



**NI** NATIVE INSTRUMENTS

THE FUTURE OF SOUND

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# 1. DISCLAIMER

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Hardware version: TRAKTOR KONTROL S2 MK3

Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

## 2. WELCOME TO TRAKTOR KONTROL S2

Thank you for choosing TRAKTOR KONTROL S2. It is because of customers like you that we can continue developing groundbreaking music software and hardware. TRAKTOR KONTROL S2 is a fully integrated hardware and software DJ performance system. The all-in-one TRAKTOR KONTROL S2 controller offers you an ergonomic DJ mixer, a built-in 24-bit/48 kHz audio interface, and a high-resolution control surface, perfectly tailored for TRAKTOR PRO 3.

This documentation provides you with all the information you need to get started mixing, syncing and looping. If you are already familiar with TRAKTOR, this guide will also help you use the more advanced features of TRAKTOR KONTROL S2.

### 2.1. Document Conventions

This document uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information can be expected:



The speech bubble icon indicates a useful tip that may help you to solve a task more efficiently.



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



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

Furthermore, the following formatting is used:

- Paths to locations on your hard disk or other storage devices are printed in *italics*.
- Important names and concepts are printed in **bold**.
- Square brackets are used to reference keys on a computer's keyboard, e.g., Press [Shift] + [Enter].

#### Pet Names for Software and Hardware

Throughout the documentation, we will refer to the TRAKTOR KONTROL S2 hardware controller as **TRAKTOR KONTROL S2**, **S2 controller**, or simply **S2**.

Likewise, the TRAKTOR software may be referred to as **TRAKTOR**.

## 2.2. Documentation Resources

Native Instruments provides many information sources regarding TRAKTOR KONTROL S2. The main resources to get you started are:

- **TRAKTOR KONTROL S2 Manual:** This manual guides you through the hardware and software setup process to get the TRAKTOR KONTROL S2 system up and running. Additionally, by providing task-based tutorials, it offers a practical approach to using your TRAKTOR KONTROL S2.
- **TRAKTOR PRO 3 Manual:** For in-depth information on all features provided by the TRAKTOR software, refer to the TRAKTOR PRO 3 Manual.

## 2.3. In this Document

What you are reading now is the TRAKTOR KONTROL S2 Manual. This manual is structured as follows:

- [Concepts](#) quickly introduces you to the TRAKTOR KONTROL S2 user interface and its main areas, both on the hardware side and software side.
- [Setting up TRAKTOR KONTROL S2](#) guides you through the process of setting up your TRAKTOR KONTROL S2 system and importing your music into TRAKTOR.
- [TRAKTOR KONTROL S2 Overview](#) is an extensive reference of all hardware control elements to be found on your TRAKTOR KONTROL S2 hardware controller. Whenever you are unsure about the functionality of a particular control element, you will find all the necessary information here.
- [Mixing Your First Tracks using SYNC](#) is a quickstart tutorial introducing you the main steps of mixing your first tracks using the SYNC function.
- [Tutorials](#) contains a collection of short tutorials, showing you how to work with the individual areas of the controller. This also includes the tutorial of manually aligning tracks using the Jog Wheels. For more information, refer to [Mixing Tracks Using Jog Wheels](#)
- [Preferences](#) explains how to open the Preferences in TRAKTOR and introduces the options to customize the TRAKTOR KONTROL S2 for particular needs.
- [Adding a Microphone](#) shows you how to integrate TRAKTOR KONTROL S2 with your studio or live setup, in various configurations.
- [Setting the TRAKTOR KONTROL S2 as Your Default Audio Interface](#) describes how to use the audio interface of the TRAKTOR KONTROL S2 as the default audio device of your computer.
- [Specification](#) gives you the technical specifications of the TRAKTOR KONTROL S2 controller.

### 3. CONCEPTS

This section quickly introduces the main areas and concepts of your TRAKTOR KONTROL S2 hardware controller with reference to the TRAKTOR PRO software.



TRAKTOR KONTROL S2.

(1) **Decks:** You can use the Decks to control tracks and Samples, similar to DJ turntables or CD players but with additional features. TRAKTOR controls four virtual Decks and each of them can be operated in several Deck Types: Track Deck, Remix Deck, STEM, Deck, and Live Input.

TRAKTOR KONTROL S2 provides you with two physical Decks. The left Deck on your S2 controls Deck **A** in the software and the right Deck controls Deck **B** in the software. Additionally, you can gain control over TRAKTOR's Decks **C** and **D** using the S2's **SAMPLE** mode.

The S2 is designed to control Track Decks on Deck **A** and **B** and to control Remix Decks on **C** and **D**. Hence, the software's upper Decks should always be Track Decks or STEM Decks, whereas the software's lower Decks should always be Remix Decks.

(2) **Mixer:** You can use the Mixer to mix the audio signals coming from the Decks. The Mixer sits in the middle of the TRAKTOR software as well as on your TRAKTOR KONTROL S2 controller. On the S2, the Mixer consists of the two Mixer channels **A** and **B** which receive the individual audio signals from the Decks **A** and **B**. Each Mixer channel contains controls to modulate the audio signal and to adjust the outgoing volume before the audio signal is sent to the **MASTER** output. The **SAMPLE** knob in the middle of the Mixer controls the relative level of the combined channel for Deck **C** and **D**. Furthermore, the Mixer provides the crossfader to let you fade between the audio signals in the Mixer channels **A** and **B**.

## 3.1. Automatic Track Synchronization

This section introduces the principles of the automatic synchronization features offered by TRAKTOR.

One of the key features of TRAKTOR is the automatic synchronization of tracks. After loading tracks into the Decks, you can synchronize the track tempos with the **SYNC** function. The tempo of the synced track then adjusts the tempo of the Tempo Master, for example, the track in the playing Deck. For this to work, TRAKTOR uses the tempo and beat information from the Beatgrids of tracks. Samples and time-evolving effects sync to the current Tempo Master automatically.

### 3.1.1. Beatgrid

TRAKTOR analyzes the tracks by providing reliable tempo information for syncing. This analysis determines the tempo (BPM) as well as the position of the beats; the result is the Beatgrid. There is a specific Beatgrid for each of your tracks.

### 3.1.2. Tempo Master and Master Clock

The **Tempo Master** represents the reference tempo to which the Decks synchronize. When enabling the **SYNC** function on a Deck, TRAKTOR synchronizes the track to the Tempo Master. The Tempo Master can either be a Deck or TRAKTOR's **Master Clock**. When the Master Clock is the Tempo Master, it then represents the global tempo reference to which all Decks can sync. The Tempo Master does not have to be the same throughout your mix, but there can only be one Tempo Master.

### 3.1.3. Automatic Tempo Master Assignment

TRAKTOR assigns the new Tempo Master automatically using the **AUTO** mode in the Master Control panel. When mixing tracks using the SYNC function, the synced Deck automatically becomes the new Tempo Master, as soon as the track of the current Tempo Master Deck ends or is stopped manually. This continues as long as there is no other track synced to the Tempo Master. Then the Master Clock automatically becomes the new Tempo Master as soon the current track stops playing. The MASTER button then lights up in the Master Control panel.

The **AUTO** mode is activated by default.

## 3.2. About the Track Collection

The Track Collection represents all the music you use in TRAKTOR. With the Track Collection you can organize, tag, and prepare your tracks for being played as part of your mix.

A benefit of the Track Collection is that reads the metadata of the tracks, like track title, artist name, tempo, genre, key etc. It also stores TRAKTOR-specific information about your tracks.

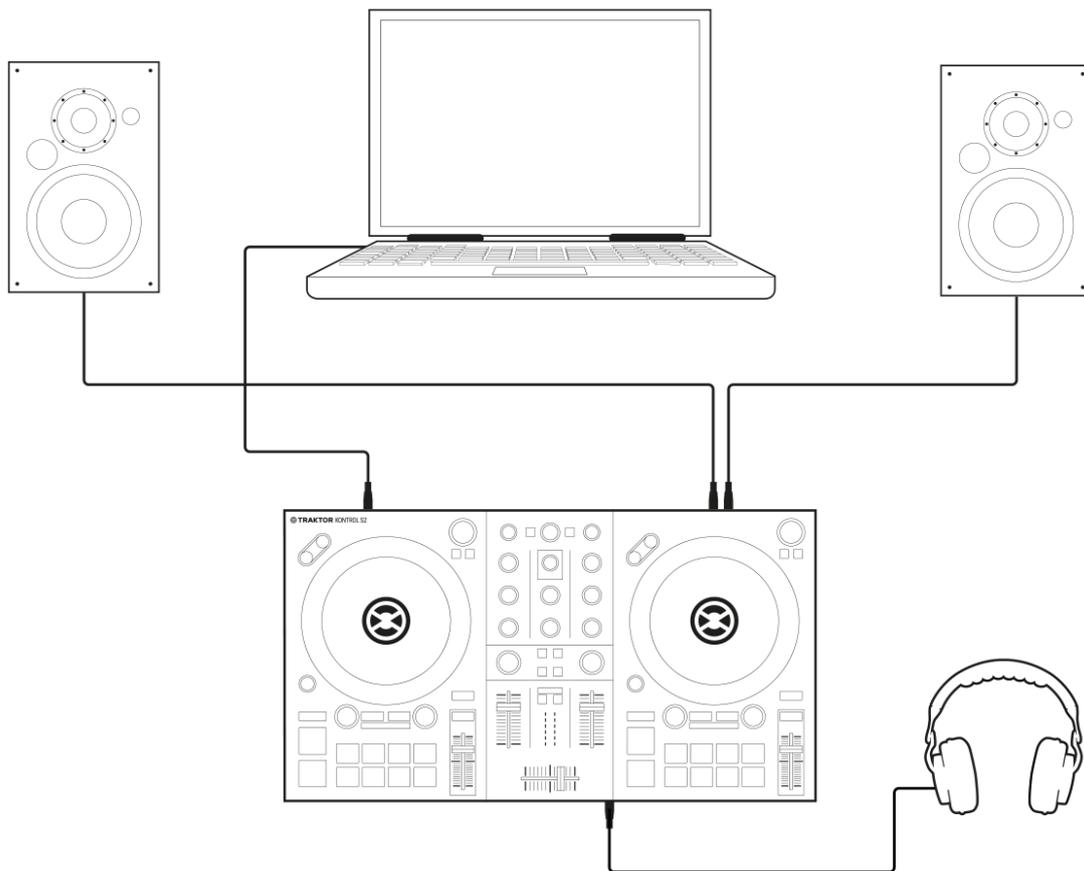
### 3.3. STEM File Playback

Generally, the S2 is designed to control tracks using Track Decks. However, you can also load STEM Files into the Decks. In this case the Decks in TRAKTOR switch to Deck Type STEM Deck and show the individual STEM Part waveforms and additional controls. With the S2 you can playback the STEM Files like normal tracks but you are not able to further control the STEM Files.

