maximum and the cutoff frequency is modulating. Also be careful and note at what value the cutoff frequency is set when turning on the filter. If the signal is completely filtered, the track would effectively not be audible anymore.

Delay

A **Delay** effect adds one or more timed repetitions of the original signal back into the mix. It is very useful to create new rhythmic patterns and works especially well with short percussive sounds. The TRAKTOR DJ Studio 3 **Delay** is very flexible and instantly syncs the delayed signal to note values based on the decks tempo.

1. Select Delay from the drop-down menu found inside the Effects panel.
2. Click the button **On**.

3. Click the button **Sync** to synchronize the **Delay** tempo to the tempo of the **Master**.
4. Select a different note value by dragging the knob labelled Time.

Let's take a look at the individual buttons and knobs of the **Delay** effect:

- **Time** shows the note value of the delay length.
- **Freeze** loops the delay signal for the note length selected with the **Time** knob while muting the original signal. Note that this function also works when the **Amount** knob is set to 0%, and the sound of the frozen part can still be manipulated with the **Width** and **Mid** knobs after **Freeze** has been activated.
- **Tap** allows for manual adjustment of the delay tempo.
- **Width** sets the frequency range of the delayed signal. The delay signal degrades over the course of time because high and low frequencies are being cutoff until no sound is left.
- **Mid** controls the cutoff frequency of the delayed signal.
- **Sync** synchronizes the delay tempo to the deck tempo. If the delay is used as a master effect, it synchronizes to the **Master**.
- **Amount** controls the volume of the delay signal, whereby 0% cuts the effect completely and 100% sets it to the same level as the original signal.
- **On** turns the effect **on** or **off**.

Reverb

Reverb is an effect that can add depth and dimension to your mixes. TRAKTOR DJ Studio 3 allows you to use the **Reverb** either static or dynamic, so it's possible to treat only certain elements of a track with **Reverb**.

1. Select Reverb from the drop-down menu found inside the Effects panel.
2. Click the button **On**.
3. Click the button **InOn** and hear how the Reverb signal is added.
4. Drag the **Size** knob and listen to the sound of different reverb times.

Here is an explanation of the buttons in the order of the layout:

- **Size** defines the size of the reverb room. If you drag the knob all the way to the left, the reverb time is the shortest and if you set the value to 100% the reverb time is at maximum.
- **InOn** activates the input of the **Reverb**. You can switch on the **Reverb**

with the **On**-Button, but until you actually send a input signal no effect will be heard.

- **Mod** creates a chorus-like effect on the reverb signal.
- **Put** works just the same as **InOn**, only that the signal is sent as long as you click and hold the **Put**-button.
- **Tone** allows you to change the colour of the reverb signal. The more you move this knob to the right, the brighter the effect sound will get. If you turn it into the opposite direction, the reverb will begin to sound muffled.
- **Amount** controls the volume of the effect signal. 0% cuts the effect completely and 100% sets it to the same level as the original signal.
- **On** turns the effect **on** or **off**.
- Please note that the light on the top left of the **Detail** panel shows the speed of the amount of the modulation set with the **Mod** knob.

Flanger

A **Flanger** is a modulation effect that is great for creating tension. It got popular in the 1970's and was used extensively by guitarists and keyboard players. Essentially a **Flanger** is doubling the original signal and mixing it back in with a little delay, creating the ever popular *wooosh*-sound!

1. Select Flanger from the drop-down menu found inside the Effects panel.
2. Click the button **On** and the effect will be audible.
3. Drag the knob labelled **Speed** and compare how the **Flanger** sounds at different tempo.

Again, a quick rundown of all the knobs, buttons and their functions:

- **Speed** controls the tempo of the **Flanger**.
- **Action** triggers the effect, so that the **Flanger** travels at the tempo set by the knob **Speed** from the frequency controlled by **Centre** for the distance specified with the **Depth** knob. Note that the **Action** button only works if the knob labelled **Amount** is set to 0%.
- **Depth** sets the amount of frequency modulation.
- **Centre** defines the frequency that is being modulated with the amount set by **Depth**.
- **Amount** controls the volume of the effect signal. When **Amount** is set to 0%, no effect is audible and at 100% the effect has the same level

as the original signal.

- **On** turns the effect **on** or **off**.
- There are two lights in the frame of the **Details** panel. The left light blinks in time with the tempo of the **Flanger**, and the right light shows the volume of the signal triggered by the **Action** button.

Beat Masher

The **Beat Masher** is a unique effect that isn't based on any classic effect type. It essentially samples a bar of music into a buffer which can then be transformed, and *mashed*! The only way to understand this effect is to hear it in action, so let's have a try:

1. Select Beat Masher from the drop-down menu found inside the Effects panel.
2. Click the button **Sync** and the speed is synchronized to the deck.
3. Click and hold the button labelled **Action**. The **Beat Masher** effect is audible.
4. Drag the knob **Length** counter clockwise and repeat Step 7.
5. Compare how the effect sounds at different lengths to understand how the **Beat Masher** works.
6. More than any other effect presented earlier, the buttons and knobs of this effect have to be explained thoroughly and in detail:

- **Tap** sets the tempo when the **Beat Masher** is not synced to the deck or the **Master**. If the effect is running in **Sync**, this button has no effect.
- **Action** starts the sampling until the buffer is full. Then, it repeats the recorded audio and warps it accordingly to the settings of the effect.
- **Length** defines the length of the **Loop** recorded in the buffer. The amount is always based on beats, and from left to right the values are: 1/32th (minimum value), 1/16th, 2/16th, 3/16th, 1/8th (centre position), 3/8th, 2/4th, 3/4th and one bar (maximum value).
- **Sync** synchronizes the tempo to the deck or to the **Master** if the **Beat Masher** is used as a master effect.
- **Rotate** changes the position of the **Loop** within the sampled bar. This function is most effective at short to minimum setting.
- **Reverse** plays the **Loop** backwards. If this is combined with a **Gate Value** set between 8 am and 10 am the effect is very obvious because the original signal is being punctured by short bursts of the reversed **Loop**.

- **Gate** works in two different modes. If you move it from the centre towards the maximum value, it progressively mutes sections of the **Loop** until only one 16th of the **Loop** is audible at 100%. When moved from the centre towards minimum value, the original signal is being mixed into the loop, resulting in the most interesting effects. If **Gate** is in the centre position, it plays the **Loop** exactly as defined by the **Length** knob.

Note: You will not be able to get the optimum result out of the **Beat Masher** effect without triggering it by hotkeys or with the help of a MIDI controller, as this effect develops its character only when several parameters are being tweaked at the same time.

9.3 Audio Recording

Understanding Audio Recording

By using the **Audio Recording** feature it is possible to record your TRAKTOR DJ Studio 3 set in real time. You can also record external sources connected to the sound card such as vinyl records if you are using a record player, or a microphone in case you are performing together with a vocalist. It's even possible to use an recorded audio file and play it back in a deck just as you do with the tracks from your collection!

Input Configuration

TRAKTOR DJ Studio 3 allows you to record from an external device or from the **Internal Master** output of TRAKTOR. The selection of the recording input is made in the *Recording* page of the *Preferences*.

Internal / External

These two buttons allow you to choose whether you want to record the **Internal**

Master signal or from an external source. If you are using an external mixer you will have to feed the **Recording Output** from the mixer into one of the available inputs of your sound card and choose **External** in the recording source options.

External Configuration

Before you can record from an external device, you have to assign the available inputs of your sound card to the channels **A**, **B**, **C**, **D** of TRAKTOR. This can be done in the *Output Routing* dialog found in the *Preferences*.

1. Open TRAKTOR *Preferences > Audio Setup > Output Routing*.
2. Drop down the **Audio Device** menu and select the your input device (sound card).
3. Under **Audio Setup**, click on **Input Routing**. This will display the input routing preferences page. TRAKTOR allows for 4 simultaneous, stereo input signals. Each input pair will appear next to **A**, **B**, **C** and **D**.
4. Use the arrows next to each box to drop down the input selection menu.
5. Assign the virtual inputs of your sound card to the 4 inputs of TRAKTOR DJ Studio 3.

After assigning your sound card inputs to the channels of TRAKTOR DJ Studio 3, you can open the **Recording** page in the *Preferences* and assign one of these channels as **Recording** source.

1. Open TRAKTOR *Preferences > Recording*.
2. Select **External** as recording source.
3. Select the channel (**A**, **B**, **C**, or **D**) that you have connected to the recording signal.
4. Verify the right connection by opening the **Audio Recorder** panel in the **Details** as described further below.

Adjusting the Input Level

Once you have selected your input device and chosen your input channels, you should test your input signal level. This requires the use of the **Audio Recorder** module in the **Details Section**.

1. Click a blank area of the **Details Section** and insert the **Audio Recorder** panel.
2. Play a track from any of your input sources.

3. Your input level will be displayed in the level meters of the **Audio Recorder** panel.
4. Use the **Gain** knob for adjusting the recording level – the meter range should show peaks in the upper third.
5. To avoid distortion or clipping, make sure the level doesn't reach the maximum amount at the top of the meter range.

Recording your Input Signal

1. Open the **Audio Recorder** folder icon in the **Track Browser**.
2. Click on the **Record** button in the **Audio Recorder** module.
3. TRAKTOR DJ Studio 3 will begin recording your input signal. The file size of your recording and time elapsed will be displayed in the **Display Window** of the **Audio Recorder** module.
4. The recording will appear as track in the **Audio Recorder** folder and show the length of the current recording in seconds.
5. Click on the **Record** button in the **Audio Recorder** module to stop recording.
6. You can instantly drag the recording into a deck and play it.

