

## Lew's Mixtrack Pro mapping for Traktor Pro 2.x

v1.0

This is a basic 2-deck mapping for Traktor Pro 2.x

Set Traktor to use 2 FX units, both set to chained mode for this mapping to work properly.

Only the first effect slot in each FX unit is used, the others should be set to "No Effect" or mapped to another controller.

EQ Kill, View and Tick buttons are mapped to hot cues 1, 2, 3 & 4 for each deck.

To delete hot cues hold down Shift and press the relevant hot cue.

Pitch Bend buttons are mapped to beat jump  $\pm 8$  beats or  $\pm 32$  beats with Shift held.

If Effect button is lit:

- Select encoder selects effect for FX1 of FX unit A (deck A) or FX Unit B (deck B).
- Pressing Select encoder turns FX1 on or off for FX unit A (deck A) or FX Unit B (deck B).
- Middle control is Dry/Wet for FX1 for FX unit A (deck A) or FX Unit B (deck B).
- Right control is FX1 amount for FX unit A (deck A) or FX Unit B (deck B).

If Effect button is not lit:

- Select encoder is seek control.
- Pushing Select encoder jumps to the start of the track.
- Middle control is gain.
- Right control is key.

Loop buttons are illuminated in orange for manual mode and red for auto mode.

If scratch mode is off the whole jog wheel pitch bends.

If scratch mode is on the platter scratches and the edge of the wheel pitch bends.

The Stutter button is mapped to CUP.

The Sync buttons are used as Shift buttons.

The Back button switches between tree and list select.

Pressing the Browse encoder while in tree select mode expands/collapses folders.