## 4. SETTING UP TRAKTOR KONTROL S2

By this section, you should have already installed TRAKTOR PRO 3 software using NATIVE ACCESS, in order to configure S2 for its first use. If this is not the case, follow the instructions under this link [Registering and Installing a Native Instruments Product using NATIVE ACCESS](#).

This section describes how to set up the TRAKTOR KONTROL S2. When all devices are connected your setup will look like the following illustration:

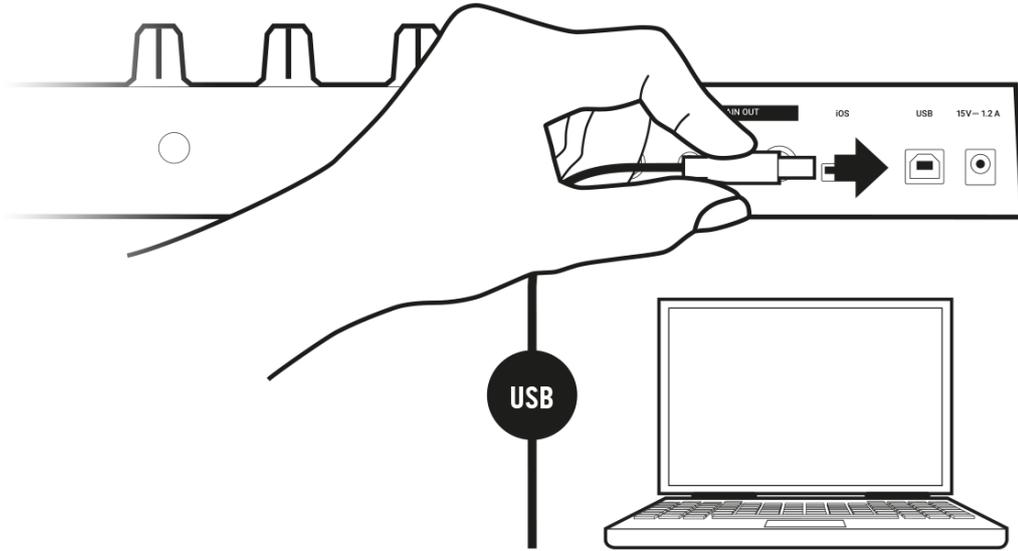


TRAKTOR KONTROL S2 setup.

### 4.1. Connecting to the Computer

To connect the TRAKTOR KONTROL S2 to your computer:

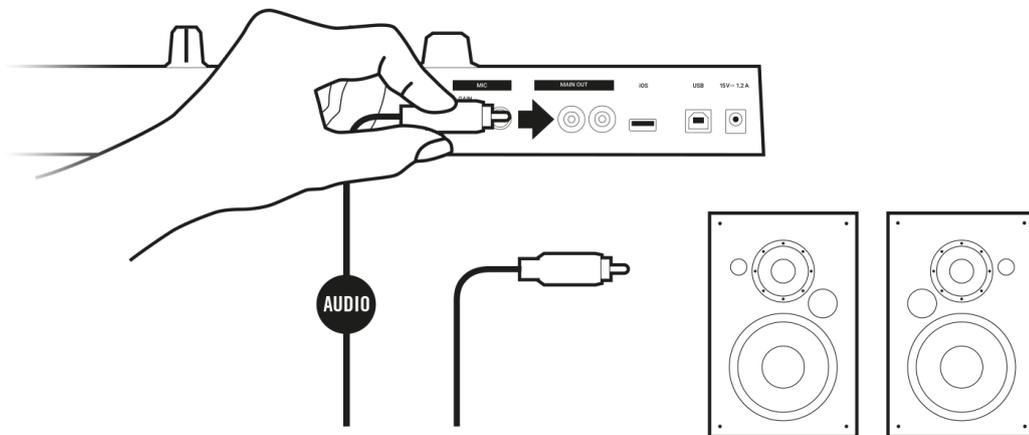
1. Connect the device end (square plug) of the included USB cable to the USB socket on the rear panel of your S2.
2. Connect the computer end (flat rectangle plug) of the USB cable to an available USB 2.0 port (or later) on your computer.

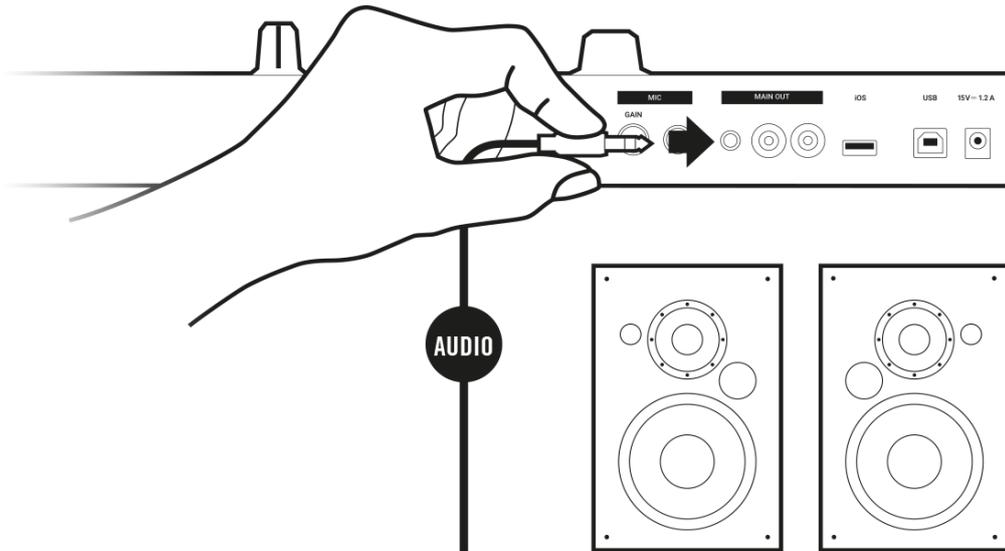


## 4.2. Connecting Active Speakers

To connect your power amplifier or active speakers to the TRAKTOR KONTROL S2:

- Connect the **MAIN OUT RCA** (or 3.5 mm) outputs on the rear panel of the TRAKTOR KONTROL S2 to the inputs of your amplification system using the appropriate cables.





### 4.3. Connecting Headphones

To connect headphones to the TRAKTOR KONTROL S2:

- Connect your headphones to the **PHONES OUT** socket on the front panel of the TRAKTOR KONTROL S2, using the 3.5 mm connector.

### 4.4. Final Preparation

After successfully setting up the TRAKTOR KONTROL S2 system, you can switch on the devices. We recommend that you follow the order in the instructions below:

#### Switching on Devices and Starting TRAKTOR

1. On your S2, turn down the volumes to minimum position by using the **MASTER** knob, and the **VOL** knob for the headphones volume.
2. Switch on the amplification system (active speakers or power amplifier with passive speakers).
3. Switch on your computer.
4. Start TRAKTOR by double-clicking the Traktor 3 application icon on your desktop.  
The TRAKTOR software opens.

#### Importing Data from Your Previous TRAKTOR Version

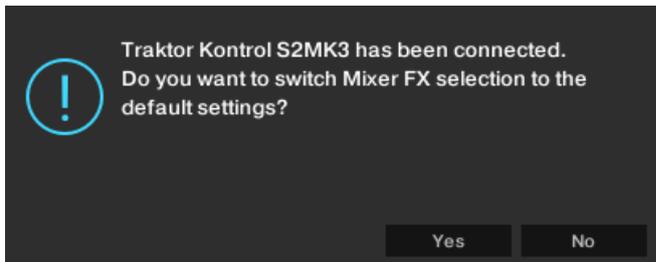
When you start TRAKTOR for the first time, TRAKTOR recognizes if a previous version of TRAKTOR is installed on your system. In this case TRAKTOR asks if you want to import your previous data from the existing user content into a new folder in your user folder. Your previous data will not be changed if you import it to the new default folder.

If you want to import data from your previous TRAKTOR installation:

- Click **Yes** to confirm.  
The data is imported.

## Switching to TRAKTOR Default Settings

When you start TRAKTOR with the S2 for the first time, TRAKTOR asks if you want to switch Mixer FX selection to default values. This is necessary to get the intended user experience of your S2:



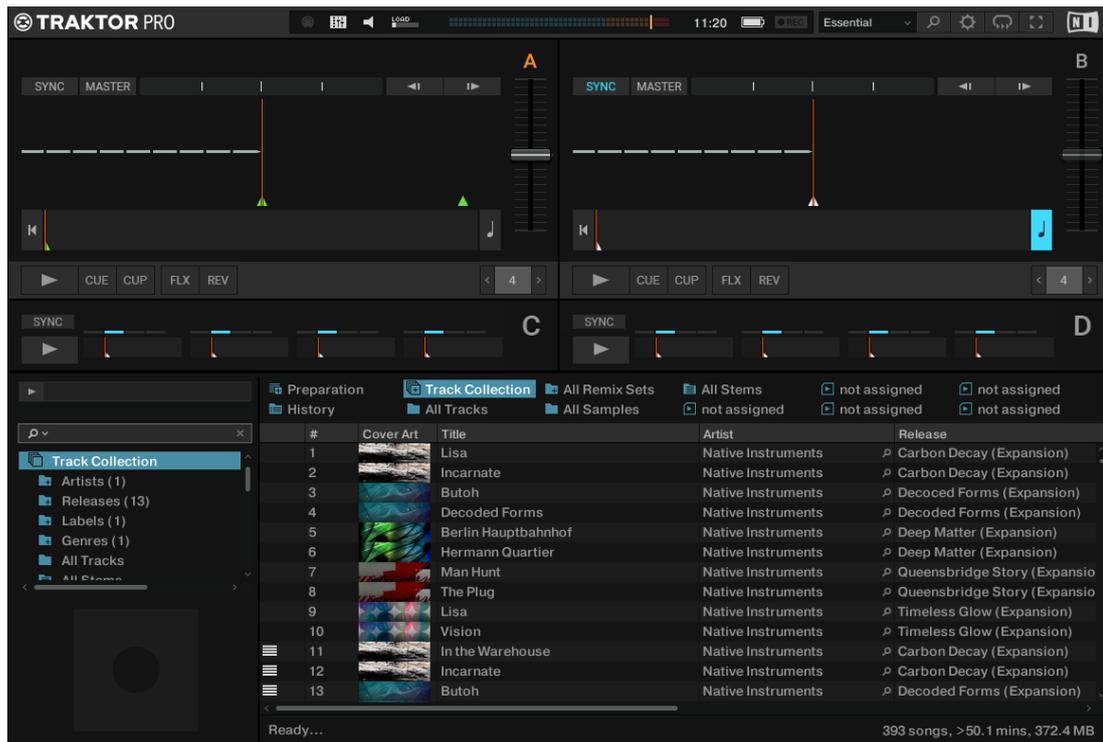
TRAKTOR alert for switching Mixer FX pre-selection to default.

