

# Configuring Traktor Pro 2 for the DJControl Instinct (Windows version)

## 1- Configuration of the ASIO driver/ MIDI channel

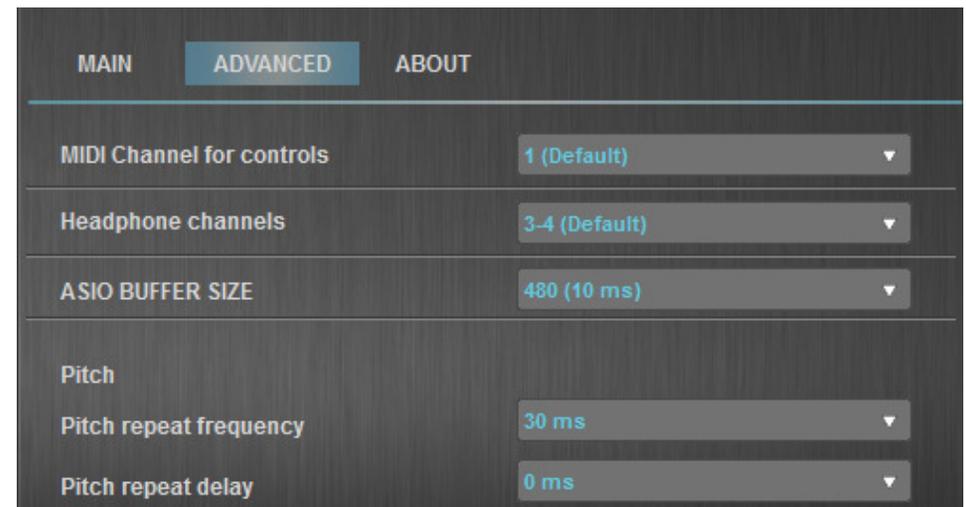
From the DJ Console control panel, go to the **ADVANCED** tab and make sure the following parameters are set correctly:

a) **MIDI channel** is set to **1 (Defaults)**.

If you have multiple MIDI controllers, or would like to use the DJ Console on a different MIDI channel, you will need to modify the profile accordingly. Consult Traktor's user manual for more details.

b) **Headphone channels** is set to **3-4 (default)**

c) Select the **ASIO buffer size** you wish to use.  
The default value is **480 (10 ms)**



**NOTE:** This setting can be modified while Traktor is running, but will only be applied the next time the software is launched.

d) **Pitch**

- Pitch repeat frequency: **30 ms**
- Pitch repeat delay: **0 ms**

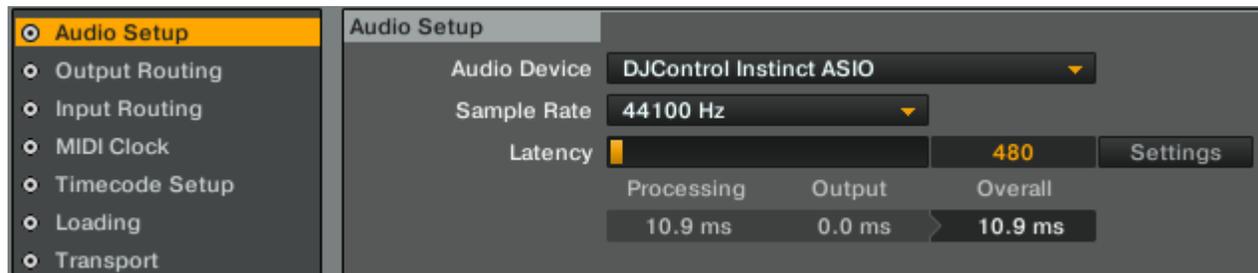


## 2- Audio configuration in Traktor Pro 2

a) From the main menu, select **File > PREFERENCES**, and select **AUDIO SETUP**.

