

# twitch

## FOR TRAKTOR

### Getting Started Guide

This guide will get you set up with TWITCH as a controller and audio interface for Traktor



**novation®**

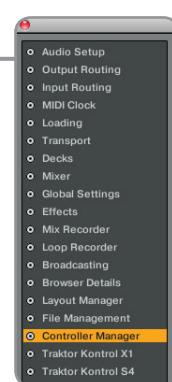
# Getting Started

## Importing the Traktor .tsi file

1 Go to Traktor Preferences

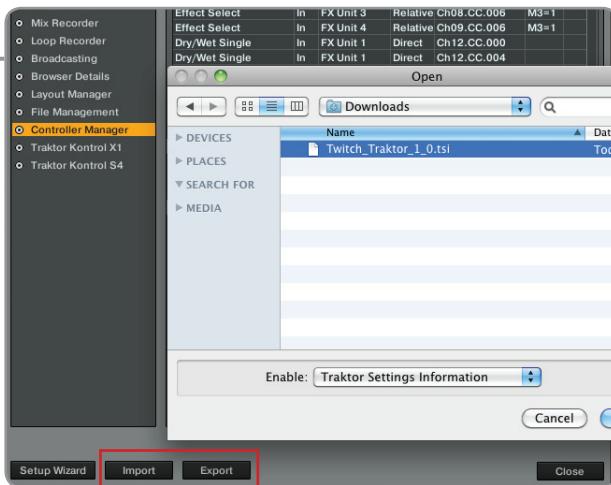


2 Select Controller Manager



Note: If you have already created a controller mapping, you may want to do a back up of your mapping by pressing 'export'

3 Click Import Select TWITCH\_Traktor.tsi



4 Ensure all import categories are ticked

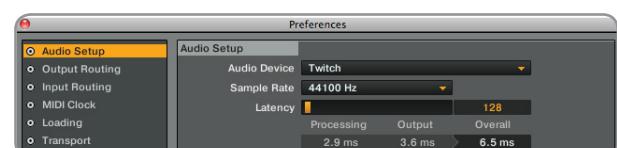


5 Ensure In-Port and Out-Port are set to TWITCH



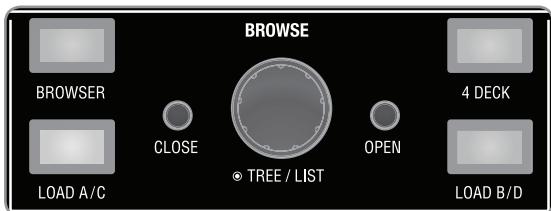
## Selecting TWITCH as the audio interface

Stay in Traktor preferences and select the Audio Setup page. Then select TWITCH as the audio device.



Then select Output Routing page and ensure the routing is set up as shown in this picture.

## Browse Section



**BROWSE:** Toggles the Traktor GUI between displaying only the browse area or normal deck view.

**4 DECK:** Toggles between 2 deck and 4 deck mode.

**LOAD A/C:** When in Deck A mode this will load the currently selected track in the browser section to Deck A. When in Deck C mode this will load the currently selected track in the browser section to Deck C

**LOAD B/D:** When in Deck B mode this will load the currently selected track in the browser section to Deck B. When in Deck D mode this will load the currently selected track in the browser section to Deck D

**OPEN:** Open a folder in the tree view. For example, you may want to open up your playlists folder

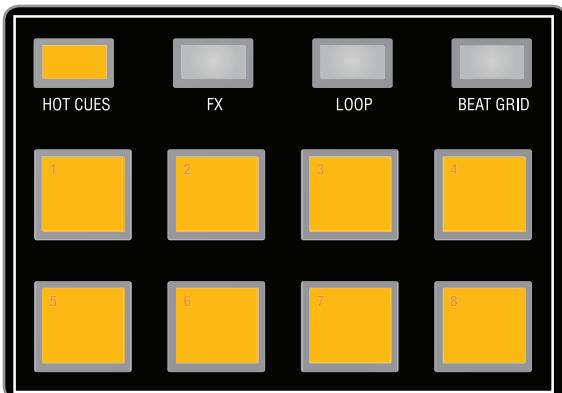
**CLOSE:** Close a folder in the tree

**BROWSE:** Rotate the large encoder to move up and down in either tree view or the track list, press the encoder to toggle between controlling tree or list. Rotate whilst holding the **SHIFT** button to move through the list more quickly

