TRAKTOR KONTROL S8

Manual

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

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1 Welcome to the World of TRAKTOR KONTROL S8!

Thank you for choosing TRAKTOR KONTROL S8.

What is TRAKTOR KONTROL S8?

TRAKTOR KONTROL S8 provides a direct tactile interface to TRAKTOR PRO's features and allows you to achieve more with the controller hardware so you have to do less on your computer screen.

Whether you intend to perform and remix live with TRAKTOR, use S8 as a stand-alone mixer with turntables or CD decks or a combination of both; S8 has you covered!

S8 enables performance in various live situations, combining the power of computer-based DJing with the immediacy and flow you need to focus on your audience.

1.1 Where to Start

TRAKTOR KONTROL S8 provides you with many information sources. These are intended to be read in the following sequence to ensure easy access for users of all skill levels:

- TRAKTOR 2 Getting Started
- TRAKTOR 2 Manual
- TRAKTOR KONTROL S8 Manual (this document)

Your First Stop: Getting Started

This document guides you through configuration of TRAKTOR to work with a hardware controller by means of the Setup Wizard, as well as importing music into your Track Collection. Afterwards, it introduces you to TRAKTOR's basic concepts and workflows and provides helps you set up your system correctly.

TRAKTOR PRO Manual

The Manual helps you learn all of the workflows which make TRAKTOR a unique DJing solution. In addition to learning to use TRAKTOR's core features, this document gives advice on working in various configurations; from using TRAKTOR in the most basic setup on its own to integrating turntables, external DJ mixers and audio interfaces, as well as the SCRATCH extension.

Access the TRAKTOR manual via TRAKTOR PRO's Help menu. The 'Open Manual...' entry will open the Documentation sub-folder inside TRAKTOR's application folder.

TRAKTOR KONTROL S8 Manual

The S8 Manual picks up where controlling TRAKTOR features from the S8 are concerned. A detailed tutorial section guides you through accessing the basics like loading tracks, mixing, setting cue points, looping and using Remix Decks from S8.

Next, a comprehensive Hardware Reference details each and every component you will encounter on the TRAKTOR KONTROL S8 controller. The later chapters of this manual provide additional information on solving common issues, and the device's full technical specification.

Controller Editor Manual

Besides using S8 with the dedicated TRAKTOR software, you can also use it as a powerful and highly versatile MIDI controller with any other MIDI-capable application or device. This is made possible by the Controller Editor software, an application which allows you to assign MIDI controller messages to S8's pads, knobs, faders and encoders. The is usually automatically installed during TRAKTOR's installation. For more information on this, please refer to the Controller Editor Manual available as a PDF file in the Documentation subfolder of the Controller Editor installation folder on your hard disk.

Other Online Resources

If you are experiencing problems related to your Native Instruments product that the supplied documentation does not cover, there are several ways of getting help:

- Knowledge Base
- User Forum
- Technical Support

- Registration Support

You will find more information on these in chapter ↑8.1, Troubleshooting and ↑8.2, Getting Help.

1.2 Manual Conventions

This section introduces you to the signage and text highlighting used in this manual. This manual uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing these notes let you see what kind of information is to be expected:

Whenever this exclamation mark icon appears, you should read the corresponding note carefully and follow the instructions and hints given there if applicable.

This light bulb icon indicates that a note contains useful extra information. This information may often help you to solve a task more efficiently, but does not necessarily apply to the setup or operating system you are using; however, it's always worth a look.

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) and paths to locations on your hard drive or other storage devices is printed in *italics*.
- Text appearing elsewhere (labels of buttons, controls, text next to checkboxes etc.) is printed in blue. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.
- Text appearing on displays of the S8 controller is printed in light grey. Whenever you see this formatting applied, you will find the same text on a controller display.
- Text appearing on labels of the hardware controller is printed in orange. Whenever you see this formatting applied, you will find the same text on the controller.
- Important names and concepts are printed in **bold**.
- References to keys on your computer's keyboard you'll find put in square brackets (e.g., "Press [Shift] + [Enter]").

► Single instructions are introduced by this play button type arrow.

→ Results of actions are introduced by this smaller arrow.

Naming Conventions

Throughout the documentation, we will refer to the TRAKTOR KONTROL S8 hardware controller either as the controller or simply **S8**.

The TRAKTOR 2 software and TRAKTOR SCRATCH will be referred to as **TRAKTOR**.

Button Combinations and Shortcuts on Your Controller

Most instructions will use the "+" sign to indicate buttons (or buttons and pads) that must be pressed **simultaneously**, starting with the button indicated first. E.g., an instruction such as:

"Press SHIFT + PLAY"

means:

1. Press and hold SHIFT.
2. While holding SHIFT, press PLAY and release it.
3. Release SHIFT.

FX Knobs and Buttons

Above each of the Displays, there's a row of FX knobs and FX buttons which aren't labeled. Similarly, the knobs below the display are unlabeled, the buttons are all labeled ON. To differentiate them, we'll refer to them as **FX knobs 1-4** and **FX buttons 1-4** for the elements above the display and **Performance knobs 1-4** and **Performance buttons 1-4** beneath the display.

