TRAKTOR KONTROL X1

Manual

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Table of Contents

1 Welcome to the TRAKTOR KONTROL X1! 6
1.1 A word about this Document 6
1.2 Document Conventions 7
1.3 Naming Convention 7
2 TRAKTOR KONTROL X1 HARDWARE 8
2.1 Top Panel 8
2.2 Rear Panel 10
2.3 TRAKTOR KONTROL X1 Modes 10
2.3.1 Native NHL Mode 10
2.3.2 MIDI Mode 10
3 Key functions when using the X1 with TRAKTOR 12
3.1 Accessing Primary and Secondary Functions 12
3.2 Connecting the X1 device to TRAKTOR 12
3.3 Using the X1 to Browse & Load Tracks 13
3.4 Deck Control 15
3.4.1 Using the Touch Strip in Split Mode 15
3.4.2 Primary Function of the Touch Strip 17
3.4.3 Secondary Function of the Touch Strip 17
3.4.4 Resizing the Touch Strip (Single Mode) 19
3.4.5 Using the Touch Strip with Scratch Control 21
3.5 Using the Transport Section (Playback, HotCues, Flux, and Sync Control) 21
3.5.1 HotCue Buttons 22
3.5.2 PLAY buttons 25
3.5.3 CUE Buttons 25
3.5.4 SYNC (MASTER) Buttons 25
3.5.5 FLUX Buttons 26

3.6 Using the Loop Encoders 26
3.7 Effects Section 28
3.7.1 Assigning an Effect 29
3.7.2 Triggering an Effect in TRAKTOR 30
3.7.3 Assigning FX to the Touch Strip 32
3.7.4 Using a second X1 controller's FX 34
4 Hardware Reference 35
4.1 Top Panel 36
4.2 Rear Panel 37
4.3 Transport Section 38
4.4 FX Section 40
4.5 BROWSE, SHIFT and Load 42
4.6 Touch Strip 43
5 Appendix 45
5.1 TRAKTOR KONTROL X1 Preferences 45
5.1.1 Browse Encoder 46
5.1.2 Touch Strip 47
5.1.3 FLUX Button 48
5.1.4 Effects Knobs 48
5.1.5 LEDs 48
5.2 Adding a TRAKTOR KONTROL X1 Mk1 to your Setup 49
Index 51

1 Welcome to the TRAKTOR KONTROL X1!

Dear Native Instruments customer,

Thank you for purchasing the TRAKTOR KONTROL X1, and for your continued trust in Native Instruments products.

The TRAKTOR KONTROL X1 is a portable and professional TRAKTOR software controller for DJ's. The TRAKTOR KONTROL X1 provides the following features:

- Seamless TRAKTOR integration.
- HotCue control over track position, pitchbend, loops, and effects.
- Superior buttons and knobs provide the feeling of high-end hardware.
- RGB backlit HotCue buttons for comprehensive visual feedback.
- High resolution proprietary TRAKTOR NHL protocol, superior to MIDI.
- MIDI functionality for hardware or software that supports the MIDI standard.
- Lightweight, robust housing with slim, ultra-portable form factor – fits perfectly alongside a standard club mixer.
- Expandable – connect two TRAKTOR KONTROL X1s to control four Decks and four Effects units.

1.1 A word about this Document

The goal of this manual is to swiftly get you orientated with the key components, and functions of the TRAKTOR KONTROL X1. Although you will no doubt be keen to get straight into the mix with your new device, it is recommended that you take some time to read through this manual, and follow the instructions and tutorials where prompted to achieve the best results. This manual will also provide some scope for the more advanced uses of the TRAKTOR KONTROL X1.

1.2 Document Conventions

This document uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information can be expected:

Whenever this exclamation mark icon appears, you should read the corresponding note carefully and follow the instructions and hints given there if applicable.

This light bulb icon indicates that a note contains useful extra information. This information may often help you to solve a task more efficiently, but does not necessarily apply to the setup or operating systems you are using; however, it's always worth a look.

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...*) and paths to locations on your hard drive or other storage devices is printed in *italics*.
- Text referring to elements appearing on the screen (labels of buttons, controls, text next to checkboxes, etc.) is printed in light blue. Whenever you see this formatting applied, you will find the same text appearing on your computer screen.
- Text referring to elements printed on hardware is formatted orange. Whenever you see this formatting applied, you will find the same text appearing on the hardware.
- Important names and concepts are printed in **bold**.

► Single instructions are introduced by this play button type arrow.

→ Results of actions are introduced by this smaller arrow.

1.3 Naming Convention

Throughout this document, you will often hear the TRAKTOR KONTROL X1 alternatively being referred to as the X1, and the requisite TRAKTOR PRO software as TRAKTOR.

2 TRAKTOR KONTROL X1 HARDWARE

This section will provide you with an overview of the key hardware components on the X1.

2.1 Top Panel

The image below shows a view of the top panel of the X1. The numbered section on the left hand side of the device itemizes each of the hardware components. By default, the left side of the X1 controls TRAKTOR Deck A, and likewise the right-hand side controls TRAKTOR Deck B.

The top panel of the X1

(**1**) FX (Mode) Button

(**2**) FX (Dry/Wet) Knob

(**3**) FX1 Button

(**4**) FX1 Knob

(**5**) FX2 Button

(**6**) FX2 Knob

(**7**) FX3 Button

(**8**) FX3 Knob

(**9**) FX Assign Buttons

(**10**) Browse Encoder

(**11**) Loop Encoder

(**12**) Load Left Button

(**13**) Shift Button

(**14**) Touch Strip

(**15**) HotCue Buttons 1-4

(**16**) Flux (Tap) Button

(**17**) Sync (Master) Button

(**18**) Cue Button

(**19**) Play Button

2.2 Rear Panel

The Rear panel of the X1

2.3 TRAKTOR KONTROL X1 Modes

When using the TRAKTOR KONTROL X1 with TRAKTOR, the default configuration of TRAKTOR KONTROL X1 has two modes as described below.

2.3.1 Native NHL Mode

In Native NHL mode TRAKTOR KONTROL X1 will communicate directly with TRAKTOR over USB using the Native Instruments proprietary NHL protocol, which features high resolution translation of the TRAKTOR KONTROL X1 knobs superior to MIDI.

For normal TRAKTOR control, you will use this mode.

2.3.2 MIDI Mode

The TRAKTOR KONTROL X1 is preconfigured to also be used as a standard MIDI controller and can control any hardware or software that supports the MIDI standard.

► To access MIDI mode, hold SHIFT and press both Load Left and Load Right buttons. The TRAKTOR KONTROL X1 will then transmit MIDI data like a normal MIDI controller.

