Configuring Traktor Pro 2 for the DJConsole Rmx2 (Windows version)
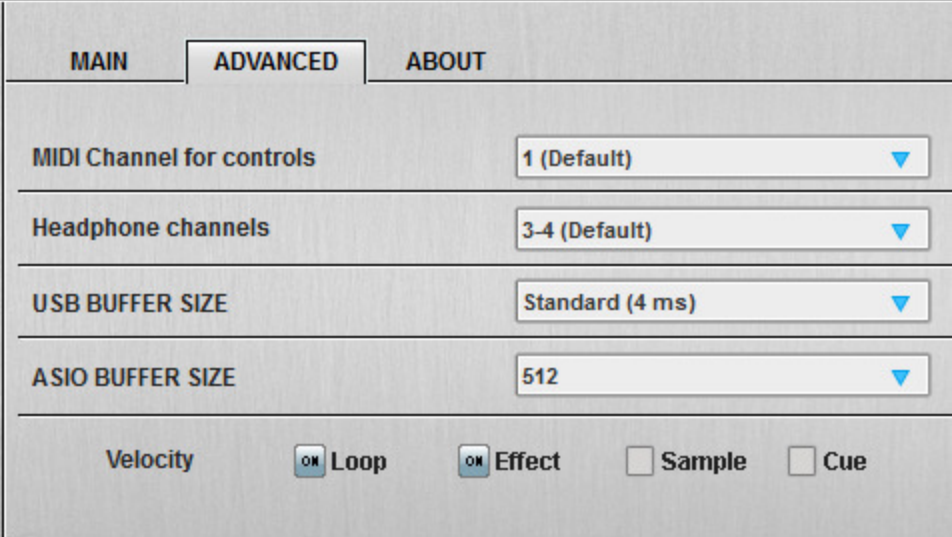
1- Configuration of the ASIO driver/ MIDI channel

Open the **DJ Console control panel** ⚙, and from the **ADVANCED** tab, 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 **USB buffer size** and **ASIO buffer size** you wish to use.

As no computer system is the same, you will need to experiment in order to find the correct values for your specific configuration.

   NOTE: This setting cannot be modified while Traktor is running.

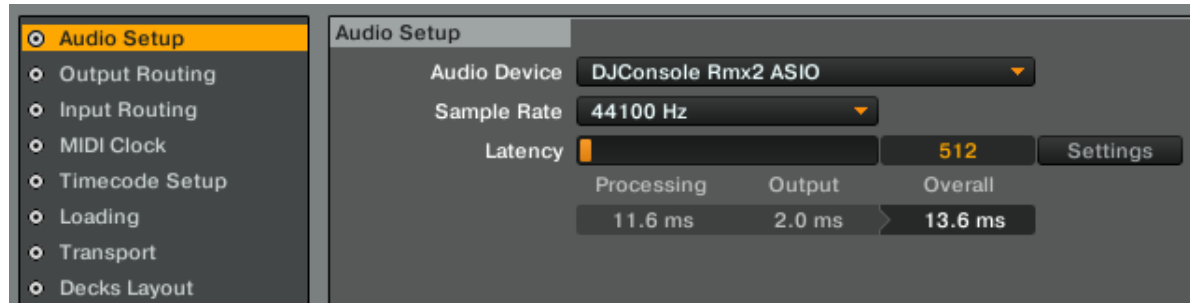d) Disable the pad **Velocity** for both **Sample** and **Cue**.