Numbering scheme for FX and Performance controls

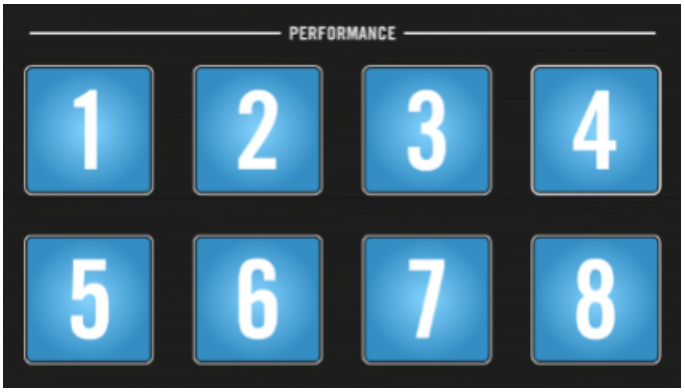
Display Buttons

On each side of a display, there are two buttons marked by a square icon. To differentiate them from each other, we'll refer to them as depicted here:

Numbering scheme for Display Buttons

Pads

1. Each Deck comes with 4 multi color pads. Where necessary, we'll refer to them in this order:



Numbering of the Pads in the PERFORMANCE section

2 Using Your S8—Getting Started

This section will guide you through the most common tasks you will encounter during your work with TRAKTOR KONTROL S8. Most of the tutorials included are workflow-oriented. They start with the simplest tasks and progressively lead you to more complex operation, helping you to become familiar with TRAKTOR KONTROL S8.

The tutorials presented here make use of the included demo tracks, which were automatically copied to your hard disk during the TRAKTOR KONTROL S8 installation procedure. Therefore, you can follow these tutorials even if you haven't imported your own music.

Although the S8 can be used as a stand-alone mixer, the tutorials here focus on using the device as the integrated controller for the TRAKTOR software on your computer. By the end of this chapter you will be equipped with the fundamental knowledge to enjoy using your TRAKTOR KONTROL S8, and begin to uncover the creative opportunities it presents to your DJ sessions.

General Prerequisites

We assume here that your TRAKTOR KONTROL S8 system is already up and running. If that's not the case, please follow the instructions in the separate Setup Guide and return to this chapter when you are ready.

In case you already changed some settings in TRAKTOR KONTROL S8 before you start with these tutorials, we strongly recommend you to reset your TRAKTOR KONTROL S8 system to the factory settings by doing the following:

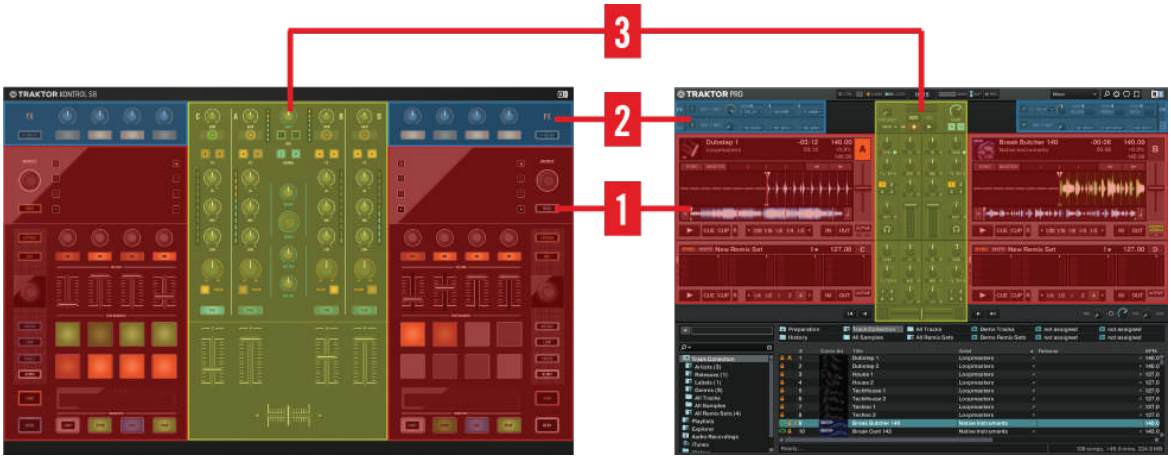
1. In the TRAKTOR software, click the Help menu in the menu bar at the top of your screen (on Mac OS X) or at the top of the window (on Windows), and select *Help > Start Setup Wizard*.
2. In the window that opens, click Finish at the bottom right corner without selecting anything else.

→ Your TRAKTOR KONTROL S8 is now reset to the factory settings.

The tutorials presented here assume that TRAKTOR KONTROL S8 is in its default factory state. If it’s not the case, we cannot guarantee that you will experience what is described here, and as a result you might find it difficult to follow the instructions.

2.1 Overview of TRAKTOR KONTROL S8

This section briefly introduces S8's main areas. The image below illustrates which areas of the S8 control the respective areas in the TRAKTOR software.



Hardware Controller and Software side by side.

(**1**) **Decks**: S8 features two identically equipped Deck sections at the far left and right of the unit. These give you hardware control over the software Decks in the TRAKTOR PRO software. Active TRAKTOR Decks always work in one of the Deck modes, as either Track Deck, Remix Deck or Live Input. The left hardware Deck section controls TRAKTOR's Decks A and C, the right Deck section controls Decks B and D.