The SHIFT, Load Left, and Load Right area used for MIDI mode

- To leave MIDI mode and return to native TRAKTOR control, hold SHIFT and press both (backlit blue) Load Left and Load Right buttons again.
- To customize the TRAKTOR KONTROL X1's **MIDI mappings** for previous TRAKTOR versions, use TRAKTOR's CONTROLLER MANAGER (*Preferences > Controller Manager*).

You can switch back and forth from native TRAKTOR control mode to MIDI mode at any time while using TRAKTOR.

These two modes may be used simultaneously, for example you can control TRAKTOR in native NHL mode, then hold SHIFT and pressing both Load Left and Load Right buttons to switch to MIDI mode to control other software or hardware over MIDI.

3 Key functions when using the X1 with TRAKTOR

This chapter details the use of the X1 with TRAKTOR, whilst offering detailed explanations of the device's key functions and suggested workflows. By the end of reading this, you'll be more than ready to get creative with your TRAKTOR KONTROL device.

3.1 Accessing Primary and Secondary Functions

By default, the X1 will function in TRAKTOR with its primary functions. Alternatively, the X1's secondary functions can be activated on certain buttons in combination with the SHIFT button.These functions are detailed throughout this manual.

3.2 Connecting the X1 device to TRAKTOR

Before proceeding, ensure that the X1's firmware is already installed as explained in the Setup Guide. The TRAKTOR X1 Setup Guide is available for download from the Native Instruments.

The first thing that will happen when connecting the X1 with TARKTOR is verification of the current Deck setup. By default, the left LED display flashes “A” to indicate that Deck A is controlled by the left side of X1, while the right display flashes “B” to indicate that Deck B is controlled by the right side of X1. If you’d like to change this setup, you can do so with the Browse or Loop encoders:

► Press either the BROWSE encoder, or one of the LOOP encoders to confirm the Deck setup.

→ The X1 will now be backlit, indicating it's ready for action.

At the point of selecting your chosen Deck assignment for the X1, the LED displays will identify which side of the device will control the corresponding Deck.

If you wish to change this, you can do so at the point of opening TRAKTOR, or at any point by disconnecting, and subsequently reconnecting the device's USB connection on the rear panel.

Deck Setup Options

There are four use cases (or Deck Setup combinations) for how the X1 can be setup to control TRAKTOR's four available decks:

- Decks A & B (default)
- Decks C & D
- Decks C & A
- Decks B & D

In all of the above combinations: The first Deck of these potential combinations will always be situated on the left-hand side of the X1, whilst the second will always be assigned to the right-hand side of the X1. Using the example of the default Deck combination (A & B), Deck A will be controlled by the left-hand side of the X1, Deck B by the right-hand side.

3.3 Using the X1 to Browse & Load Tracks

The process of browsing through and loading of tracks, takes place in the central section of your X1 device.

The BROWSE encoder, SHIFT, Load Left & Load Right buttons.

Follow the below instructions to understand how to use the X1 to browse, navigate, and load tracks in TRAKTOR.

1. To scroll through your Track Collection in TRAKTOR, turn the BROWSE encoder either left, or right.
2. To navigate your way to another collection, playlist, or location in the TRAKTOR file tree, hold SHIFT and turn the BROWSE encoder. There is no need to press the Browse encoder again to select. Simply release the SHIFT button on your chosen tree node and continue browsing in your newly selected location.
3. When you have navigated you way to your chosen track, press either of the Load Left or Load Right buttons to either side of the SHIFT button. The Load Left button when pressed will load the track into TRAKTOR's left hand Deck (by default TRAKTOR Deck A). The Load Right button will load the track into the right-hand TRAKTOR Deck (by default TRAKTOR Deck B).

Refer to the available X1 deck combinations as described in section ↑3.2, Connecting the X1 device to TRAKTOR.

Secondary Function of the Load Buttons

The two Load buttons have the following secondary functions:

- Pressing the Load Left button in combination with SHIFT engages TRAKTOR's Snap mode. Located on TRAKTOR's master panel, with Snap mode on, any Cue Point you create in the track will snap to the closest beat, thus ensuring that you get directly to that beat next time you press the Hotcue.
- Pressing the Load Right button in combination with SHIFT engages TRAKTOR's Quantize mode. Located on TRAKTOR's master panel, with Quantize mode on, whenever you jump through the track (e.g., by pressing a HotCue button or clicking somewhere in the Overview waveform), the playback jumps to the nearest position that preserves the beat-matching, this ensures that the current sync doesn't get lost when you jump through the track.

3.4 Deck Control

3.4.1 Using the Touch Strip in Split Mode

The X1's Touch Strip can be used to control two TRAKTOR Decks together, known as Split Mode. In this mode, the Touch Strip assign section is located in the center area and marks the control divide between the two decks.

In Split Mode, the Touch Strip assign area is visually indicated by two orange dots. When this Touch Strip section is pressed, these dots illuminate brighter to indicate Touch Strip can now be resized.

The Touch Strip in Split Mode.

Using the X1's default Deck combination A & B:

(**1**) This area controls Deck A

(**2**) This area controls Deck B

Try out the X1's Touch Strip in Split Mode by following these steps:

1. Load two tracks into TRAKTOR's decks.
2. Before pressing play, move your finger on the right or left-hand sections of the Touch Strip.

→ You will notice by looking at the TRAKTOR software that this moves the start position of the correspondingTRAKTOR deck.

This technique can be used to select a suitable start point, or for more advanced techniques like scratching, or spinbacks.

3.4.2 Primary Function of the Touch Strip

The Primary function of Touch Strip allows you to perform either of the following:

- When a track is playing, touching the corresponding Track Deck section of the Touch Strip will perform pitchbend.

With the Deck's FLUX button engaged, this can produce some interesting results. For more information please refer to section ↑3.5.5, FLUX Buttons.

- When a track is not playing, touching the corresponding Track Deck section of the Touch Strip will move the track's start position.

This can be useful for performing scratch techniques.

