

TRAKTOR X1



Table of Contents

1. Disclaimer	1
2. Welcome to the Traktor X1 MK3 Manual	2
Document Conventions	2
3. Installation & Setup	3
Registering the Traktor X1 MK3	3
Installing and updating Traktor Pro	3
Connecting the X1 MK3	3
4. Hardware Overview	5
The Top Panel	5
The Rear Panel	6
The Bottom Panel	6
5. Effect Control	7
Loading Effects	8
Picking up parameter values with knobs	9
6. Using the Pattern Player	10
7. Mixer Control	12
Transport Control	13
Loop and Browse Section	13
Hotcues	14
8. Customizing the Controller	15

1. Disclaimer

The information in this document is subject to change without notice and does not represent a commitment on the part of Native Instruments GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by Native Instruments GmbH, hereinafter referred to as Native Instruments.

“Native Instruments”, “NI” and associated logos are (registered) trademarks of Native Instruments GmbH.

Mac, macOS, GarageBand, Logic and iTunes are registered trademarks of Apple Inc., registered in the U.S. and other countries.

Windows and DirectSound are registered trademarks of Microsoft Corporation in the United States and/or other countries.

Ableton Live™ and LINK™ are a trademarks of Ableton AG.

All other trademarks are the property of their respective owners and use of them does not imply any affiliation with or endorsement by them.

Document authored by Jonas Körwer

Software version: 3.10 (9/2023)

2. Welcome to the Traktor X1 MK3 Manual

The Traktor X1 MK3 is a modular DJ controller for manipulating effects, looping, and mixing. It is highly customizable and includes a USB hub, making it a versatile addition to any DJ setup. With five OLED displays, color-coded buttons, tactile features, and bottom lights working as a notification system, the X1 MK3 is designed to provide control in any environment.

This reference manual focuses on the X1 MK3 hardware, describing each section, its controls, and functionality. For information about the Traktor Pro software and its effects refer to the [Traktor Pro Manual](#).

Document Conventions

In this document the following formatting is used to highlight useful information:

<i>Italics</i>	Indicates paths to locations on your hard disk or other storage devices
Bold	Highlights important names, concepts, software interface elements, and hardware controls.
[Brackets]	References keys on a computer's keyboard.
▶	Single item instructions are represented by a bullet icon.
→	Results in procedures are represented by an arrow icon.

The following three icons represent different types of information:



The **light bulb** icon indicates a useful tip, suggestion, or interesting fact.



The **information** icon highlights important information that is essential for the given context.



The **warning** icon alerts you of serious issues and potential risks that require your full attention.

3. Installation & Setup

The Traktor X1 MK3 works out of the box with the latest version of Traktor Pro. If you already have the latest version of Traktor Pro installed, start the software on your computer and connect the controller using the included USB cable. The software will automatically recognize the device and you are ready to get started.

If you do not have Traktor Pro installed on your computer, you must first register your hardware to receive your Traktor Pro license and install the software.

Registering the Traktor X1 MK3

Registering your hardware is required to access any bundled offers including the full Traktor Pro license. To register your hardware:

1. Download and install Native Access [here](#).
2. Create a Native ID if you do not yet have one. You can do this using Native Access.
3. Login to Native Access using your Native ID.
4. Click **Add Serial**.
5. Enter the 15-digit serial number which can be found on the card in the box or at the bottom of the controller.

→ The hardware is registered and you can proceed to install Traktor Pro.

Installing and updating Traktor Pro

The X1 MK3 is designed to work with Traktor Pro. To install Traktor Pro:

1. Download and install Native Access [here](#).
2. Create a Native ID if you do not yet have one. You can do this using Native Access.
3. Login to Native Access using your Native ID.
4. Click the **Available** tab.
5. Click **Install** for Traktor Pro 3.

→ The software is installed automatically.



If the software is already installed, click the **Updates** tab and install available updates before proceeding.

Connecting the X1 MK3

Once you have installed the latest version of Traktor Pro you are ready to set up the X1 MK3.