Using Cut & Continue

While recording, you can separate the recording into individual *.wav files. If you are recording your mix as audio, this allows you to separate your recording at points you determine on-the-fly.

During recording, click the **Cut** button in the **Audio Recorder** module.

1. The recording will cut at this point and begin a new *.wav file.
2. The *.wav files will be displayed in the **Audio Recording List Window** view.

Split at file size

Another way to separate your recording is by utilizing the **Split at File Size** preference. This allows you to specify a file size (in megabytes) at which the recording will be separated. This function is extremely useful in cutting down your recordings into CD-size sections that can later be burned without any problem.

1. Open TRAKTOR *Preferences > Recording*.
2. Click the arrow to drop down the **Split at File Size** menu and choose a file size.

3. Each time the **Audio Recording** reaches this file size, it will be split into a separate audio file.

Deleting the Last Recording

If you are not satisfied with your **Audio Recording**, you can delete it.

Delete

Click on the **Audio Recordings** folder icon in the **Track Browser**.

1. Select the recording you wish to delete.
2. Click on the **Delete** button in the **Audio Recorder** module. You can also click the **Delete** button next to the **List Window**.
3. A menu will pop up asking you to confirm.
4. Choose **OK**.
5. The recording will disappear from the **List Window**.

Note: If you do not want the popup-menu to appear each time you choose **Delete**, put a check mark in the box labelled **Do not show again**.

Editing Properties of the Recording

Track properties for the **Audio Recording** can be edited just like any track in your **Collection**, either inline in the **List Window**, by using the **Edit** button or through the **Edit** context menu option. Additionally there is a shortcut to the **Edit** dialog of the currently recording track in the **Audio Recorder** panel, called **Edit**.

9.4 Native Mix Recording

Understanding Native Mix Recording

As you have learned, TRAKTOR DJ Studio 3 allows you to record your mix as an audio file using the **Audio Recorder** module. However, TRAKTOR offers a second, more advanced way to record your mix called **Native Mix Recording**. This records a control file that contains all fader, knob or button actions you performed during the mix. **Native Mix Recording** is proprietary to TRAKTOR, meaning it can only be played back with TRAKTOR DJ Studio 3 or the TRAKTOR Player software and only together with the tracks that have been used during the mix. During playback, TRAKTOR will load the same tracks in the order you mixed them as well as reproduce all fader, knob and

button actions performed. This accurately reproduces your mix.

Unlike audio recording, **Native Mix Recording** results in a file that is far smaller than a recorded audio file. **Native Mix Recording** allows you to stop the recording at any time, then seamlessly resume it later on. The **Native Mix** recorder will take care of loading the correct tracks at the correct point, re-syncing them and setting all controls exactly where they were so that you can resume the mix perfectly.

At any time during your **Native Mix Recording**, you can store markers that create points in the mix. This allows you to skip forward or backward precisely to the stored points in the mix, then resume **Mix Recording**.

The big benefit of recording your mixes in the **Native Mix** format is that you can easily correct any mistake that has happened during the mix. If you have ever tried to record an one-hour mix where things went well until the last record and you had to re-do everything again, then you will how useful this feature is!

Recording your mix

Record

1. Create a **Playlist** of tracks you would like to mix and record.
2. Move the **Playlist** into the **Current Playlist**.
3. Load a track in **Deck A**.
4. Move the **Crossfader** to the left, focusing **Deck A**.
5. Load a track in **Deck B**.
6. Click the red **Record** button in the **Native Mix Recorder** panel found in the **Details** section to start recording.
7. Recording will begin and the record time will start counting in the **Mix Recorder** display window. This window will also show the size of the recording in **Kilobytes**.
8. Begin your mix.
9. Match the track tempos and move the **Crossfader** slowly to the right, mixing in the track in **Deck B**.
10. Adjust the **Gain** knob to match volume levels.
11. Adjust the **EQ** if necessary.
12. Use the **Filter** or **Delay** to add effects.
13. Move the **Crossfader** all the way to the right, mixing out of the track in **Deck A** and into **Deck B**.

Seamlessly Interrupting and Resuming the Mix

Don't hesitate to press the **Record** button to stop recording at any time during your mix. This gives you more time to think about your next transition or to pull new tracks into the playlist.

14. To resume recording, simply re-press the **Record** button. TRAKTOR will slightly wind back, configure all decks, knobs and buttons as they have been shortly before the interruption and hand over control to you at the exact point in the mix where it had been interrupted.

Seamlessly Redoing the last Transition

Seamlessly resuming the mix is not only possible at the end of the mix, but from any earlier point in the mix. Proceed as follows:

1. Using the **Seek** buttons in the **Native Mix Recorder** panel wind back a point in the mix about half a minute before the failed transition.
2. Press **Play** to start playback of the mix.
3. Press **Record** to seamlessly enable recording mode.
4. For taking over full control of the mix, turn off the **Play** button, leaving only the **Record** button lit and redo your transition.
5. You can repeat this procedure as many times as you need.

Setting Additional Cue-Markers

Cue-Markers are used in a **Mix Recording** to establish points of reference from which you can **Cue**. It is possible to seek to, resume or overdub the mix from this point. By default TRAKTOR DJ Studio 3 sets a marker each time you load a new track into a deck. If you want to add additional markers, proceed as follows:

Click the **Play** button in the **Native Mix Recorder** module.

6. Listen for a spot in the mix you would like a marker to be placed.
7. Click the **Set Marker** button in the **Native Mix Recorder** module.
8. Let the mix **Play**, click the **Set Marker** button again to set another marker.

Skip and Seek Buttons

The **Skip** and **Seek** buttons in the **Native Mix Recorder** are used to navigate through your recorded mix as you would do on a CD player. The **Skip** buttons skip to the next or to the previous marker in the mix. Use these buttons to find a specific point in your mix, then play the mix, overdub it or to delete an unwanted marker.

Note: To seek through the **Mix Recording** in larger increments, hold down the **Shift Key** while clicking the **Seek** buttons.

Fix the Mix with Overdub

Overdub

If you hear something in the mix you don't like, the **Native Mix Recorder** offers an **Overdub** feature that allows you to fix it.

1. Click on the **Mix Recording** folder icon to expose the **Mix Recording Panel**.
2. Click **Play Mix** to play back the recorded mix.
3. Just before you reach the point in the mix that you would like to fix, click the **Record** button.
4. Make whatever adjustments you need to make. For example, raise the gain knob for **Deck B**.
5. The **Dub** button will activate.
6. When you are done, click the **Record** button again.
7. Press the **Play Mix** button to play back the **Mix Recording** and listen to your fixes.

Note: When stopping your **Overdub**, all parameters that were changed during the overdub will skip back to their pre-recorded values in order to match the rest of the mix. Therefore, it is not advisable to overdub more than one parameter at a time.

Saving, Loading and Discarding a Mix recording

Save

If you are in the middle of recording, you can save it without interrupting the mix. While recording, click the **Save and Continue** button in the **Native Mix Recorder** module.

Save As

Once you have completed your mix recording, you can save it and work on it later.

1. Click the **Save As** button in the **Native Mix Recorder** module.

2. A standard operating system dialog box will appear.
3. Choose a name for the mix and choose a folder on your hard drive in which to store the mix. By default, the **Playlists** folder (located in the main TRAKTOR folder) will be selected.
4. Click **Save**.

Load

When you are ready to work on the mix again, you can load it from the **Native Mix Recorder**.

1. Click the **Load** button in the **Native Mix Recorder** module.
2. A standard operating system dialog box will appear.
3. Browse your hard drive for the **Native Mix Recording** file.
4. When you have found it, select it and choose **Open**.

Discard Before

If you have found a better point to start the mix, you can discard the recording up to this point.

1. Seek to the position in the mix that should be the new starting point.
2. Press the **Discard Before** button below the display in the **Native Mix Recorder** panel.

Discard All

To completely erase a mix from memory press the **Discard All** button underneath.

Writing the Mix Recording as Audio

Write

To make a **Native Mix** audible without TRAKTOR DJ Studio 3 it has to be converted into an audio file and can subsequently be burned to CD.

1. Click the **Write** button in the **Native Mix Recorder** module.
2. The **Start Mix Export** window will appear.
3. By default, the main TRAKTOR folder will be selected. Click the **Browse** button to select a different file path in witch to save the audio file.
4. Type a name for the mix in the following text field and choose **Save**.

5. If you would like your mix to be tracked, put a check in the box labelled **Cut Tracks On Fade In**. Your mix will then be rendered as separate audio tracks, each cut at the time you faded them in and out of the mix with the **Crossfader**.
6. Click the **Start** button.
7. The **Mix Export** window will appear and display the following features:

- **File**: Displays the file name.
- **Track**: Displays the number of tracks in the mix that have been written.
- **Time**: Displays the amount of time in the mix that has been written.
- **Writing**: Shows the amount of time left in the writing process via a progress bar.
- The **Master** section has a **Volume** slider can be used to adjust the volume of the mix while it is writing. You can also choose to **Limit** the output signal so that the mix volume does not overload and clip.
- When exporting has finished the audio file(s) will be saved in the folder you chose.

Exchanging Native Mixes with Other Traktor Users

To playback a **Native Mix** you need 3 components:

1. The **Native Mix** file (*.nmx)
2. The audio files of the tracks used in the mix
3. TRAKTOR DJ Studio 3 or the TRAKTOR 3 Player (to be released after Traktor 3).