3.4.3 Secondary Function of the Touch Strip

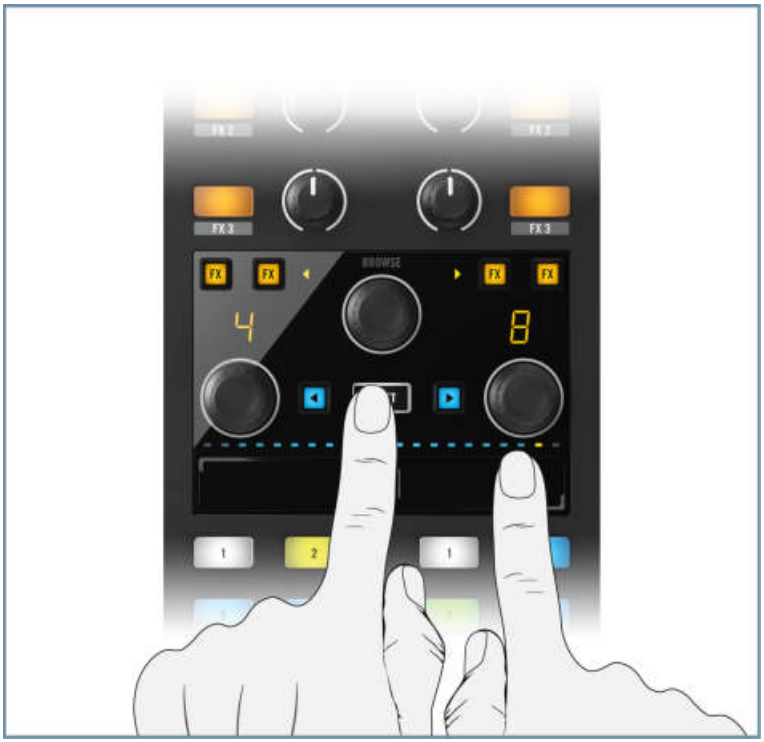
The secondary function of Touch Strip allows you to perform either of the following.

- Whilst a track is playing, holding SHIFT + touching the corresponding Track Deck section of the Touch Strip will perform a scratch.

With the Deck's FLUX button engaged, this can produce some interesting results.

- Whilst a track is loaded, but not playing, holding SHIFT + touching the corresponding Track Deck section of the Touch Strip will seek through the track.

This is a quick way to navigate to anywhere in a track. This can be a very useful function for locating specific sections of a track on the fly e.g. breakdowns or outros.



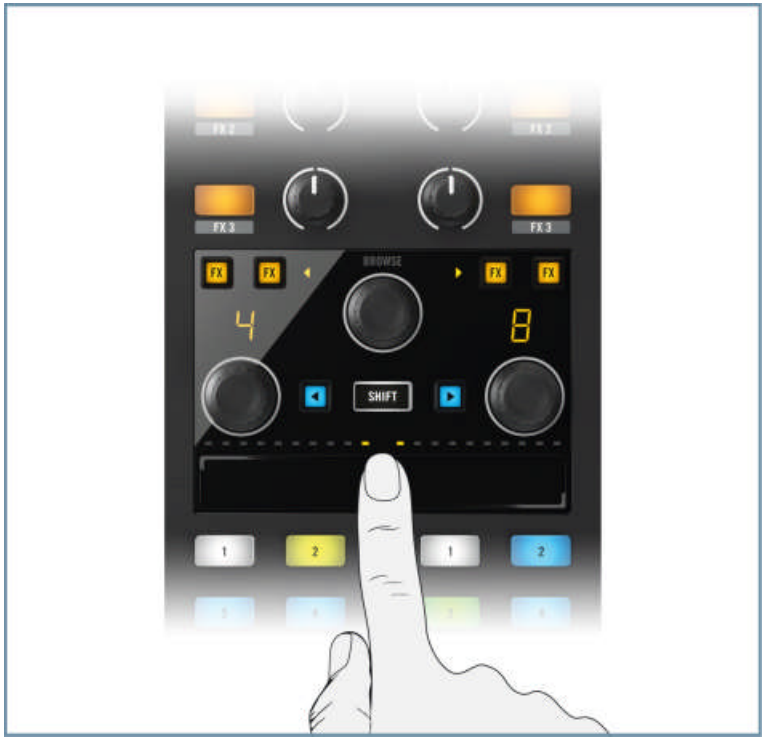
Using the SHIFT button to perform a Touch Strip needle drop.

Practice using the Touch Strip in its default Split Mode. Getting used to using the visual feedback of the LED display, familiarizing yourself with how to physically adjust the phase meter, and acknowledging how decks behave in TRAKTOR.

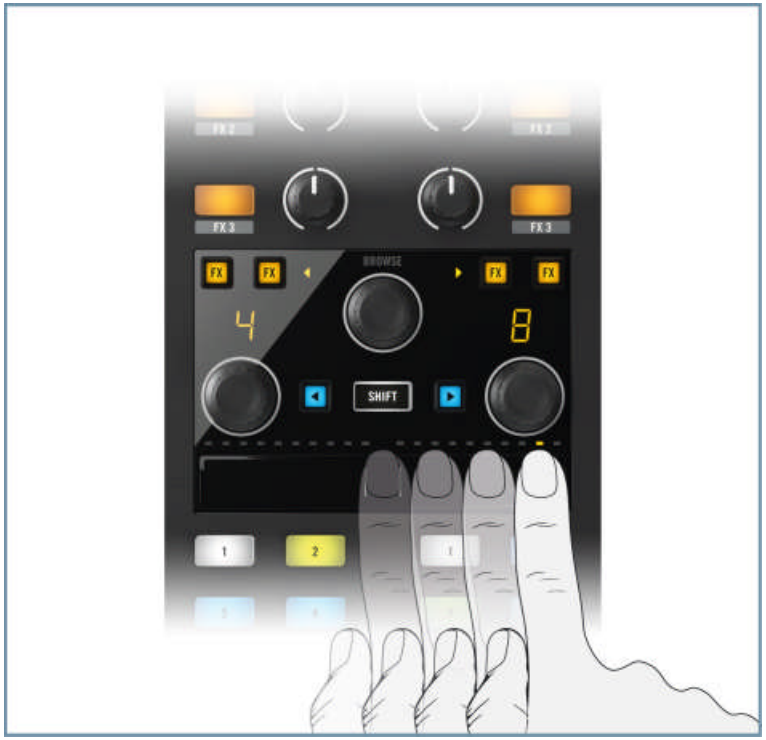
3.4.4 Resizing the Touch Strip (Single Mode)

The X1 allows you to use the Touch Strip to control an individual TRAKTOR Deck (known as Single Mode), and therefore utilize the full Touch Strip area for greater control. To use the Touch Strip to control an individual TRAKTOR Deck:

1. Hold your finger in the Touch Strip assign section (indicated in Split Mode by the two orange dots above the Touch Strip). You will notice two orange dots illuminate above the Touch Strip.



2. Slide your finger either fully to the right, as shown below, to expand the left deck, or fully to the left to expand the right deck.



Switching TRAKTOR Decks in Single Mode

To quickly switch between TRAKTOR Deck's in the Touch Strip's Single Mode:

1. Hold your finger on the Touch Strip, beneath where you see the orange dot. The LED strip above the Touch Strip will now solely illuminate the orange dot.
2. Press and move your finger to the opposite side of the Touch Strip.The X1's Touch Strip has now been switched to the other TRAKTOR deck.