2- Audio configuration in Traktor Pro 2

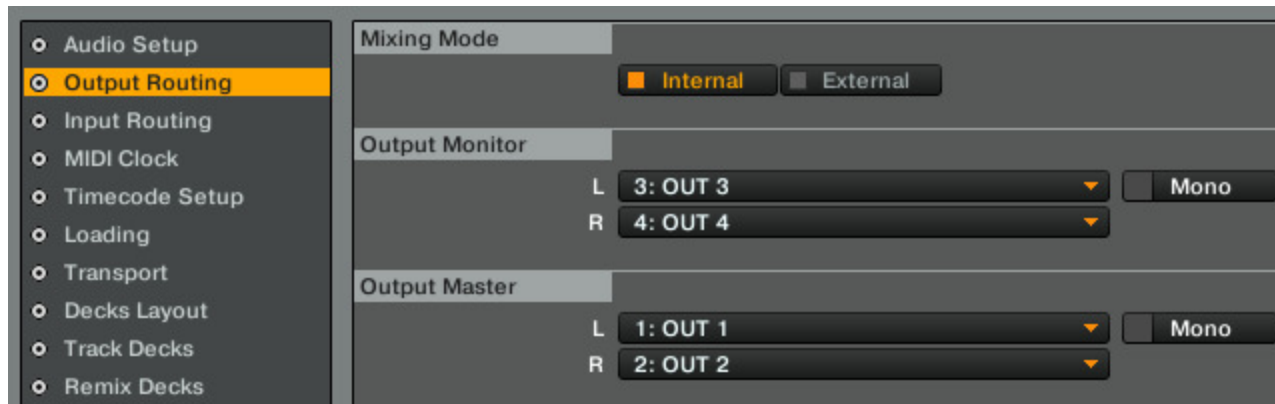a) From the main menu, select **File > PREFERENCES**, and select **AUDIO SETUP.**

Choose **DJConsole Rmx2 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 *Out 3 & 4* for **Monitor** and *Out 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 **– DJConsole Rmx2 - Generic MIDI**

- Select **DJConsole Rmx2** for both **In-Port** and **Out-Port.**
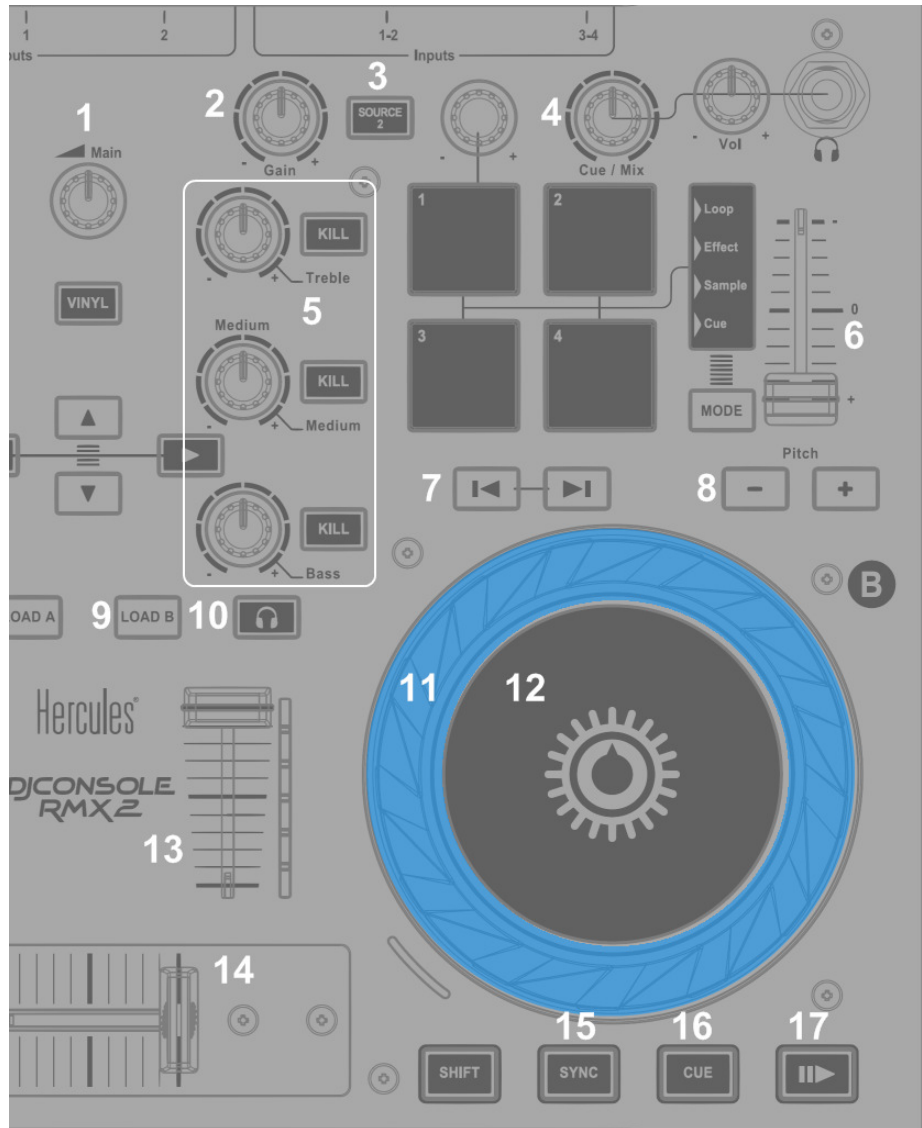
This menu also give you access to the various MIDI settings, should you wish to modify them (Consult chapter **13.21 – Controller Manager** of the user manual for more details).