If you want to share a **Native Mix** with somebody else, you have to give him the **Mix File** and all the tracks that have been used for the mix. You can create a copy of this set of files in the following manner:

1. Ctrl-/ right-click on the **Native Mix** recordings icon in the **Browser** tree.
2. From the context menu choose the option **Export**.
3. A dialog will ask you for the location of the **Mix File** and for the path where the files should be exported.
4. After successful export, it is useful to create a ZIP archive of the folder containing all the tracks and the **Mix File** before sending it out.

9.5 Controlling Traktor with MIDI and Hotkeys

Virtually every feature of the TRAKTOR DJ Studio 3 interface is capable of being controlled by **MIDI** or by **Hotkeys** (keyboard shortcuts). The reaction of TRAKTOR DJ Studio 3 can be customized in a large variety of modes.

These settings can become very complex and they can therefore be saved in a preset file and shared with other users. This file can be stored and loaded with the **Load** and **Save** buttons in the **Hotkey** or **MIDI** setup page.

TRAKTOR DJ Studio 3 comes with a default set of assignments for **Hotkeys** documented in the welcoming PDF of the software.

You'll find them in *My Documents\TRAKTOR DJ Studio 3* folder; they have the suffix ***.tks**.

The following section describes how to customize this preset and how to create your own **MIDI** and **Hotkey** presets.

Creating a new Hotkey

1. Open TRAKTOR *Preferences > Hotkeys & MIDI Setup > Hotkey Setup*.
2. Click the **Add** button and select *Deck > Audio > Monitor Cue*.
3. Drop down the **Channel** menu and select **Focus**.
4. Click the **Learn** button.
5. Press the key **c** on your computer keyboard. The letter **c** will appear in the controller window next to the **Learn** button as well in the **MIDI** controller list under the **Assigned** column.
6. Choose **OK**.
7. Now the **Cue Button** of the focused deck will light up when you press the key **c**.
8. To un-assign this key, click the **Reset** button next to the **Learn** button.
9. To entirely remove the option from the list press **Delete**.

Changing an Existing Hotkey Assignment

Most likely you don't like certain assignments of the default Hotkeys. In this case you can change the configuration as you like.

1. Go to *Preferences > Hotkeys & MIDI Setup > Hotkey Setup* and scroll through the list.
2. You can sort the list by the assigned **Hotkeys** to find a specific control.

3. Select the control and change the settings in the details underneath the list.
4. To assign another key, press the **Learn** button and then press the new **Hotkey**.
5. Read more about the available special functions further ahead in this chapter.

Configuring your MIDI Setup for External Device Control

Before you can configure TRAKTOR DJ Studio 3 to use it with your MIDI interface, you will need to install the drivers that came with it first. MIDI device driver installation is different for every device. You should read the manual for your MIDI device for the correct installation procedure.

Activate your device

After you have installed the drivers for your MIDI device, the interface will appear within the MIDI section of the **Preferences**. You must activate the device before you can assign any parameters.

1. Open TRAKTOR *Preferences > Hotkey & MIDI Setup > MIDI Interfaces*.
2. Your MIDI device should be displayed.
3. Under the **Active** column, double-click the field next to the device name. This puts an **X** in the **Active** box, making the MIDI interface active.

Note: If your MIDI device does not appear in the list, you may need to restart TRAKTOR DJ Studio 3 in order for it to be recognized. When doing so, make sure your MIDI device is attached to your computer and powered on.

Select a MIDI Channel

TRAKTOR DJ Studio 3 gives you the option to choose one of 16 MIDI channels or to accept MIDI messages from all channels.

1. Open TRAKTOR *Preferences > Hotkey & MIDI Setup > MIDI Setup*.
2. By default the **Channel** will be set to **OMNI**. This means TRAKTOR DJ Studio 3 will accept all incoming **MIDI** control messages from any **Channel**, therefore you do not need to worry about what channel your **MIDI** device is transmitting on.
3. Choose **Lock OMNI** if you do not want to change the MIDI channel

4. If you want TRAKTOR DJ Studio 3 to accept messages from a specific MIDI channel, click the arrow next to **Channel** and select a MIDI channel from the drop down menu.

Assigning MIDI Knobs and Buttons to TRAKTOR DJ Studio 3

To assign functions to MIDI controllers, use the TRAKTOR *Preferences > Hotkey & MIDI Setup > MIDI Setup* page.

1. Select a control just as you did in the **Hotkey** setup preferences.
2. To assign a specific MIDI knob or button, press the **Learn** button and send **MIDI** data by moving the knob or button that you want to assign.
3. If the MIDI-connection to your controller is correct, you will see the type of MIDI signal received by TRAKTOR DJ Studio 3 in the window beneath the **Learn** button.
4. If nothing happens verify your MIDI Setup (see section above).

Managing your MIDI and Hotkey Files

Duplicate

If you are adding similar controllers, such as multiple deck volumes, an easier method is **Duplicate**. This will add a **Duplicate** controller, identical to the last controller you added.

1. Click on a controller in the MIDI controller list window.
2. Click the **Duplicate** button.
3. Another identical controller will appear in the window.
4. Click **Channel** and select another channel type (such as Deck C).

Delete

If you don't want a channel in your list, you can **Delete** it.

1. Click on a controller in the MIDI controller list window.
2. Click the **Delete** button.
3. The controller will be deleted from the list.

Reset

By clicking the **Reset** button at the top of the MIDI settings preferences window, TRAKTOR DJ Studio 3 will immediately clear the MIDI controller list.

MIDI/ Hotkey Pages

The **Hotkey Setup** and **MIDI Setup** have more than one page. The drop down menu above the table containing the list of assigned controllers shows the currently selected page (1-3).

Switching from or to another MIDI/ Hotkey Page changes all assigned keys and MIDI triggers - it's like loading a totally new assignment file with the difference that the switch is seamless and can be triggered with a Hotkey or a MIDI command itself.

The controllers for switching pages are found in *Add > Pages > MIDI/ Hotkeys*.

MIDI and Hotkey pages have one major purpose: Allowing you to implement any key as modifier between two functionalities for a knob or button.

You could for example assign coarse crossfader sensitivity to a MIDI knob and switch to fine sensitivity when you additionally press the key **F** on our keyboard.

1. Select Page#1 from the drop-down menu and assign a MIDI knob to the crossfader. Set the rotary sensitivity to a high value which results in coarse adjustment of the crossfader when moving the assigned knob.
2. Select Page#2 from the drop down menu and assign the same MIDI knob to the crossfader. Now, set the rotary sensitivity to a low value which results in fine adjustment of the crossfader when moving the assigned knob.
3. Now define a hotkey for switching between MIDI pages 1 and 2 and assign it to the letter **F**.

Advanced Control Options

The **Hotkey Setup** and **MIDI Setup** dialogs offer a variety of advanced options for the configuration of the hotkey and MIDI bindings.

Controller Types

- **Direct** is used to control parameters within a definable range via faders or knobs.
- **Inc & Dec** are used to control parameters within a range via buttons or keys on your keyboard by stepwise incrementing and decrementing the value of the parameter.
- **Reset** is used to set a value at which a button or key resets to.

Direct Controllers

- **Analog Fader/ Knob Control** has a mechanical range corresponding to the range of the parameter.
- **Rotary Encoder** has no mechanical range (endless knob) and controls the parameter via small increments and decrements.
- **Rotary Encoder (64)** is a special type of **Rotary Encoder** sending values in the range of 60-68 with neutral position at 64.

For adapting to various mechanical layouts, the direction of motion for **Direct** controllers can be inverted with the **Invert** button.

The acceleration and sensitivity of **Rotary Encoders** can be configured just like a mouse. The mouse wheel and the ball below a mechanical mouse are basically nothing else but a **Rotary Encoder**.

Rotary Sensitivity

The **Rotary Sensitivity** slider determines how far the controller moves per one click of the **Rotary Encoder**. If you have an *endless* knob, this will give it a fixed value for high and low.

1. Select a control in the MIDI controller list window.
2. Click the arrow next to **Control Type** and select **Direct** from the drop-down menu.
3. Click the arrow next to **Mode** and select either **Rotary** or **Rotary (signed)**.
4. You now have control over the **Rotary Sensitivity** slider.

Rotary Acceleration

The **Rotary Acceleration** slider determines how the controller behaves when the knob is turned at higher speeds.

1. Select a control in the MIDI controller list window.
2. Click the arrow next to **Control Type** and select **Direct** from the drop-down menu.
3. Click the arrow next to **Mode** and select either **Rotary** or **Rotary (signed)**.
4. You now have control over the **Rotary Acceleration** slider.

Soft Takeover

By default, the virtual knobs and sliders of TRAKTOR DJ Studio 3 will *pick up* at the position of the corresponding knob or slider of your MIDI controller.

By selecting **Soft Takeover**, this works inversely: The knob or slider of your MIDI controller will pick up where the knob or slider of TRAKTOR DJ Studio 3 left off.

Incremental and Decremental Controllers

Controllers working incrementally like repeated clicks of buttons have another set of options

Auto Repeat

With **Auto Repeat** enabled, a triggered function, such as an **Increment** or **Decrement** can be automatically repeated when the key or button is held down.

Resolution

A **Step size** is the distance how far up or down a controller moves. The **Resolution** menu allows you to increase or decrease the **Step size** of your incremental or decremental controls.

1. Use the arrow next to **Resolution** to drop down the menu.
2. Select a **Step size** from the menu.
3. These **Step sizes** are the same available for the knobs on the software interface. Refer to the **User Interface** section to learn more about knob and fader sensitivities.

Save your Controller Settings

Once you have completed a controllers' configuration, you can save it as a TRAKTOR MIDI configuration file. This file can then be copied to another computer and loaded into TRAKTOR DJ Studio 3.