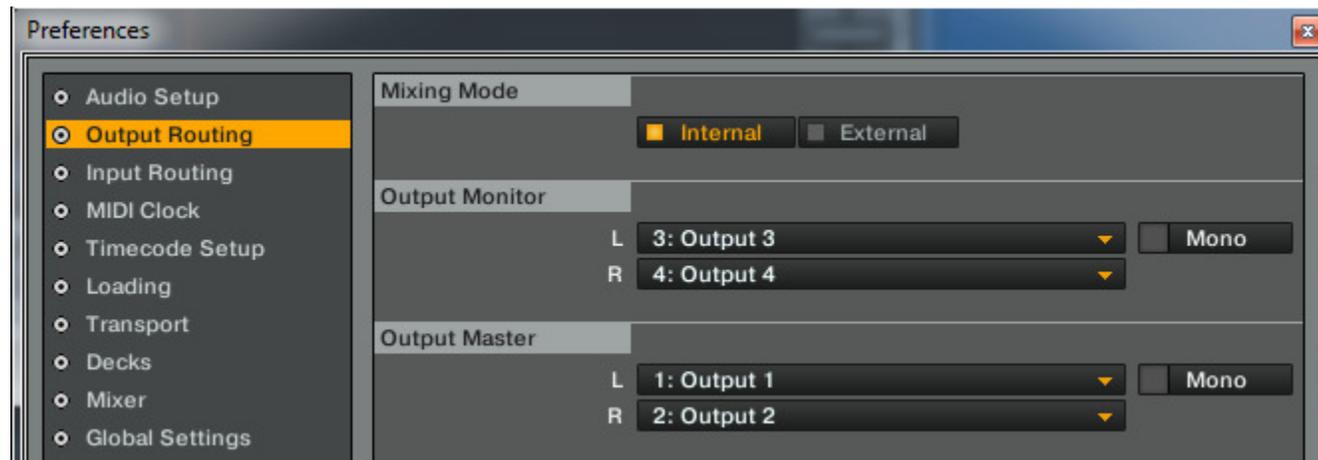
Choose **DJControl Instinct ASIO** as **Audio Device**.

Notice that **LATENCY** should reflect the configuration previously made in the Control panel.



b) Under **Output Routing**,

- Under **Mixing Mode**, select **Internal**.
- Set **Output 3 & 4** for **Monitor** and **Output 1 & 2** for **Master**.



### 3- Configuration of the Midi controllers in Traktor Pro 2 (Version 2.50)

a) At the bottom of the configuration menu, click the **Import** button to locate and select the **.TSI** configuration file.



b) A menu will then display the different categories that will be imported.



c) In **Controller-Manager**:

- For **Device**, select - **DJ Instinct - Generic MIDI**
- Select **DJControl Instinct** for both **In-Port** and **Out-Port**.