MIDI Layout for the DJConsole Rmx2 and Traktor Pro 2

NOTE: The terms used are those employed in Traktor.

Main Configuration:

1- Master Volume Adjust
2- Filter Adjust
3- Filter On
4- Monitor Mix Adjust
5- EQ (High/Mid/Bass Adjust + Kill)
6- Tempo Adjust
7- Seek position (Backward/Forward): 8 Beats
8- Tempo Bend (Down/Up)
9- Load Selected
10- Monitor Cue On
11- Tempo Bend (stepless)
12- Jog Touch/Jog Turn/Scratch
13- Volume Adjust
14- Position
15- Sync On
16- Cue
17- Play/Pause (Deck Common)

SHIFT + : Gain Adjust (Mixer)

SHIFT + : Seek position: 1 Beat

Navigation/ browser:

Folder Navigation

◀ : Open Browser toggle

◀ + ▲▼ : Step Browsing

◀ + Load A : Expand/Collapse

◀ + [jog] : Fast Browsing

Playlist navigation (Default)

▶ : Open Browser toggle

▲▼ : Step browsing

▶ + [jog] : Fast Browsing
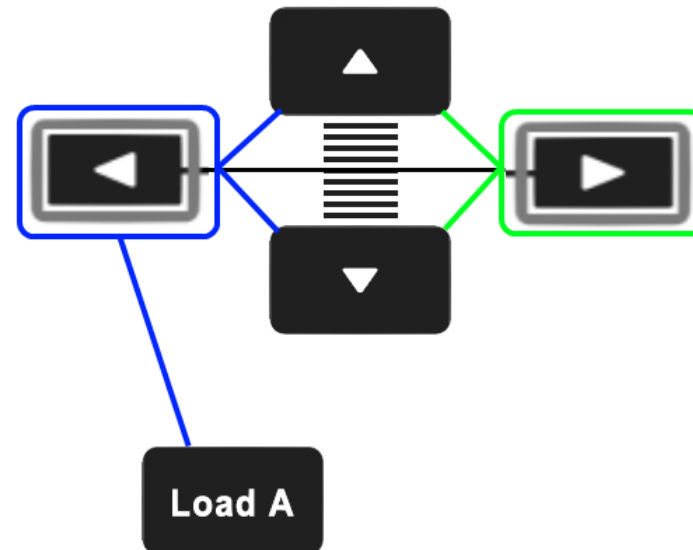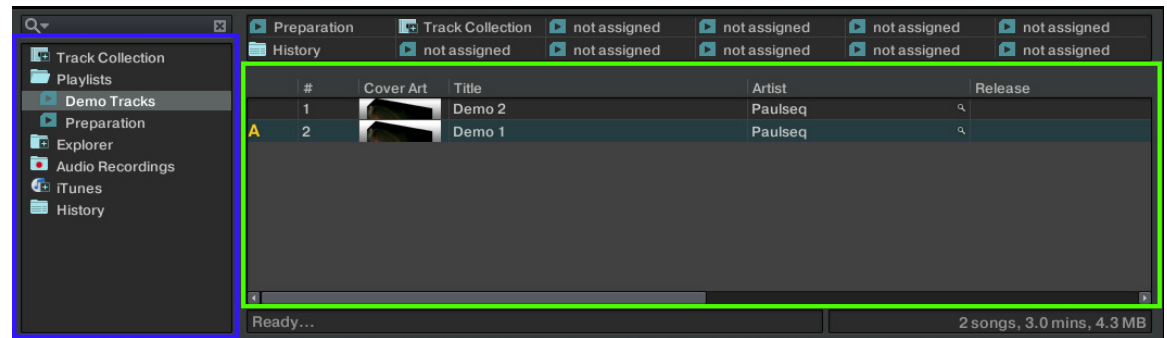
VU meters

Deck Post Fader Level(L+R)

Deck Pre-Fader Level (L+R)