Save

Save allows you to save your settings as one file on your hard drive.

1. Click the save button at the top of the MIDI settings preferences window.
2. A standard operating system dialogue box will appear.
3. Type your desired name for the MIDI configuration file.
4. Click the **Browse** button to search for a folder in which you would like to store the file.
5. Choose **Save**. TRAKTOR will save your file with the extension ***.tks**.

Load

1. If you would like to load your MIDI configuration file, click the **Load** button at the top of the MIDI settings preferences window.
2. Browse your hard drive for the MIDI configuration file.
3. Select the file and choose **Open**.

Reset

By clicking the **Reset** button at the top of the MIDI settings preferences window, TRAKTOR DJ Studio 3 will immediately clear the MIDI controller list.

9.6 Synchronizing external Hardware and Software

TRAKTOR DJ Studio 3 allows you to send a tempo signal to other computers and/ or MIDI devices through the use of **MIDI Clock**.

MIDI-Clock

Currently, TRAKTOR DJ Studio 3 can only send **MIDI-Clock**, it will not receive it. Connect the MIDI output of your interface to the MIDI input of your external module or MIDI device.

1. Open TRAKTOR *Preferences > External Sync > MIDI Clock*.
2. Drop down the **Interface** menu and select your MIDI interface.
3. Put a check mark in the box labeled **Send MIDI Clock**.
4. Use the **MIDI Clock Time Offset** slider to compensate for any latency.
5. Choose **OK**.
6. Open **Details Page #4** or insert the **Clock** panel into the **Details** section.
7. Click the **Send** button.
8. **MIDI-Clock** will then be sent to the output of your MIDI device.

Controlling TRAKTOR DJ Studio 3 with Open Sound Control (OSC)

Open Sound Control (OSC) is an open protocol for communication between multiple computers over Ethernet. The OSC implementation within TRAKTOR transmits event data, allowing you to control other devices with the controls of TRAKTOR DJ Studio 3.

Open Sound Control (OSC) preferences

OSC is configured and controlled via the TRAKTOR *Preferences > External Sync. > Open Sound Control (OSC)* menu.

1. Open TRAKTOR *Preferences > External Sync. > Open Sound Control (OSC)*.
2. Put a check mark in the box labeled **Activate Local IP**. This enables OSC.
3. The **Local IP Address** of your computer will be recognized automatically and displayed in the window next to **Activate Local IP**.

The following are descriptions of the OSC options. Click to put a check mark in the box next to an option to activate it.

Port is the sub-network identifier. When other OSC clients scan your network, this is how their system identifies yours. You can change this number, however only certain ports are scanned. It is generally best to use a number between 10,000 and 10,015.

Local Identifier is the name other OSC clients use to identify you. This can be any name you like.

When changing the name of the **Local Identifier**, make sure to click the **Apply** button next to the **Local Identifier** box. This confirms the change.

Tempo Sync Master will send the **Master Clock** signal to other clients on the network.

Tempo Sync Source will make TRAKTOR DJ Studio 3 the **Sync Slave**. Use the drop-down menu next to **Tempo Sync Source** to select the master source from which TRAKTOR will receive sync information.

Send Controls to will allow TRAKTOR to send OSC control data to other clients. Use the drop-down menu next to **Send Controls to** select the client.

Receive Controls will allow TRAKTOR to receive control data via OSC.

Detailed OSC Options

The Detailed OSC Options menu holds synchronization setting options that need to be configured in order for TRAKTOR DJ Studio 3 to know what to do with your OSC configuration.

1. Open TRAKTOR *Preferences > External Sync*.
2. Click on **Detailed OSC Options**.

The following are descriptions of the **Detailed OSC Options**. Click to put a check mark in the box next to an option to activate it.

- Select **Clock Sync (Master)** for TRAKTOR to send an OSC clock signal to other OSC clients in the member list (explained later). OSC clock works exactly like MIDI clock.

- The LED to the right of the **Clock Sync** checkbox will illuminate when a synchronization signal is sent.
- Select **Time Sync (Master)** for TRAKTOR to be the **Master**. The client will constantly scan the Master (TRAKTOR) for the time stamp, comparing the received time with its own and adjusting it when necessary.
- The LED to the right of the **Time Sync** checkbox will illuminate when a synchronization signal is received or sent.

When **Clock Sync (Master)** and **Time Clock (Master)** are unselected, you can use the **Sync Master** menu to synchronize to an OSC master. Select **Clock Sync** to synchronize to **Clock Sync** signals or select another OSC member to **Time Sync** with.

- **Sync Messages**: This window reports status and synchronization errors.
- **Time Offset (ms)**: This window adds a time offset to each OSC message sent to all clients. 1000 ms (milliseconds) equals one second. Therefore, when entering 1000 ms, each message will be received by the client one second later. This applies only to clients that are in **Time Sync** mode.

OSC Member List

The **OSC Member List** is a list of OSC clients that TRAKTOR DJ Studio 3 is connected to. Each entry can be edited manually.

1. Press **Scan** to automatically locate all clients within the same subnetwork.
2. Select an entry and click the **Edit** button.
3. Edit information for the client in the info fields.
4. When you are finished with your changes, press the **Apply** button.
5. The new information will appear in the **Member List**.
6. If you want to delete the connection, click to select the client in the list and press the **Delete** button.

OSC Monitor

The **OSC Monitor** allows you to monitor all OSC activity through a small information window. This window displays all received OSC messages. Select between **Monitor Options** to set the display behavior.

OSC Message: This field is used for sending text messages to other OSC clients on the network. Select a client in the **Member List**, type your message and

hit the **Enter** key on your computer keyboard. The message will be received by the OSC client.

9.7 Broadcasting

The **Broadcasting** feature allows you to host an internet radio show directly out of the TRAKTOR DJ Studio 3 software. Basically everything that is audible from the **Master Out** will be streamed to the internet and listeners all over the world are able to tune in and listen to your show in real time.

Hosting an internet radio show with TRAKTOR DJ Studio 3

> **Note**: To use this feature, you need access to a computer running an **Icecast** server. It is recommended that this computer has an internet connection with at least 128 kb/s upstream transfer rate. The available bandwidth is being shared among the listeners, so if you choose to broadcast your show at 64 kb/s quality the bandwidth is just enough for two listeners.

Basics

TRAKTOR DJ Studio 3 uses a streaming protocol called **Icecast**. Essentially, the TRAKTOR DJ Studio 3 software contains an **Icecast** client which can send data to an **Icecast** server. It is then possible to access this server through the internet and listen to the audio that is being streamed from the TRAKTOR DJ Studio 3 software.

> **Note**: To learn more about this streaming protocol and how to setup a server, please refer to the official **Icecast** homepage (http://www.icecast.org)

Configuring TRAKTOR DJ Studio 3

Before getting started, it is important to configure TRAKTOR DJ Studio 3 so that the local client can connect to the server and the metadata of the radio stream contains the correct information:

1. Open TRAKTOR *Preferences > Broadcasting*.
2. Adjust the **proxy setting** according to your current internet configuration. If you are not using a proxy, simply check **Use direct connection**.
3. Next, input the address of the **Icecast** server you want to connect to.

This can be either a hostname or an IP-address

4. Specify the port where the server can be reached. Most servers use the default setting of **8000**.
5. Input the mount path and password. This information can be obtained from the host of the **Icecast** server and permits only authorized clients to stream data from there.
6. Choose the streaming format and quality. Keep in mind that with a higher bitrate, more bandwidth is used for every single stream. Therefore, less slots are available and fewer listeners can tune in at the same time.
7. Finally, you can specify the client **Metadata** setting. This information helps to tag your audio stream. Be specific in your description; the easier it is to identify the musical content of your stream, the more likely listeners will tune in!

Starting the broadcast

Once the necessary configurations have been done, you can start your live stream. To do this, open the **Audio Recorder** panel in the **Details Section**:

1. Click a blank area of the **Details Section**.
2. Choose the **Audio Recorder** module.
3. Click the **Broadcast** tower symbol.
4. If the symbol starts flashing, the connection with the **Icecast** server could not be established. Please go through the configuration process once more and make sure that the data you received from the server has been inputted correctly.
5. If the symbol is highlighted, you are connected to the server and can now start your broadcast!

Important: Even though it is possible to run an **Icecast** server and the TRAKTOR DJ Studio 3 application on one computer at the same time, the CPU usage will increase and when using power-hungry features like **Key Lock** it might result in a sluggish performance. Therefore it is recommended to use two computers.

9.8 Autoplay

TRAKTOR DJ Studio 3 offers an **Autoplay** function where all the tracks of a playlist are played back with automatic crossfades. To understand how

TRAKTOR behaves in **Autoplay** mode you have to be aware of the following limitations:

1. **Autoplay** only uses tracks from the **Current Playlist**. If you want play another playlist in **Autoplay** mode, you have to copy the tracks to the **Current Playlist** first.
2. **Autoplay** only supports 2 Decks on the same level.
3. To start **Autoplay** one deck has to be selected and playing on the **Master** output.
4. **Autoplay** follows the numeric order of the **Current Playlist**.

The time for a transition in **Autoplay** mode is defined in *Preferences > Deck Preferences > Sound & Mixer*.