Resizing the Touch Strip to Split Mode

Let us assume that you have expanded Deck A to the Touch Strip, to return (or resize) back to Split Mode:

1. Hold your finger on the Touch Strip, beneath where you see the orange dot. The LED strip above the Touch Strip will now solely indicate the orange dot.
2. Move your finger back to the center position and release it.The X1's Touch Strip has now been returned to Split Mode.

Take some time to familiarize yourself with switching between these two HotCue modes, and this intuitive process will soon become an autonomous part of your DJ workflow.

3.4.5 Using the Touch Strip with Scratch Control

If you use turntables to control TRAKTOR's Decks, the X1's Touch Strip in Split Mode or a Single Deck mode provides an intuitive tool for:

- Nudging or pitchbend adjustments whilst in the mix.
- Navigating through tracks using the secondary seek function.
- Assigning FX.
- Assigning loops.
- Refer to ↑5.1.3, FLUX Button in the appendix section of this manual for further information.

Refer to the full TRAKTOR manual for further information on using Scratch Control.

3.5 Using the Transport Section (Playback, HotCues, Flux, and Sync Control)

The transport section of the X1 is located in the bottom third of the device. The left section of buttons by default controls Deck A in TRAKTOR, and the right side Deck B. Using this transport section you can control:

- Playback

- Cueing
- HotCues
- Deck sync (& Master) functions
- Flux mode (& Tap mode)

This section will take you through the functions of each button in the transport section. You will learn how the RGB buttons behave with the TRAKTOR software, and how the secondary functions of certain buttons can be utilized.

The X1's Transport section

► Use the X1's Load buttons to load tracks into TRAKTOR's Decks.

→ You will notice that a number of the transport area's buttons are immediately backlit.

3.5.1 HotCue Buttons

The HotCue buttons are numbered 1-4 on each transport area of the X1. These RGB backlit buttons directly reflect TRAKTOR's cue button coloring:

- Blue: Cue point
- Green: Loop
- Yellow: Load
- Orange: Fade In/Out

- White: Grid Marker

TRAKTOR will save the Beat Grid location as a HotCue point; this is why many tracks will appear with one white button.

Setting HotCue Points

To make a new HotCue point using the X1:

► Press one of the available (non backlit) HotCue buttons.

→ The selected HotCue button will now be backlit blue.

Storing Loops Using the X1

To store loops using the X1:

► With Loop mode engaged in TRAKTOR (the loop section highlighted in green), press an available (i.e. non backlit) HotCue button.

→ The selected HotCue button is now backlit green to indicate a loop is stored.

Although there are four numbered HotCue buttons on the X1 per corresponding Track Deck (or Remix deck), you can make use of the full 8 cue points that TRAKTOR offers (and therefore buttons 1-4 will then become 5-8), by changing the primary settings within TRAKTOR's preferences. For more information please refer to section ↑5.1.3, FLUX Button.

To delete any stored cue points, loops etc., hold the SHIFT button whilst pressing the Hot-Cue button you wish to delete. The button will no longer be backlit.

Using TRAKTOR's Remix Decks

When using the X1 to control TRAKTOR's Remix Decks, the key features are as follows.

HotCue Buttons 1-4 by default represent either of these scenarios:

- When a Remix Deck is fresh/empty, the top row of Cells in each column is active.
- The “Active Cells” in the Remix Deck—this is the last sample that was triggered in a particular Slot (column). So if you click the third sample in column 1, now the HotCue 1 button will trigger this third sample.

To **trigger** a Remix Deck cell:

▶ Press one of the HotCue buttons

→ The corresponding Remix Deck cell will to start playing.

To **mute playback** of a Remix Deck cell:

▶ Press the corresponding HotCue button again

→ The X1's HotCue button will flash to indicate the cell is muted.

To **stop playback** of an active Remix Deck cell:

▶ Hold SHIFT + press the corresponding HotCue button

→ The cell will stop playing at this point.

To **delete** a Remix Deck cell:

▶ Hold SHIFT + press a stopped remix cell.

→ The RGB HotCue button will no longer be backlit.

To **capture a new sample** in an empty Remix Deck cell:

▶ Select a chosen sample via the browser, hold SHIFT + press an (empty) non-lit HotCue button to copy the sample, or whilst TRAKTOR Deck is playing, pressing an empty HotCue button will load a sample into this available cell.

→ The RGB HotCue button will become backlit to indicate the sample has been copied, or sampled.

Experiment utilizing TRAKTOR's effects, and loops whilst launching samples from the Remix Deck.

For more detailed information on using TRAKTOR's Remix Decks, refer to the full TRAKTOR manual.

3.5.2 PLAY buttons

Pressing either of the PLAY buttons will toggle playback on the corresponding TRAKTOR deck. Whilst the track is playing, pressing the PLAY button again will pause the deck.

3.5.3 CUE Buttons

The use of the CUE button depends on whether the track is playing, or stopped:

- If a Deck is stopped, pressing CUE will place the white Cue Marker at the current location —if the white Cue Marker is already at the current location, then playback will commence for as long as you hold CUE (playback will jump back to the Cue Marker and stop when you release the CUE button).
- If the Deck is playing and you press CUE, playback will stop and jump back to the Cue Point.

3.5.4 SYNC (MASTER) Buttons

The SYNC button on the X1 allows you to automatically sync a track's tempo (in BPM) to the existing track playing (MASTER).

► To sync a track's tempo to the BPM count of a track playing in the deck you want to be the MASTER deck, hold the SHIFT + SYNC buttons of the corresponding deck.

Using the X1 to adjust BPM

In combination with a Loop encoder, the SYNC button provides a useful secondary function:

► By holding the SYNC button and turning the Loop encoder, a track's BPM count will be adjusted in small increments. Pushing & turning the encoder adjusts the BPM count in larger increments.

Pushing and releasing the encoder (without turning) resets the tempo to 0.0% (original tempo).

3.5.5 FLUX Buttons

Pressing the FLUX button will engage TRAKTOR's Flux Mode. Flux mode lets you jump to cue points and loops without losing the overall phrasing of your tracks. The X1's FLUX buttons can have their primary and secondary functions changed within TRAKTOR'S preferences; for further information please refer to section ↑5.1.3, FLUX Button.

By default, the FLUX buttons' secondary function is TAP mode:

► To manually adjust the BPM of a track, hold SHIFT whilst tapping the corresponding FLUX button.

This function is particularly useful when a track might not have a consistent BPM throughout.