Loop
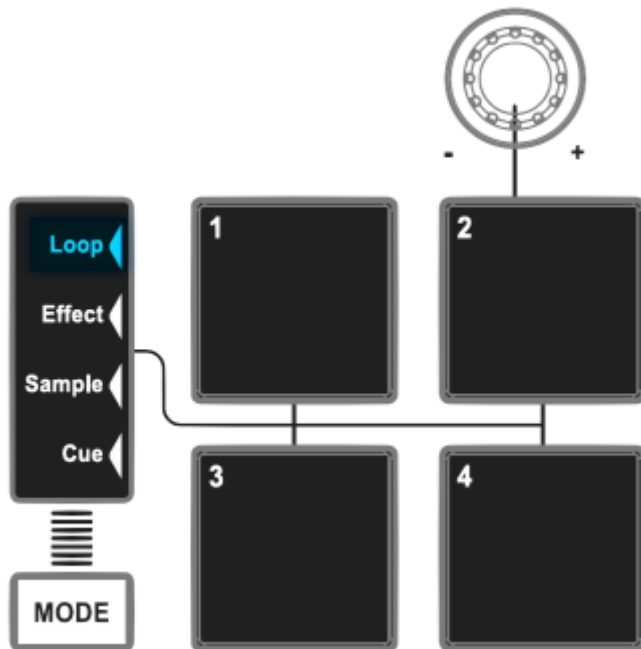
- Loop Size Selector

- **1**: Loop Set (In/Out)

- **2**: Loop Size Select + Set (2 Beats)

- **3**: Loop Size Select + Set (4 Beats)

- **4**: Loop Size Select + Set (8 Beats)

SHIFT + **1/2/3/4**: Slot Capture from Deck
(See **Samples**)

Effect
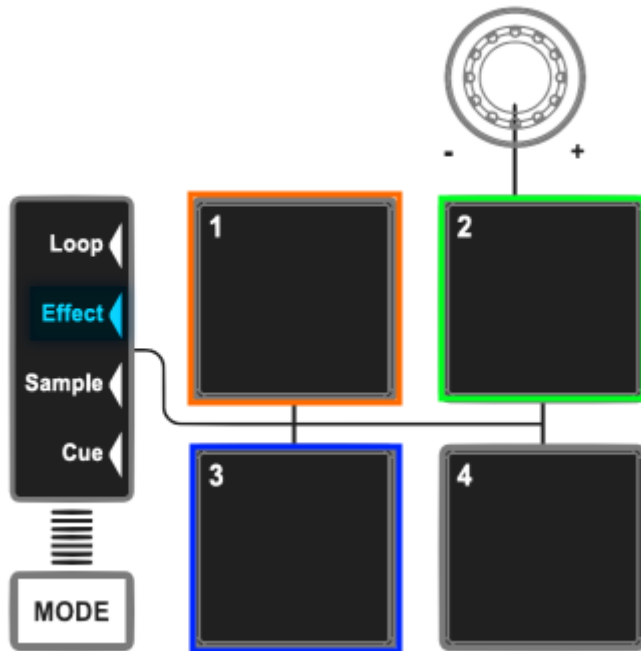
- Dry/Wet Group

- **1:** Effect 1 On/Off

- **2:** Effect 2 On/Off

- **3:** Effect 3 On/Off

- **4:** FX Unit 1On/Off (Deck A) / FX Unit 1On/Off (Deck B)