- Click **Yes**.  
The pre-selection of the Mixer FX is set to default.

## Configuring TRAKTOR using the Setup Wizard

The Setup Wizard dialog appears automatically when you start TRAKTOR for the first time after installation. The Setup Wizard helps you to configure the software to your needs only with a few clicks. To configure TRAKTOR to be controlled with your S2 controller, perform the following actions:

1. On the **WELCOME** page click **Next** to proceed.
2. On the **DECK LAYOUT** page select the Deck setup to control with your S2, for example, **2 Track Decks + 2 Remix Decks**.
3. Click **Next** to proceed.  
The **SUMMARY** page shows you the configuration of TRAKTOR.
4. Click **Finish** to confirm your configuration.  
The TRAKTOR window now appears in the Essential Layout.



## 4.5. Importing Music to the Track Collection

The most convenient way to get your tracks into TRAKTOR's Track Collection is using drag and drop:

- Drag the music files from the location on your computer and drop them in the **Track Collection** folder in TRAKTOR's Browser Tree.

TRAKTOR now analyzes the metadata of the music files and stores the files in the Track Collection.

## 5. TRAKTOR KONTROL S2 OVERVIEW

This section introduces you to the TRAKTOR KONTROL S2 and all its control elements and connectors.



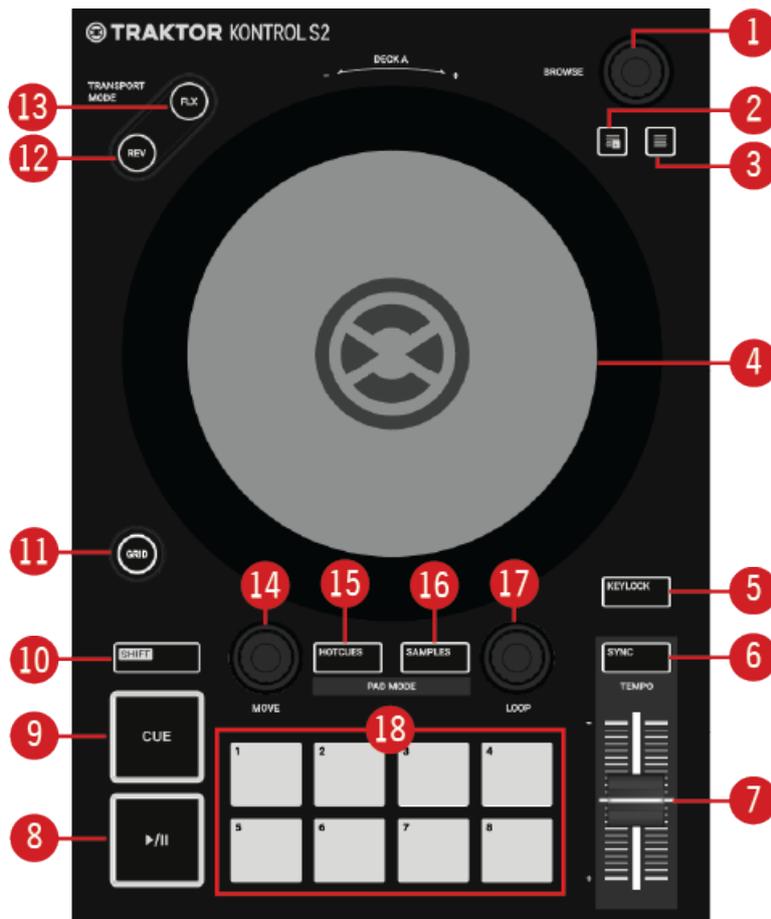
TRAKTOR KONTROL S2.

(1) **Decks:** TRAKTOR KONTROL S2 provides you with two physical Decks. You can use the Decks to control tracks and Samples. The left Deck on your S2 controls Track Deck **A** in the software and the right Deck on your S2 controls Track Deck **B** in the software. Additionally, you can gain control over TRAKTOR's Remix Decks **C** and **D**. For more information on the control elements, refer to [Decks](#).

(2) **Mixer:** You can use the Mixer to mix the audio signals coming from the Decks. The Mixer consists of the two Mixer channels **A** and **B** which receive the individual audio signals from the Decks **A** and **B**. Each Mixer channel contains controls to modulate the audio signal and to adjust the outgoing volume before the audio signal is sent to the **MASTER** output. The **SAMPLE** knob in the middle of the Mixer controls the relative level of the combined channel for Deck **C** and **D**. Furthermore, the Mixer provides the crossfader to instantly fade between the audio signals in the Mixer channels **A** and **B**. For more information on the control elements, refer to [Mixer](#), and [Mixer Channel](#).

### 5.1. Decks

TRAKTOR KONTROL S2 provides you with two physical Decks to control the TRAKTOR Decks. Each Deck provides you with the following control elements:



S2 Deck.

(1) **BROWSE encoder:** You can navigate within TRAKTOR's Browser, select tracks in the Track List by turning the **BROWSE** encoder. You can load the selected track into the Deck by pressing the **BROWSE** encoder.

(2) **Preparation button:** Assigns the selected track in the Track List to the Preparation List. With the Preparation list you can prepare the tracks for your next mix.

(3) **BROWSE View button:** Maximizes the Browser view in the TRAKTOR software.

(4) **Jog Wheel:** The Jog Wheel provides advanced control over track transport. As with a conventional CD player or turntable, you can manually hold playback, nudge and bend, and start scratching by touching and turning the Jog Wheel and the outer rim. Furthermore, you can manually correct tracks' Beatgrids.

(5) **KEYLOCK :** Enables Keylock for the Deck. When you change the tempo for the track on the Deck with Keylock enabled, then the tempo changes but the current key pitch for the track remains.

(6) **SYNC:** Syncs the Deck to the Tempo Master.

(7) **TEMPO Fader:** Lets you manually adjust the track tempo on that Deck. The **TEMPO** fader can be operated in Absolute mode and in Relative mode. If the Deck is synced to the Tempo Master, the **TEMPO** Fader has no effect.

(8) **Play/Pause:** Lets you start or pause the track playback on that Deck.

(9) **CUE:** Lets you start track playback from the Floating Cue Point when the Deck is stopped. Moves the playback position back to the Cue Point during playback.

(10) **SHIFT**: When you hold **SHIFT**, you are provided with the secondary functions of some of the control elements on the S2.

(11) **GRID**: Enables the Beatgrid Adjust mode. In this mode you can use the Jog Wheel to correct the Beatgrid for the loaded track.

(12) **REV button**: Plays back the track in reverse when in Flux mode.

(13) **FLX button**: Enables Flux mode for that Deck.

(14) **MOVE encoder**: Allows you to jump within the track, and enables Looping. When Looping is enabled, the **MOVE** encoder allows you to move the Loop forwards and backwards within the track.

(15) **HOTCUES button**: Enables **HOTCUES** mode. When enabled, you can use the eight Pads to store and trigger Cue Points and Loops.

(16) **SAMPLES button**: Enables **SAMPLES** mode. When enabled, you can use the eight Pads to control the first four Samples of the Sample Slots in Remix Decks **C** or **D**.

(17) **LOOP encoder**: Allows you to enable/disable Looping and change the Loop size.

(18) **Pads**: Their function depends on the current Pad mode:

- When in **HOTCUES** mode, the Pads store and trigger Cue Points and Loops for tracks and STEM Files.
- When in **SAMPLES** mode, the Pads control the first four Sample Cells of Sample Slots in Remix Decks **C** and **D**.

## 5.2. Mixer

You can use the Mixer to mix the audio signals coming from the Decks. The Mixer is situated in the middle of your TRAKTOR KONTROL S2 controller and contains the following control elements:



**Mixer.**

(1) **Mixer channel A and B:** The Mixer channels **A** and **B** receive the individual audio signals from the Decks **A** and **B**. Each Mixer channel contains controls to adjust the audio signal's frequency content and to adjust the outgoing volume before the audio signal is send to the **MASTER** output. For more information, refer to [Mixer Channel](#).

(2) **QNT:** Allows you to enable or disable Quantize mode and Snap mode. More Information, refer to [Snap Mode and Quantize Mode](#).

(3) **MASTER knob:** Adjusts the Master volume level.

(4) **MIC button:** Inserts the microphone channel signal to the Master signal.

(5) **SAMPLE knob:** Adjusts the volume for the combined channel of Remix Deck **C** or **D**.

(6) **CUE MIX control:** Adjusts the signal mix between Master output signal and the CUE channel signal in the headphones.

(7) **CUE VOL control:** Adjusts the volume for the CUE channel.

(8) **Mixer FX SELECT buttons:** Select the individual Mixer FX to be controlled with the Mixer FX Amount knob in the Mixer channel.

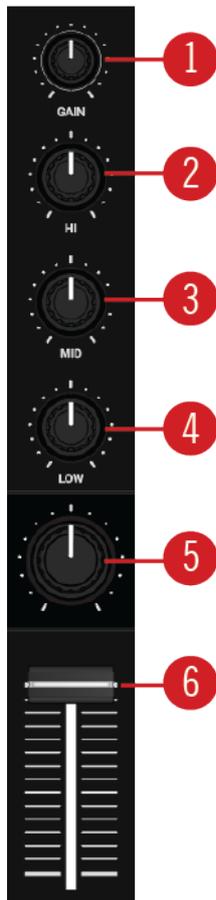
(9) **CUE button**: Sends the Mixer channel's audio signal to the CUE channel for preparing the next transition and previewing tracks.

(10) **Channel Level Meter**: Gives you visual feedback of the GAIN level on that Mixer channel. The blue LEDs indicate the signal below clipping and the red LED indicates the signal is clipping. For more information, refer to [Adjusting Volume Levels](#).