3.6 Using the Loop Encoders

The X1 provides you with two Loop encoders. Their LED displays provide visual information as to size of the loop. To get used to the process of using this basic loop technique:

1. Turn the Loop encoder to the left (shortening the loop size), and now to the right (whereby it extends it).You will notice the corresponding loop size (measured in beats) shown in the LED display changes as you do so.
2. When you have selected your chosen loop size, press the Loop encoder to commence looping. The LED display will flash to indicate this.
3. When in Loop mode, adjust the loop size by turning the Loop encoder to either the left or the right. This can provide some interesting creative potential in your DJ sets!
4. Press the Loop encoder again to exit from the loop. The Loop display will no longer be flashing.

Assigning a Loop to the Touch Strip

You can use the Touch Strip to control loops on a TRAKTOR Deck.

1. Hold your finger on the Touch Strip assign area and then press the Loop encoder. The Touch Strip assign area may be at the far-right or far-left depending on if you're in Split Mode or Single. You will notice the corresponding LED display now flashes with three orange LED's, and you will also notice that the LED's located above the Touch Strip area now change to blue, indicating that the loop has now been assigned.

2. Touch the Touch Strip—this will engage the loop and the size will be determined by where you touch. Moving your finger to the left will shorten the loop size, whereas to the right extend.
3. As soon as you remove your finger from the Touch Strip, the track will continue playback as normal.

4. Whilst this loop mode is still assigned to the Touch Strip, you can engage a loop again at any point by either tapping or holding the Touch Strip.

Unassigning the Touch Strip

► To unassign the Touch Strip from the Loop control, press the Loop Encoder.

→ You will notice that the three flashing dots in the corresponding LED display are no longer present.

Whilst a loop is assigned to the Touch Strip, some interesting creative potentials are opened up by using two fingers on the Touch Strip to jump between loop sizes.

Try using this loop technique with Flux Mode turned on.

3.7 Effects Section

The X1 is designed to maximize the creative potential of TRAKTOR's powerful effects. In this section we will walk you through the basics of using these effects, through to some of the more advanced potentials available to you. It is recommended that you read the TRAKTOR manual for a more in-depth explanation of TRAKTOR's effects.

The X1's FX Section

3.7.1 Assigning an Effect

There is an identical FX section located on either side of the X1, a simple way to think of this, is that each side represents a TRAKTOR effects unit. On each side of the X1, there are four FX buttons (the uppermost being the FX-MODE button), and four corresponding FX knobs.

TRAKTOR gives you the option to have either a *Single* effect selected per deck, or a *Group* (composing of three individual) effects.

To assign a TRAKTOR Deck to an effect unit:

- ▶ Press one of the FX Assign buttons (you'll notice two on each side of the device), located to either the left or right of the BROWSE encoder. The left-hand FX Assign button (in both cases) will assign the chosen TRAKTOR deck to the left-hand FX area of the X1, and likewise pressing the right-hand FX Assign button will assign the Deck to the right-hand FX area.

→ The FX Assign button will now be backlit orange.

► By default, the X1 provides a choice of assigning two TRAKTOR effect units at any one time. The designated TRAKTOR effect units depends on the Deck assignment you have selected when first plugging in the X1.

Available Deck Combinations and Corresponding Effect Unit Assignments

- Decks A & B (default) will assign to TRAKTOR effects units 1 and 2.
- Decks C & D will assign to TRAKTOR effects units 3 and 4.
- Decks C & A will assign to TRAKTOR effects units 3 and 1.
- Decks B & D will assign to TRAKTOR effects units 2 and 4.

Quite simply, in all of the above combinations: The first Deck of these potential combinations will always be situated on the left-hand side of the X1, and the corresponding effect unit in the FX area above it. Likewise, the second deck will in these combinations (and corresponding effect unit) will always be assigned to the right-hand side of the X1.

Pressing both FX assign buttons will engage both of TRAKTOR's corresponding effect units.

With the use of an additional X1, you can make use of all four of TRAKTOR's available effect units. For more information please refer to section ↑3.7.4, Using a second X1 controller's FX.

3.7.2 Triggering an Effect in TRAKTOR

Above the Deck headers in TRAKTOR, you will see the effect units.

If you can't see these, ensure that you have Mixer viewing mode selected from the drop-down menu from TRAKTOR's top toolbar.

Follow the below tutorial to understand how to assign, and control an effect using the X1:

1. With your X1 assigned to control TRAKTOR Decks A and B, load a track into Deck A and begin playback.

2. Select *Single Mode* from the menu in TRAKTOR's effect units 1 and 2, and a different effect for each.
3. Press the left-hand FX Assign button.The button will be backlit orange.
4. Ensure that all of the FX knobs have their marker set to the 12 o'clock position.
5. Press the top FX (Mode) button, located at the top left of the X1. The button will now be backlit orange, and you will be able to hear that the track playing is now affected by TRAKTOR's corresponding effect.
6. Turn the top FX (Dry/Wet) knob to the left. You will hear the amount of the assigned effect lessens.
7. Turn the FX (Dry/Wet) knob all the way towards the right. You will hear that the track playing is now affected with more of the assigned effect. The further right the FX knob is turned, the more the applied effect affects the sound of the track.
8. To turn this effect off, you can either press the top FX (Mode) button again, or press the FX Assign button again. In this case, press the FX Assign button again.
9. Now assign Deck A to TRAKTOR's effect unit 2 by pressing the right-hand FX Assign button. The FX Assign button is now backlit orange.
10. Press the top FX (Mode) button (located at the top right hand corner) on the X1. The button will be backlit orange, and you will now be able to hear the track being affected with TRAKTOR effect unit 2's effect.
11. Like previously, turn the corresponding FX knob to either side to hear how the Dry/Wet parameter of the effect can be controlled.

By pressing both of TRAKTOR's FX Assign buttons; you can utilize two of TRAKTOR's effects units at once on a single Deck.

Selecting *Group* Mode in TRAKTOR's effect units allows for a greater range of effects potential and control using the X1.

You can **switch a TRAKTOR effect unit from Single Mode to Group mode** in the following way:

► Hold SHIFT + press the X1's corresponding FX (MODE) buttons to switch the TRAKTOR effect unit into *Group* mode.

The **X1 controls a TRAKTOR effect unit in Group mode** in the following way:

► Pressing any of FX buttons (backlit orange when engaged)1-3 will engage the corresponding individual effect from that *Group*. The adjacent FX Knob controls the amount of the selected effect applied (Dry/Wet).

Engaging all 3 FX buttons (1-3) can make for some interesting combinations. Likewise, by triggering a Decks second FX Assign button, the second TRAKTOR effect unit (in Group mode) provides a much greater range of effect capabilities and control using the X1.

