

Installation

1. Open Traktor Pro 2.6+ Software.
2. Click the **Preferences** or **gear** icon from the top right menu.

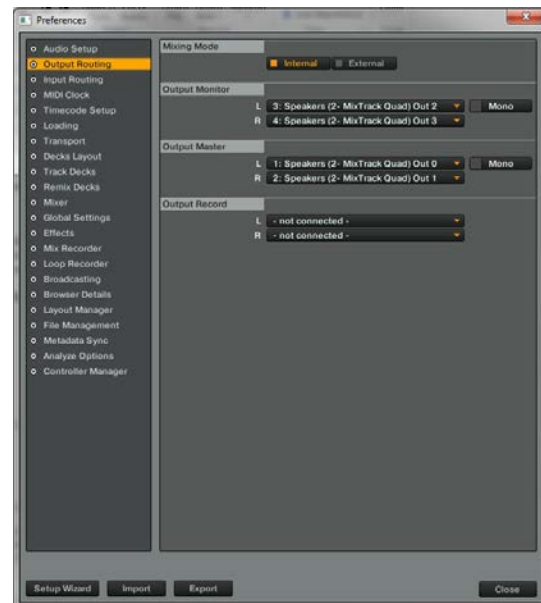


3. Click the **Import** button from the bottom of the Preferences window.
4. Browse your computer to locate the Windows or Mac **MixTrack Quad Traktor Pro.tsi** mapping file, do not uncheck any of the boxes, and press **OK**.
5. After loading the mapping, click on **OUTPUT ROUTING** to make sure your audio routings are correct:

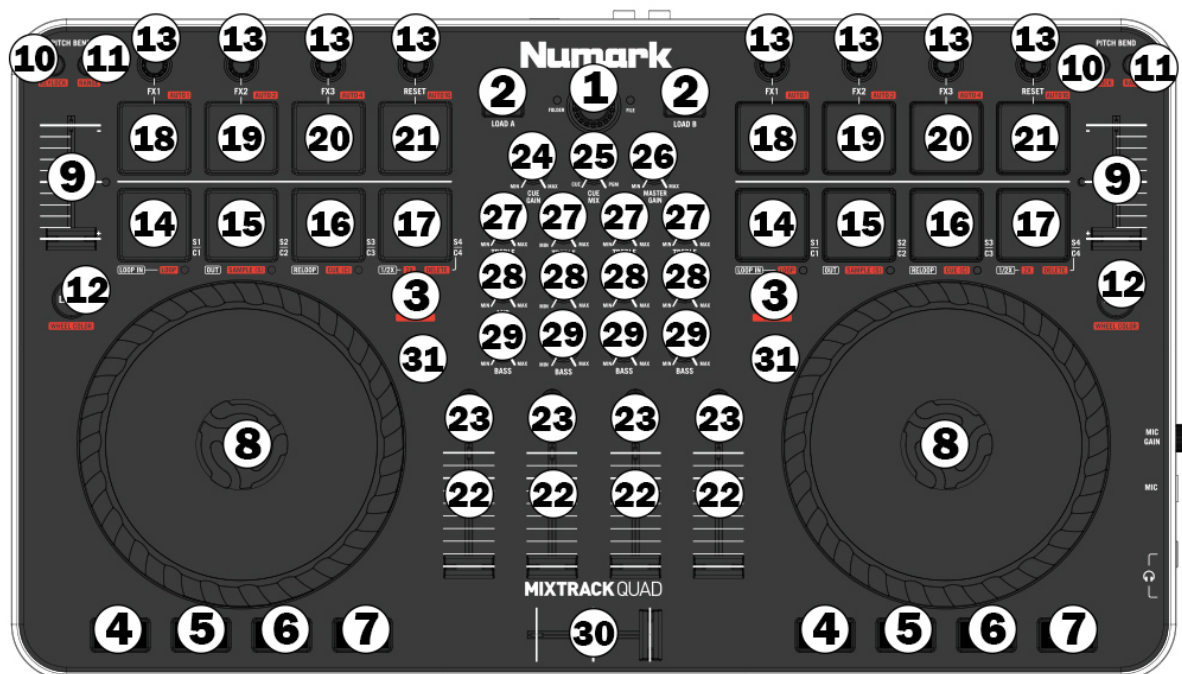
Mac Users should ensure the Output looks like the below:



Windows Users should ensure output looks like below:



Controls



1. **Browser** – Press the browser knob to open folders and cycle between the folder and file view.
2. **Load** – Press one of these buttons while a track is selected to assign it to a deck in the software.
3. **Shift** – Press and hold this button to access certain buttons' secondary functions (described in the following sections).
4. **Cue (Transport Control)** – Sets and recalls the main cue point in the current track. Press and hold this button to play temporarily from this Cue Point. The track will play for as long as the button is held down and return to the cue point once it is released.
5. **Sync** – Enables BPM syncing (Sync Mode) between decks for the software tracks. Press this button again to disengage sync.
6. **Play/Pause** – Starts and pauses playback.
7. **Stutter** – Press this button while the music is playing to jump back to the last set cue point, creating a "stutter" effect.
8. **Platter/Jog Wheel** – This capacitive, touch-sensitive jog wheel controls the audio when the wheel is touched and moved. Use the wheel to grab and move the audio, "scratching" the track as you would with a vinyl record. You can also grab the non-touch-sensitive outer wheel to bend the pitch of the track.
9. **Pitch Fader** – Controls the tempo (speed) of the individual decks.
10. **Pitch Bend -** – Press and hold to momentarily reduce the speed of the track. Press **Shift + Pitch Bend -** to set the Keylock.
11. **Pitch Bend +** – Press and hold to momentarily increase the speed of the track. Press **Shift + Pitch Bend +** to set the Key Range.
12. **Layer** – Switches the hardware deck's control between the two decks in the software. Mixtrack Quad's left deck can control Traktor's Deck 1 or Deck 3, while the right deck selects Deck 2 and Deck 4. The LED's under the platter will change color to indicate which layer that the deck is currently controlling. Press **Shift + Layer** to enter Color Selection mode. See the *Color Selection Mode* section for more details.
13. **FX Control** – Adjusts the effect parameter in the software of the last activated effect. Hold **Shift + FX Control** to select the effect.
14. **Loop In** – Press this pad to set the beginning of a loop when in Looping Mode. Pressing **Shift + Loop In** will set the current Pad Mode as "Looping Mode". See the Pad Mode Commands section for information on this pad's additional functions.
15. **Loop Out** – Press this pad to set the end of a loop when in Looping Mode. After a Loop Out point is set, press this pad again to exit out of the loop. Pressing **Shift + Loop Out** will set the current pad mode to "Sample (S)" Mode. See the Pad Mode Commands section for information on this pad's additional functions.
16. **Reloop** – Recalls the last set loop. When inside a loop, press this pad to turn the loop off. If a loop has not been set, this button will create a loop from the start of the song or where Loop In was pressed. Pressing **Shift + Reloop** will set the current pad mode to "Hot Cue Mode". See the Pad Mode Commands section for information on this pad's additional functions.
17. **Loop x1/2** – Press this pad to reduce the currently playing loop length by half when in Looping Mode. If a loop is not playing, this will set the autoloop length. Press **Shift + Loop 1/2** to double the loop length. See the Pad Mode Commands section for information on this pad's additional functions.
18. **FX1 Button** – Opens **FX Assign Mode**. Pressing this button again will exit FX Assign Mode. Press **Shift + FX1** to set and start playback of a 1-beat autoloop.