**This menu also give you access to the various MIDI settings, should you wish to modify them.**



## [MIDI Layout for the DJControl Instinct and Traktor Pro 2](#)

**NOTE:** The terms used are those employed in Traktor.

### [Main Configuration:](#)

#### 1- Tempo Adjust



#### 2- Tempo Bend (Down/Up)

#### 3- Sync On

#### 4- Seek position (Backward/Forward)

#### 5- EQ (Bass/Mid/Treble)

#### 6- Monitor Cue On

#### 7- Load Selected

#### 8- Tempo Bend (stepless)

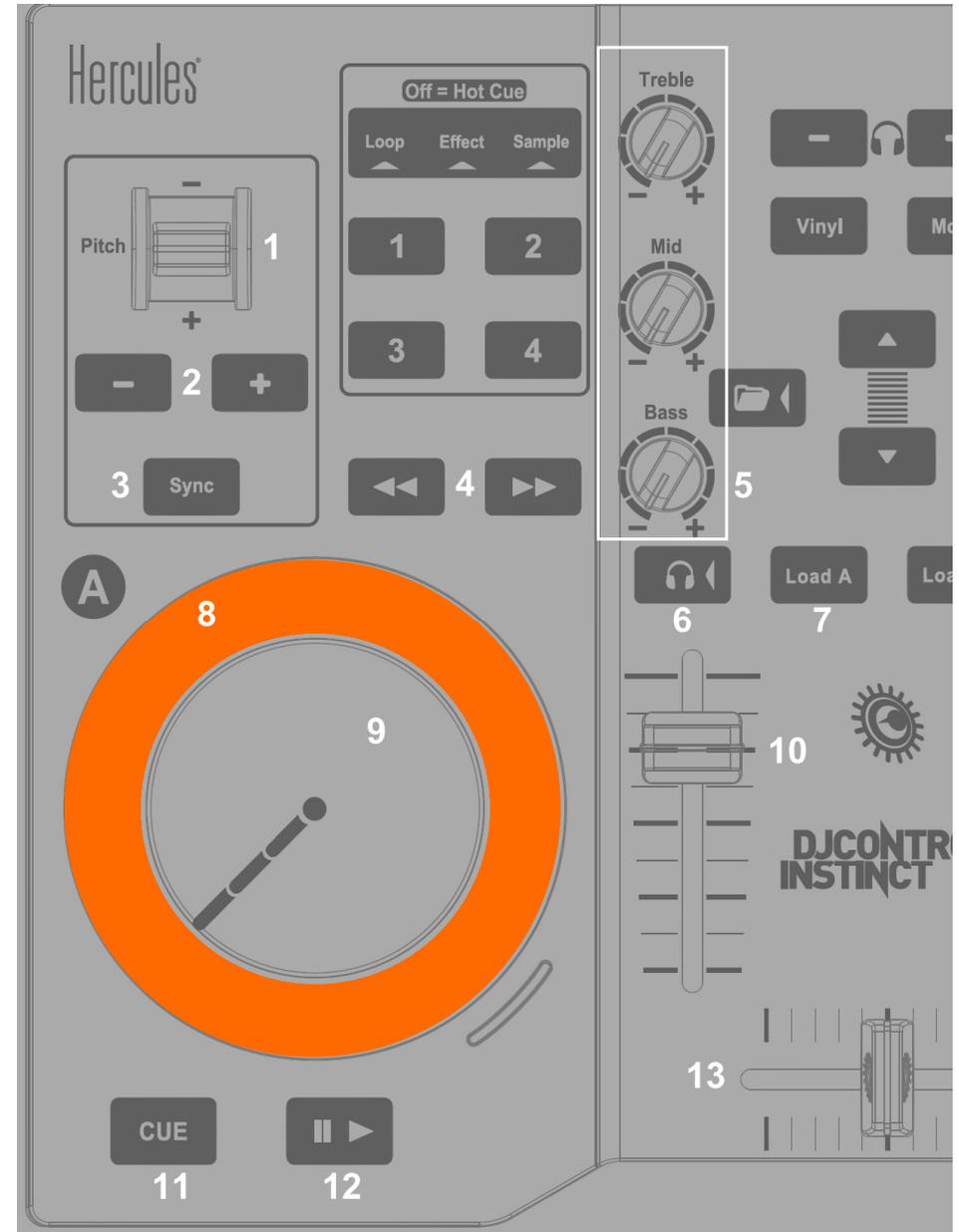
#### 9- Jog Touch/Jog Turn/Scratch

#### 10- Volume Fader

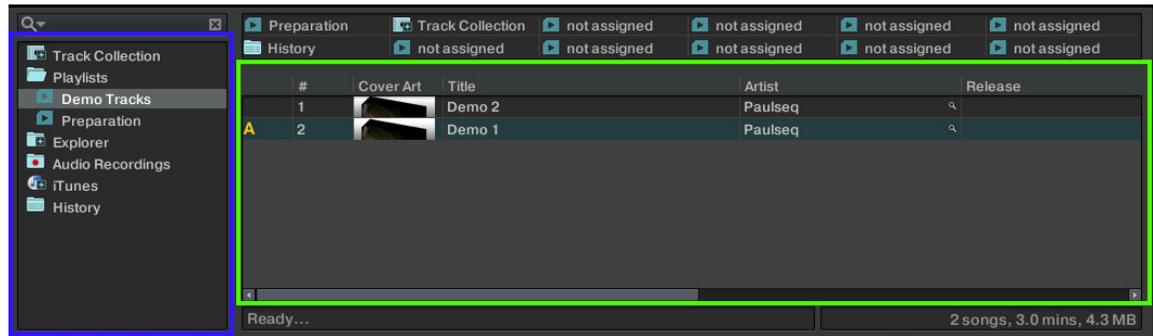
#### 11- Cue

#### 12- Deck Play

#### 13- X-Fader

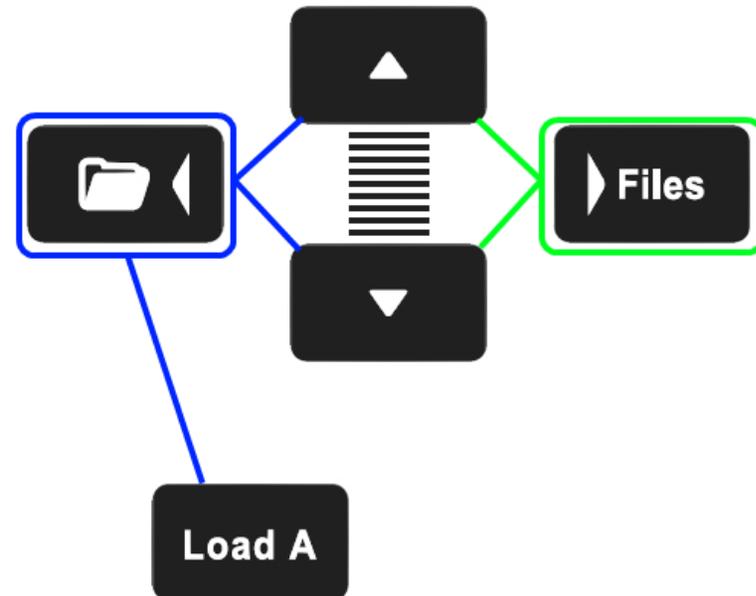


## Navigation/ browser:



## Folder Navigation

- : Open Browser toggle
- + : Step Browsing
- + **Load A** : Expand/Collapse
- + : Fast Browsing

