



# TRAKTOR KONTROL S4

## HARDWARE DETAILS



1

**DRY/WET**  
FX UNIT 1 | KNOB  
**ALWAYS:** Blends between processed and unprocessed signals  
**FX ON**  
FX UNIT 1 | MICRO BUTTON  
**SINGLE:** Single effect on/off  
SHIFT: Loads next FX from preselection list  
**GROUP:** No function  
SHIFT: Loads default FX chain

**FX KNOB 1**  
FX UNIT 1 | KNOB  
**SINGLE:** FX-dependent parameter  
**GROUP:** Parameter of 1st FX

**FX KNOB 2**  
FX UNIT 1 | KNOB  
**SINGLE:** FX-dependent parameter  
**GROUP:** Parameter of 2nd FX

**FX KNOB 3**  
FX UNIT 1 | KNOB  
**SINGLE:** FX-dependent parameter  
**GROUP:** Parameter of 3rd FX

**MODE**  
FX UNIT 1 | MICRO BUTTON  
**SINGLE:** Toggles to Group mode  
SHIFT: Stores current FX setting as default (snapshot)  
**GROUP:** Toggles to Single mode  
SHIFT: Stores current FX settings as default (snapshot)

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**DECK C**  
LEFT DECK | MICRO BUTTON  
**BASIC:** Toggles deck controls to alternative deck  
SHIFT: Switches layout

**LOAD**  
LEFT DECK | MICRO BUTTON  
**TRACK:** Loads selected track into deck  
SHIFT: Clears deck  
LED: Jogwheel pressed

**JOG WHEEL**  
LEFT DECK | JOG WHEEL  
**TRACK:** Tempo bend (outer rim) and scratch (top plate)  
SHIFT: Track seek (top plate)

**SAMPLE:** Tempo bend (outer rim) and scratch (top plate)

**BROWSE:** Scrolls through list (fine)  
SHIFT: Scrolls through list (coarse)

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**TEMPO**  
LEFT DECK | FADER  
**TRACK:** Changes deck tempo (default fader range +/- 6%, adjustable in preferences)  
SHIFT: Allows moving fader without changing tempo

**TEMPO OFFSET DOWN/UP**  
LEFT DECK | MICRO BUTTON  
**TRACK:** Pressing both -> pitch lock 0%; Lit arrows indicate TEMPO Fader offset between software and hardware; Pressing either buttons resets the offset

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**LOOP MOVE**  
LEFT DECK | PUSH ENCODER  
**TRACK:** TURN (in loop): Moves loop by predefined size  
TURN (not in loop): Jumps forward/backward by loop size  
PUSH: Loop active on/off  
SHIFT: TURN (in loop): Moves loop (by 1 beat)  
TURN (not in loop): Jumps forward/backward by 1 beat  
**SAMPLE:** TURN: Volume of sample slots; PUSH: Sets sample slots to full volume  
**BROWSE:** TURN: Scrolls through browser tree  
PUSH: Expands/collapses folder

**LOOP IN**  
LEFT DECK | BUTTON  
**TRACK:** Sets Loop In Point or Floating Cue Point; IN LOOP: Hold to adjust Loop In Point with Jogwheel  
**SAMPLE:** Halves size of samples in sample slots

**LOOP OUT**  
LEFT DECK | BUTTON  
**TRACK:** Sets Loop Out Point and activates loop; IN LOOP: Hold to adjust Loop Out Point with Jogwheel  
**SAMPLE:** Doubles size of samples in sample slots

**LOOP SIZE**  
LEFT DECK | PUSH ENCODER  
**TRACK:** TURN: doubles/halves loop size; PUSH: Sets and releases loop  
**SAMPLE:** TURN: Filter of sample slots; PUSH: Resets filter of sample slots  
**BROWSE:** TURN: Scrolls through favorites; PUSH: Switches to 1st favorite

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**SAMPLE PLAY**  
LEFT DECK | BUTTON  
**TRACK:** IF SAMPLE DECK BELOW: Sample play buttons for underlying sample deck  
IF NO SAMPLE DECK BELOW: Beatjumps with predefined size  
**SAMPLE:** Loads new sample with same playback state as its source (muted); Starts stopped sample; mutes/unmutes playing sample; PRESS AND HOLD: Stops and resets playing sample; FLASHING: Sample is playing; DIMMED: Stopped sample; OFF: Empty slot  
SHIFT: Clears sample slot  
**BROWSE:** Blinks and is selectable as source and target for samples

**HOT CUE**  
LEFT DECK | BUTTON  
**TRACK:** Hotcue slots 1-4 store and trigger cue points and loops  
BLUE: Stored cue point; GREEN: Stored loop  
SHIFT: Clears slot  
**SAMPLE:** Triggers stopped sample, retriggers playing sample, loads new sample in stopped state  
BLUE: One-shot playback; GREEN: Looped playback; DIMMED: Stopped sample; OFF: Empty slot  
SHIFT: Assigns/unassigns deck controls to individual slots; Assigned slots blink