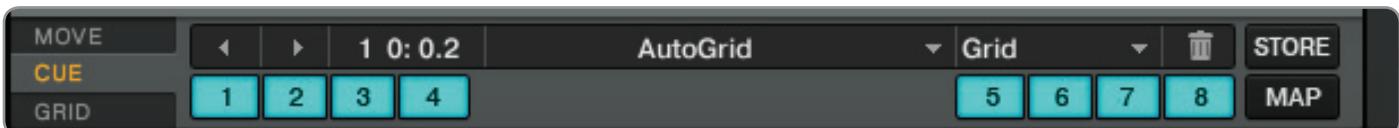
## Pads Section

There are 4 modes buttons: **Hot Cues**, **FX**, **Loop** and **Beat Grid**. The 8 numbered pads change function depending on the mode selected. Both left and right deck share identical functionality.

### HOT CUES

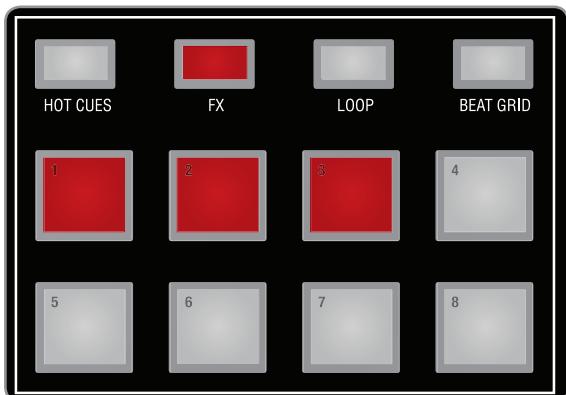


Press **Pad 1 to 8** to set and store a hot cue. To delete a hot cue press and hold the **HOT CUES** button and press the corresponding pad. Alternatively hold the **SHIFT** button and press the corresponding pad.



# Pads Section (Continued)

## FX

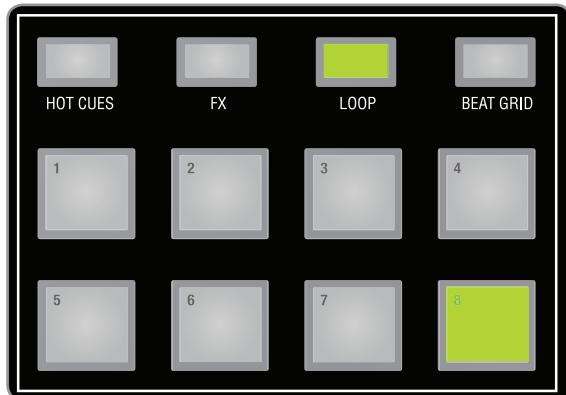


Press **Pads 1 to 4** to route FX 1 to 4 to the corresponding deck.

**Pads 5 to 8** do nothing.



## LOOP



Press **Pads 1 to 7** to set different loop lengths from 1/4 of a beat to 16 beats. **Pad 8** will be red when a loop is active and green when it is not. **Pad 8** can also be used to activate or deactivate a loop. For example, you can use this if you have already pre-prepared a saved loop in a track.