Playing a playlist in Autoplay Mode

1. Clear the **Current Playlist** by double clicking it to select all tracks and then pressing the **Delete** button.
2. Right-/Ctrl-Click the **Renumber** button, to enable **Auto-Renumbering**. In this mode the visible and the numeric order of a playlist always coincide.
3. Drag-and-Drop the playlist to be played in **Autoplay Mode** into the **Current Playlist**.
4. Put the tracks into the desired order.
5. Load the first two tracks into **Deck A** and **Deck B**.
6. Start playing **Deck A** and pull up the volume on **Channel A**.
7. In the **Master Details** panel on the first **Details** page click on **Play** to enable **Autoplay** mode.
8. You will observe the **Channel Faders** and the **Crossfader** adjust to **Autoplay** mode.
9. When the track in **Deck A** ends, TRAKTOR DJ Studio 3 will blend into the track loaded into **Deck B** and load the next track from the **Current Playlist** into **Deck A**.
10. To restart playback at the top when **Autoplay** has reached the bottom of a playlist check the option **Autoplay Loops Playlist** in *Preferences > Browser Preferences > Collection Preferences*.

Note: The **Play** button in the **Master Details** does not start or stop playback of any deck. One of the decks supporting Autoplay must be already playing to switch on **Autoplay** mode

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Switching to Autoplay during a manual DJ Mix

You don't always need to play the whole playlist when using **Autoplay**. Also during a normal DJ set you can seamlessly switch into **Autoplay** if you need a break. You can seamlessly resume as well. Before switching to **Autoplay** during a DJ set, please check the following settings:

Is the **Current Playlist** renumbered? If not:

- Sort the **Current Playlist** by icon to put the already played tracks to the top.
- Right-/ Ctrl-Click the **Renumber** button, renumber the **Current Playlist** in this order and to enable **Auto Renumbering**.
- Is the **Gain** button in the **Master** details lit (**Autogain**)?
- Is the next track loaded into the opposite deck?
- Is the currently playing deck selected?
- Is the track to be loaded after the next, correctly enqueued as third track?
- Is the **Volume** fader of the playing track all the way up?
- Is no other deck playing?
- Under these circumstances, switching to **Autoplay** will be seamless. The **Crossfader** is centred and the **Channel Faders** of all not playing decks are pulled down.
- To resume manual control, simply turn off the **Play** button in the **Master Details** panel.

Rearranging the Playlist during Autoplay

During Autoplay you can insert or append tracks to the **Current Playlist** or even loading tracks directly into decks.

1. During Autoplay browse to another playlist and drag and drop a track into the waiting deck: This will insert the new track before the previously loaded track into the Current Playlist and play it next.
2. Dropping a track from another playlist into the currently playing deck will trigger the transition to the opposite deck and insert the new track into the playlist *after* the next track. The inserted track will not instantly start playing, but will be played after the next song.
3. During **Autoplay**, drag and drop a new song from another playlist into the **Current Playlist**. The song will be inserted into the **Current Playlist** at that position.

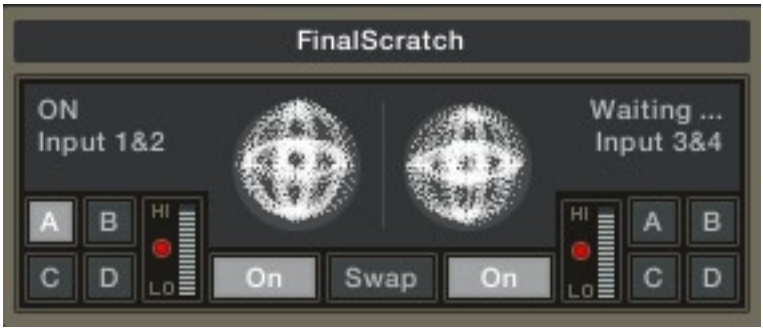
10 Using TRAKTOR DJ Studio 3 with FinalScratch 2™

10.1 Configuring FinalScratch 2™ with TRAKTOR DJ Studio 3

We assume that you have read your FinalScratch 2™ manual and understand how to properly connect your turntables and mixer to your ScratchAmp. If you have done this correctly and the ScratchAmp is connected to your computer, open TRAKTOR DJ Studio 3 and configure your audio setup as follows.

1. Open *Preferences > Audio Setup > Audio Hardware*.
2. Click the **FinalScratch 2™** button. This will enable TRAKTOR DJ Studio 3 to make use of the ScratchAmp as its audio device.
3. Click on *Output Routing* and choose **External**.
4. The inputs and outputs of the ScratchAmp should automatically be configured. If you wish to change these settings, you may do so from the *Output Routing* and/ or *Input Routing* preferences menus.

10.2 The FinalScratch 2™ Module



The **FinalScratch 2™** module of the **Details Section** allows you to configure **FinalScratch 2™** for optimum performance with TRAKTOR DJ Studio 3.

1. Open page #4 of the Details Section or insert the **FinalScratch 2™** panel to the current Details page.
2. The **Final Scratch 2** module is split in two sides - one for each turntable in your setup.

3. Select **Deck A** on the left side. This will allow the turntable connected to **Inputs 1** and **2** to control Deck A.
4. Select **Deck B** on the right side. This will allow the turntable connected to **Inputs 3** and **4** to control Deck B.
5. Load a track into both, **Deck A** and **B**.
6. Begin playing the time coded vinyl (or CD) from your left turntable.
7. **Deck A** should pick up the timecode signal and begin playing.
8. If you see the timecode pattern in the display of the right turntable, it means that the connections to your turntables are crossed. In this case, click the **Swap** button in the **FinalScratch 2™** module. This swaps inputs to match your turntable configuration. Deck A should then begin playing.
9. The timecode signal of the left turntable will be displayed around the left dot of the **FinalScratch 2™** module.

Note: To achieve a good timecode signal, you need to adjust the input volume of each channel so that the timecode pattern stays inside the circle. If the shape of the oscilloscope is not elliptical or appears tilted, please check the connecting cables, the needles of the record player delivering the timecode signal or the timecode vinyl. A perfect timecode shouldn't leave the circle and always stay symmetrical.

10.3 FinalScratch 2™ Preferences

Rumble Threshold (FinalScratch)

In many cases, base cabinets that are placed near or around your turntables will emit low frequencies that resonate through the needles of the turntable, interfering with the timecode signal and causing TRAKTOR DJ Studio 3 to calibrate improperly. The **Rumble Threshold** slider sets a threshold that ignores audio signals below a certain level.

1. Open *Preferences > Audio Setup > FS Timecode*.
2. Adjust the **Rumble Threshold** slider by moving it right or left.
3. Watch the red **Rumble Threshold** circle get bigger or smaller and set the slider to the desired amount.

Note: If you move the timecoded vinyl softly or slowly, the resulting timecode might have a lower signal level than if the record would have been driven by the turntable. In this case, TRAKTOR DJ Studio 3 won't be able to recognize the timecode if the **Rumble Threshold** is set too high. Therefore, if you move the vinyl and TRAKTOR DJ Studio 3 is not recognizing this movement, the position of the needle on the record won't match the position of the cursor in the track anymore. This can cause problems when you are doing scratches with the FS 2 timecoded vinyl, and you might feel that the position of your scratch is wandering across the record. If this is the case, it is recommended to set the **Rumble Threshold** as low as possible.

Response

The **Response** slider is used to adjust the response time, i.e. the time it takes for the timecode signal from your turntable to be received by TRAKTOR DJ Studio 3.

1. Click + hold and drag the **Response** slider left or right.
2. A faster **Response** uses more CPU while a longer **Response** uses less CPU.

Position Tracking

The **Position Tracking** slider is used for stabilizing the timecode readout under difficult circumstances. Damaged records may introduce a lot of disturbances into the timecode signal. In such cases move the slider towards the **Vinyl** position. The disadvantage of stabilizing the tracking is to raise the response times.

Record Type Selection

This menu allows you to choose between different **FS Timecode** media types. It is important to select the right timecode media so that the orientation lines on the vinyl match the lines on the waveform display. This way, it is possible to jump to any part of the track by using the lines on the screen as visual clue to the position where the needle should be put on the record.

- FS1 - This Side (grey) - 33 RPM: Side A of the original records sold with FinalScratch 1.0™ and Final Scratch 1.5.
- FS1 - That Side (red) - 45 RPM: Side B of the original records sold with FinalScratch 1.0™ and Final Scratch 1.5.

- FS2 - This Side (black) - 33 RPM: Side A of the records that come with FinalScratch 2™. Each with 15 sections of 1 minute, totaling 15 minutes.
- FS2 - That Side - (red) - 45 RPM: Side B of the records that come with FinalScratch 2™. Each with 15 sections of 1 minute each, totaling 15 minutes.
- FS2 Scratch (33) -This Side: Side A of the light-weighted scratch records with 15 sections of 1 minute, totaling 15 minutes.
- FS2 Scratch (33) -That Side: Side B of the light-weighted scratch records with 3 groups of 10 sections of 30 seconds each, totaling 15 minutes.
- FS2 Scratch CD (22) -for using FinalScratch 2™ on CD Players.

FS1 Lead-In Time

Use this slider to establish a **Lead-In** time. This can be very useful if you have used your timecode vinyl for a long time and the default lead-in groove has been worn out resulting in a bad quality timecode. To avoid this, simply set the **Lead-In** time a little bit higher and the lead-in groove will start later.

1. Click + hold and drag the **Lead-In** time slider left or right.
2. This will raise and lower the **Lead-In** time by seconds.
3. If you set your **Lead-In** time to 20 seconds, it will take TRAKTOR DJ Studio 3 the amount of 20 seconds to pick up the timecode signal and play the track.

Note: The FS1 Lead-In Time can be used also in combination with FS2 records, but in this case the visible minute markers on the record will no longer match the markers in the Stripe view.

10.4 Differences between FinalScratch 2™ and TRAKTOR DJ Studio 3

In TRAKTOR DJ Studio 3, a few advancements in the communication between the software and the timecoded vinyl are being introduced.