1. Start Traktor Pro 3 on your computer.
2. Connect the X1 MK3 using the USB cable included in the box.

3. Upon startup, the controller will ask you to configure a layout for the FX units and decks.
 - Use the arrow buttons at the top of the controller to cycle between different FX unit assignments.
 - Use any of the four encoders next to the displays in the center to cycle between deck assignments.
 4. Press any of the four encoders next to the displays in the center to confirm your configuration.
- Your controller is configured and you are ready to start mixing and using effects.

 FX unit and deck assignments can be changed at any time on the Decks Layout page of the Traktor Pro Preferences.

4. Hardware Overview

This section provides a general overview of the Traktor X1 MK3 hardware. While it is primarily designed for unlocking the creative potential of Traktor Pro's effects, it also enables browsing and mixing tracks, using Hotcues, the Pattern Player, and more.

The Top Panel

The top panel of the X1 MK3 can be divided into four main sections, grouping the available functions in an intuitive way. All sections comprise two identical sides on the left and right, enabling direct access to two decks or FX units.



1. **Effects and Mixer Section:** This part of the controller enables direct control of two FX units on the left and right side. Each side has a dedicated FX display for direct visual feedback, assign buttons to assign effects to decks, as well as four buttons and knobs for effect manipulation. The Mode display at the center represents information on the current mode, and the button above switches between them. In mixer mode, this section turns into a dedicated mixer with EQ and volume control. Traktor Pro Plus subscribers can also use this section to control the Pattern Player. For more information refer to [Effect Control](#), [Using the Pattern Player](#), and [Mixer Control](#).
2. **Loop and Browse Section:** This section enables setting loops, changing their length and position, and browsing Traktor's track collection. A dedicated display for each deck shows important information including loop status and remaining track time. The **SHIFT** button combines with many controls to access secondary functions across the device. For more information refer to [Loop and Browse Section](#).
3. **Hotcue Buttons:** Four versatile buttons by default enable setting and jumping to Hotcues. These buttons can be customized for various functions in the Preferences of the Traktor Pro software. For more information refer to [Hotcues](#) and [Customizing the Controller](#).
4. **Transport Section:** Dedicated Cue, Start, Stop, and Sync buttons are found in the lowest part of the device. For more information refer to [Transport Control](#).

The Rear Panel

The rear panel connects the controller to the computer and includes a powered USB hub.



1. **USB Host Connector:** Connect the controller to the computer via this socket using the included USB cable. The controller itself is USB powered and will work with only this connection.
2. **USB Hub Inputs:** Connect other USB devices. Note that the hub will only function correctly when the included power supply is connected.
3. **Power Supply Input:** Connect the included power supply to this socket. This enables the USB hub and allows for brighter lit controls.

The Bottom Panel

The bottom panel of the controller features independent LED lights on both the left and right side, providing further visual feedback for each deck. By default, a green light is activated if a loop is active. A blinking red light indicates a track is nearing its end. This can be turned on or off in the Preferences of the Traktor Pro software. For more information refer to [Customizing the Controller](#).

5. Effect Control

The X1 MK3 is designed to maximize the creative potential of Traktor Pro's powerful effects. They can be controlled using the top half of the controller. The left and right side are identical and allow for direct access to two FX units that can either hold a single effect, a group of up to three effects, or the Pattern Player (only available in Traktor Pro Plus). Each FX unit can be assigned to a deck using the arrow buttons at the top.

i The color of various buttons can be customized in the Preferences of the Traktor Pro software. Here we will always describe their default color. For more information refer to [Customizing the Controller](#)

The X1 MK3's effects section contains the following controls:



- 1. Mode Select Button:** Cycle through various modes including FX units 1 & 2, 3 & 4, and Mixer mode. Holding **SHIFT** while pressing this button puts the controller in MIDI mode. The active mode is shown in the display right below the button.
- 2. Deck Assign Buttons:** Assigns the FX unit to a deck. Pressing the left arrow assigns the FX unit to the left deck. Pressing the right arrow assigns the FX unit to the right deck. If four FX units are configured in your layout, you can assign FX units 3 and 4 by holding **SHIFT** and pressing the assign buttons. When a unit has been assigned, the arrow will light up in a bright orange color and stay lit. To remove a unit from a deck, press the corresponding arrow button again. The light will go back to a dimmed state.