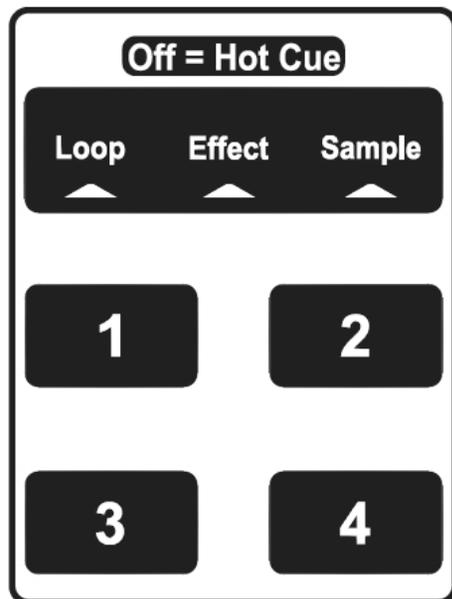


## Playlist navigation (Default)

- Files** : Open Browser toggle
- : Step browsing
- Files** + : Fast Browsing

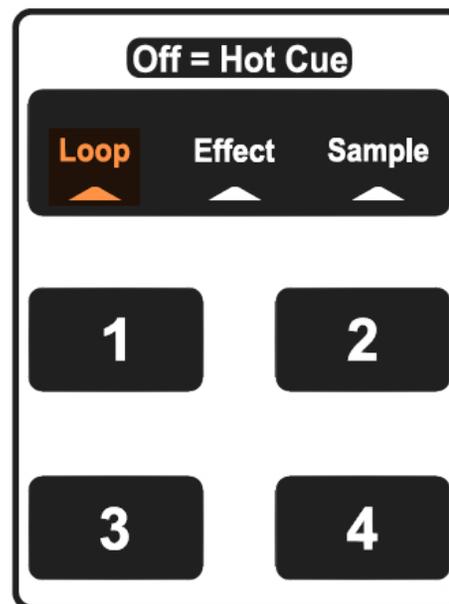


## Hot Cue



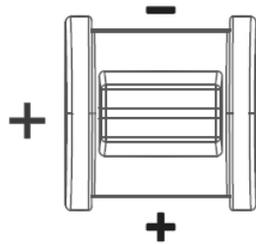
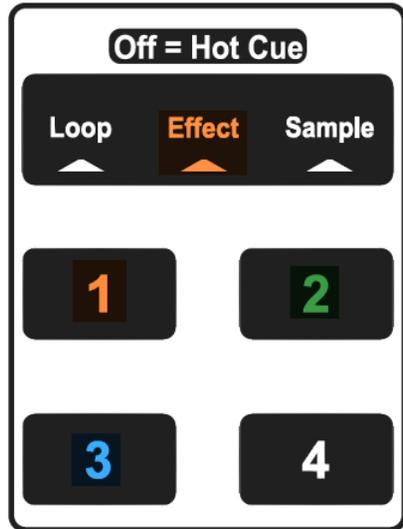
- **1:** Select / Set+Store Hotcue 1
- **2:** Select / Set+Store Hotcue 2
- **3:** Select / Set+Store Hotcue 3
- **4:** Select / Set+Store Hotcue 4
- **Vinyl** + **1/2/3/4:** Delete Hotcue

## Loop



- **1:** Loop Set (In/Out)
- **2:** Key Lock
- **3:** Loop Size (-)
- **4:** Loop Size (+)
- **Vinyl** + **1/2/3/4:** Slot Capture from Deck  
(See **Samples**)

# Effect



- **1**: Effect 1 On/Off
- **2**: Effect 2 On/Off
- **3**: Effect 3 On/Off
- **1/2/3 + PITCH**: Effect 1/2/3 amount
- **4 + PITCH**: Dry/Wet Group

Vinyl + : Filter On/ Adjust (Deck A)

Vinyl + : Filter On/ Adjust (Deck B)

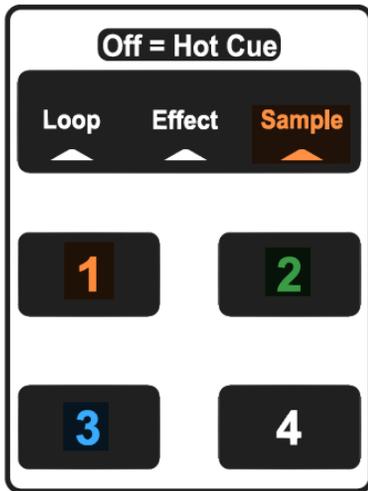
Vinyl + : Effect Unit 1 On/Off (Deck A & Deck C)

Vinyl + : Effect Unit 2 On/Off (Deck B & Deck D)