- The timecode signal visible in the **FinalScratch 2™** panel is an actual representation of the signal coming from the left and right record players. If you choose to swap these inputs (for example to compensate crossed cables during setup of the ScratchAmp, the visualization of the timecode signal will not be swapped to avoid confusion.
- It is possible to assign and de-assign the left and right timecode inputs to any of the four decks on the fly by simply clicking either A,B,C or D.
- After assigning the timecode to one of the Decks, it is not being controlled by the Timecode until you click the **Timecode** button (represented by a record, located in the transport of the respective **Deck**. Now the movement of the vinyl record is controlling the movement of the cursor in the track.
- The **Timecode Calibration** process has been separated from Deck controls. The buttons labeled On in the FinalScratch Details panel trigger the Calibration independently.

11 Preferences

This section gives an overview of each option found in the TRAKTOR DJ Studio 3 **Preferences Menu**. Each preference in this section appears in the order in which it is displayed in the main **Preferences Menu** window.

11.1 Audio Setup

Note: For detailed instructions in configuring **Audio Preferences**, please use the instructions found in the **Quick Start** section at the beginning of this manual.

Soundcard

Use this menu to configure your sound card settings. Select **All Other** to choose your audio device. Select **FinalScratch 2™** if you are using the FinalScratch 2™ interface.

Output Routing

Use this menu to configure TRAKTOR DJ Studio 3 to use the various outputs of your sound card. Choose **2 Decks** or **4 Decks** to show two or four decks in the TRAKTOR DJ Studio 3 interface. Choose **External Mixer** if using TRAKTOR DJ Studio 3 with an external DJ mixer. After choosing **External**, use the **Preview** section to route the audio of the **Preview Player** to an output pair of your sound card.

Input Routing

Use this menu to configure TRAKTOR DJ Studio 3 to use the various inputs of your sound card for recording from an external device. Choose **Internal** to route the Main output signal of TRAKTOR DJ Studio 3 to the recording inputs. Choose **External** to route the inputs of your sound card to the TRAKTOR DJ Studio 3 record feature. The **Volume Meters** to the right of the input selections will display signal level if signal is present.

FS Timecode

This menu is used to configure TRAKTOR DJ Studio 3 for use with the FinalScratch 2™ interface.

Rumble Threshold: Move this slider to the right to ignore low level signals coming from the timecode inputs.

Response: Use this slider to adjust the response time, i.e. the time it takes for the timecode signal from your turntable to be received by TRAKTOR DJ Studio 3. A faster response uses more CPU while a longer response uses less CPU.

Position Tracking: This slider is used for better timecode calibration. If using time coded vinyl, move the slider towards the left. If using time coded CDs, move the slider towards the right.

Turntable Left/ Turntable Right

This is a display in which the timecode frequency is shown. The timecode signal of each turntable will be displayed in the circles. Adjust the input volume at the ScratchAmp so that the timecode signal is as strong as possible while staying in the center of the circle for each turntable. If the timecode signal shows interference, appears tilted or asymmetrical or as a flat line, please check all the connecting cables as well as the needle and timecode vinyl.

Record Type Selection

This menu allows you to choose between FS Timecode media types.

- FS1 - This Side (grey) - 33 RPM: Side A of the original records sold with Final Scratch 1.0 and Final Scratch 1.5.
- FS1 - That Side (red) - 45 RPM: Side B of the original records sold with Final Scratch 1.0 and Final Scratch 1.5.
- FS2 - This Side (black) - 33 RPM: Side A of the records that come with FinalScratch 2™. Each with 15 sections of 1 minute, totaling 15 minutes.
- FS2 - That Side - (red) - 45 RPM: Side B of the records that come with FinalScratch 2™. Each with 15 sections of 1 minute each, totaling 15 minutes.
- FS2 Scratch (33) - This Side: Side A of the light-weighted scratch records with 15 one-minute sectors.
- FS2 Scratch (33) - That Side: Side B of the light-weighted scratch records with 2 tracks of 5 minutes and a third track with 10 sectors of 30 seconds each.
- Final Scratch CD - 22 Min.: Select this if you are using the FinalScratch 2™ Time Code CD's .

FS1 Lead-In Time

Use this slider to establish a **Lead-In** time. If you set your **Lead-In** time to 20 seconds, TRAKTOR DJ Studio 3 will need 20 seconds to pick up the timecode signal and play the track.

11.2 Deck Preferences

Loading

The **Loading** menu gives the following choices for loading tracks into a deck.

Security

- **No Loading Track while Deck is playing**: Secures you from accidentally loading a track into a deck that is playing in the main mix.
- **Stop Deck when Loading a Track**: Stops the playback of a deck when a track is loaded.

Reset Controls

- **Reset Deck Controls when Loading Track**: Resets all deck controls to their default value when a track is loaded.
- **Reset Mixer Controls when Loading Track**: Resets all mixer controls to their default value when a track is loaded.

Advanced

- **Auto Load next Track**: This enables TRAKTOR DJ Studio 3 to automatically load the next track from the **Current Playlist**.
- **Cue to Marker when Loading Track**: With this enabled, a track will automatically cue to an established **Cue Point** when it is loaded.

Transport

Synchronize

- **Synchro Start**: Automatically triggers a **Tempo Sync** when loading a track or when starting playback. With Synchro Start enabled you need to worry about matching the beats only in occasionally.
- **Use Fade In and Fade Out Markers**: This option allows the use of **Fade In** and **Fade Out** markers for automatic crossfading between tracks.

Loops

- **Seamless Looping**: Allows TRAKTOR DJ Studio 3 to perform a Loop *seamlessly*, without pops or clicks in audio.
- **Loop Autodetect Size**: Use this slider to adjust the size beneath which a track is automatically detected as loop and therefore will be looped automatically. An automatically detected loop will show the green loop bars at the beginning and the end.

- **Disable Loop after Countdown**: Disables a loop after the countdown has reached **0**.

Pitch

- **Pitch Range**: Determines the range of tempo control in the **Decks**.
- **Fine Pitch Range**: Determines the range of an additional pitch controller available only via MIDI. This second pitch controller can be used in combination with the Deck pitch control. By setting the range to +/- 8% or less you can control the speed of a deck very precisely with a MIDI fader increments.

Final Scratch Transport

The following options are used in conjunction with the **FinalScratch 2™ ScratchAmp 2** interface and FS Vinyl.

- **Continue Play on Needle Up**: This allows TRAKTOR DJ Studio 3 to continue playing even if you take the needle off of the Final Scratch vinyl during playback. Once the needle has been lifted up, the playback will continue by means of **Internal Play**.
- **Ignore position on Needle Drop**: This allows TRAKTOR DJ Studio 3 to pick up the timecode from the Final Scratch vinyl without skipping the playback of the current song. When using this feature, TRAKTOR DJ Studio 3 will operate in **Skipless Mode** and the position of the needle on the timecode vinyl is relative to the position of the cursor in the waveform.

Sound & Mixer

Time Stretch Quality

This adjusts the quality of time stretching used when using the **Key Lock** function.

- Use **Non Adaptive** with a slower processor.
- Use **PSOLA** with a medium processor.
- Use **Phase Vocoder** with a fast processor.

Mixer

- **Auto Crossfade Time**: This slider adjusts the amount of time it will take for the auto crossfade feature to crossfade between tracks.

11.3 Browser Preferences

Data Location

This menu contains the locations of various file types used in TRAKTOR DJ Studio 3. Click a browse button next to a file type to change the location of the folder.

Other than in older versions of TRAKTOR DJ Studio, you can choose multiple music folders.

Collection Preferences

- **Import Music Folders at Startup**: With this selected, each time TRAKTOR DJ Studio 3 is started, it will automatically import all tracks in your **Music Folder** that have not already been imported.
- **Perform Automatic Background Analysis on Collection Load/Import**: performs an analysis of all tracks imported into the **Collection**.

Note: Analysis is a process generating high CPU load. Due to lower prioritization of the analysis process there is no risk of slow downs for TRAKTOR 3 itself, but when using additional software contemporarily to TRAKTOR 3 you may note that this software performs slower that usual.

- **Perform Automatic Background Analysis when Loading into Deck**: this option triggers the analysis only when loading a tracks into a deck. By analyzing the tracks on demand you don't run into the CPU problems you may encounter with a permanent background analysis.
- **Show Consistency Check Report on Startup**: With this selected, the **Consistency Check Report** will be displayed each time you start TRAKTOR DJ Studio 3. This report displays information about your **Track Collection** and gives options to manage it.
- **ID3 Tag Mode**: This selects how the ID3 tag is written to a song file: **Standard** will write industry standard ID3 tag properties such as Artist, Song Title, Album name, etc. **Extended Tags** will write standard ID3 tags as well as TRAKTOR ID3 tags such as Record Label, BPM, Remixer, Producer, Key, etc. **Extended Tags & Stripe** will write standard and TRAKTOR ID3 tags and will store the **Stripe** (Overview Waveform) data in the track file.

- **Ignore Cued Tracks in History**: With this selected, tracks that have been cued (but *not* played) will not appear in the **History** (located under **Playlists** in the **Browser Tree**).
- **Hide Beatport**: This option hides the Beatport icon from the **Browser Tree**.

11.4 Recording

Directory

This determines the file path in which your audio recordings are stored.

Prefix

This determines the prefix of the filename of each recording.

Split at File Size

With a file size selected, your audio recordings will be split each time the file size is reached. With no file size selected, the recording will be a continuous file.

11.5 Broadcasting

Proxy Settings

If connecting to the internet through a **Proxy**, use this section to configure TRAKTOR DJ Studio 3 to use your Proxy settings.