(11) **Crossfader**: Lets you transition between the audio signals of Mixer channel **A** and **B**. At each crossfader end, the opposite signal is totally silent. Moving the crossfader gradually fades in and fades out the relevant audio signal in the Master output. At the center position, both audio signals are fully audible.

### 5.3. Mixer Channel

The Mixer channels **A** and **B** receive the individual audio signals from the Decks **A** and **B**. Each Mixer channel contains controls to adjust the incoming and outgoing levels, and the audio signal's frequency content. The Mixer channels provide you with the following control elements:



Mixer channel.

(1) **GAIN knob**: Adjusts the input level for the incoming signal of the corresponding Deck, before it passes the channel fader.

(2) **HI knob**: Emphasizes, attenuates, or removes the high frequency band of the audio signal.

(3) **MID knob**: Emphasizes, attenuates, or removes the middle frequency band of the audio signal.

(4) **LOW knob:** Emphasizes, or attenuates, or removes the low frequency band of the audio signal.

(5) **Mixer FX Amount knob:** The Mixer FX Amount knob controls the amount of the Mixer FX to be applied to the audio signal. In the center position the Mixer FX is disabled for that Mixer channel.

(6) **Channel Fader:** Adjusts the volume level for the Mixer channel before the audio signal is sent to the crossfader.

## 5.4. Front View

The front panel of your S2 hosts the **PHONES OUT** socket for the CUE channel. Here you can connect a pair of headphones using a stereo 1/4" jack.



Front view.

## 5.5. Rear View

This section describes all the sockets and controls available on the rear panel of your TRAKTOR KONTROL S2.



Rear view.

(1) **Kensington Lock slot:** Attaches a Kensington Lock to protect your S2 against theft.

(2) **MIC GAIN:** Adjusts the level for the incoming microphone signal.

(3) **MIC 1/4" socket:** Connects a microphone using a 1/4" jack.

(4) **MAIN OUT 1/8" socket:** Connects the S2 to active speakers.

(5) **MAIN OUT RCA R / L:** Connects the S2 to a power amplifier.

(6) **iOS:** Connects an iOS device for future iOS compatibility.

(7) **USB:** Connects your S2 with your computer using the included USB cable.

(8) **Power Supply socket:** Connects the optional Native Instruments Power Supply to be purchased separately on the Native Instruments online shop.

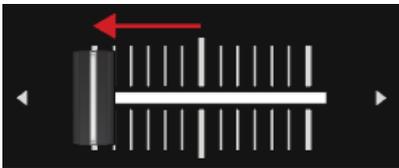
## 6. MIXING YOUR FIRST TRACKS USING SYNC

In this section you will learn to mix your first two tracks, using Deck A and Deck B, and the **SYNC** function. For this method, you will not need to use Jog Wheels or your headphones. If you want to try a more advanced method of mixing, using the Jog Wheels and headphones, refer to section [Mixing Tracks Using Jog Wheels](#).

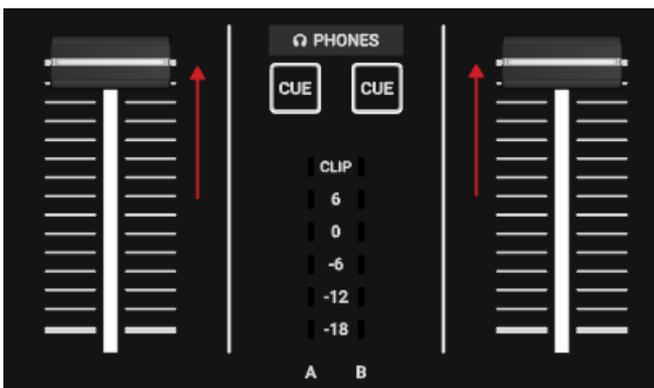
At first, you prepare the Mixer by adjusting the control elements for mixing from Deck **A** to **B**. Then you will load the first track into Deck **A**, and begin to perform step by step.

### 6.1. Prerequisites

1. Set the crossfader to the left-most position.



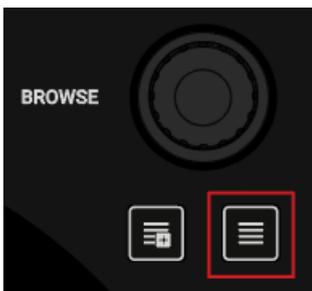
2. Set Channel fader A and Channel fader B to maximum position.



3. Set the **MASTER** knob to center position at 0.0 dB.
4. Set the volume of your audio system or active speakers to minimum level.

### 6.2. Loading the First Track into Deck A

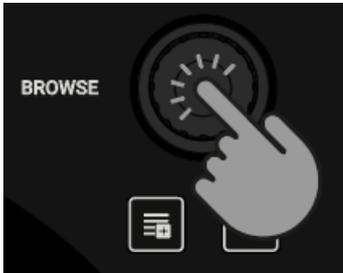
1. Press the **Browser View** button to maximize the Browser view in the software.



2. Turn the **BROWSE** encoder to select one of your tracks, or a demo track, for example **Berlin Hauptbahnhof** by Native Instruments.



3. Press the **BROWSE** encoder to load the track into the Deck.



TRAKTOR now analyzes the track to determine its tempo, and to create the Beatgrid and the Waveform.

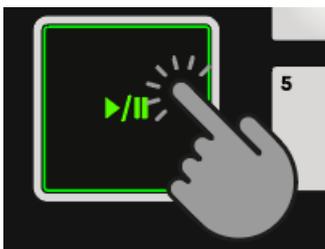
4. Press the **Browser View** button again to minimize the Browser View.



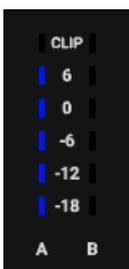
### 6.3. Starting Playback of Deck A

To start playback on Deck A:

1. Press the Play/Pause button on Deck A.



The Waveform starts moving and the Channel Level Meter LEDs in the left Mixer channel **A** illuminate.



2. Slowly increase the volume of your audio system or active speakers to a moderate listening level.

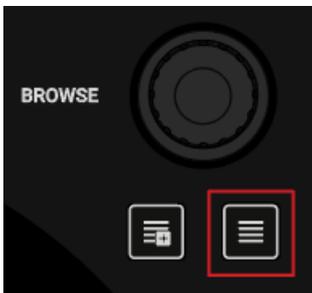
You now hear the audio of the track in your speakers.

## 6.4. Loading the Second Track into Deck B

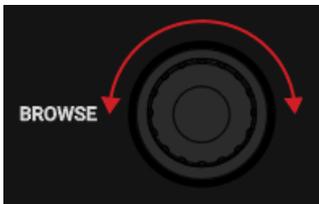


The next track you want to mix must have a similar tempo like the playing track.

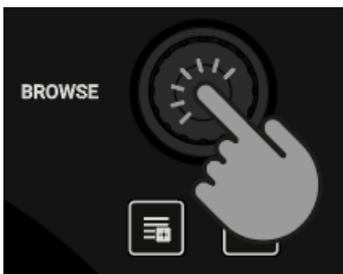
1. Press the **Browser View** button to maximize the Browser view in the software.



2. Turn the **BROWSE** encoder to select one of your tracks, or a demo track, for example **Li-sa** by Native Instruments.



3. Press the **BROWSE** encoder to load the track into the Deck.

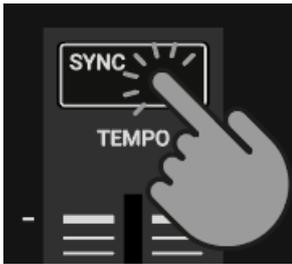


TRAKTOR now analyzes the Track to determine its tempo, and to create the Beatgrid and the Waveform.

## 6.5. Syncing the Track Tempos

In order to sync the tempos of both tracks:

- Press the **SYNC** button on Deck **B**.

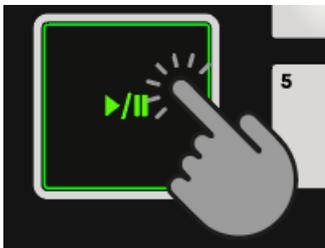


The tempo of the track in Deck B is now synced to the running track, indicated by the equal tempo value in the software's Deck Header. The **SYNC** button lights up on Deck B.

## 6.6. Starting Playback of the Second Track

When the track in Deck A is almost over you can start the playback of the next track:

- Press the Play/Pause button on Deck B to start playback.



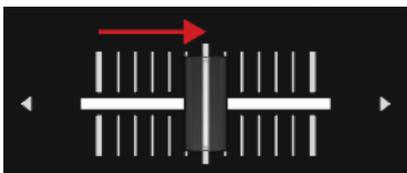
The waveform starts moving and the Channel Volume Meter LEDs in Mixer channel B illuminate. The tracks in Deck A and Deck B play in sync.



## 6.7. Mixing in the Audio Signal

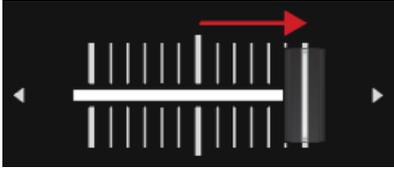
You can now mix the audio signal of Mixer channel B into the Master signal:

1. Move the crossfader slowly towards center position and hold for a moment.



The audio signal of the track in Mixer channel B fades into the Master signal.

2. While the track in Deck A reaches its end, slowly move the crossfader towards the right-most position.



The audio signal of Mixer channel **A** slowly fades out of the Master signal. Only Mixer channel **B** is now audible.

When the playback of Deck **A** ends, Deck **B** automatically becomes the Tempo Master and is ready to transition to the next track.