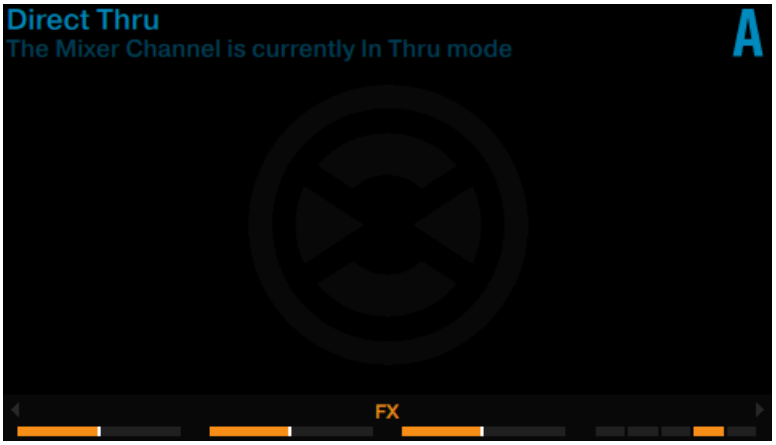
(**2**) **FX Units**: FX Units allow you to creatively process a track, ranging anywhere from just adding reverb for a build-up to completely messing up a beat with stutter effects. For that purpose, the TRAKTOR software offers a great selection of high-quality FX. These can easily be configured from S8 and be controlled by the FX controls. The left FX Unit on the S8 will be referred to as **FX Unit 1** throughout this document, and the right FX Unit will be referred to as **FX Unit 2**.

(**3**) **Mixer**: The 4-channel mixer is situated in the center of S8, and TRAKTOR's software interface. When connected to TRAKTOR, the knobs in S8's mixer section control the corresponding knobs on the software mixer.

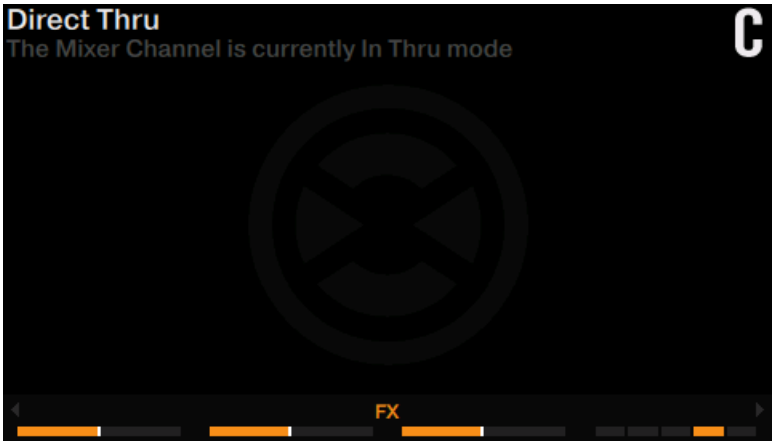
2.2 Enabling Decks

By default, the Decks on your TRAKTOR KONTROL S8 are enabled after you start the TRAKTOR software for the first time. If, however, the Decks are not enabled (in Direct Thru mode), proceed as follows to enable the Decks.

The following images show disabled Decks:



Deck A in Direct Thru mode



Deck C in Direct Thru mode

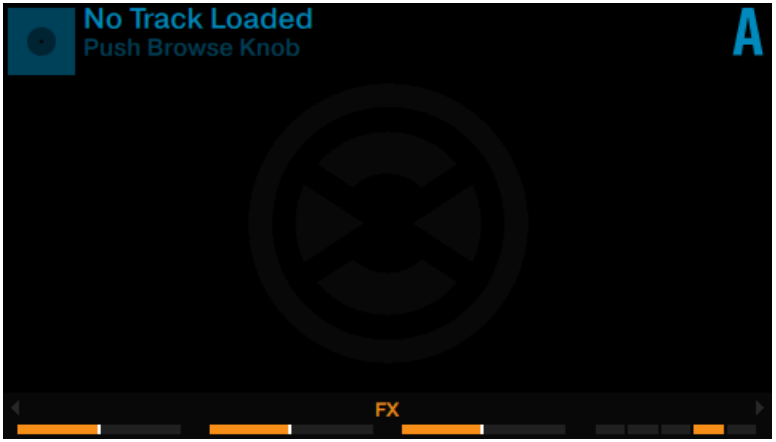
To enable the Decks:

► Push the TRAKTOR buttons of each Deck.

→ The TRAKTOR buttons light up in orange indicating the Deck is now in TRAKTOR mode.

The displays read No Track Loaded indicating the corresponding Decks are enabled.

The following images show enabled Decks:



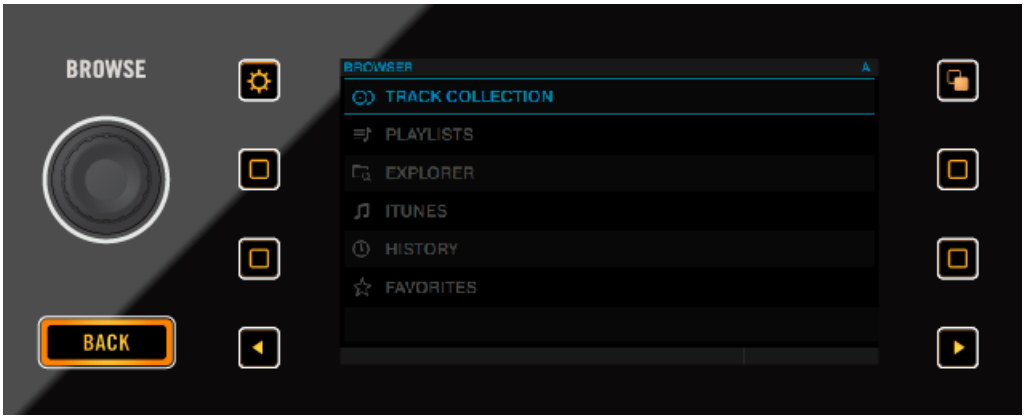
Deck A enabled as Track Deck

Deck C enabled as Remix Deck

2.3 Browsing with Your S8

The first tutorial will explain how to browse through TRAKTOR's music library and load tracks into Decks. The following section explains both—browse using regular interactions and browse using touch interactions.