3. **FX and Mode Displays:** These three displays give visual feedback depending on the mode and effect loaded. The central Mode display shows the current mode while each FX display on either side visualizes key values of the corresponding FX unit. Turning a knob below will result in the corresponding left or right FX display to immediately show the name of active effect or effect parameter as well as its value. Turning a knob that is not assigned will result in the screen showing **empty**.
4. **Knobs and Buttons:** These knobs and buttons enable controlling Traktor Pro's effects. Their functions depend on whether a single effect or an effect group is loaded. In both cases the first knob from the top controls the Dry/Wet parameter of the FX unit.
 - **Single Effect:** The topmost button switches the effect on or off and provides visual feedback by lighting up when active. The topmost knob blends between the dry and wet signal. Subsequent buttons and knobs change their function depending on which effect is loaded. Refer to the [Traktor Pro 3 Manual](#) for more information. Note that the buttons behave differently depending on the parameter. For example, when using the delay effect, the second button from the top can be clicked to bring the filter cutoff to its default value, while the third button can be used to switch delay feedback on or off.
 - **Effect Group:** The topmost button is not assigned. The topmost knob blends between the dry and wet signal. Each subsequent button turns the respective effect on or off while each subsequent knob controls a main parameter of each effect. The parameters are described in detail in the [Traktor Pro 3 Manual](#).
 - **Pattern Player:** The various functions of the Pattern Player are described in [Using the Pattern Player](#).

Loading Effects

The X1 MK3 enables you to load and switch effects from the hardware itself. You can either load a single effect in the FX unit, enabling fine adjustments of its parameters, or a group of up to three effects where each effect has one main controllable parameter.

Loading a Single Effect

Loading effects is done via the effects section at the top of the controller. The workflow is the same for the left and right FX unit. For the following description we will number the four buttons of a FX unit from top to bottom starting with **1**.

1. Make sure your FX unit is configured to hold a single effect. To change this, press and hold **SHIFT** and press button **1** to cycle through the different possible unit assignments: Single effect, effect group, and Pattern Player (available to Traktor Pro Plus subscribers). The display above button **1** will show the current configuration.
2. Press and hold the **SHIFT** button on the controller. Button **2** and **3** now function as up and down arrows respectively and allow you to cycle through the available effects.
3. When the desired effect appears on the display, release **SHIFT**.

→ The effect is loaded in the FX unit.

Loading Effects in an Effect Group

Loading effects is done via the effects section at the top of the controller. The workflow is the same for the left and right FX unit. For the following description we will number the four buttons of a FX unit from top to bottom starting with **1**.

1. Make sure your FX unit is configured as an effect group. To change this, press and hold **SHIFT** and press button **1** to cycle through the different possible unit assignments: Single effect, effect group, and Pattern Player (available to Traktor Pro Plus subscribers). The screen above button **1** will show the current configuration.

2. Press and hold **SHIFT**. Button **2**, **3**, and **4** now each represent one available slot in the effect group.
 3. Push one of the three buttons to cycle through the available effects in that slot. The FX unit in the Traktor software shows which effect is currently loaded.
 4. Repeat step three for each effect slot until you are satisfied with the selection.
- Effects are loaded in the effect group.

Picking up parameter values with knobs

The X1 MK3 allows you to control multiple effects, the mixer EQs, and much more using a limited number of knobs simultaneously. This can lead to situations in which you switch to a new effect, but the knob is already turned to a certain value in the software. In these cases, the knob will not force the new effect to jump to its current value. Instead, the X1 MK3's top displays will give you a visual indication of where the new effect parameter value is via two up or down arrows next to the parameter name. Down arrows mean that this specific knob needs to be turned to the counter clockwise before it will pick up the new value and start changing the parameter. Up arrows require turning the knob clockwise.



The display of an FX unit indicating that a knob needs to be turned clockwise to start manipulating the loaded filter.

6. Using the Pattern Player

Traktor Pro Plus subscribers can control the Pattern Player using the X1 MK3. The Pattern Player is a powerful creative tool that allows you to play various rhythmic patterns from many different drum samples. Samples are organized in kits which can be loaded directly from the device.