# Sample

Vinyl + [Play/Pause] : Deck Play/Pause



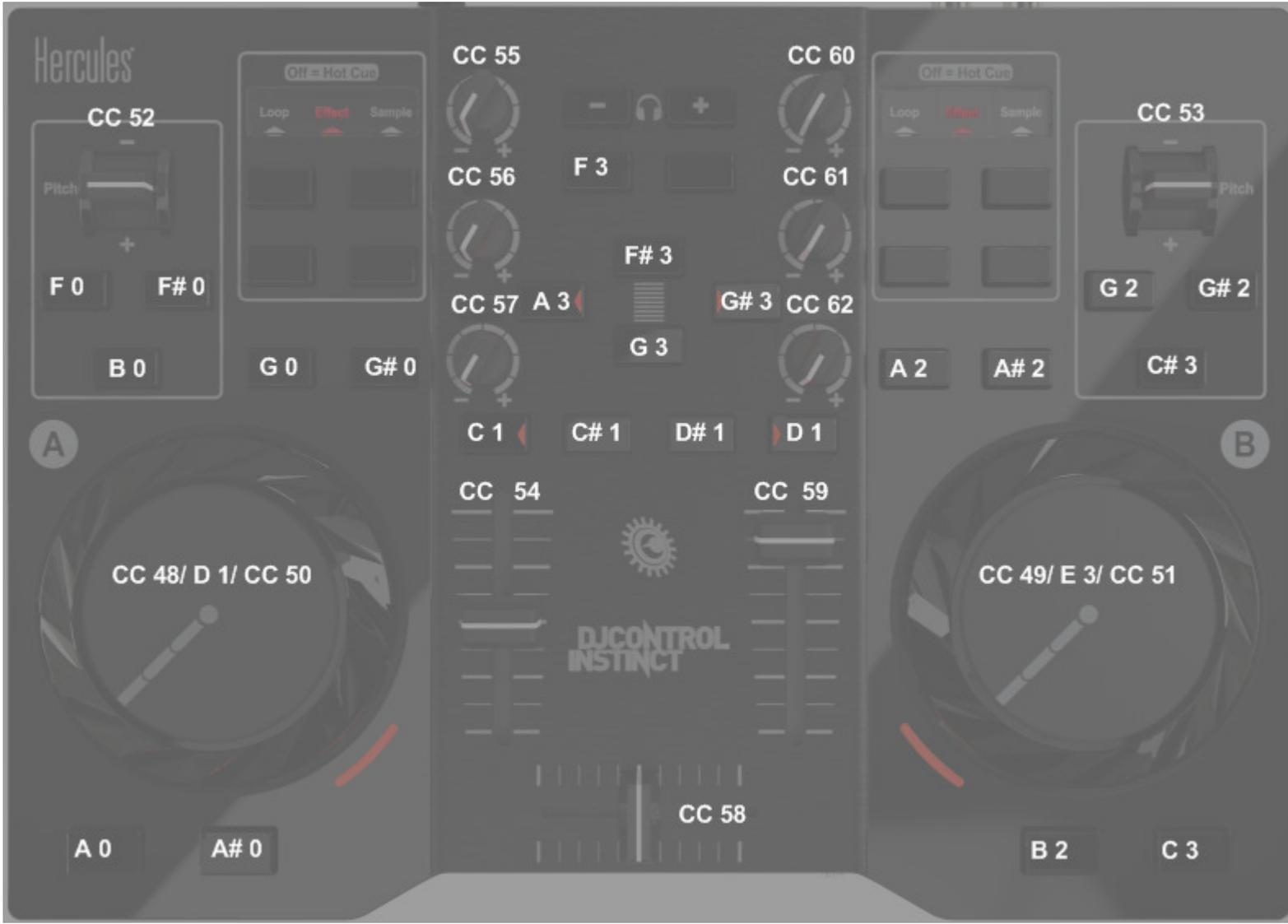
- 1: Slot 1 Play
- 2: Slot 2 Play
- 3: Slot 3 Play
- 3: Slot 4 Play



Vinyl + 1/2/3/4: Slot Play mode (One Shot/ Looped)



## Midi Controllers/Notes map



Off = Hot Cue		Off = Hot Cue	
Loop	Effect	Loop	Effect
C# 0	D 0	D# 2	E 2
D# 0	E 0	F 2	F# 2

Off = Hot Cue		Off = Hot Cue	
Loop	Effect	Loop	Effect
A -1	A# -1	B 1	C 2
B -1	C 0	C# 2	D 2

Off = Hot Cue		Off = Hot Cue	
Loop	Effect	Loop	Effect
C# -1	D -1	D# 1	E 1
D# -1	E -1	F 1	F# 1

Off = Hot Cue		Off = Hot Cue	
Loop	Effect	Loop	Effect
F -1	F# -1	G 1	G# 1
G -1	G# -1	A 1	A# 1