## 7. TUTORIALS

The tutorials in this section introduces you the several functions and features of the S2. The following list provides you with an overview of the tutorials including the link to it:

- **Browsing and Loading Tracks:** By having your music imported in TRAKTOR, you can use the Browse controls on the S2 to find tracks for your mix. When loading a track into a Deck, TRAKTOR starts to analyze the track, calculating its exact tempo and key information. From this analysis, TRAKTOR creates the Beatgrid and the Waveform. This information is then stored for the track in the Track Collection. For more information, refer to [Browsing and Loading Tracks](#).
- **Controlling Track Playback:** The S2 lets you control the playback of your tracks using transport controls and the Jog Wheels. For more information, refer to [Controlling Track Playback](#).
- **Adjusting Levels:** The Mixer lets you adjust volumes of your tracks and tweak the frequency bands of the audio signals using the equalizer. For more information, refer to [Adjusting Volume Levels](#), and [Using the Equalizer to Tweak Your Sound](#).
- **Adjusting Tempo:** You can use the **TEMPO** faders to adjust the tempo on each Deck manually. The **TEMPO** faders can be operated in two modes. For more information, refer to [Adjusting Track Tempo](#).
- **Locking Key of Tracks:** When adjusting the track tempo, then the pitch changes accordingly. Using Keylock you can adjust the track tempo without changing the pitch. For more information, refer to [Locking the Key of Tracks](#).
- **Working with Mixer FX:** You can modulate the sound of your tracks using Mixer FX. For more information, refer to [Playing with Mixer Effects](#).
- **Working with Cue Points:** By triggering stored Hotcues from the Pads, you are able to jump to specific sections within the track. For more information, refer to [Playing with Cue Points](#).
- **Working with Loops:** To extend the playback of tracks or to loop a specific part in a track, you can make use of the looping functions on your S2. For more information, refer to [Playing with Loops](#).
- **Snap Mode and Quantize Mode:** In order to precisely place Cue Points, Loops and jumps within tracks without loosing the sync, use Snap mode and Quantize mode. For more information, refer to [Snap Mode and Quantize Mode](#).
- **Using Flux and Reverse mode:** Flux mode and Reverse mode allow you to create a parallel playhead that you can use to perform with Hotcues and Loops. The parallel playhead ensures you don't lose the original track playhead position in the track. For more information, refer to [Using Flux and Reverse Modes](#).
- **Previewing Tracks using the CUE Channel:** The CUE channel and its controls on the Mixer enable you to preview your tracks and your sound adjustments before you transition to the next track. For more information, refer [Previewing Tracks using the CUE Channel](#).
- **Working with the Preparation List:** TRAKTOR's Browser allows you to prepare for your next mix. The S2 has a dedicated control so you can easily add tracks to the Preparation List. For more information, refer to [Working with the Preparation List](#).
- **Adding Samples to Your Mix:** You can perform and remix your music by triggering the first four Loops or One-shot Samples of Remix Decks **C** and **D**, with the Pads. For more information, refer to [Adding Samples to Your Mix](#).

- **Correcting Beatgrids of Tracks:** If the SYNC function is enabled but the playing tracks are not synced, it is likely that the Beatgrids were miscalculated. The S2 allows you correct Beatgrids manually. For more information, refer to [Correcting Beatgrids of Tracks](#).
- **Mixing Tracks using the Jog Wheels:** This tutorial introduces you to the workflow of mixing two tracks manually, using the Jog wheels and the Headphone CUE channel. For more information, refer to [Mixing Tracks Using Jog Wheels](#).

## 7.1. Browsing and Loading Tracks

The S2 lets you conveniently browse for your music in TRAKTOR. Using the **BROWSE** controls on the Decks, you can quickly maximize the Browser in TRAKTOR, navigate in the Track List, and select Favorite folders and Playlists for loading your desired tracks.

### Selecting a Track in the Track List

To select a track in the TRAKTOR Browser's Track List:

- Turn the **BROWSE** encoder to scroll through the Track List and to select a track.

### Loading the Track into a Deck

To load the selected track on the selected Deck:

- Push the **BROWSE** encoder of that Deck.  
The track is loaded into the Deck.

If the track is loaded into the Deck for the first time, TRAKTOR starts to analyze the track to determine its tempo, and then calculate the Beatgrid and Waveform. The moment of the analysis can be switched to another context in the Preferences.

Depending on the selected track or STEM File, the Deck Type switches accordingly when loading it.

### Maximizing the Browser in TRAKTOR

To get a better overview of the Track List you can maximize the Browser in TRAKTOR:

1. Press the **Browser View** button.  
The Browser maximizes in the TRAKTOR.
2. Press the **Browser View** button again to minimize the Browser in TRAKTOR.

### Selecting a Favorite Folder

At the top of TRAKTOR's Browser you can find the favorite folders of the Browser, for example **All Tracks** or **Preparation**. You can use the **BROWSE** controls on your S2 to select a favorite folder:

- Press and hold **SHIFT** + turn the **BROWSE** encoder to select another favorite folder.  
The Track List content changes accordingly.

Rather than selecting a Favorite folder using **SHIFT**, you can also scroll along the Browser Tree to select the subfolders. To implement this, you need to switch the Browse behavior for the **SHIFT** button on the **TRAKTOR S2 MK3** page in the Preferences.

## 7.2. Controlling Track Playback

The Transport Controls and the Jog Wheels on the S2 let you control the playback behavior of tracks. This section describes several ways to control track playback and how to preview tracks in the CUE channel when creating transitions.

### Starting or Pausing Playback

To start the playback of the loaded track:

- Press the Play/Pause button.

To pause the playback:

- Press the Play/Pause button again.

### Holding Track Playback

You can use the Jog Wheel to hold the playback of the track, just like a record on a turntable:

1. Touch the top plate of the Jog Wheel and keep hold of it.  
The playback of the track held in place.
2. Release the top plate to continue playback.

### Scratching the Track

You can use the Jog Wheel to perform scratch routines on the track:

1. Hold the top plate of the Jog Wheel and then quickly turn it clockwise and counterclockwise in slight movements.  
You will hear the typical vinyl scratch sound.
2. Release the top plate to continue playback.

### Seeking within the Track

You can use the Jog Wheel to seek within the track:

- Touch the top plate of the Jog Wheel and turn it clockwise or counterclockwise.  
While turning the Jog Wheel the track now quickly winds forward or backward, respectively.

To seek in bigger steps through the track:

- Press and hold **SHIFT** and turn the Jog Wheel clockwise or counterclockwise.

### Cueing the Track using the CUE Button

- When pressing and holding the **CUE** button, playback continues from the position of the Floating Cue Point.
- When releasing the **CUE** button, the playback position jumps back to the Cue Point and playback stops immediately.
- When pressing and holding the **CUE** button and later pressing the Play/Pause button, the playback continues as normal.

## 7.3. Adjusting Volume Levels

When mixing tracks you need to make sure that the volumes of both tracks are at the same level for flawless transitions. For this, you can define the volume level for the incoming audio signal into the Mixer channel (GAIN) on the one side, and you can define the volume for the outgoing signal to the MASTER output on the other side.

### Adjusting the GAIN Levels for Incoming Audio Signals

To adjust the volume level for incoming audio signals, you need to use the **GAIN** knob:

- Turn the **GAIN** knob to a position so that the LEDs stay between **0** dB and **6** dB.

### Adjusting Channel Volume Levels

To adjust the volume of the mixer channels:

- Move the channel faders up or down.

### Adjusting the MASTER Output Level

To adjust the **MASTER** volume level:

- Turn the **MASTER** knob clockwise or counterclockwise.



To avoid damaging your ears, always set the connected speakers or power amplifier to a comfortable listening level.

## 7.4. Using the Equalizer to Tweak Your Sound

You can use the equalizer for adjusting the sound of your tracks while mixing. You can, for example, take out the bass frequency band of one track in order to let the bass of the other track dominate the mix. Or you can slightly adjust the middle frequencies to attenuate, for example, vocals.

The **EQ** knobs adjust the high, middle, or low frequencies in the audio signal.

### Taking out Frequency Bands of the Audio Signal

- Turn the **EQ** knobs counterclockwise to take out the individual frequency band. Turning the **EQ** knobs entirely counterclockwise would remove the individual frequency band from the audio signal.



Using **EQ** to remove frequencies can help to avoid the clipping that can occur when two tracks play together at full volume.

## Attenuating Frequency Bands in the Audio Signal

- Turn the **EQ** knobs clockwise to attenuate the individual frequency band.

Using the equalizer while cueing a track can support manual tempo alignment of complex tracks. For example, you can remove the high and middle frequency bands from the next track to focus on the bassline.

## 7.5. Adjusting Track Tempo

Besides using **SYNC** to adjust the track tempo, you can also adjust the track tempo for the Decks individually by using the **TEMPO** fader on each Deck. The **TEMPO** faders can be operated in two different modes: in Relative mode and Absolute mode. By default, the **TEMPO** faders operate in Relative mode.

### Relative mode

In this mode, The **TEMPO** fader position on your S2 Deck has not necessarily have to match the Tempo fader position of the software Deck. When loading tracks in Relative mode, then the Tempo fader in the software Deck always resets to center position and the track will play at its original tempo. When moving the **TEMPO** fader on the S2 Deck, then the Tempo fader on the software Deck moves accordingly.

### Absolute Mode

You can also operate the Tempo faders in Absolute mode. In this mode, whenever you move the **TEMPO** fader on your S2, its position is transmitted 1:1 to the Tempo fader of the software Deck, no matter what the current position of the Tempo fader in the software is.

In Absolute mode, the software Deck's tempo always matches the **TEMPO** fader position on your S2, unless you have somehow changed the software Deck's tempo.

The **TEMPO** fader mode can be changed on the **Kontrol S2 MK3** page in the TRAKTOR Preferences.

## 7.6. Locking the Key of Tracks

When synchronizing tracks, you change their tempos and, consequently, their pitches (or keys). Slowing down a track will cause its pitch to drop while speeding up the track will cause its pitch to rise. This is not problematic for small tempo adjustments, but if the tempo change is more drastic, the resulting pitch shift might sound unnatural, especially for vocals.

To avoid this, you can use the **KEYLOCK** function on the S2 Deck to lock the track's current key value. When you then move the **TEMPO** fader up or down, you change the track tempo but the track's key remains at the locked value.

To lock the key for a track:

1. Load a track into a Deck.
2. Set the **TEMPO** fader to center tempo position.
3. Press the **KEYLOCK** button on the Deck to lock the key for the track.

4. Move the **TEMPO** fader up or down to change the track tempo.  
The track tempo changes but the key value remains at the locked value.

## 7.7. Playing with Mixer Effects

A Mixer FX is a grouped effect that can be applied to the audio signal in the Mixer channel using the Mixer FX Amount knob. You can choose one of four preselected Mixer FX using the **FX SELECT** buttons:

- **Filter**: The **FX SELECT 1** button lights up red.
- **Reverb**: The **FX SELECT 2** button lights up green.
- **Dual Delay**: The **FX SELECT 3** button lights up blue.
- **Flanger**: The **FX SELECT 4** button lights up red.

Besides the Filter Effect, each Mixer FX consists of the individual Effect and a Filter Effect. Depending on the direction you turn the FX Amount knob, you either apply the Mixer FX in combination with a low-pass Filter, or with a high-pass Filter.