It is not possible to open the Browser on the two Decks on the S8 simultaneously.

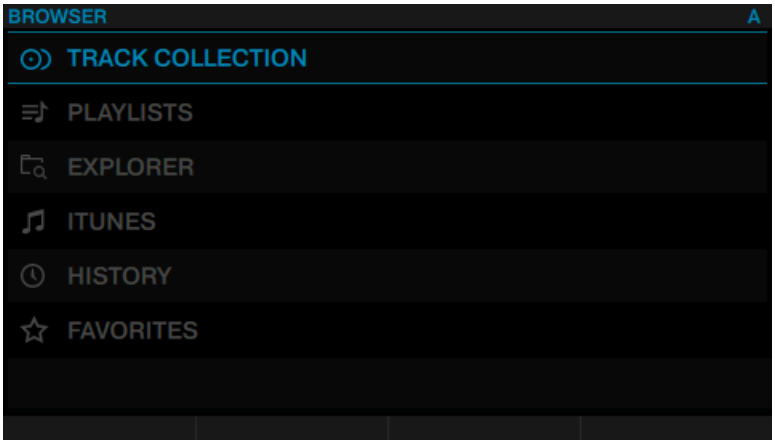


BROWSE Encoder, BACK Button, and Display section

2.3.1 Browse using Regular Interactions

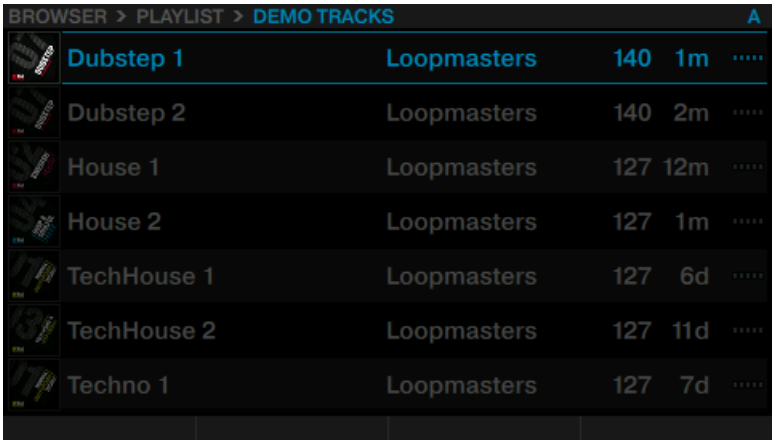
To open the Browser:

► Push the BROWSE encoder. The Browser will be displayed in the respective display.



To scroll through the music folders:

► Rotate the BROWSE encoder. The selected entry will be highlighted in blue. The Browser View shows your current location in the folder structure at the top of the display, e.g. BROWSER>PLAYLIST>DEMO TRACKS.



To open folders and load tracks:

► Press the BROWSE encoder to open a folder.

► Press the BROWSE encoder to load a track.

To return to the previous folder:

► Press the BACK button.

To exit the Browser:

► Press the VIEW button. The display will return to Track view.

2.3.2 Browse using Touch Interactions

In addition to regular interactions with TRAKTOR KONTROL S8 you can perform touch interactions. However, to use touch interactions when browsing the touch sensitivity for the BROWSE encoder has to be enabled:

1. Open the TRAKTOR Preferences.
2. Select the tab TRAKTOR KONTROL S8.
3. Enable the Touch Control Auto Open Browser on Touch.

→ The touch sensitivity is now enabled on the BROWSE encoder.

With touch sensitivity enabled the following touch interactions can be performed:

To open the Browser:

► Touch the BROWSE encoder. The Browser will be displayed in the respective display.

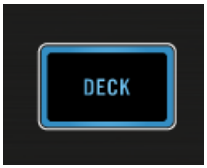
To exit the Browser:

► Release the BROWSE encoder or stop interacting in the Browser. The display will return to Track view.

2.4 Switching Deck Focus

Although you can mix four TRAKTOR Decks with the S8, it is only possible to have the focus on two of the Decks simultaneously. To access the two other Decks, you can quickly switch the Deck focus by the following action:

► Press a DECK button to toggle the Deck Focus between Deck A and Deck C respectively Deck B and Deck D.



- If the Deck focus is on Deck A or Deck B the DECK buttons, the Mode Select Buttons and the LED ring around the LOOP encoder will be lit in blue.

- If the Deck Focus is on Deck C or Deck D the DECK buttons, the Mode Select Buttons and the LED ring around the LOOP encoder will be lit in white.