It is recommended that you take some time to read a more detailed explanation of TRAKTOR's effects in the full TRAKTOR manual, and taking some time to experiment using the X1 to control TRAKTOR's range of effects.

Using the X1 to assign a TRAKTOR Effect

The hands-on nature of the X1 allows you to manually select TRAKTOR's effects. This differs slightly depending on whether the effect unit is in Single or Group mode.

When a TRAKTOR effect unit is in **Single mode**:

► Holding SHIFT whilst moving one of the FX (Dry/Wet) knobs located at the top of the X1 will scroll through TRAKTOR's effects on the corresponding effect unit.

When a TRAKTOR effect unit is in **Group mode**:

► Holding SHIFT + pressing an FX button (1-3) will toggle through effects individually.

► Holding SHIFT + moving an FX Knob will toggle through TRAKTOR's corresponding effects.

Whilst carrying out any of the above processes, by looking at the TRAKTOR software on your computer you will be able to see how TRAKTOR's effect units respond.

3.7.3 Assigning FX to the Touch Strip

Whether in *Single* or *Group* effects unit mode, the X1 allows you a further extension of controlling effects through assigning them to the Touch Strip. A simple way to think of this is that when assigned to the Touch Strip, this control surface replaces the FX Knob's parameter to control the amount of the effect applied. The below section will describe the process of Touch Strip assignment.

1. Hold your finger in the Touch Strip assign area (if a Deck is in Split Mode, two orange dots will be located above center the Touch Strip, in Single Mode a single orange dot will be located on one side of the Touch Strip area).
2. Press any of FX buttons 1-3.The button now flashes orange to indicate the effect parameter is now assigned to the Touch Strip area.
3. You will notice that the LED's located above the Touch Strip now change to a number of orange dots. The amount of these indicates the available amount of steps in the chosen effect. Note that most of TRAKTOR's single effects are made up of three individual parameter knobs (but not all). Therefore, by observing TRAKTOR, you can see on which occasions all 3 of the X1's buttons will (or will not) apply.

4. Move your finger/s along the Touch Strip area to control the amount of the assigned effect. As soon as you release your finger from the Touch Strip, the effect will stop. In some cases you may still hear the left-overs from effects, for example reverb tails. The effect will remain assigned to the Touch Strip until the flashing FX button is pressed again.

The FX (Dry/Wet) knobs located at the top of the X1, control the overall amount of the corresponding TRAKTOR effect unit. Whilst using the Touch Strip, practice turning the corresponding FX (Dry/Wet) Knobs to either lessen or increase the overall amount of the effect applied.

3.7.4 Using a second X1 controller's FX

Using two X1 controllers provides you with even greater potential to control TRAKTOR's effects. In particular, you can make use of a second X1's effects by:

- Hold SHIFT+ press an FX Assign button. The left-hand FX Assign button (on either side of the X1 device) will then assign to the left-hand FX area of the second X1 device, whereas pressing the right-hand FX Assign button will assign to the right-hand area of the second X1 controller.
- For a list of Deck combinations and corresponding TRAKTOR effect units, please refer to section ↑3.7.1, Assigning an Effect.

You can use the second X1 controller to assign effects using the same process to the first X1 controller.

The potential of using two X1 devices means that you have four TRAKTOR effects units to choose from.

When using a second X1 controller, you are unable to assign an effect to another device's Touch Strip.

4 Hardware Reference

This section will provide you with a concise overview of each and every hardware component you will find on the X1. This has been broken down into component based sections:

4.1 Top Panel

Top Panel

4.2 Rear Panel

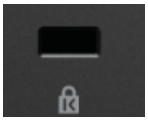
Rear Panel

USB Input

USB Input

The X1 must be connected to your computer via the included USB cable.

Kensington Lock



The Kensington Lock Port

This metal-reinforced hole provides an additional security option whereby a bespoke cable and lock can be applied.

4.3 Transport Section

CUE

The CUE Button

If a Deck is stopped, pressing CUE will place the white Cue Marker at the current location—if the white Cue Marker is already at the current location, then playback will commence for as long as you hold CUE (playback will jump back to the Cue Marker and stop when you release the CUE button). If the Deck is playing and you press CUE, playback will stop and jump back to the Cue Point.

PLAY

The PLAY Button

Pressing either of the PLAY buttons will toggle playback on the corresponding TRAKTOR deck. Whilst the track is playing, pressing the PLAY button again will pause the deck.

FLUX (TAP)

The FLUX Button

Pressing the FLUX button will engage TRAKTOR's Flux Mode. Flux mode lets you jump to cue points and loops without losing the phrasing of your tracks. For a more detailed explanation of this mode, refer to section ↑3.5.5, FLUX Buttons.

The FLUX button's secondary function TAP can be activated via:

- Holding SHIFT + tapping FLUX (TAP), this will allow you to manually input a track's tempo to a corresponding TRAKTOR deck.

SYNC (MASTER)

The SYNC Button

The X1's SYNC buttons allow you to manually engage (or disengage) TRAKTOR's sync mode on TRAKTOR's deck.

The secondary function, or MASTER, can be triggered via:

- Holding SHIFT + SYNC (MASTER) will assign the corresponding track deck as the Master deck from which TRAKTOR performs its sync function.
- The SYNC button can also be used to adjust a Deck's tempo:
- Hold SYNC + move the corresponding Loop Encoder to adjust tempo.

HotCue Buttons

HotCue Buttons

These are numbered 1-4 per on both sides of the transport area on the X1. The RGB backlit buttons directly reflect TRAKTOR's Cue button coloring. These buttons can be used in either TRAKTOR's Track Deck, or Remix Deck mode, and they behave differently in each scenario. For a more detailed explanation on using the HotCue buttons, refer to sections ↑3.5.1, HotCue Buttons.

4.4 FX Section

FX Assign buttons

The FX Assign Buttons

Four of these buttons exist in the transport section of the X1. Two of these are located on each side of the device, and when assigned are backlit orange. Triggering the FX Assign button will assign the corresponding Deck to a TRAKTOR effect unit. For more detailed information on assigning the X1 to TRAKTOR's effects units, refer to sections ↑3.7.1, Assigning an Effect and ↑3.7.4, Using a second X1 controller's FX.

FX (MODE) button

The FX (MODE) Button

The FX (MODE) button is used when a TRAKTOR effects unit is set to Single mode. Pressing the button turns the selected effect on (the button is backlit orange), or off.

The secondary function of the FX (MODE) button can be activated via:

- Pressing SHIFT + FX (MODE) button, will toggle between the corresponding TRAKTOR effect unit's mode, i.e. if the effect unit is set to Single mode activating this secondary function will switch the unit into Group mode.

