



Native Instruments **Traktor Duo / Pro**

Midi Mapping

for

Hercules DJ Console MK2

This document describes the Midi Mapping functionalities for Native Instruments Traktor Pro/Duo (Version 1.2.4) for the **Hercules DJ Console MK2** MIDI controller included in the .tsi file.

The .tsi file was created based on the original NI Traktor Pro file. However we felt some things were missing. In comparison to the .tsi-file included in Traktor Pro, our adaption covers a „Shift-Mode“ for the 1,2,3 keys similar to the official Hercules .tci-File for Traktor 3 aswell as some enhancements to the FX, Loop and Cue modes.

This document only covers the added „shift“ functions as well as the FX / Loop / Cue modes. The standard functions are more or less self explanatory.

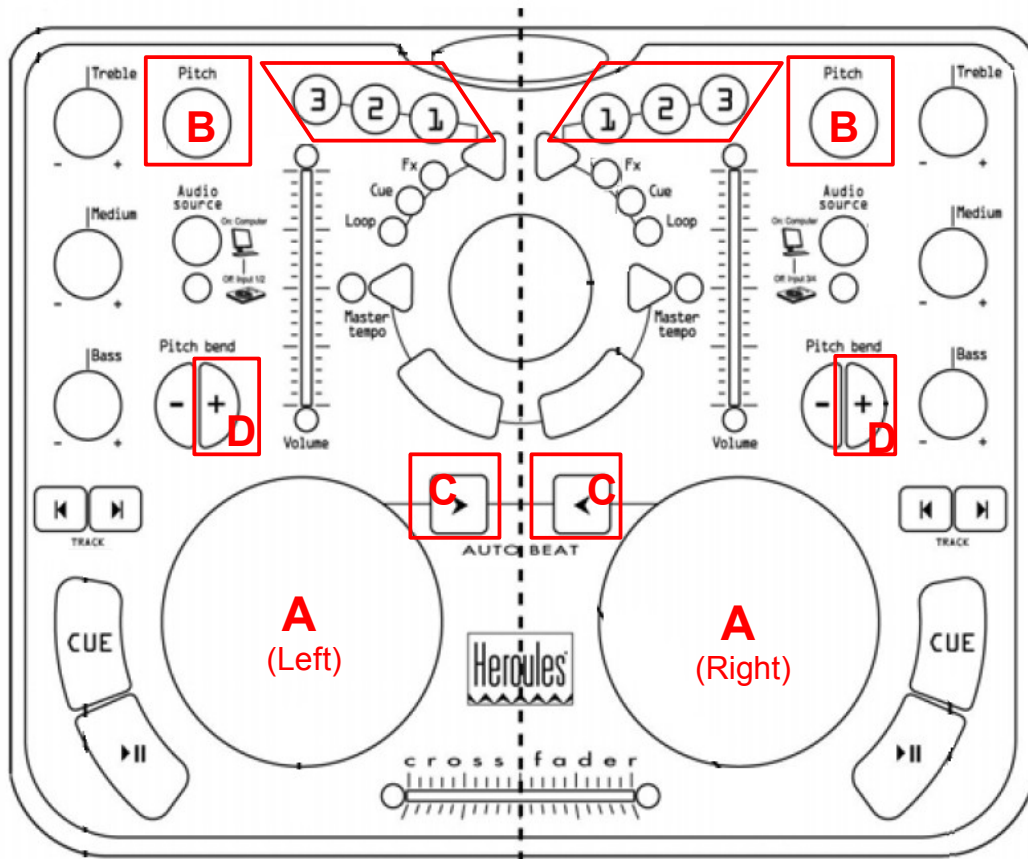
To load the .tsi-file, go to PREFERENCES and select IMPORT in Traktor Pro.

Changes to previous version:

- now works with Traktor Pro / Duo Versions 1.2.4
- Pitch knob acts as Filter in non-shift mode
- Change loop size with +/- instead of fixed values
- minor bugfixes



Connaisseur_M , february 2010.



„Shift mode“ (no LEDs on)

When no FX/Cue/Loop mode is selected (no LED), the buttons 1 – 3 have these special functions while holding them:

Button **1** hold

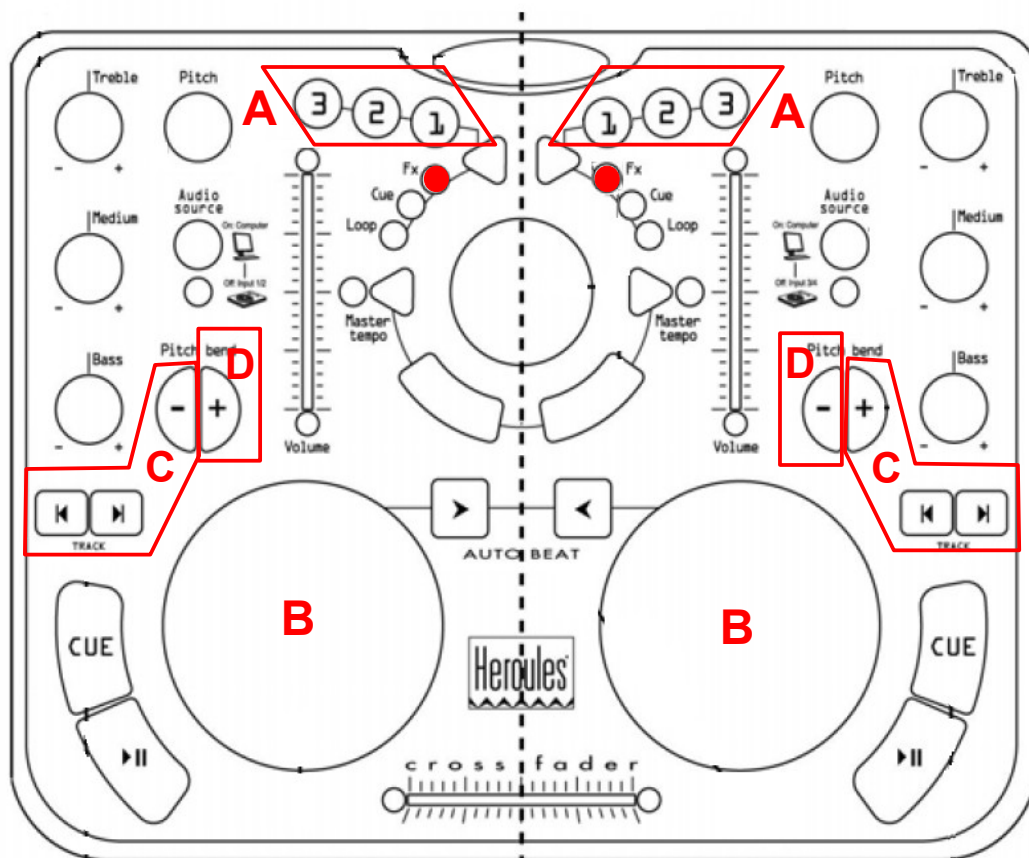
- + Jogwheel LEFT (A) = Headphone Mix
- + Jogwheel RIGHT (A) = Headphone Vol.
- + Pitch knob (B) = Pitch Fader **fast adjust**
- + Autobeat (C) = Tap Tempo

Button **2** hold

- + Jogwheel (A) = Gain
- + Pitch knob (B) = Pitch Fader **slow adjust**
- + Pitch Bend **+** (D) = Filter on/off

Button **3** hold

- + Jogwheel (A) = Scratch (& Scratch On)
- + Pitch knob (B) = Key knob




FX-Mode (FX LED = on):

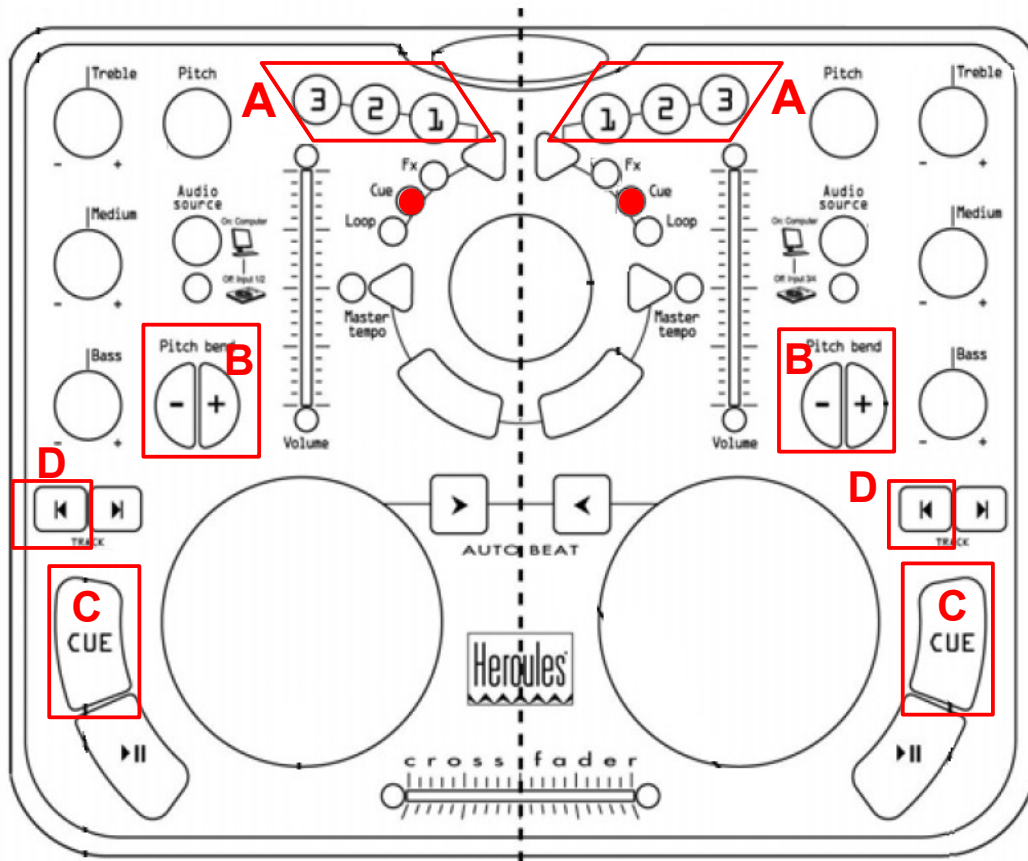
- Button „1“ hold = FX1 Switch on/off
- Button „1“ hold + Jogwheel (A)= FX1 Amount
- Button „2“ hold = FX2 Switch on/off
- Button „2“ hold + Jogwheel (A)= FX2 Amount
- Button „3“ hold = FX3 Switch on/off
- Button „3“ hold + Jogwheel (A)= FX3 Amount