Icecast Server Settings

Use this menu to configure TRAKTOR DJ Studio 3 to use your **Shoutcast/ Icecast** server.

Icecast Metadata Settings

Use this menu to configure metadata for your broadcasting stream.

11.6 Hotkey and MIDI Setup

Note: For detailed instructions in configuring input (MIDI) preferences, please use the instructions found in the section of this manual titled **Controlling TRAKTOR DJ Studio 3 with MIDI and Hotkeys**.

Hotkey Setup

This menu is used to configure the various keys of your computer keyboard to assign it to the control feature. **Add** a control, click **Learn** and move a knob/ fader/ button on your MIDI-Controller to assign it to the control feature.

MIDI Interfaces

This menu displays all detected MIDI interfaces that are connected to your computer. Double-Click to put an **X** in the box next to the device to make it active.

MIDI Setup

Use this menu to assign the various controllers of your MIDI device to control features of TRAKTOR DJ Studio 3. **Add** a control, click **Learn** and move a knob/ fader/ button on your MIDI-Controller to assign it to the control feature.

11.7 Appearance

File info Options

This menu is used to configure the way in which file information, such as **Total Time**, **BPM** etc. is displayed above each deck waveform. You can customize the both rows for your needs.

Wave Display Options

- **Highlight Beat Markers**: With this selected, the **Beat-Grid** will be brighter and more visible.
- **Show Minute Markers**: Shows a white line for each minute on the Stripe Window.
- **Channels**: This configures how the waveform looks. **Beats** will display the beats of the track only. **Beats and Highs** will display the beats of the track along with the detected highs in the track. **Beats and Envelope**

will display the beats of the track along with the detected envelopes in the track.

- **Colors**: You can choose from 3 waveform colors.
- **Track End Warning Time**: This slider adjusts the amount of warning time TRAKTOR DJ Studio 3 gives when the end of a track is approaching. The warning is displayed as a flashing red transparency over the deck waveform.
- **FinalScratch Stripe View**: For use with FinalScratch 2™. **Fit to Record** will shrink the overview waveform (Stripe) to fit the length of your FS Vinyl. **Fit to Track** will stretch the overview waveform (Stripe) to fit the length of the track that is loaded.

Miscellaneous

- **Switch to Fullscreen on Startup**: With this selected, TRAKTOR DJ Studio 3 will open in full screen mode (filling your entire computer screen) each time it is started.
- **Full Screen Mode**: Options for TRAKTOR DJ Studio 3 to fill your entire screen at the resolution your computer is set to (full screen) or at 1024x768 resolution.
- **Font Size**: Choose a font size from the drop down menu. Font sizes range from **small** to **huge**. Click **Apply**. The font size for the **Browser** will be changed accordingly.
- **Reset Hidden Dialogs**: resets all dialogs that have been hidden by clicking on the "Don't Show This Again" checkbox.

11.8 External Sync

MIDI Clock

- **MIDI Interface**: Select a MIDI interface to which TRAKTOR DJ Studio 3 will send MIDI clock.
- **Send Midi Clock**: Select this for TRAKTOR DJ Studio 3 to send MIDI clock.
- **MIDI Clocktime Offset**: Use this slider to adjust the MIDI clock offset.

Open Sound Control (OSC)

Use this menu to configure TRAKTOR DJ Studio 3 for Open Sound Control (OSC).

Detailed OSC Options

Use this menu to configure the detailed OSC information. Refer to the Chapter for more details about OSC settings.

12 Troubleshooting

TRAKTOR 3 is a complex piece of software and it is more than natural that you need to make a sound check after turning on TRAKTOR, as you would do on a regular DJ setup. The addition of a soundcard and a computer to the traditional setup makes the sound check even more complex as more components can be misconnected or wrongly set. This chapter provides a guide to troubleshoot the most common problems when starting up TRAKTOR DJ Studio 3.

Tracks load but won't play!

If your waveforms aren't moving regardless pressing **Play** most likely something is wrong with your **Soundcard Setup** or your **Output Routing.**

Check the Selected Audio Device

1. Open TRAKTOR **Preferences > Audio Setup > Soundcard**.
2. Make sure your have selected the correct sound card. The **Audio Device** drop down list shows all soundcards that have been installed on your computer and you have to select the one that is currently connected.
3. If your soundcard does not appear in the list, it is probably not correctly installed or not correctly connected. Verify the mechanical connections and check the correct installation of the soundcard as described further below.
4. You may need to deselect and re-select your sound card.
5. If this does not work, try to select your sound card, confirm with **OK** and then close and re-open TRAKTOR DJ Studio 3.
6. If nothing helps try to select all available soundcards displays in the list, and try to find one that works.

Check the Output Routing

You may have selected the correct soundcard but not assigned any of its outputs.

1. Open TRAKTOR **Preferences > Audio Setup > Output Routing**.
2. Make sure you have selected the right **Mixer Mode**. **Internal** will mix the signal internally and output the mix on the **Master Output** and the prelistening signal at the **Monitor Output**. **External** will output each deck individually on a separate channel for being mixed in an external Mixer.
3. Verify if the Section for **Monitor** and **Master** (or **Deck A** and **Deck B** in **External Mixer Mode**) show valid outputs of the connected soundcard.

4. You may need to deselect and re-select the outputs to reinitialize the assignment.
5. If this does not work, make the correct assignment, confirm with **OK** and then close and re-open TRAKTOR DJ Studio 3.

Check the Audio Control Panel in Windows

To check the correct installation of your soundcard on a Windows computer do the following:

1. Open **Start > Control Panel > Sounds and Audio Devices > Audio**.
2. For **Sound Playback > Default Device**, drop down the menu and make sure your sound card is displayed in the list. If it is *not*, you may need to reinstall the drivers for your sound card.

Check the Audio/ Midi Setup in Mac OS X

To check the correct installation of your soundcard on a Mac do the following:

3. Open **Macintosh HD > Applications > Utilities > Audio Midi Setup** and click the **Audio Devices** tab.
4. For **Default Input**, drop down the menu and make sure your sound card is displayed in the list. If it is *not*, you may need to reinstall the drivers for your sound card.

Decks play but there is no Sound!

Most likely when the decks are playing everything is fine with the soundcard drivers and selection but something may be wrong either in the settings of the internal Mixer or in the way you connected your soundcard to your speaker system or headphones.

Open the Master Details panel and verify that the Master Level Meter is showing an output signal.

No Master Level Activity

If the Master Level Meters shows no output activity:

- verify if the **Master Volume** knob is all the way up.

If so check if the **Channel Level Meter** of the playing track showing any activity?

- If no, is there an effect engaged on that channel that might mute the signal?
- If no, is the Equalizer set to neutral position?
- If no, is the Channel set to **External Input** in the Channel header - if so, switch back to **Deck Input** with the drop down menu above the Cue and PreFX button.

If the Deck Level Meters do show activity, check the following settings:

- Is the **Channel Fader** all the wax up?
- Is the **Channel Gain** knob in neutral position?
- Is the **Crossfader** in neutral (central) position?
- Is the **PhMix** knob (Phones Mix) knob set to neutral position (centered)?

If after verifying all this you can still not obtain any Master Level activity, you should contact support.

Decks play, Master Level Flashes, but no Sound!

Re-Verify your Sound Card Output Routing

1. Open TRAKTOR **Preferences > Audio Setup > Output Routing**.
2. Make sure you have selected the right **Mixer Mode**. **Internal** will mix the signal internally and output the mix on the **Master Output** and the prelistening signal at the **Monitor Output**. **External** will output each deck individually on a separate channel for being mixed in an external Mixer.
3. Make sure you have connected the outputs to the **Monitor Output** when using your built-in soundcard. With this setting the **PhMix** knob in the Mixer allows you to hear a mix of all available TRAKTOR signals in your headphones, including the **Preview Deck** used for **Beatport Prelistening**.

Test your Speaker Setup

At this point you have tested almost any possible routing error in TRAKTOR 3 itself. You now have to verify your external connections including your amplifier and loudspeakers.

A good way to test the external connections is to momentarily disconnect the audio cables from your soundcard. You should hear a popping sound or a buzz as you unplug the cables if everything is set up correctly in the signal path after the soundcard.

Note: Before unplugging the cables verify if you have turned the volume of your amplifier and speakers safely down, as hot-unplugging cables can cause damage to your amplifier and speaker system.

If this test gives positive result you should test your audio setup with another standard music software installed on your computer.

Test your Sound Card on Windows

1. Open **Start > Control Panel > Sounds and Audio Devices > Audio**.
2. For **Sound Playback > Default Device**, drop down the menu and select your sound card (audio device).
3. Open the **Windows Media Player** and load and play a song.
4. If you do *not* hear sound, your speaker setup is not configured properly.

Test your Sound Card on Mac OS X

1. Open **Macintosh HD > Applications > Utilities > Audio Midi Setup** and click the **Audio Devices** tab.
2. For **Default Input**, **Output** and **System Output**, drop down each menu and select your audio device.
3. Open iTunes and play back an audio file or song.
4. If you do *not* hear sound, your speaker setup is not configured properly.

Audio Pops, Clicks and/ or Distortions!

Check your system specs

If your system does not meet the following requirements, you may experience pops, clicks and/ or distortion in audio playback.

Macintosh Computer

- Required: OS 10.3.9, G4 1 GHz, 512 MB RAM or faster.
- Recommended: Mac OS 10.4, G4 1.5 Ghz, 1GB MB or faster.
- 40 MB of free disk space on your hard drive.
- CoreAudio compatible sound card or audio hardware.