### Selecting a Mixer FX

To select a Mixer FX:

- Press the **FX SELECT** button corresponding to the Mixer FX you want to add.  
The **FX SELECT** button brightly lights up, indicating the Mixer FX is selected.

### Applying the Mixer FX to the Audio Signal

To apply the selected Mixer FX in combination with a low-pass Filter to the audio signal:

- Turn the Mixer FX Amount knob counterclockwise.

To apply the selected Mixer FX in combination with a high-pass Filter to the audio signal:

- Turn the Mixer FX Amount knob to center position.

## 7.8. Playing with Cue Points

When mixing tracks a common technique is to mix in the next track from a particular position in that track instead from its start, for example, at a certain beat. Mixing in tracks from a particular position in that track is called “cueing”. The S2 enables you to set points for cueing and for directly jumping to these particular positions: Cue Points. You can store Cue Points as Hotcues using the Pads on the Deck. This allows you to gain instant access to your Cue Points.

### Enabling HOTCUES Mode

In order to work with Cue Points you need to ensure you are in HOTCUES mode:

- Press the **HOTCUES** button to enable HOTCUES mode for the selected Deck.

## Storing Cue Points as Hotcues

To store a Cue Point as Hotcue:

- At the desired position in the track, press a Pad.  
The Cue Point is set at the current playback position in the track and stored as Hotcue on the Pad. This Pad lights up blue.

## Triggering Cue Points on a Deck During Playback

To trigger Cue Points on a Deck during playback:

- Press a blue lit Pad.  
The playback position jumps the stored Cue Point and playback continues.

## Triggering Cue Points on a Stopped Deck

On a stopped Deck, triggering Cue Points result in a different playback behavior:

- When pressing and holding a blue lit Pad, the playback continues from the position of the stored Cue point as long as the Pad is kept depressed.
- When releasing the Pad, the playback position jumps back to the Cue Point and playback stops immediately.
- When pressing and holding a blue lit Pad and later pressing the Play/Pause button, the playback continues as normal.

## Removing Cue Points

To remove a Cue Point from the track and so the Hotcue:

- Press **SHIFT** and press a blue lit Pad.  
The Hotcue is removed and the Cue Point is deleted from the track. The pad is now unlit.

## 7.9. Playing with Loops

A Loop is a snippet of audio that repeats (loops). Loops are used as tools for remixing parts of tracks and can be used to extend track transitions. In this section you learn to play with Loops on the S2. Besides enabling Loops, you can store Loops as Hotcues in the track using the Deck's Pads. This allows you to gain instant access to your most important Loops.

### Enabling a Loop

To enable a Loop:

1. Press the **LOOP** encoder.  
The Loop is enabled. The playback is looping by the selected Loop size. The Loop appears as the green area in the Waveform. When the playhead position reaches the Loop out point, the playback position seamlessly jumps back to to Loop In point. Looping continues as long as as the Loop is enabled.
2. To disable the Loop, press the **LOOP** encoder again.  
The playback continues as normal.

## Changing the Loop Size

You can change the size of the enabled or disabled Loop:

- Turn the **LOOP** encoder clockwise or counterclockwise.  
The Loop size for the enabled Loop instantly changes by the value displayed in the Loop Control bar.

If there is no Loop enabled, turning the **LOOP** encoder only selects a Loop size.

## Storing a Loop as Hotcue

To store a Loop as a Hotcue:

1. Press the **LOOP** encoder to enable a Loop.
2. Press an unlit Pad.  
The Loop is stored as Hotcue in the track. The Pad lights up green.

## Triggering a Stored Loop

To trigger a stored Loop:

- Press a green lit Pad.  
The Loop is enabled. The playback position jumps to the stored Loop In point and playback loops by the selected Loop size.

## Moving the Loop within the Track

You can move an enabled or disabled Loop forwards or backwards within the track:

- Turn the **MOVE** encoder clockwise or counterclockwise.  
This instantly moves the Loop within the track by the selected Loop size.

## Removing a stored Loop

To remove a stored Loop from the Hotcue and from the track:

- Press **SHIFT** and press a green lit Pad.  
The Loop is removed from the Hotcue and from the track. The Pad is now unlit.

## 7.10. Snap Mode and Quantize Mode

Snap mode and Quantize mode are important tools that can help you when you work with Cue Points and Loops, and jump within the track:

- **Snap mode:** When Snap mode is enabled, any Loop or Cue Point you set in a track snap to the closest beat.
- **Quantize mode:** When Quantize mode is enabled, you remain in sync and on beat, whenever you jump to a Loop, a Cue Point, or any position in the track.

## Examples for Using SNAP Mode

Depending on what you want to do, you can enable or disable Snap mode and Quantize mode at any time. Here are a few examples:

- Enable Snap mode, if you want to set a Loop starting directly on a beat.
- Disable Snap mode, if you want to set a Cue Point at the beginning of vocals that do not necessarily start on the beat.
- Enable Quantize mode, if you want to mix in a synced track and want the downbeats of both tracks to perfectly match.
- Disable Quantize mode, if you want to trigger tracks or Samples any time you press play or trigger Hotcue buttons.

## Enabling/Disabling Quantize Mode

When Quantize mode is enabled, the **QNT** button brightly lights up. When Quantize mode is disabled, the **QNT** button is dimmed.

To enable or disable Quantize mode:

- Press the **QNT** button on your S2.

## Enabling/Disabling Snap Mode

To enable or disable Snap mode:

1. Press and hold **SHIFT** to access the secondary functions of your S2.  
When Snap mode is enabled, the **QNT** button brightly lights up. When Snap mode is disabled, the **QNT** button is dimmed.
2. While holding **SHIFT** and press the **QNT** button to enable or disable SNAP Mode.

## 7.11. Using Flux and Reverse Modes

Flux mode lets you jump to Cue Points and Loops without losing the phrasing of your tracks. It is a timeline-based transport technique that enables you to interact with TRAKTOR's transport controls, and then immediately jump back to the position in the timeline where the track would have been if the transport action had not been used. In other words, it is as if a second, virtual playhead continues forwards in the track, while TRAKTOR loops or jumps to a Cue Point.

When you release the Loop or Cue Point, by releasing the relevant Pad with the Hotcue, playback resumes at this playhead position. The longer you loop, the further ahead the playhead position will move and therefore the further ahead playback will jump to when you release Pad. The virtual Flux mode timeline is represented by a green playhead in the Waveform view.

An expansion to the Flux mode is the Reverse mode. When you enable Reverse mode while in Flux mode, you can let the track playback reversely from the current playhead position. The second, virtual playhead continues forwards in the track.

### Working with Flux Mode

To enable Flux mode for the selected Deck:

1. Press the **FLX** button on the selected Deck.  
Flux mode is enabled. The second, virtual playhead continues forwards in the track.
2. Press and hold a Pad with the Hotcue.  
The playback continues from the stored Cue Point or Loop.
3. Release the Pad.  
The playback resumes to the original playback position.

## Enabling Reverse Mode

To enable Reverse mode:

1. Press and hold the **REV** mode button on the selected Deck.  
The track begins to playback in reverse. The second, virtual playhead continues forwards in the track.
2. While holding the **REV** button, press and hold a Pad with a stored Hotcue.  
The playback reversely continues from the stored Cue Point or Loop.
3. Release the **REV** button.  
The playback resumes at the playhead position created by Flux mode.



Enabling Reverse mode also enables Flux mode.

## 7.12. Previewing Tracks using the CUE Channel

With the **CUE** channel on your S2 and your headphones connected to your S2, you can preview tracks to prepare for the next transition. When you press the **CUE** buttons on Mixer channel **A** and **B** you send the audio signals from the Mixer channel **A** and **B** into the **CUE** channel. The **CUE** channel's audio signal is send to the headphones output on your S2.

To preview the track in your headphones:

1. Put on your headphones.
2. Press the **CUE** button of the Mixer channel you want to route into the **CUE** channel.  
The Mixer channel's audio signal is now audible in your heaphones
3. Adjust the volume and the cue-master-mix signal by turning the **VOL** knob and **MIX** knob, so that you hear both tracks by the desired amount in your headphones.

## 7.13. Working with the Preparation List

In TRAKTOR's Browser you can prepare for your next mix by adding tracks to it's Preparation List. In TRAKTOR you can do this by tagging the selected track in the Track List. The track is then added to the Preparation List. When you select the Preparation List in the Browser, you are then provided with all the tracks contained in the Preparation List. On your S2 you can add the selected track in the Track List to the Preparation List using the Preparation List buttons on the S2 Decks.

## Adding Tracks to the Preparation List

To add tracks to the Preparation List:

1. Turn the **BROWSE** encoder to select a track in the Track List.
2. Press the Preparation List button on the Deck.  
The track is added to the Preparation List. A diamond icon appears in the first column in the Track List in TRAKTOR indicating that track is added to the Preparation List.

## Displaying the Preparation List

To display the Preparation List:

- Press and hold **SHIFT** and press the **BROWSE** encoder to directly select the Preparation List in the Browser.

## 7.14. Adding Samples to Your Mix

In this section, you can learn how to configure TRAKTOR so that you can control Samples on the S2 and add them to your mix. For this, the TRAKTOR Decks **C** and **D** need to be enabled and configured as Remix Decks. The S2 can then access the first Sample Cells of the Sample Slots in the Remix Decks. If your S2 setup is not configured with the Remix Decks **C** and **D**, this section explains how to do it. The following steps are covered:

- Step 1 - Enabling Deck **C** and **D** in TRAKTOR
- Step 2 - Changing the Deck Types to Remix Deck in TRAKTOR
- Step 3 - Loading Samples or Remix Sets
- Step 4 - Controlling Samples

### Step 1 - Enabling Deck C and D in TRAKTOR

To enable Deck **C** and **D**:

1. In TRAKTOR, open the Preferences dialog.
2. Select the **Decks Layout** Page.
3. Under **Deck Layout** select **Show C & D**.  
Decks **C** and **D** are now visible in TRAKTOR.

### Step 2 - Changing the Deck Type to Remix Deck in TRAKTOR

To change the Deck Type to Remix Deck in TRAKTOR:

1. Click the Deck Focus of Deck **C** to open the context menu.
2. Select **Remix Deck**.  
The Deck Type is changed to Remix Deck.
3. Repeat these steps for Deck **D** if you want it to be a Remix Deck.

### Step 3 - Loading Samples or Remix Sets

To load Samples into the Remix Deck:

1. In the Browser Tree in TRAKTOR, click on plus icon of the **Track Collection** folder to expand it.
2. Select the subfolder **All Samples** to show all Samples in the Track List.
3. In the Track List, drag the Samples and drop it into the first Sample Cell of any Sample Slot in the Remix Deck one-by-one.