Deck A

- Prev.-Button „|<“ (C) = FX1 Select FX (Deck A)
- Next-Button „>|“ (C) = FX2 Select FX (Deck A)
- Pitch Bend „-“ (C) = FX3 Select FX (Deck A)
- Pitch Bend „+“ (D)  = FX Unit 1 on/off (Deck A)

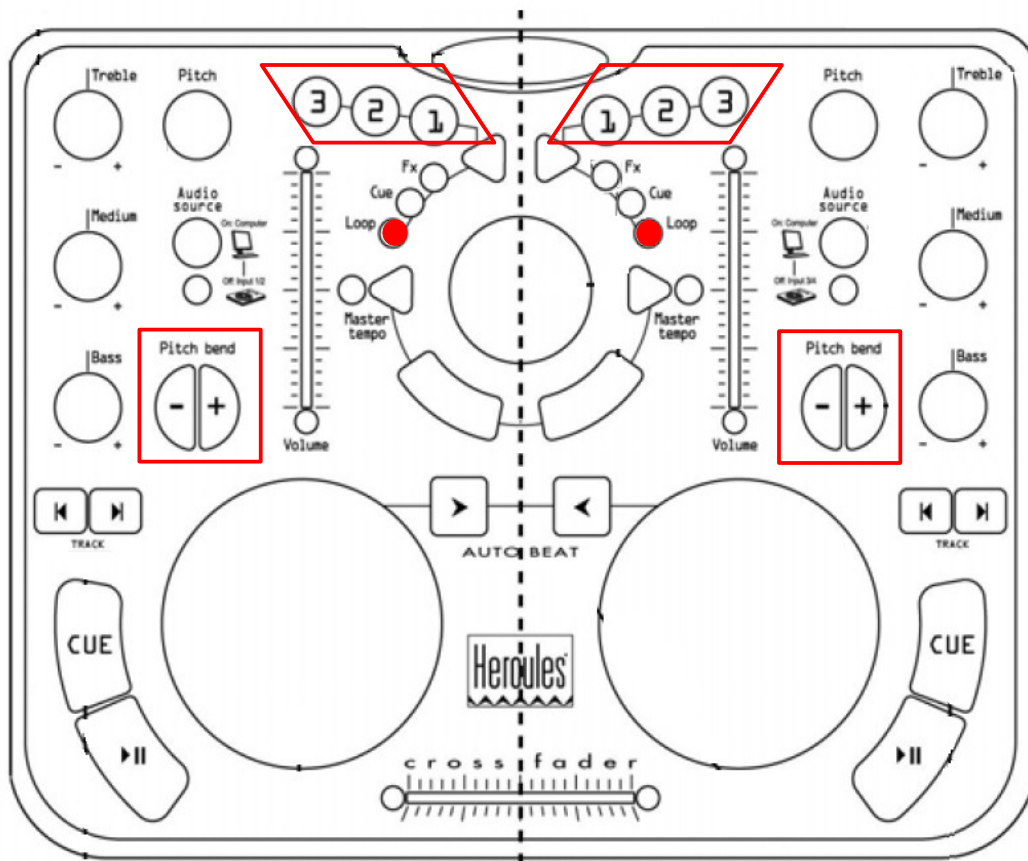
Deck B

- Pitch Bend „-“ (D) = FX Unit 2 on/off (Deck B)
- Pitch Bend „+“ (C)  = FX1 Select FX (Deck B)
- Prev.-Button „|<“ (C) = FX2 Select FX (Deck B)
- Next-Button „>|“ (C) = FX3 Select FX (Deck B)



Cue-Mode (Cue LED = on):

- Buttons 1 2 3 (A) = Select Hotcue 1/2/3
- Pitch Bend - + (B) = Prev / Next Cue / Loop
- CUE Button (C) = Cue Set & Store
- Prev.-Button ⏮ (D) = Delete Cue / Loop



Loop-Mode (Loop LED = on):

- **1 2 3** = Set Loop + fixed size (8 / 4 / 2)
- Pitch Bend **- +** = Increase / Decrease Loop size (*)

(* Please note that the actual Loop state (active / inactive) is not changed by pressing + / -. To activate a loop, press 1-3)