2.5 Switching Deck View and Zooming

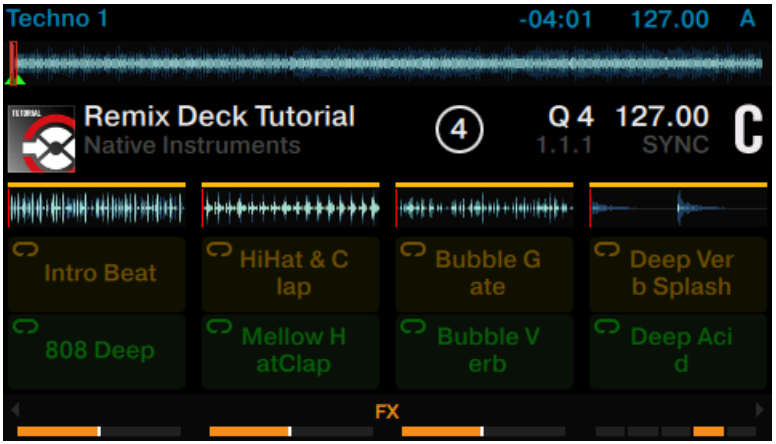
By default the display shows only the Deck focused. This is also called Single View. Additionally, you can switch to Spilt View to show both Decks together in the display. Deck A and Deck C respectively Deck B and Deck D. Initially the display focused on one Deck has the following appearance:
[Image]

- ► Press the View button located in the top-right corner of the display area to toggle Deck View between Single View and Split View.

→ The display now shows both Decks in Split View.

The focused Deck always acquires the majority of space in the display.

Split View with focus on Deck A.



Split View with focus on Deck C.

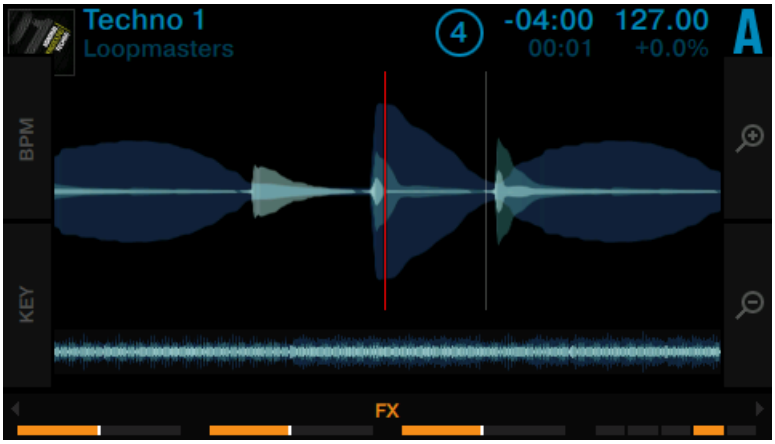
Changing Deck View does not alter the assignment of the Deck Unit's controls in any way.

Zooming

To get a more precise view of the waveform at the current Playhead position you can zoom in or out of the waveform.

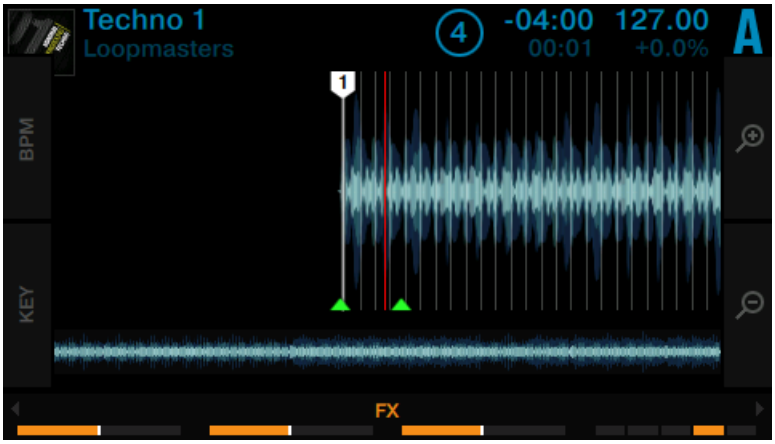
To zoom into the waveform:

► Press Display button 3 as often until you reach the desired zoom level.



To zoom out of the waveform:

► Press Display button 4 as often until you reach the desired zoom level.



2.6 Playing Your First Track

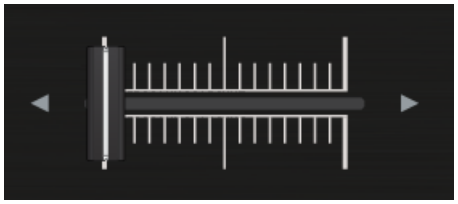
In this tutorial you will learn how to load and play a track, how to check the audio outputs and how to quickly troubleshoot your system if no music can be heard. Before you proceed ensure the following prerequisites are met:

Prerequisites

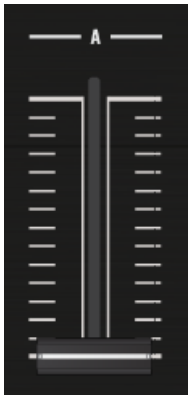
We assume you read the tutorials above and your S8 is in the following state:

- The left Deck is focused on Track Deck A.
- The **Channel A Crossfader Assign switch** is set to the left position.

- The Crossfader is all way to the left.



- On channel A the channel fader is set to minimum, the EQ knobs, the GAIN knob, and the Filter knob are set to center position.

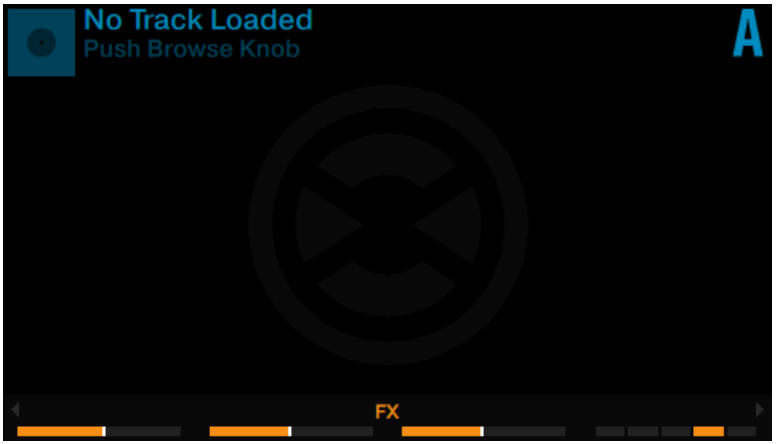


- The MAIN knob is set to minimum.