- **SHIFT** **+1/2/3:** Effect 1/2/3 amount

Sample
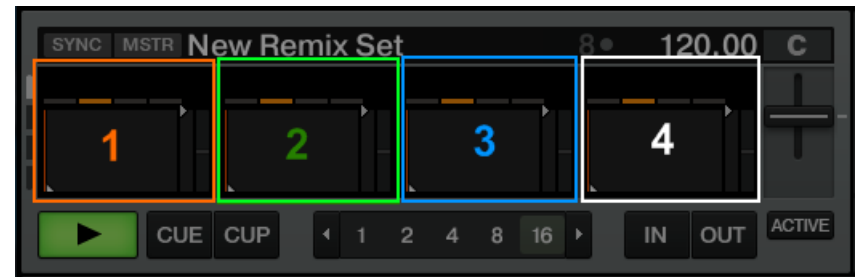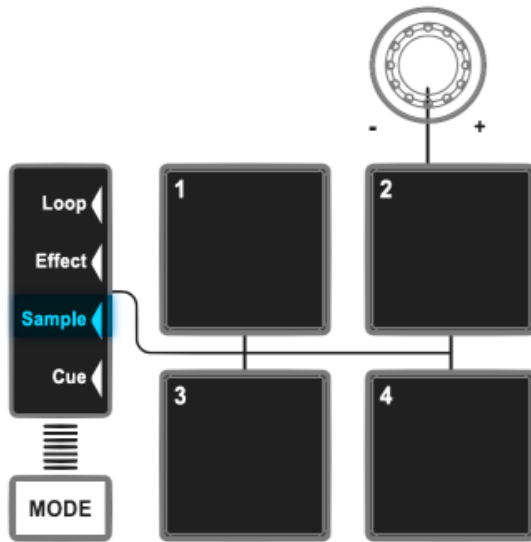
- 1: Slot 1 Capture/Trigger/Mute

- 2: Slot 2 Capture/Trigger/Mute

- 3: Slot 3 Capture/Trigger/Mute

- 4: Slot 4 Capture/Trigger/Mute

SHIFT **+ 1/2/3/4**: Slot Stop/Delete/Load from List

Cue

- Jump to Next/Previous HotCue/Loop

- 1: Select / Set+Store Hotcue 1

- 2: Select / Set+Store Hotcue 2

- 3: Select / Set+Store Hotcue 3

- 4: Select / Set+Store Hotcue 4

- SHIFT **+ 1/2/3/4**: Delete Hotcue
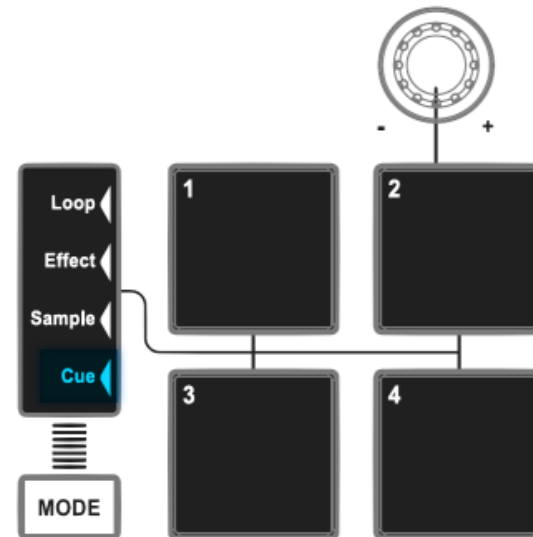
Midi Controllers/Notes map

CC 52
CC 90

Loop	

¹ C# 0	² D 0
CC 13	CC 14

Effect
Sample
Cue

³ D# 0	⁴ E 0
CC 15	CC 16

MODE

Pitch

G# 2	A 2		D 2	D# 2
C 6	C# 6		A# 5	B 5

CC 53
CC 91

¹ F 1	² F# 1
CC 29	CC 30

Loop
Effect
Sample
Cue

³ G 1	⁴ G# 1
CC 31	CC 32

MODE

Pitch

G 3	G# 3		C#4	D 4
D 6	D# 6		E 6	F 6

CC 84
CC 92

Loop

¹ C# -1	² D -1
CC 01	CC 02

Effect
Sample
Cue

³ D# -1	⁴ E -1
CC 03	CC 04

MODE

CC 85
CC 93

¹ F 0	² F# 0
CC 17	CC 18

Loop
Effect
Sample
Cue

³ G 0	⁴ G# 0
CC 19	CC 20

MODE

CC 86
CC 94

1 F -1 CC 05	**2** F# -1 CC 06
3 G -1 CC 07	**4** G# -1 CC 08

Loop
Effect
Sample
Cue
MODE

CC 87
CC 95

1 A 0 CC 21	**2** A# 0 CC 22
3 B 0 CC 23	**4** C 1 CC 24

Loop
Effect
Sample
Cue
MODE

CC 88
CC 96

1 A -1 CC 09	**2** A# -1 CC 10
3 B -1 CC 11	**4** C 0 CC 12

Loop
Effect
Sample
Cue
MODE

CC 89
CC 97

1 C# 1 CC 25	**2** D 1 CC 26
3 D# 1 CC 27	**4** E 1 CC 28

Loop
Effect
Sample
Cue
MODE