19. **FX2 On/Off** – Turns FX1 on and off per deck. Press **Shift + FX2** to set and start playback of a 2-beat autoloop.
20. **FX3 On/Off** – Turns FX2 on and off per deck. Press **Shift + FX3** to set and start playback of a 4-beat autoloop. In **FX Assign Mode**, this control will assign FX Unit 1 to the current deck.
21. **Filter Reset** – Turns FX3 on and off per deck. Press **Shift + Filter Reset** to set and start playback of a 16-beat autoloop. In **FX Assign Mode**, this control will assign FX Unit 2 to the current deck.
22. **Channel Volume** – Adjusts the volume of the individual channels in the software.
23. **Headphone PFL** – Sends pre-fader audio to the cue channel for headphone monitoring.
24. **Cue Gain** – Adjusts the volume for headphone cueing in the software.
25. **Cue Mix** – Adjusts the software's audio output to the headphones, mixing between the cue output and the master mix output.
26. **Master Volume** – Adjusts the volume of the master mix coming from the software.
Note: This does not affect the microphone volume. Use the Mic Gain knob to control the microphone volume.
27. **High EQ** – Controls the treble frequencies for the individual channels.
28. **Mid EQ** – Controls the mid-range frequencies for the individual channels.
29. **Low EQ** – Controls the bass frequencies for the individual channels.
30. **Crossfader** – Controls the blend between two decks.
31. **Scratch** – Toggles Flux mode on and off.

COMBINATION KEYS

Shift + Pitch Bend - = Activates or deactivates Keylock, allowing you to change the tempo of the track without changing the original key of the song (0% pitch).

Shift + Pitch Bend + = Adjusts the range of the pitch fader in the software.

Shift + FX Control = Selects the effect.

Shift + FX1 = Sets and starts playback of a 1-beat autoloop.

Shift + FX2 = Sets and starts playback of a 2-beat autoloop.

Shift + FX3 = Sets and starts playback of a 4-beat autoloop.

Shift + Filter Reset = Sets and starts playback of a 16-beat autoloop.

Shift + Layer = Activates Color Selection Mode.

Shift + Browser Push = Cycles the Layouts in Traktor.

PAD MODE COMMANDS

The lower row of pads has different functions depending on their mode: Looping Mode, Sample Mode, or Hot Cue Mode. To select a mode, hold down the Shift button and press one of the lower pads. An LED under the pad section indicates the currently selected mode.

Looping Mode: Press **Shift + Loop In** to assign the lower 4 pads to the functions listed below:

- **Loop In** – Sets the beginning of a loop.
- **Loop Out** – Sets the end point for the loop.
- **Reloop** – This will set a loop of the current loop length immediately when pressed. Pressing this control again will remove the playing loop.
- **Loop x1/2** – Cuts the currently playing loop in half. Press **Shift + Loop x1/2** to double the length the currently playing loop.

Sample Mode: Press **Shift + Loop Out** to assign the lower 4 pads to the functions listed below:

- **Sample 1 (S1)** – Plays the sample assigned to Sample Pad 1.
- **Sample 2 (S2)** – Plays the sample assigned to Sample Pad 2.
- **Sample 3 (S3)** – Plays the sample assigned to Sample Pad 3.
- **Sample 4 (S4)** – Plays the sample assigned to Sample Pad 4. Press **Shift + Sample 4** to toggle between a Track Deck and Remix Deck layout for the selected deck.

Hot Cue Mode: Press **Shift + Reloop** to assign the lower 4 pads to the functions listed below:

- **Cue 1 (C1)** – If a cue point has not already been set for the loaded track, this control will mark Cue Point 1. If a cue point has already been set, this control will jump to Cue Point 1.
- **Cue 2 (C2)** – If a cue point has not already been placed on the loaded track, this control will mark Cue Point 2. If a cue point has already been set, this control will jump to Cue Point 2.

- **Cue 3 (C3)** – If a cue point has not already been placed on the loaded track, this control will mark Cue Point 3. If a cue point has already been set, this control will jump to Cue Point 3.
- **Cue 4 (C4)** – If a cue point has not already been placed on the loaded track, this control will mark Cue Point 4. If a cue point has already been set, this control will jump to Cue Point 4.
Shift + Cue 4 will enter Cue Delete Mode. Pads with cue points set will flash, and when pressed the cue point will be removed. Exit Cue Delete Mode by pressing **Shift + Cue 4** again.

COLOR SELECTION MODE

The Color Selection Mode allows you to customize the color of the LED rings on the platters.

To enter this mode, follow the steps below:

1. For the specific deck, press **Shift + Layer**. The 16 predetermined colors will show across the 16 pads.
Note: Mixtrack Quad will not resume control of the software until a color is selected.
2. Select the color for the deck by pressing any of the colored pads. The pads and platters will then return to normal function but will now assume the selected color.