2.6.1 Loading a Track

Let's load the track "Techno 1" from the included demo tracks on to Deck A.

Since Deck A is in the top-left part of the TRAKTOR window, we will use the left Deck on your S8. You can check this by looking at the left Deck's display: you should see a blue indicator reading A:

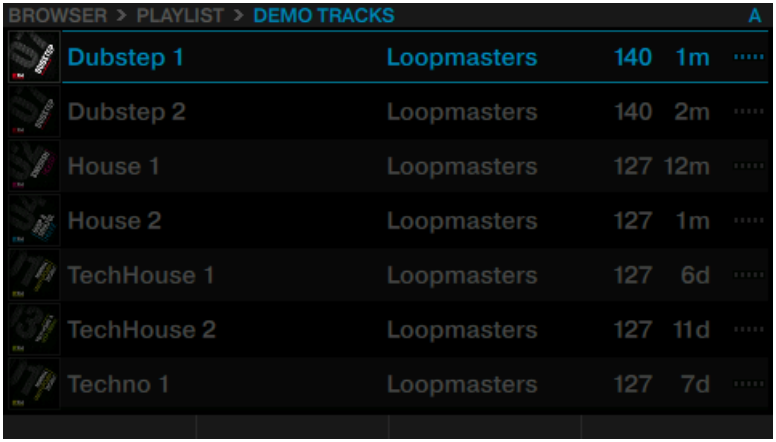


The Deck Display with DECK A indicator.

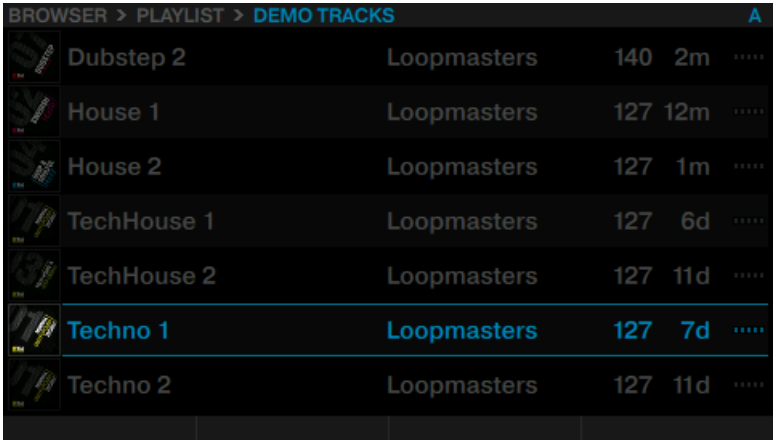
While looking at the left Deck's display reading No Track Loaded. Push Browse Knob, do the following:

1. Press the BROWSE encoder of the left Deck to open the Browser.

2. Navigate to the folder FAVORITES > Demo Tracks.



3. Scroll to track Techno 1.



4. Press the BROWSE encoder to load the track into Deck A.

→ The track is loaded. Its waveform and info appear in the display.

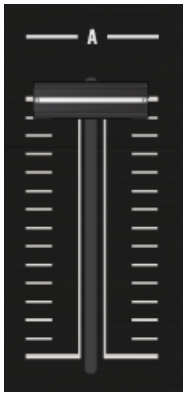
2.6.2 Playing the Track

Once the track is loaded:

1. Press the PLAY button at the bottom of the left Deck. The PLAY button lights up.

The waveform starts moving in the display. The track is assigned to MASTER.

2. Gradually raise the channel A fader to maximum position.



3. Gradually turn the MAIN knob clockwise.

→ You will hear some audio coming through your speakers. If not, please check the following section.

Each Deck Has Its Own Channel

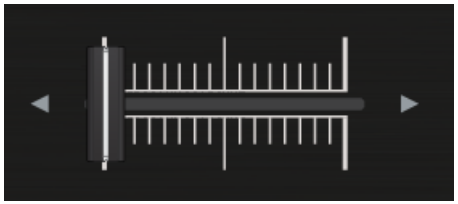
The audio playing on each Deck can be further shaped by the controls on the corresponding channel of the Mixer. Since the track is loaded on Deck A, you can control its sound on channel A:

The Channel A.

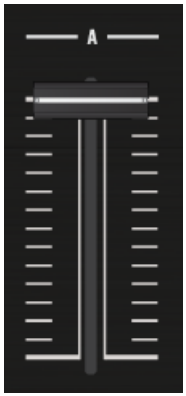
2.6.3 If You Don't Hear the Track

If the track is playing on the Deck but the audio coming through your amplification system is not loud enough, or if there is no sound at all, check the following:

- At the bottom of your S8, verify that the Crossfader is moved all the way to the left:



- Above, the channel fader should be raised on channel A:



- The channel meter should show some activity. If not, check that the HI, MID, and LOW knobs on channel A are set to the center position.

- At the top of the channel, adjust the input level by turning the GAIN knob.