**Pad 1:** 1/4 of a beat (a 16th or semi quaver)

**Pad 2:** 1/2 of a beat (an 8th or quaver)

**Pad 3:** 1 beat

**Pad 4:** 2 beats

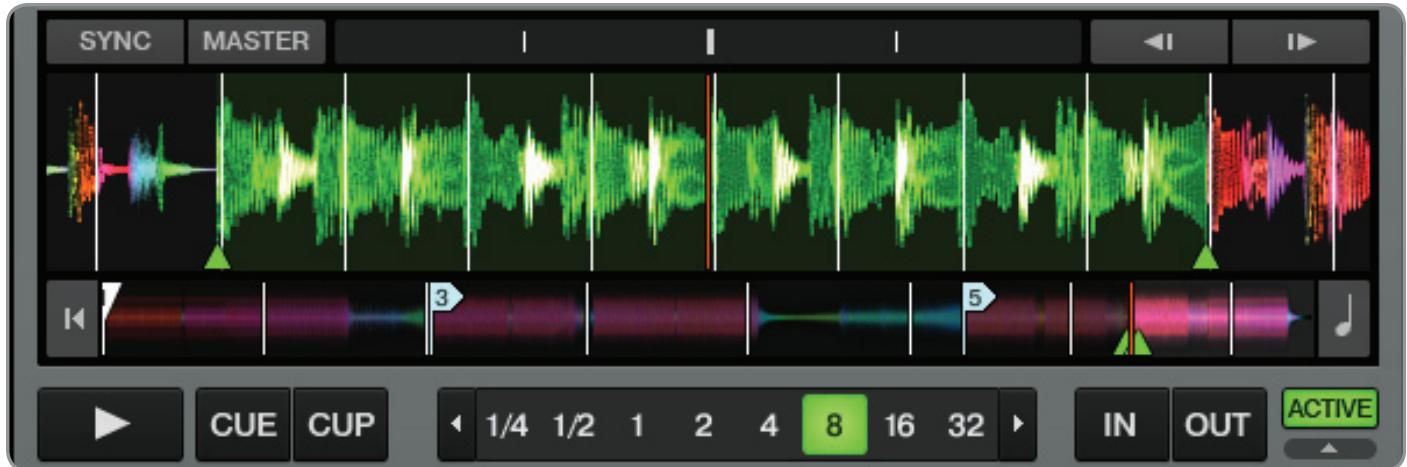
**Pad 5:** 4 beats

**Pad 6:** 8 beats

**Pad 7:** 16 beats

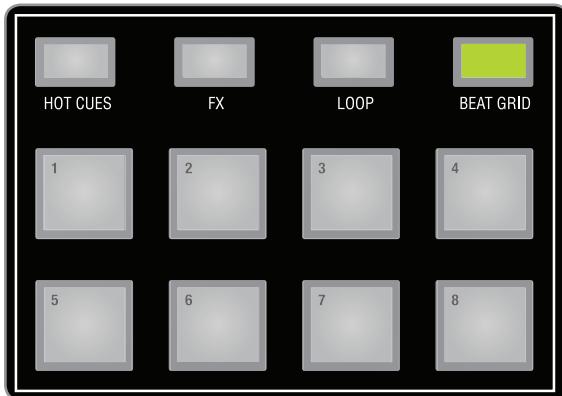
**Pad 8:** activate / deactivate loop

**Pads 5 and 6** also have a shift function: hold down **SHIFT** and press **Pad 5** to move the loop back by 1 beat, or **Pad 6** to move forward by 1 beat.



# Pads Section (Continued)

## BEAT GRID



Traktor will automatically try and create a beat grid for each of your tracks. Most of the time the grid will be correct. If the beat grid is incorrect: you can press and hold **SHIFT** and press **Pad 8** to delete the grid.

To set a new grid, navigate to a down beat and press **Pad 8**. Now listen to the track in your headphones, to hear the tick of the grid (like a metronome) you can hold **SHIFT** and press **Pad 4** to toggle the tick on or off. This is a really useful way to check the accuracy of the beat grid.

**Pads 1 & 2:** Fine adjustment of the grid markers, use these if the grid is consistently ahead or behind the audible beat. You can tap, or press and hold these pads. Hold **SHIFT** for larger adjustments.

**Pad 3:** Press this if you want your grid to double in time, press **SHIFT** and **Pad 3** to halve in time.

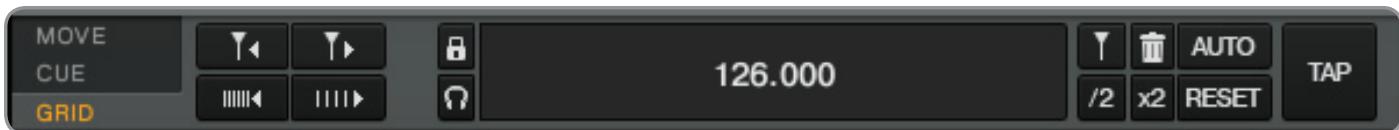
**Pad 4:** Tap tempo, play the track and tap 4 beats to set a new tempo.

Hold **SHIFT** and **Pad 4** to enable an audible beat tick in the headphones.

**Pads 5 & 6:** Fine adjustment for the grid BPM. Use these if, over time, the grid drifts away from the audible beat. You can tap, or press and hold these pads. Hold **SHIFT** for larger adjustments.

**Pad 7:** If you are happy with your grid it's a good idea to lock the beat grid. To unlock it again press **SHIFT** and **Pad 7**.