FX buttons

FX 1 Button

There are three FX buttons (numbered 1-3) on each side of the X1. When a TRAKTOR effect unit is set to Group mode these buttons will in the majority of Group effects combinations trigger an individual effect from the group.

The secondary functions of these buttons can be activated via:

- Pressing SHIFT + FX buttons (1-3) will toggle to the next effect of that Group section. Holding SHIFT whilst pressing a number of times will toggle further through the available effects.

FX Knobs

FX Knob

There are four FX knobs on each side of the X1. Each knob corresponds to controlling the effect amount, or the parameter of its adjacent FX button. The uppermost FX (DRY/WET) knob on either side of the device, controls the overall amount of either the Single or Group effect. The other FX knobs control then, either specific effect parameters of a Single TRAKTOR effect, or in Group mode an individual effect from that combination.

Whilst in Single mode, the secondary function of the (uppermost) FX knobs can be operated via:

- Pressing SHIFT + moving the FX knob will toggle through TRAKTOR's effects.

Whilst in *Group* mode, the secondary function of the FX knobs can be activated whilst TRAKTOR's effect units are set to *Group* mode via:

- Pressing SHIFT + moving the FX knob (1-3) will toggle through TRAKTOR's effects of the corresponding *Group* section.

For more information on using the X1 to control TRAKTOR's effects, refer to section ↑3.7.2, Triggering an Effect in TRAKTOR .

4.5 BROWSE, SHIFT and Load

Load, SHIFT and BROWSE Buttons

These two Load buttons (backlit blue) are used to load a track into a TRAKTOR deck. Pressing the left Load button will load the track into the Deck assigned to the left side of the X1.

The secondary function of these buttons activates either TRAKTOR's Snap, or Quantize mode. For more information refer to section ↑3.3, Using the X1 to Browse & Load Tracks.

SHIFT Button

The X1's SHIFT Button

This button is an integral feature of utilizing the X1 to reveal the designated buttons' secondary functions. The full range of these secondary functions has been covered throughout this manual.

BROWSE encoder

BROWSE encoder

The BROWSE encoder button is integral to using the X1 to navigate your way around your track collection, and playlists in TRAKTOR. By default you will be able to scroll up and down through your track collection to find a track.

Utilizing the secondary functions of this component, you can:

- Navigate through the Track Collection and playlists file tree by holding SHIFT and turning the Browse encoder.
- Expand/collapse nodes in the Tree by pressing SHIFT and pushing BROWSE.

LOOP encoder

The X1's Loop encoder and LED display

The Loop encoder allows you to select a loop size (the LED display will show this) and enter into Loop mode through pressing the knob. Whilst a loop is engaged, the LED display will flash.

The secondary function of this component is:

- Holding SHIFT + turning either of the Loop encoder will perform a needle drop in the corresponding TRAKTOR deck. In short, this means you can rapidly scroll to chosen points in your tacks.

4.6 Touch Strip

The X1's Touch Strip area

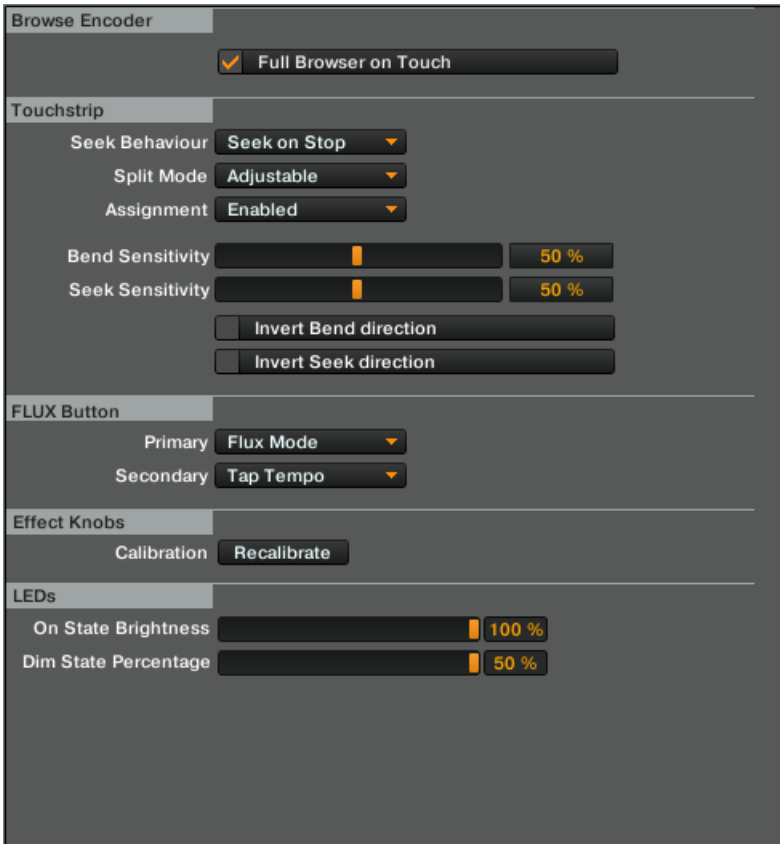
The Touch Strip of the TRAKTOR KONTROL X1 provides an additional form of hands-on control. For more information on how to use the Tourchstrip, please refer to sections ↑3.4, Deck Control, ↑3.6, Using the Loop Encoders, and ↑3.7.3, Assigning FX to the Touch Strip .

5 Appendix

5.1 TRAKTOR KONTROL X1 Preferences

The below section details the X1's TRAKTOR preferences.

Note here that your X1 device will show in TRAKTOR's preferences as the TRAKTOR KONTROL X1 Mk2.



The X1 Mk2's TRAKTOR preferences

5.1.1 Browse Encoder

By default, when you touch the BROWSE encoder it switches to TRAKTOR's full Browser. Unchecking means that the Browse Encoder will only respond to showing the full Browser on the encoder being pressed.

5.1.2 Touch Strip

By default the X1's Seek behavior is set to *Seek on Stop*, which means that, by touching the Touch Strip, you are able to seek through a track only when a track is stopped. *Seek Always* is the other option available to you and means that even when a track is playing, dragging the Touch Strip will seek through the track.

This can be a preferred setting for those who wish to use Scratch Control.

Split Mode: By default, TRAKTOR's preferences are set to *Adjustable*, which means you can switch between Split Mode and Single Deck assign mode. Selecting the *Fixed* option here means that the Touch Strip area will only operate in Split Mode.

Assignment: By default this is set to *Enabled* which means that you can use the Touch Strip to assign a Loop, or effect to the Touch Strip area. Selecting *Disabled* means that you are unable to perform Touch Strip assignment for either loops or effects.