- At the top center of the Mixer, the MAIN knob should be turned at least part of the way to the right. You should see the MAIN meters going up and down:

- If not, at the top center of the TRAKTOR window, check that the MAIN knob is raised:

If you see some activity on the MAIN meters of your S8 but don't hear any sound, then double-check the connection starting with the cable going from the S8's Main Outputs to your PA.

2.7 Mixing In a Second Track

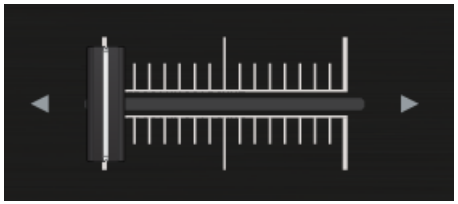
Now that you have learned how to quickly load and play tracks using the TRAKTOR KONTROL S8, let's see how to mix in a second track on Deck B. On the way, you will learn a few basic mixing tasks that every digital DJ needs to know: how to cue tracks, synchronize tracks, start the playback at the right position, and mix the tracks together using the Crossfader.

Prerequisites

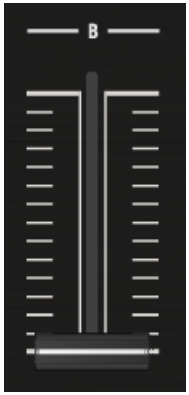
We assume here that you already followed the instructions in the previous tutorials and the TRAKTOR KONTROL S8 is in the following state:

- The track "Techno 1" is loaded on Deck A. The track is playing and audible.
- The right Deck is focused on Track Deck B.
- The **Channel B Crossfader Assign switch** is set to the right position.

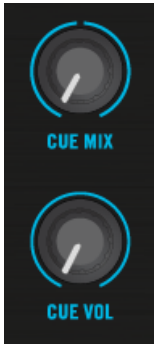
- The Crossfader is all way to the left.



- On channel B the channel fader is set to minimum, the EQ knobs, and the GAIN knob are set to center position.

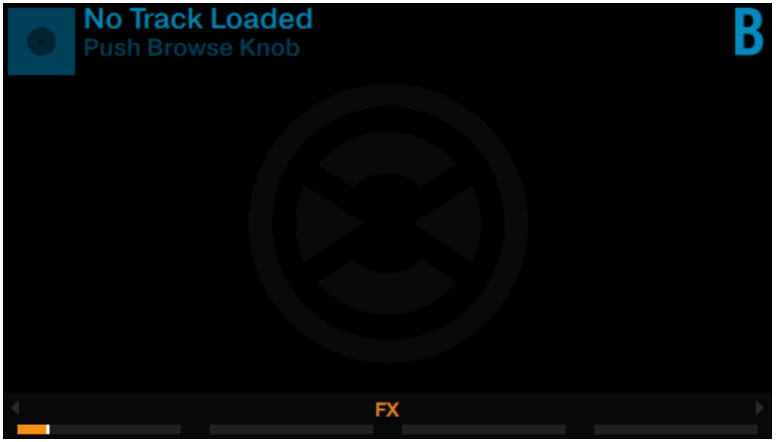


- The CUE VOL knob and the CUE MIX knob are set to minimum.



2.7.1 Loading a Second Track

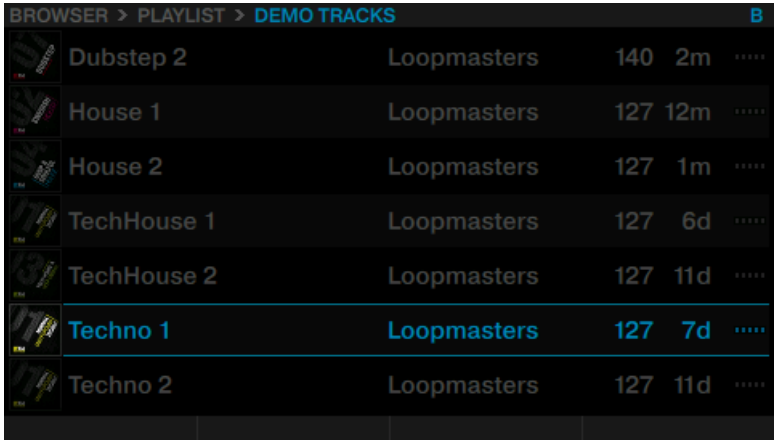
We will choose the track “Techno 2” and load it on the right Deck B, as we did on left Deck A in the previous tutorial.



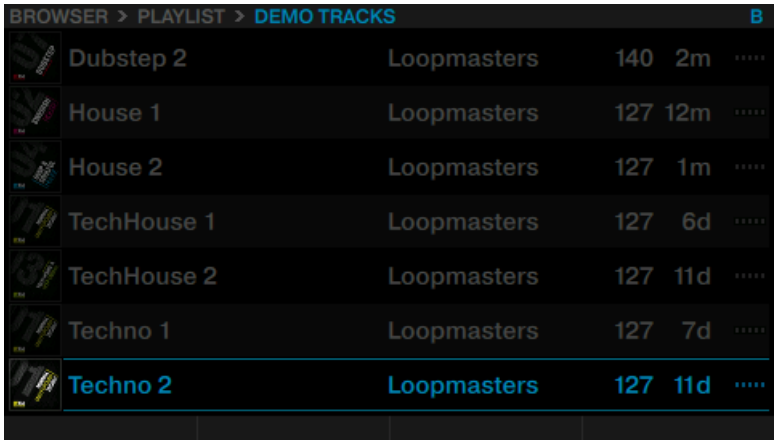
Track Deck B empty

While looking at the right Deck display reading "No Track Loaded, Touch Browse Knob", do the following:

1. Press the BROWSE encoder of the right Deck to open the Browser. The Browser will show up at the position where it was before.