**Pad 8:** Set and save a new grid marker. Press **SHIFT** and **Pad 8** to delete a grid marker.



## FX Section

**FX 1 ON, FX 2 ON, FX 3 ON, FX 4 ON:** turns FX units 1 to 4 on or off.

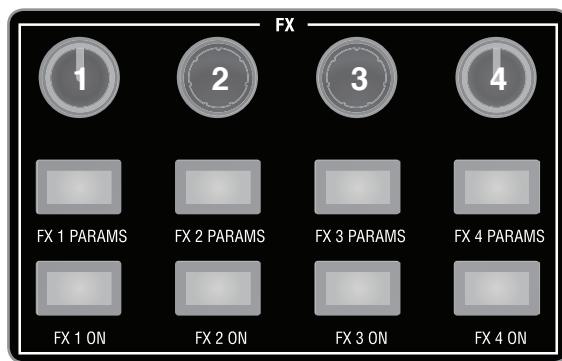
Ensure that the deck you want to process is assigned to the FX unit, use **Pads 1 to 4** in **FX mode** of the deck sections.

The 4 knobs are used to control dry/wet balance of FX units 1 to 4 (from left to right).

- Knob 1:** FX 1 dry/wet
- Knob 2:** FX 2 dry/wet
- Knob 3:** FX 3 dry/wet
- Knob 4:** FX 4 dry/wet



**FX 1 PARAMS, FX 2 PARAMS, FX 3 PARAMS, FX 4 PARAMS:** use to change the function of the 4 knobs above, when none of **FX PARAMS** LEDs are on then the knobs control the dry/wet balance of units 1 to 4. For example, if the **FX 1 PARAMS** button is pressed it will light up to indicate that the knobs function have changed. **Knobs 1 to 4** will now allow control of the advanced control of FX unit 1 represented by horizontal sliders on Traktor's GUI.

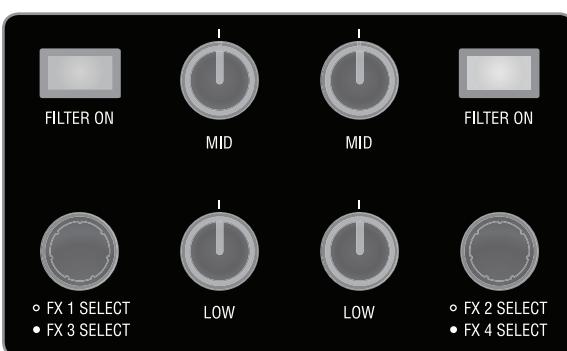


- Knob 1:** dry/wet
- Knob 2:** FX parameter 1
- Knob 3:** FX parameter 2
- Knob 4:** FX parameter 3

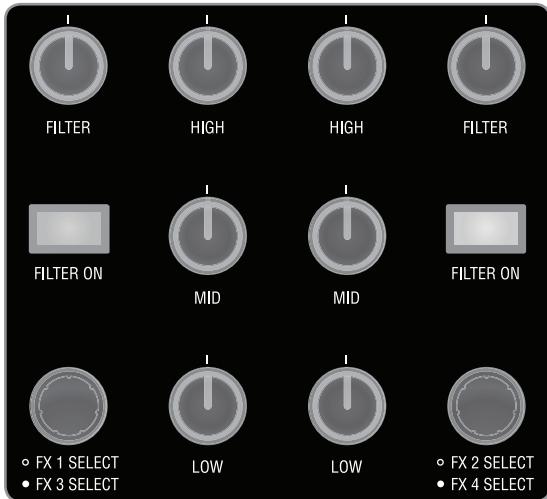


If you wish to get back to controlling dry/wet for all 4 FX then simply press the lit **PARAMS** button again so that the LED turns off.

The controls for selecting a different effect are located next to the EQ controls, as pictured below. The **FX 1 SELECT** encoder selects the effect for FX unit 1, if you press and turn the same encoder you can select an effect for FX unit 3. The **FX 2 SELECT** encoder selects the effect for FX unit 2, if you press and turn the same encoder you can select an effect for FX unit 4.