**SHIFT**  
LEFT DECK | BUTTON  
**BASIC:** Used as modifier in combination with other controls; Must be pressed before the control and held depressed

**SYNC**  
LEFT DECK | BUTTON  
**TRACK:** LIT: Deck tempo follows master; Track started in sync  
SHIFT: Defines deck as tempo master; SHIFT AND HOLD (1 sec): Resets grid to match master phase  
**SAMPLE:** Resynchronizes looped samples

**CUE**  
LEFT DECK | BUTTON  
**TRACK:** Repeatedly plays track from Floating Cue Point and returns to Cue Point when released  
LIT: Deck is paused; DIMMED: Deck is playing; OFF: Empty Deck  
SHIFT: Skips to start of track  
**SAMPLE:** Triggers sample slots  
SHIFT: Clears sample slots

**PLAY**  
LEFT DECK | BUTTON  
**TRACK:** Starts/stops playback of deck; LIT: Deck is playing  
DIMMED: Stopped track  
OFF: Empty deck  
SHIFT: Activates keylock  
**SAMPLE:** Toggles play state of all slots

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**DRY/WET**  
LOOP RECORDER | KNOB  
Adjusts the ratio between master output and loop recorder output

**SIZE**  
LOOP RECORDER | MICRO BUTTON  
Press repeatedly to select the desired loop size before start of recording

**UNDO**  
LOOP RECORDER | MICRO BUTTON  
PLAYING: Undoes/redoes last overdub layer  
STOPPED: Clears loop recorder

**REC**  
LOOP RECORDER | MICRO BUTTON  
Triggers the 1st recording with the predefined loop size; Starts and stops overdubbing

**PLAY**  
LOOP RECORDER | MICRO BUTTON  
Starts and stops playback of the loop recorder



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**PHONES**  
FRONT PANEL  
Connect your headphones here. The cue signal is routed to this output.

**CUE MIX**  
FRONT PANEL  
Adjusts the ratio between master output and cue signal in your headphones

**CUE VOL**  
FRONT PANEL  
Adjusts the volume of your headphones

**MIC VOL**  
FRONT PANEL  
Adjusts the volume of the microphone connected to the rear of the device

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**MAIN OUT**  
REAR PANEL  
**RCA:** Unbalanced main outputs; Use to connect to a mixer  
**1/4" Jack:** Balanced main outputs; Use to connect to your amplifier or active speakers

**INPUT CHANNEL D**  
REAR PANEL  
**GAIN:** Gain control of the IN 3/4 input (Thru mode)  
THRU/USB: Routes the connected input directly to the main output (Thru) or through TRAKTOR (USB)  
**LINE/PHONO:** Selects the input level depending on the connected source  
IN 3/4: Connect your external source here  
**GAIN:** Controls the gain of the MIC input  
MIC: Connect your dynamic microphone here

**INPUT CHANNEL C**  
REAR PANEL  
**LINE/PHONO:** Selects the input level depending on the connected source  
IN 1/2: Connect your external source here

**FOOTSWITCH**  
REAR PANEL  
Connect your footswitch unit here

**MIDI**  
REAR PANEL  
**OUT:** Sends MIDI control data to an external device  
**IN:** Receives MIDI control data from an external device

**POWER**  
REAR PANEL  
**USB:** Connect the device to the computer via USB  
**9-20V DC:** External power supply connector  
ON/OFF: Turns the device on/off



TRAKTOR KONTROL S4 HARDWARE OVERVIEW

1

FX

The two dedicated FX units are assignable to any of the four decks. Load and chain up to three FX from this section and control the processed signal with the WET/DRY knob.

- ▶ All TRAKTOR FX parameters can be controlled by using the corresponding knob or button on the hardware.
- ▶ Browse and select FX by using SHIFT with one of the FX buttons.

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JOG WHEEL

The two jog wheels feature a unique magnetic braking system that adapts the resistance of the jog wheel to the speed of its movement.

- ▶ To switch all deck-related controls to the alternative decks (C and D) just press the DECK C or DECK D button above the jog wheel.
- ▶ When the Deck controls are assigned to the alternative Deck, the DECK C or DECK D indicator turns on in the Deck Display.

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LOOP SECTION

- ▶ Turn the LOOP SIZE encoder to adjust the loop size. The selected size is displayed directly above.
- ▶ Push the LOOP SIZE encoder to set a loop of the currently selected size.
- ▶ To set a loop manually, use the IN and OUT buttons.
- ▶ Move an active loop within the track by turning the LOOP MOVE encoder.

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HOTCUES

The transport and hotcue section lets you access TRAKTOR's most important playback controls and provides you with four hotcue buttons – each of which stands for one hotcue slot in the currently loaded track.