The Pattern Player can be controlled from the X1 MK3 using the following controls:



1. **Deck Assign Buttons:** Assign the Pattern Player loaded in this FX unit to a deck by pressing the arrow buttons. When the Pattern Player is assigned to a deck, the arrow button will light up in bright orange and stay lit. To remove the assignment simply press the button again. Traktor Pro treats the Pattern Player like any other FX unit, meaning assigning it to a deck does not replace the deck itself but rather plays on top of it.
2. **Display:** Shows the name of the loaded kit at the top, the name of the current sample in the middle, and a representation of the current pattern at the bottom.
3. **Button:** Activates the Pattern Player. The button will light up in bright green when a pattern is playing. Pressing it again will deactivate it.
Knob: Controls the volume of the pattern. Turning it clockwise increases the volume, while turning it counterclockwise decreases it.
4. **Button:** Loads the previous sample. Holding **SHIFT** while pressing this button loads the previous kit.
Knob: Cycles through the various patterns available for this sample.
5. **Button:** Loads the next sample. Holding **SHIFT** while pressing this button loads the next kit.
Knob: Controls the pitch of the current sample. Turning it clockwise increases pitch, while turning it counterclockwise decreases it.

6. Button: Toggles ducking on or off. When on, ducking slightly attenuates the volume of the deck the Pattern Player is assigned to when a sample is played back. The amount of attenuation depends on the volume of the sample as well as the decay of its volume envelope.

Knob: Controls the decay of volume envelope of the sample. Turning this knob clockwise increases the decay of the sample. Turning it counterclockwise decreases it.

7. Mixer Control

The X1 MK3 can be switched to mixer mode in order to control Traktor Pro's mixer using the effects section at the top of the device.

The mixer includes the following controls:



1. **Mode Select Button:** Press this button to enter mixer mode. If four FX units are configured in your layout you might have to press this button repeatedly until the central Mode display at the top shows MIXER.
2. **Displays:** Each deck on the left and right has a dedicated display that shows the value of the control that was last changed using one of the knobs below. Additionally, the headphone icon turns on when Cue is active. The central display includes a volume meter as well as a representation of which decks are active. Active decks are represented by their corresponding letter (A, B, C, or D) in black on a white background, while inactive decks are represented by a white letter on black background.
3. **Hi:** The first button and knob controls the high band of Traktor Pro's equalizer. Turning the knob clockwise boosts high frequencies of that deck, while turning it counterclockwise will attenuate high frequencies. Pressing the button activates a high cut filter. The button lights up in bright blue and stays lit while the high-cut is active. Pressing the button again deactivates the filter.
4. **Mid:** The second button and knob controls the middle band of Traktor Pro's equalizer. Turning the knob clockwise boosts middle frequencies of that deck, while turning it counter clockwise attenuates middle frequencies. Pressing the button activates a mid-cut filter. The button lights up in bright blue and stays lit while the mid-cut is active. Pressing it again deactivates the filter.
5. **Lo:** The third button and knob controls the low band of Traktor Pro's equalizer. Turning the knob clockwise boosts low frequencies of that deck, while turning it counter clockwise attenuates low frequencies. Pressing the button activates a low-cut filter. The button lights up in bright blue and stays lit while the low-cut is active. Pressing it again deactivates the filter.
6. **Cue and Volume:** The last button activates the Cue functionality, allowing you to listen to a track through your headphones. The last knob controls the volume of the track.

Transport Control

The transport section of the X1 MK3 includes controls for playing and navigating tracks in Traktor Pro.