## EQ and FILTER

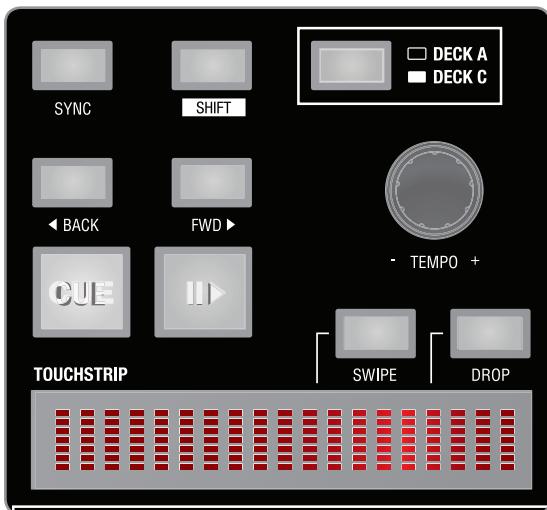


**HIGH, MID, LOW knobs:** Rotate to control indicated EQ bands

**FILTER ON button:** Press to turn filter on or off

**Filter knob:** Rotate to control filter cut-off frequency

## Deck Controls and Touchstrip



**CUE:** Set or trigger cue point

**PLAY:** Play or pause track

**BACK:** Jump back by 1 bar (**SHIFT** and **BACK** to jump back 1 beat)

**FWD:** Jump forward by 1 bar (**SHIFT** and **FWD** to jump forward 1 beat)

**SYNC:** Sync current to master deck (**SHIFT** and **SYNC** to set the master deck)

**Note:** In 2 deck mode the deck master mode will be set to auto (longest playing deck is master). In 4 deck mode the deck master mode will be set to manual. This means that when in 4 deck mode you will need to use **SHIFT** and **SYNC** buttons to select a deck as master.

**TEMPO:** Rotate to increase or decrease track tempo. Push and rotate for a coarser change in tempo.

**SWIPE:** Press to switch **TOUCHSTRIP** to swipe mode

### Track not playing

Swipe a finger across the Touchstrip. The direction and speed of the finger swipe will 'scratch' the track forward or back.

### Track playing

Swipe a finger across the Touchstrip. The direction and speed of the finger swipe will 'nudge' the track forward or back.

**DROP:** Press to switch **TOUCHSTRIP** to drop mode

Press on the Touchstrip. The length of the Touchstrip represents the whole track duration. The position of the finger will set the playback position on the track. Note that once the finger has been released, the touchstrip will automatically switch back to Swipe mode.

## Deck Controls and Touchstrip (continued)



Hold **SHIFT** and press the **TEMPO** encoder to activate key lock.  
Hold **SHIFT** and rotate the **TEMPO** encoder to adjust the key lock transpose amount.



Hold **SHIFT** and rotate the **FILTER** knob to adjust the corresponding track gain. Note that, when switching between controlling filter and track gain, the **FILTER** knob will work in pick-up mode (See box below).

## 4 Deck Mixing

The Traktor Overlay offers 4 deck mixing. To change Traktor's GUI layout and sync method for 4 deck mixing, press the **4 Deck** button in the BROWSE section.

Press the **DECK A / DECK C** or **DECK B / DECK D** buttons to switch the left or right TWITCH decks to control the additional 2 Traktor decks.

When **DECK A / DECK C** button is pressed and the LED is lit, all deck controls, touch strip, pads, EQ, filters and volume faders on the left of TWITCH will now be controlling Deck C (rather than Deck A). The **DECK B / DECK D** will do the same for the right deck.

### 'Pot Pick-up' for EQ pots and volume faders

All 6 EQ pots and the 2 volume faders may not be in the same physical position as the software GUI when switching between the two deck 'layers'. For example, the EQ Low knob may have been lowered for Deck A, but Deck C still has the Low EQ set to 0.

When the physical position of a control and the actual position of the parameter on-screen are different, the on-screen parameter will only move once the physical control is moved past the on-screen position where it is 'picked-up' by that control. This prevents any unwanted jumps in audio level or between EQ settings.

## Additional Scope

The mapping supplied for TWITCH aims to offer access to most, but not all functions and parameters within Traktor and Traktor 2. For example, you may want to remap the Beat Grid pads to access the sample decks available in Traktor 2. We encourage users to utilise Traktor's MIDI mapping capabilities and create their own custom mappings.

If you want to share your mapping with other TWITCH users, or are looking for alternative mappings for Traktor, join the Novation forum at:

<http://forum.novationmusic.com/>