- ▶ Unlit buttons indicate an empty slot.
- ▶ Press an unlit button to set and store a hotcue at the current playback position.
- ▶ If you want to store a loop as a hotcue just set a regular loop using the corresponding controls on the hardware and press an unlit button while the loop is active.
- ▶ Cue points are indicated by a blue backlit button.
- ▶ Loops are indicated by a green backlit button.
- ▶ Pressing SHIFT and selecting a slot clears the corresponding slot.

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LOOP RECORDER

The LOOP RECORDER can record audio from any of the selectable inputs. (Master/Cue/Aux can be selected as input source in the software.)

A global DRY/WET knob fades between master signal and LOOP RECORDER output.

- ▶ Define the length of the loop you want to record by pushing the SIZE button repeatedly.
- ▶ Push the REC button to start the recording.
- ▶ The recording automatically starts playing after the loop has been recorded – the PLAY button turns on.
- ▶ To add an additional overdub layer just press the REC button again to start overdubbing and re-press it to stop overdubbing.
- ▶ Once an overdub layer has been recorded it can be undone by pressing the UNDO button.
- ▶ Pressing the UNDO button a 2nd time will redo the recording layer.
- ▶ To clear the LOOP RECORDER press the UNDO button while it is stopped.

2

GAIN AND FX ASSIGN

- ▶ The encoders serve as gain controls for the individual decks in TRAKTOR.
- ▶ The MAIN LEVEL knob in the center adjusts the main output volume.
- ▶ Each channel can be individually assigned to the two FX units in TRAKTOR by engaging the buttons below the GAIN encoders.

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DECK DISPLAY

- ▶ ON AIR: The selected deck is routed to the master (main) output.
- ▶ SAMPLES: The lower deck is a Sample Deck.
- ▶ DECK A/C or B/D: Shows which TRAKTOR deck is currently assigned to the deck on your S4.
- ▶ KEYLOCK: Lights up if keylock is activated on the selected deck.
- ▶ MASTER: Lights up if the currently selected deck is set to be the tempo master.

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SAMPLE DECKS

The four SAMPLE PLAY buttons in the orange frame control the four individual sample slots of the Sample Deck.

- ▶ Unlit buttons indicate an empty slot.
- ▶ To load a sample from the current track just press an unlit button.
- ▶ The copied sample instantly starts playing muted and the corresponding button lights up dimmed.
- ▶ Unmute/mute sample playback by pressing a dimmed/lit button.
- ▶ Stop sample playback by pressing and holding the button for more than 1 second. Playback position is reset to sample start.
- ▶ A stopped or muted sample slot is indicated by a dimmed button.
- ▶ To clear a sample slot hold down the SHIFT button and press a slot's SAMPLE PLAY button.

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MIXER

- ▶ Tweak each of the 4 channels' sound using the 3-band EQ and filter.
- ▶ Pre-listen to one or multiple channels via headphones by pressing the CUE button(s).
- ▶ The LED above the channel's fader indicates which software deck it is assigned to.
- ▶ Channels A and B are located left and right of the center. The outer decks C and D are ideal for sample deck usage.
- ▶ Two arrows underneath each channel fader indicate crossfader assignment.
- ▶ Hold down SHIFT plus one of the FX assign buttons at the top of the S4 to change the channel's assignment.

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MASTER DISPLAY

The master display informs you of TRAKTOR current status.

- ▶ The exclamation mark informs you about system-related issues.
- ▶ The USB indicator turns on if the controller has been successfully connected to your computer and blinks if there is a connection or driver problem.
- ▶ The preview play indicator turns on if you have a track loaded in the preview player.
- ▶ The buttons below the status icons give you access to TRAKTOR's snap and quantize functions as well as the option to define the internal clock as tempo master for the decks.



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BROWSING – Two Different Ways To Browse Your Tracks

BROWSE ENCODER

- ▶ Use the BROWSE encoder to browse through your playlist.
- ▶ Selected tracks can be loaded into the preview player by pushing the BROWSE encoder.
- ▶ Turning the BROWSE encoder while a track is loaded in the preview player will seek through the previewed track.
- ▶ To unload the preview player and return to regular browsing just press again the BROWSE encoder while a track is loaded into the preview player.
- ▶ Tracks can also be loaded into a deck by pressing the LOAD button above the jog wheel.

BROWSE BUTTON

- ▶ Activate the Browse mode by pressing the dedicated BROWSE button. This will bring up the Browser in full size in TRAKTOR.
- ▶ When the Browse mode is active the LOOP MOVE encoder scrolls through the browser tree and the LOOP SIZE encoder scrolls through your favorites.
- ▶ Turn the jog wheel or the BROWSE encoder to scroll through the current list.
- ▶ Load the selected track or sample by pressing one of the flashing buttons that indicate your targets.
- ▶ To exit the browse mode, press the BROWSE button again.