The Samples are loaded. The Pads **1** to **4** now reflect the colors of the Samples.

Alternatively, you also can load a Remix Set from the **All Remix Sets** folder. In this case the first Sample of the Sample Slots are loaded.

## Step 4 - Controlling Samples

To control the loaded Samples in the Remix Deck:

1. Press the **SAMPLES** button on that Deck.
2. Press Pad **1** to **4** to trigger the individual Samples.  
The Samples are audible. As long as the Samples or One-Shot Samples play, the Pads light up brightly and the LED next to the **SAMPLE** knob lights up.
3. Turn the **SAMPLES** knob to adjust the volume for the Samples channel.
4. Mute or unmute the individual Sample Slots by pressing the white illuminated Pads **5** to **8**.  
A muted Sample Slot is reflected by a dim lit Pad.

## 7.15. Correcting Beatgrids of Tracks

When a track contains a complex rhythm or an uneven timing, it can happen that the Beatgrid calculated by TRAKTOR does not precisely match the beat of the track. It is then not possible to match the beats of that track when mixing it using the **SYNC** function. Miscalculated Beatgrids can be corrected using the GRID mode on the S2.

### Checking Beatgrid

To check the Beatgrid for the selected track:

1. Load the track into a Deck.
2. Press Play/Pause to start playback of the track.
3. Press the **CUE** button of the Mixer channel corresponding to that Deck.
4. Press and hold the **GRID** button on that Deck to make the Beatgrid tick audible.  
Besides the beat of the track, you now hear a second beat tick (like a metronome tick) representing the Beatgrid. If the beat tick does not match the beat of the track, the Beatgrid is set incorrectly.

### Correcting Beatgrid

To correct the Beatgrid setting, proceed as follows:

1. While holding the **GRID** button, slightly turn the Jog Wheel clockwise or counterclockwise to move the Beatgrid forward or backward, respectively.  
By turning the Jog Wheel you are able to adjust the Beatgrid, so that the beat tick matches the beat of the track.

2. Release the **GRID** button.

The track's Beatgrid is corrected and saved with the track.

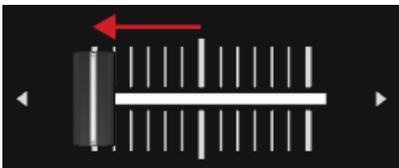
## 7.16. Mixing Tracks Using Jog Wheels

In this section, you learn how to mix your first two tracks using Deck **A** and Deck **B**, the Jog Wheels and your headphones. At first, you will prepare the Mixer by adjusting the control elements for mixing from Deck **A** to **B**. Then you will load the first track into Deck **A**, and begin to perform step by step.

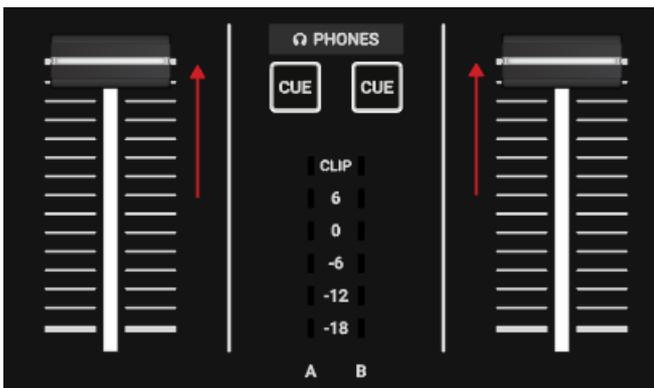
### 7.16.1. Prerequisites

Before you can start to mix your first tracks, you need to prepare the Mixer on your S2:

1. Set the crossfader to the left-most position.



2. Set Channel fader **A** and Channel fader **B** to maximum position.

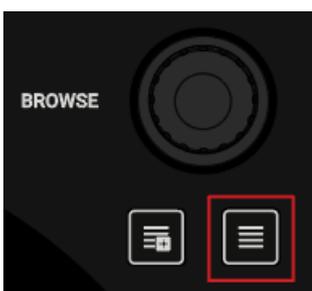


3. Set the **MASTER** knob to center position.
4. Set the volume of your audio system or active speakers to minimum level.

### 7.16.2. Loading the First Track into Deck A

To load a track into Deck **A**:

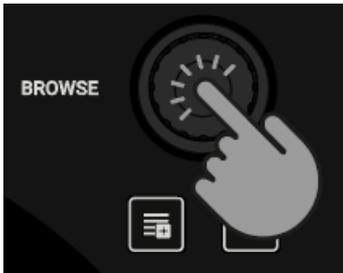
1. Press the **Browser View** button to maximize the Browser view in the software.



- Turn the **BROWSE** encoder to select one of your tracks in the Track List, or a demo track, for example, **Berlin Hauptbahnhof** by Native Instruments.

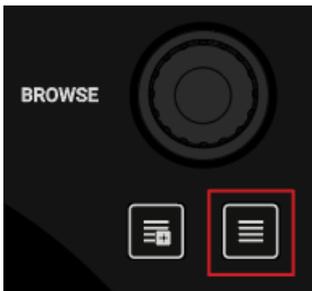


- Press the **BROWSE** encoder to load the track into the Deck.



TRAKTOR now analyzes the Track to determine its tempo and to create the Beatgrid and the Waveform.

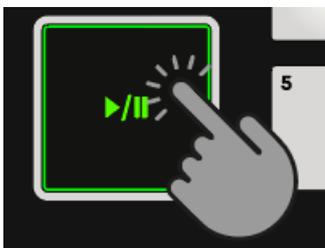
- Press the **Browser View** button again to minimize the Browser View.



### 7.16.3. Starting Playback of Deck A

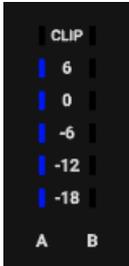
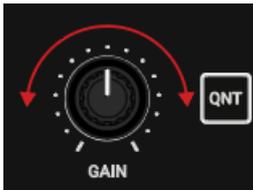
To start playback of the track on Deck A:

- Press the Play/Pause button on Deck A.



The Waveform starts moving and the Channel Level Meter LEDs in the left Mixer channel **A** illuminate.

- Adjust the Mixer channel's GAIN level by turning its **GAIN** knob, so that the LEDs stay between **0 dB** and **6 dB**.



3. Slowly increase the volume of your audio system or active speakers to a moderate listening level.  
You now hear the audio of the track in your speakers.

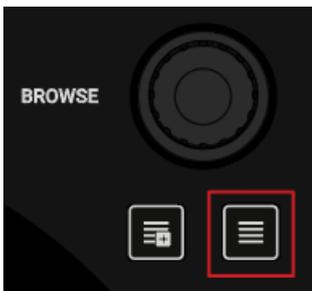
### 7.16.4. Loading the Second Track into Deck B

To load the second track into Deck **B**:



The next track you want to mix should have a similar tempo like the track currently playing. Otherwise

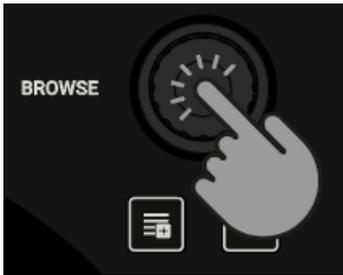
1. Press the **Browser View** button to maximize the Browse View in the software.



2. Turn the **BROWSE** encoder to select one of your tracks in the Track List, or a demo track, for example, **Lisa** by Native Instruments.

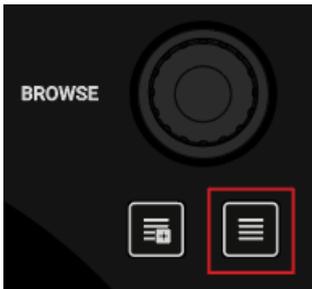


3. Press the **BROWSE** encoder to load the track into the Deck.

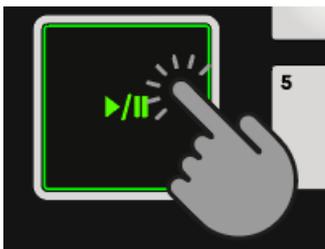


TRAKTOR now analyzes the Track to determine its tempo and to create the Beatgrid and the Waveform.

4. Press the **Browser View** button again to minimize the Browser View.



5. Press the Play/Pause button on Deck **B** to start playback.



The Waveform starts moving and the Channel Volume Meter LEDs in Mixer channel **B** illuminate.

### 7.16.5. Syncing Tracks Manually

The process of manually syncing tracks consists of several steps. At first you need to align the next track's audio signal level in Mixer channel **B** so that it matches to the running track's level in Mixer channel **A**. Then you adjust the next track's tempo so that it matches to the running track's tempo.

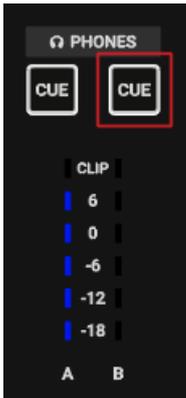
route the audio signal of Mixer channel **B** to the CUE channel to preview the next track and adjust the audio signal level. Then you can manually sync next track's tempo to the running track's tempo using the **TEMPO** fader and the Jog Wheel on that Deck.

in Deck **B** to the track in Deck **A**:

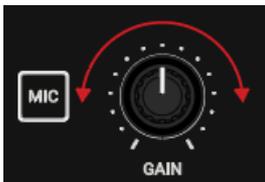
#### Adjusting the Tracks' Audio Signal Levels

To adjust the the audio signal levels:

1. Put on your headphones.
2. Press the **CUE** button of Mixer channel **B**.



- Adjust the Mixer channel's **GAIN** level by turning its **GAIN** knob, so that it matches to Mixer channel **A**.



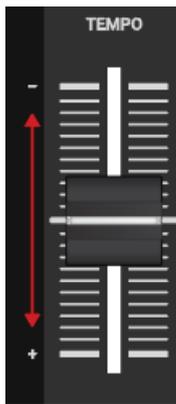
- Adjust the volume and the cue-master-mix signal by turning the **VOL** knob and **MIX** knob, so that you hear both tracks equally in your headphones.



## Adjusting the Track Tempo

The Deck Headers in the software Decks indicate the current track tempos. To adjust the track tempo in Deck **B** to match the track tempo in Deck **A**, perform the following actions:

- If the tempo needs to be faster, move the **TEMPO** fader down.
- If the tempo needs to be slower, move the **TEMPO** fader up.