1. **Nudge Arrows:** These two arrow buttons allow you to gently nudge your track. Pressing the left arrow slightly slows the track down while pressing the right arrow speeds it up.
2. **REV:** Pressing and holding this button triggers reverse playback, during which Traktor's Flux mode is active. Pressing **SHIFT** and **REV** toggles Flux mode on for this deck. This is indicated by the button being lit when holding **SHIFT**. Pressing **SHIFT** and **REV** again turns Flux mode off.
3. **CUE:** Triggers the temporary cue point. When a track is paused, pressing **CUE** will set the temporary cue point at the current position. Pressing **CUE** while a track is playing jumps to the cue point position and stops playback. Pressing and holding **CUE** plays the track from the cue point. Upon release the track jumps back to the cue point position and stops playing. Pressing **SHIFT** and **CUE** resets the playback position to the start.
4. **PLAY:** Starts and stops tracks. When a track is playing, the **PLAY** button lights up in bright green.
5. **SYNC:** Switches sync on or off for the respective deck. When sync is active, the button lights up blue. When sync is active but the track is playing out of phase with the other deck, it lights up red. Pressing **SHIFT** and **SYNC** sets the corresponding deck to master. Pressing and holding **SYNC** while turning the loop encoder changes the tempo of the track. If you also press the loop encoder during this interaction, the tempo changes in larger increments.

Loop and Browse Section

The loop and browse section enables loading and navigating tracks as well as various looping functions. The **SHIFT** button can also be found here, which unlocks many secondary functions across the device.

The Loop and Browse section includes the following controls:



1. **Deck Displays:** The deck displays provide essential information about their respective track deck. At the top they display the current track name, below the remaining time of a given track, and at the bottom a progress bar indicating the current track position. On the right side of the display, the number at the top represents the loop length, and the letter at the bottom the current deck. When a loop is active or a track is playing, the background of the loop length and track indicator turns white. If a deck is configured as live input, the display will just show **Live Input**.
2. **Browse Encoder:** Browse and load tracks using this encoder. Turning it navigates the track list. Pressing it loads the selected track into the corresponding deck. Holding **SHIFT** while turning navigates the file tree and pressing while holding **SHIFT** opens folders in the tree.
3. **Loop Indicator LED:** This icon lights up when a loop is active.
4. **Loop Encoder:** Turning this encoder changes the loop length. Pressing it activates the loop. Pressing it again deactivates the loop. Holding **SHIFT** while turning the encoder will jump through the track using the current loop length as increment. Doing this while a loop is active also moves the loop.
5. **SHIFT Button:** The **SHIFT** button unlocks many secondary functions across the controller. These are explained in the respective control description.

Hotcues

Hotcue buttons are used to set and jump to Hotcues. Pressing an unassigned Hotcue button sets this Hotcue to the current track position. Pressing it again jumps to that track position. They are also highly customizable using the Preferences of the Traktor Pro software. For more information on the available options, refer to [Customizing the Controller](#).

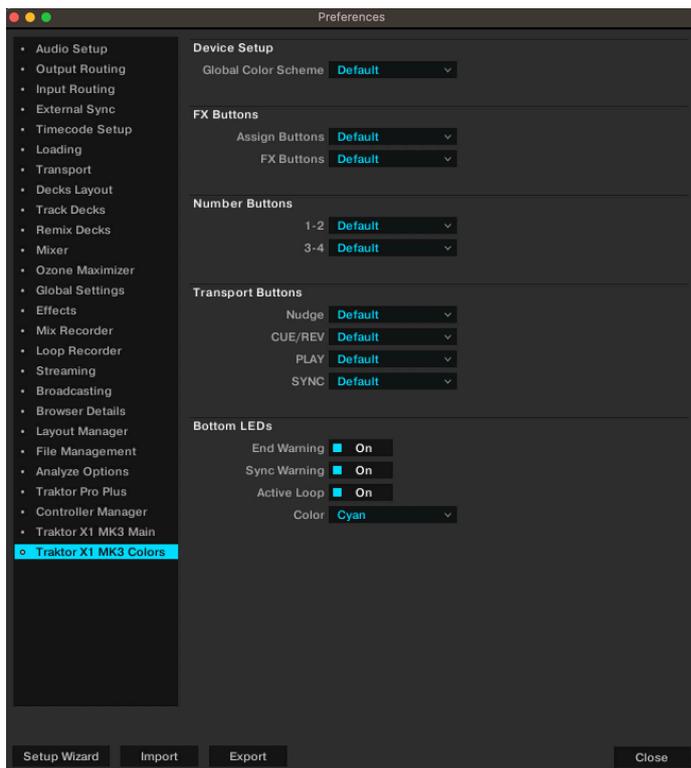


Traktor X1 MK3's Hotcue buttons.