Windows Computer

- Required: Windows XP Service Pack 2, Pentium III/ Athlon 1 GHz, 512 RAM or faster.
- Recommended: Windows XP Service Pack 2, Pentium IV/Athlon XP 2 GHz, 1GB RAM or faster.
- 30 MB of free disk space on your hard drive.
- ASIO or DS compatible soundcard or audio interface.

Raise the Audio Latency

1. Open TRAKTOR **Preferences > Audio Setup> Soundcard**.
2. Click the arrow next to Latency and select a *higher* latency buffer size.
3. Keep raising the latency until TRAKTOR DJ Studio 3 no longer pops/clicks or distorts.
4. If you are using DS (DirectSound) drivers, the latency setting should not be below 40 ms. If using ASIO, the latency setting can be lower.

Test with the built-in sound card

1. Open TRAKTOR **Preferences > Audio Setup> Soundcard**.
2. Click the arrow next to **Audio Device** and select your built-in sound card from the menu.
3. Connect your speaker setup to the built-in sound card of your computer.
4. Play back TRAKTOR DJ Studio 3.

If playback is fine with your built-in sound card, you may have an IRQ conflict (Windows only) on the slot or port your sound card is connected to, or you may need to physically move your sound card to another PCI slot, USB port or FireWire port.

Physically re-configure your Audio Device

PCI

If your sound card connects to the motherboard of your computer via PCI bus:

1. Shutdown your system and unplug it from power.
2. Open your computer and physically move the sound card to *another* PCI slot in your system.

FireWire

- If your sound card connects via FireWire, connect it to another FireWire port on your computer.
- If this does not work you may need to purchase another FireWire card (PCI for desktop computers or PCMCIA for laptops).

USB

- If your sound card connects via USB, connect it to another USB port on your computer.
- Try all USB ports on your computer until you find one that works best.

Check your IRQs (Windows only)

IRQ stands for **Interrupt Request**. This is the way in which Windows allocates resources to the various devices and ports in your system. If your sound card (audio device) is on a port that shares an IRQ with other devices, you may have an **IRQ Conflict**. This means your sound card is not receiving the resources it needs to function properly. Here is how you detect an **IRQ Conflict**.

1. Open **Start > Run** and type the word **msinfo32** and press **OK**.
2. Your system information window will appear.
3. Click the **Plus** (+) sign next to **Hardware**.
4. Click on IRQs.
5. Your IRQs will be displayed in the window to the right.

- If your sound card connects via PCI bus, look for the name of the sound card in the list.
- If your sound card connects via FireWire: Your FireWire port will show up as IEEE 1394 host controller in the list.
- If your sound card connects via USB: Your USB port will show up as USB universal host controller in the list.
- If the IRQ number listed next to any of these ports is sharing with other devices in your system, you may have an **IRQ Conflict**. In this case, use the instructions above to physically move your sound card to another port.
- If this does not work, and your computer is a desktop, you may be able to change the IRQ allocation from within the system BIOS (depending on your motherboard). With most laptop computers it is not possible to change IRQ allocation. You may need to reinstall your Operating System for a better IRQ configuration.

The Waveforms (or other Graphics) Pause or Stutter!

If the graphics of TRAKTOR DJ Studio 3 pause or stutter, follow the same instructions above to Check your System Specs, Raise the Audio Latency and Test with the built-in Sound Card. Also refer to the next chapter for optimizing your computer

My MIDI-Controls lags in response!

Lower the Audio Latency

1. Open TRAKTOR **Preferences > Audio Setup > Soundcard**.
2. Click the arrow next to **Latency** and select a lower latency buffer size.

Note: The lower the latency, the more CPU usage you will experience.

I get no Response from my MIDI-Controller

Activate Controller

1. Open TRAKOR **Preferences > Input** and click on **Interfaces**.
2. Make sure here is an **X** in the active column next to your MIDI device. If there is not, double-click to put an **X** in the box.
3. If your MIDI device does not appear in the list, it may not correctly connected or installed or it may have been plugged in after startup of TRAKTOR. In any case you should try to restart TRAKTOR.
4. Click on **MIDI Setup** and use **Learn** to configure your controller.

Check your Device Manager (Windows)

If your device does not appear in the **Interfaces** list even after restarting, check your MIDI configuration.

1. Open **Start**, then Right-/ Ctrl-Click **My Computer**, choose **Properties > Hardware > Device Manager**.
2. Click the **Plus** (+) sign next **to Sound, Video and Game Controllers**.
3. Your MIDI device should be listed here.
4. If there is a yellow exclamation mark (**!**), question mark (**?**) or if it is not listed at all, you may need to reinstall the drivers for your MIDI device or consult its manual for further trouble shooting.

Test MIDI Setup on Mac OS X

1. Open **Macintosh HD > Applications > Utilities > Audio Midi Setup** and click the **MIDI Devices** tab.
2. Your MIDI device should be in the list.
3. Click on the **Test Setup** button.
4. Click on the MIDI device icon.
5. Press a key or move a control on your MIDI controller. You should hear a small sound.
6. If your MIDI device appears in the list as is grayed out, or if it does not show up at all, you may need to reinstall the drivers for your MIDI device or consult its manual for further trouble shooting.

13 Optimizing your Computer

13.1 Macintosh Optimization

Log off Additional Users

If you have set up multiple user accounts on your computer, make sure your user account is the only one logged in by logging off any additional users.

Turn off the Screen Saver

1. Open **System Preferences > Desktop & Screen Saver**.
2. Choose the **Screen Saver** tab.
3. Set the slider for **Start Screen Saver** to **Never**.

Make the Desktop Static

1. Open **System Preferences > Desktop & Screen Saver**.
2. Choose the **Desktop** tab.
3. Choose an image for your background.
4. Unselect **Change Picture**.

Lock The Dock

1. Open **System Preferences > Dock**.
2. Drop down the menu next to **Minimizing Using** and select **Scale Effect**.
3. Unselect **Animate opening applications** and **Automatically hide and show the Dock**.

Dismantle Dashboard (10.4 Tiger and Above)

Search the internet for OS X Dashboard kill applications. There are several to choose from. Some are simple applications that you double-click to stop and start the **Dashboard**, others are lines of code to be pasted into the **Terminal**.

Do NOT put Hard Drive(s) to Sleep

1. Open **System Preferences > Energy Saver**.
2. Uncheck **Put the hard disk(s) to sleep when possible**.

Turn Off Sharing

1. Open **System Preferences > Sharing**.
2. Click on the **Services** tab.
3. Unselect **Personal File Sharing** and **Internet Sharing**.

Shut Down all other Applications

If you have any other applications running, shut them down while using TRAKTOR DJ Studio 3.

13.2 Windows Optimization

Processor Scheduling

1. Open **Start > Control Panel** and double-click **System**.
2. Choose **Advanced**.
3. Under **Performance** choose **Settings**.
4. Choose the **Advanced** tab.
5. Under **Processor Scheduling** select **Background Services**.

Visual Effects

1. Open **Start > Settings > Control Panel** and double-click **System**.
2. Choose **Advanced > Visual Effects** tab.
3. Choose **Adjust for best performance**.

Turn Off Desktop Background Image

1. Right-/ Ctrl-Click **Desktop > Properties > Desktop**.
2. At the top of the list under **Background**, choose **None**.

Disable Screen Saver

1. Right-/ Ctrl-Click **Desktop > Properties > Screen Saver** tab.
2. Drop down the screen saver menu and choose **None**.

Disable Fast User Switching

1. Choose **Start > Settings > Control Panel > User Accounts**.
2. Click on **Change the Way Users log On or Off** and unselect **Use Fast User Switching**.

Switch Off Power Schemes

1. Choose **Start > Control Panel > Power Options**.
2. Set **Power Schemes** to **Always On**.
3. Drop down the menu for **Turn off Monitor** and select **Never**.
4. Drop down the menu for **Turn off hard discs** and select **Never**.

Turn Off Hibernation

1. Open **Start > Control Panel** and double-click **Power Options**.
2. Choose the **Hibernate** tab and unselect **Enable Hibernation**.

Disable System Sounds

1. Open **Start > Control Panel** and double-click **Sounds and Audio Devices**.
2. Choose the **Sounds** tab.
3. Drop down the sound scheme menu and select **None**.

Disable System Restore

1. Open **Start > Control Panel > System**.
2. Click on the **System Restore** tab.
3. Select **Turn off System Restore on all Drives**.

Shut Down all other Applications

If you have any other applications running, shut them down while using TRAKTOR DJ Studio 3.

14 Hotkeys

TRAKTOR DJ Studio 3 has over 500 assignable functions. The most important of them for a live context have been assigned to keys on your computer keyboard. The file containing this preset is named: T3 Hotkeys Default.tks:

Window Layout #1-#10	Numeric 1-10
Details Page #1-#4	Shift + Numeric 1-4
Deck Cue Set	Shift + Enter
Deck Play/Pause	Space
Cue/Play	Ctrl + Space
Cue/Pause	Shift + Space
Browser Search	Q
Browser List Select Up/Down	Cursor Up + Down
Browser Tree Select Up/Down	Shift + Cursor Up + Down
Browser Shortcuts Select 1-10	F1-F10
Deck Focus A	A
Deck Focus B	S
Deck Focus C	Y
Deck Focus D	X
Browser Load into Deck	L
Load Deck A	Shift + A
Load Deck B	Shift + S
Load Deck C	Shift + Y
Load Deck D	Shift + X
Deck Tempo Sync	T
X-Fader	Cursor Left + Right
Loop Set/In	I
Loop Active/Out	O

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