Bend Sensitivity: By default, this is set to 50% and refers to the sensitivity the Touch Strip will respond to motion in performing pitchbend on a track. Increasing this percentage therefore means that the Touch Strip will respond more sensitively to motion, and vice a versa.

Seek Sensitivity: By default, this is set to 50% and refers to the sensitivity the Touch Strip will respond to motion whilst performing the seek function on a track. Increasing this percentage therefore means that the Touch Strip will respond more sensitively to motion, and vice a versa.

The Invert Bend direction checkbox provides you with the opportunity to change the direction of control within the Touch Strip. Thus, for example, moving the Touch Strip to the left will slow down a track, and likewise to the right will speed it up.

Checking this Invert Bend Direction option might be the preferred intuitive option for some DJs. It is recommended that you take some time to experiment with which setup is best suited for your style.

Checking the Invert Seek direction checkbox will ensure that the Touch Strip reverses it's seek direction when touched. Thus, for example, moving the Touch Strip to the left will seek forwards through the track, and likewise to the right will seek backwards through the track.

5.1.3 FLUX Button

By default, the X1's FLUX buttons' Primary function is set to *Flux Mode* in TRAKTOR, (please refer to section ↑3.5.5, FLUX Buttons). TRAKTOR's Preferences also allow for the choice of the following primary functions to be selected:

- *HotCues 5-8*. Pressing the X1's FLUX button here switches HotCue buttons 1-4, to TRAKTOR's 5-8.

Where preexisting track data, or stored Cue/loop point information exists in a track, you may well notice a color change take place in the buttons.

► To return to using the original HotCue buttons 1-4, simply press the FLUX button once again.

- *Abs/Rel*: This function specifically refers to using Scratch Control. With this option selected you engage a TRAKTOR Deck's absolute, or relative mode.
- By default the FLUX buttons' Secondary function of TAP ensures that, in combination with holding the SHIFT button, a track's tempo can be manually tapped in using the FLUX button. If however, you have selected one of the additional Primary functions for the FLUX buttons, you have the option to retain TRAKTOR's Flux Mode function as the FLUX buttons' Secondary function i.e. holding SHIFT + FLUX button will engage TRAKTOR's *Flux Mode*.

5.1.4 Effects Knobs

Use this Recalibrate button if any of the X1's Effect Knobs appear to have decalibrated in any way. TRAKTOR will then take you through a recalibration process.

5.1.5 LEDs

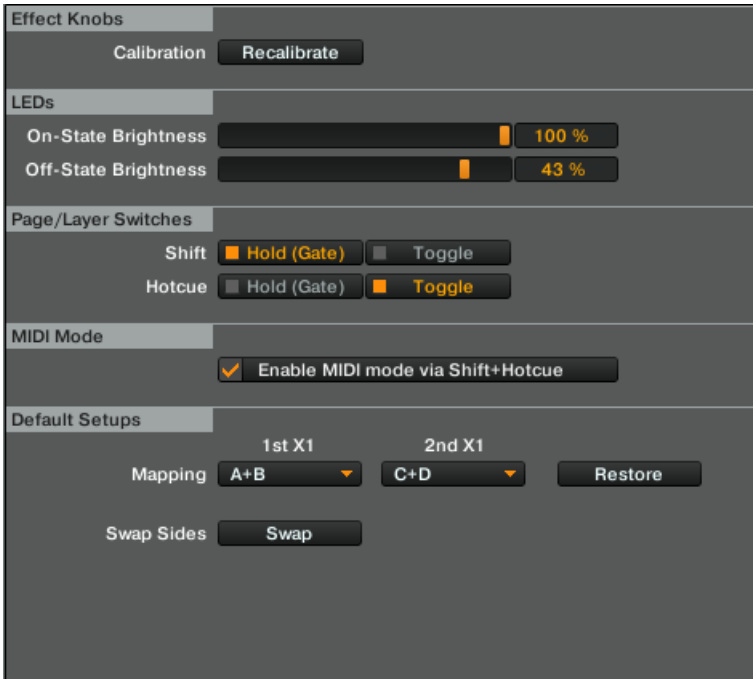
The LEDs on the X1 have two color states for the buttons. The first when they are in their On State i.e. engaged, and the second is their Dim State i.e. disengaged or idle.

On State Brightness: Provides you with the option to increase or decrease the amount the brightness of the X1's RGB LEDs when a button is engaged, for example the FX (MODE) button.

Dim State Percentage: When a button is not engaged in its on state, it is still backlit (in its Dim State). This option allows you to either increase or decrease this level of brightness.

5.2 Adding a TRAKTOR KONTROL X1 Mk1 to your Setup

Many of you will already be using the first model of the TRAKTOR KONTROL X1, and will be interested to know how the latest Mk2 version can be used in conjunction with the original. The first thing to understand here is that both devices have their own set of TRAKTOR preferences. The below image shows the TRAKTOR KONTROL X1's preferences in TRAKTOR.



TRAKTOR KONTROL X1's preferences in TRAKTOR.

To use the TRAKTOR KONTROL X1 to control up to four TRAKTOR decks:

1. Go to the TRAKTOR KONTROL X1 preferences in TRAKTOR

2. In Default Setups, select both the 1st X1 and 2nd X1 mapping options as *C+D*.

→ By default, the TRAKTOR KONTROL X1 Mk2 will control TRAKTOR decks A + B, and the Mk1 version will now control TRAKTOR decks C + D.

Using two X1's provides you with the option to make use of both TRAKTOR deck control, and effects possibilities.

Index

B

BROWSE encoder [13]

D

Deck Combinations [13]

Deck Setup [13]

E

Effects [28]

- FX (Mode) [40]
- FX Assign [40]
- FX Knobs [40]
- Touch Strip assign [29] [32]
- TRAKTOR effect units [30]
- Triggering [30]
- Using two X1 controller's FX [34]

K

Kensington Lock [37]

L

Load Buttons

- Snap/Quantize [14]

Loading Tracks [13]

Loop Encoders [26]

- Touch Strip assign [27]
- Touch Strip unassign [28]

M

MIDI Mode [10]

Q

Quantize [14]

R

Rear Panel [37]

S

SHIFT [42]

Snap Mode [14]

Split Mode

- Touch Strip [15]

T

Top Panel [36]

Touch Strip [15]

- Prmary Functions [17]
- Resize [19] [20]
- Scratch Control [21]
- Secondary Functions [17]

TRAKTOR preferences

- X1 Mk1 [49]
- X1 Mk2 [45]

Transport Section [21]

- BPM adjust [25]
- CUE [25]
- FLUX [26]
- HotCue [22]
- SYNC [25]
- Using TRAKTOR Remix Decks [23]

U

USB Input [37]