8. Customizing the Controller

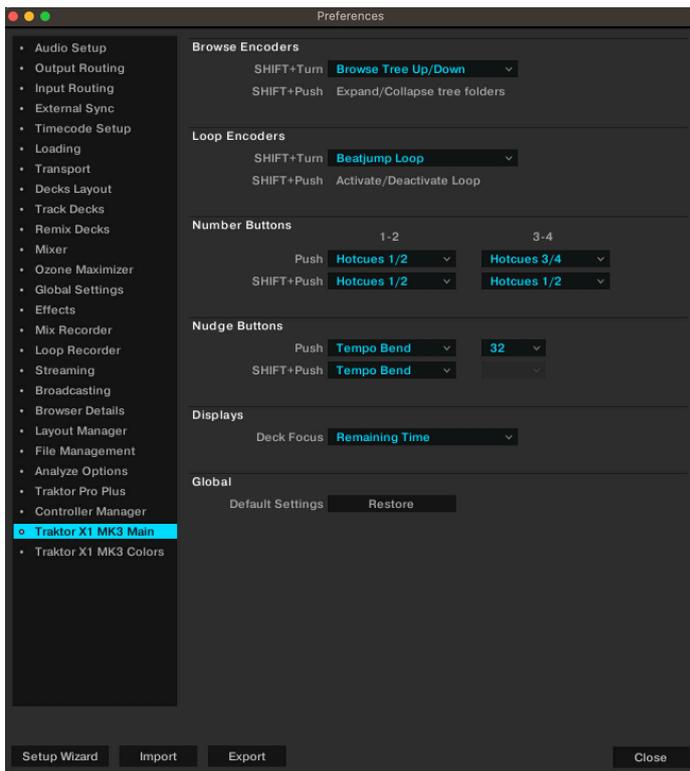
The X1 MK3 can be customized directly in the Preferences of the Traktor Pro software. Two pages are available for customization of the X1 MK3, Color and Main. **Traktor X1 MK3 Color** lets you assign one of 16 colors to various control elements. **Traktor X1 MK3 Main** changes the functionality of certain controls.

The **Traktor X1 MK3 Colors** page allows customization of the **FX Buttons**, **Number Buttons**, **Transport Buttons**, and the **Bottom LEDs**. The **Global Color Scheme** at the top assigns one color to all subsequent settings.



The **Traktor X1 MK3 Main** page include options for changing the functionality of controls.

The following controls are customizable:



- **Browse Encoders:** Changes the secondary behavior of the Browse encoders when **SHIFT** is held down and the encoder is turned. By default this interaction navigates the file tree but can be changed to navigate favorite folders instead.
- **Loop Encoders:** Changes the secondary behavior of the Loop encoders when **SHIFT** is held down and the encoder is turned. It can be set to change the key of the track in semitones. By default, pressing the encoder while **SHIFT** is held activates the loop. If the turn interaction is set to key change instead, pressing the encoder while holding **SHIFT** results in activating/deactivating key lock.
- **Number Buttons:** These buttons are highly flexible and can be mapped to many different interactions. By default they control Hotcues 1 and 2. Other options include up to 8 additional Hotcues, **Loop In/Out**, **Stutter** in various beat divisions, and **Abs/Rel** which toggles absolute or relative mode for timecode vinyls or CDs. These options are also available for the secondary function when holding **SHIFT** and pressing a button. Additionally, you can set the secondary function to deleting Hotcues.
1-2 and 3-4 are grouped together, but their function can differ. This is indicated by a slash (/) in the drop-down menu. For example, setting 1-2 to **Loop In/Out** configures button 1 as loop start and button 2 as loop end.
- **Nudge Buttons:** Both the primary and secondary behavior of these buttons can be customized to either nudge tracks or jump through them. When set to jump you can also set a fixed jump interval or tie it to loop length.
- **Displays:** Changes which information about the track is shown on the deck displays. Options include remaining time, elapsed time, and loop length.
- **Global:** Restore the default settings of the controller here. Pressing this will require you to select a deck and effects layout again.