## Checking the Tempo Adjustment

You can check if the tempos of both tracks perfectly match before you perform the transition:

1. Hold the top plate of the Jog Wheel of Deck **B**.



The playback of the track is held in place.

2. While holding the Jog Wheel, turn it into any direction until you hear a beat in your headphones.



3. Turn the Jog Wheel counterclockwise to place the playhead position directly before that beat and hold the Jog Wheel.
4. At the moment you hear the downbeat in the track, release the top plate. Ideally the tracks now play in sync. The Phase meters in the Decks also indicate if the track in Deck **B** is still playing faster or slower. If they do not move, the tempos are perfectly synced. If the tracks are not in sync, you need to fine adjust the tempo as explained in the next steps.

## Fine Adjusting Tempo

If the tracks are not in sync, you need to fine adjust the track tempos:

1. To slightly speed up the track's tempo, touch the outer rim of the Jog Wheel and slightly turn it clockwise. Simultaneously, move the **TEMPO** fader slightly down.



2. To slightly slow down the track's tempo, touch the outer rim of the Jog Wheel and turn it counterclockwise. Simultaneously, move the **TEMPO** fader slightly up.



3. Repeat the aforementioned steps until both tracks play perfectly in sync.

### 7.16.6. Cuing the Next Track using the Jog Wheels

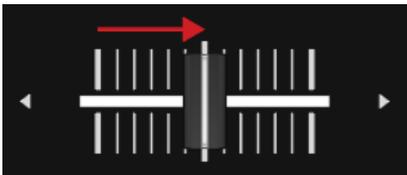
When the tracks are in sync, use your headphones and the Jog Wheel to find the right position in the next track for fading it in:

1. Touch and hold the Jog Wheel on its top plate.  
The playback is held at the current position.
2. While touching the top plate turn the Jog Wheel clockwise to seek in the track.  
While turning the Jog Wheel the playhead moves slightly.
3. To seek in bigger steps, press and hold **SHIFT** and turn the Jog Wheel.  
The playhead now moves in bigger steps.
4. When you have found the right position, turn the Jog Wheel counterclockwise to place the playhead position closely before that beat and hold it.
5. At the moment you hear a downbeat, release the top plate.  
Ideally the tracks now play in sync. If necessary nudge or bend the tempo by turning the Jog Wheel using its rim.

### 7.16.7. Mixing in the Next Track

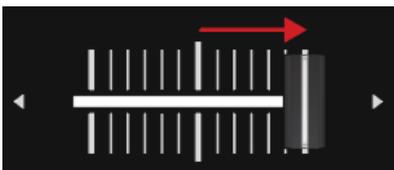
You can now mix in the next track by using the crossfader:

1. Move the crossfader slowly towards center position:



The audio signal of the track in Mixer channel **B** is fading into the MASTER signal.

2. While the track in Deck **A** reaches its end, slowly move the crossfader to the right-most position.



The audio signal of Mixer channel **A** slowly fades out of the Master signal. Only Mixer channel **B** is now audible.

## 8. PREFERENCES

In this section you learn how to access the Preferences dialog in TRAKTOR and about the options that are provided on the **Traktor S2 MK3** page. When opening the Preferences dialog in TRAKTOR you will find an additional page for the S2 controller. On this page you are provided with several options to customize your S2 to your needs.

### Accessing TRAKTOR Preferences

To open the Preferences in TRAKTOR:

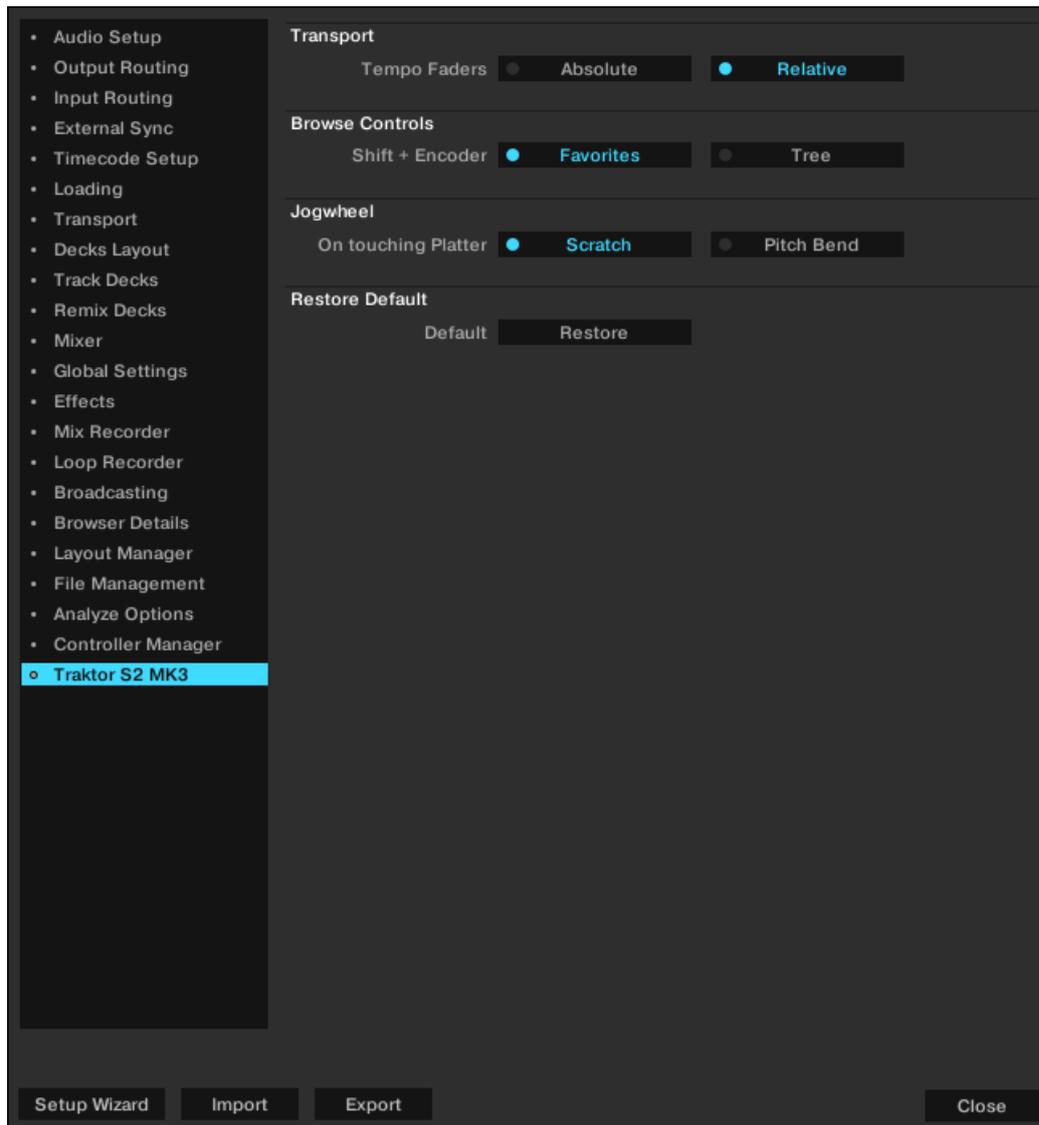
1. Click the Preferences button in TRAKTOR's Header.



The Preferences dialog opens.

2. Select the **Traktor S2 MK3** page.

## Preferences - Traktor S2 MK3 Page



Preferences - Traktor S2 MK3 Page.

### Transport

- **Tempo Faders:** Determines the behavior of the TEMPO faders:
  - In **Absolute** mode, the track tempo automatically adjusts according the TEMPO fader position when loading the track.
  - In **Relative** mode, the track tempo is always set to original tempo independently of the current TEMPO fader position when loading the track.

### Browse Controls

- **Shift + Encoder:** Determines the behavior of using the **SHIFT** and **BROWSE** encoder combination when in the Browser:
  - When **Favorites** is selected, you navigate the Favorites.
  - When **Tree** is selected, you navigate the Browser Tree.

## Jogwheel

- **On touching Platter:** Determines the behavior of touching the top plate of the Jog Wheel during track playback:
  - When **Scratch** is selected, you hold the track playback and you can scratch the track.
  - When **Pitch Bend** is selected, you can bend and nudge the track tempo with the top plate as with the outer rim of the Jog Wheel. This means when you touch the top plate, the track playback continues.

## Restore to default

- **Default:** Restores the S2 default settings.

## 9. INTEGRATING A MICROPHONE

On your S2 you can integrate a microphone to add vocals to your mix. On the rear panel on the S2 you are provided with the **MIC** input for connecting a microphone with a 1/4" connector. With the **MIC GAIN** knob you can adjust the microphone signal level. To integrate a microphone to your S2:

1. Connect the microphone into the **MIC** input on the rear panel of the S2.
2. Set the microphone input signal to an adequate level by turning the **MIC GAIN** knob on the rear panel of the S2.
3. Press the **MIC** button on the S2 to add the microphone signal to the MASTER signal. The **MIC** button brightly lights up indicating the microphone signal is added to the MASTER signal.
4. Press the **MIC** button again to remove the signal from the MASTER signal. The **MIC** button is dimly lit indicating the microphone signal is removed from the MASTER signal.

## 10. SETTING THE TRAKTOR KONTROL S2 AS YOUR DEFAULT AUDIO INTERFACE

If you want to use the TRAKTOR KONTROL S2 for playback of all audio applications on your computer, you can set it as your default audio interface.

### Windows

On Windows you can define the TRAKTOR KONTROL S2 as your default audio interface as follows:

1. Open Start > Preferences > System.
2. Select the Sound tab.
3. In the device list, select TRAKTOR KONTROL S2 and click Set Default.
4. On the Sound tab scroll down to Input.
5. In the device list, select TRAKTOR KONTROL S2 and click Set Default.
6. Close the dialog.

Your TRAKTOR KONTROL S2 is set as default the default audio interface on your computer.

### macOS

On macOS you can define the TRAKTOR KONTROL S2 as your default audio interface as follows:

1. From the Apple menu, select System Preferences.
2. In the panel that opens, click Sound.
3. On the Sound Effects drop-down menu, select TRAKTOR KONTROL S2 in the Play alerts and sound effects through menu.
4. Click the Output tab and select TRAKTOR KONTROL S2 from the Choose a device for sound output list.
5. Click the Input tab, and select TRAKTOR KONTROL S2 from the Choose a device for sound input list.
6. Close the window to confirm your changes.

Your TRAKTOR KONTROL S2 is set as default the default audio interface on your computer.