2. Scroll to track Techno 2.



3. Press the BROWSE encoder to load the track on Deck B.

→ The track is loaded. Its waveform and info appear in the display.

2.7.2 Playing the Second Track

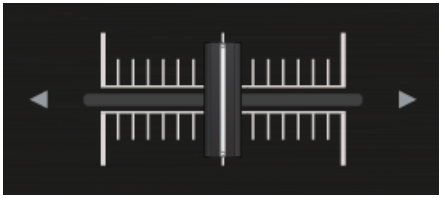
► Press the PLAY button on the right Deck to start the playback.

→ The track “Techno 2” starts playing. The PLAY button lights up and the waveform in the display starts moving.

You don't hear anything from Deck B through the speakers yet because the Crossfader on the S8 is all the way to the left.

To mix in the track "Techno 2" on Deck B:

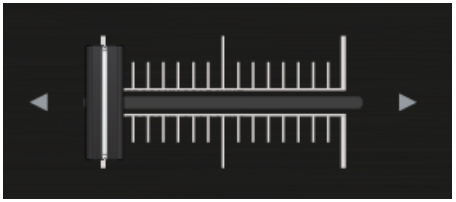
► Slowly move the Crossfader from left to the right.



→ You should hear the track on Deck B fade in, whereas the track on Deck A progressively fades out as you move the Crossfader further to the right.

Obviously, the mix is not satisfying at all. Before mixing in the second track, we first have to beat-match it to the track playing on Deck A as described in the following section. So for now:

► Pull the Crossfader all the way back to the left.



If you still don't hear any sound coming from Deck B even with the Crossfader all the way to the right, check the few troubleshooting guidelines in section ↑2.6.3, If You Don't Hear the Track above.

2.7.3 Using Headphones to Prepare the Mix

From now on, let's get used to preparing the mix with headphones until the next track on Deck B is ready to be mixed in.

The CUE button on channel B.

1. Put on your headphones.
2. On your S8, press the CUE button on channel B. The button lights up, indicating that Deck B is now sent to the CUE channel.

3. Gradually raise the CUE VOL knob.

→ You will hear now to hear the cued track in your headphones.

Adjusting the balance between the cued track and main mix

At any time, use the Cue controls nearby to adjust the balance between the cued track (in this case Deck B) and the main mix (in this case Deck A) in your headphones:

► Turn the CUE MIX knob counterclockwise when you want to concentrate on the cued track; turn it clockwise when you want to hear more of the main mix.

→ You are now ready to work on the track playing on Deck B without interfering with the main mix sent to your audience.

Regardless of the mix that you're hearing in your headphones, the main mix is still controlled by the Crossfader and channel faders.

2.7.4 Synchronizing the Second Track

Before mixing in the track playing on Deck B, we will use TRAKTOR's automatic Sync feature to adjust its tempo to that of Deck A. Since Deck A was started at first it is assigned to MASTER. The Deck started afterwards will synchronize as soon you perform the following action:

► Press the SYNC button on the right Deck to synchronize its tempo and phase with those of Deck A.

→ The SYNC button lights up and the display of Deck B displays SYNC. Now the two tracks are in perfect sync.

Cue the Track

► Slowly turn the CUE MIX knob clockwise.

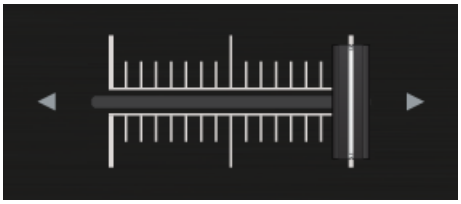
→ You will hear the second track come into the mix in sync with Deck A.

Note that you should always adjust the tempo of the track that is *not* audible to the audience!

Mixing In the Second Track

When your track is ready for mixing:

► Bring the Crossfader over from Deck A and slowly mix in the track in Deck B.

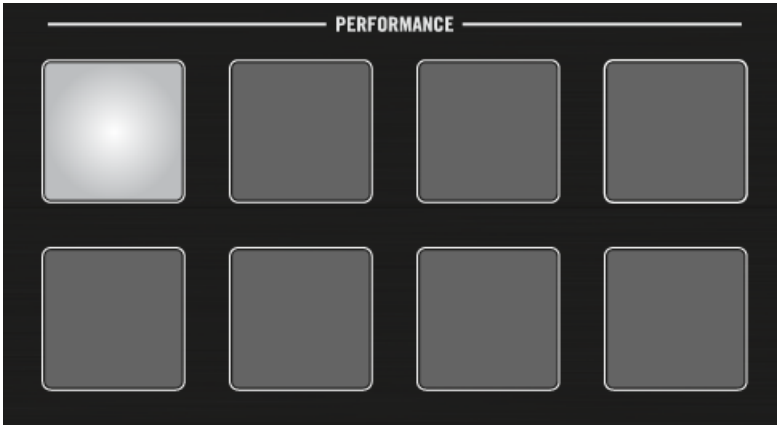


→ You just did your first mix with TRAKTOR KONTROL S8.

2.7.5 Interlude: In case the Left Track has finished

The track "Techno 1" on Deck A has been playing since we started with the tutorials, and it might happen that the playback reaches the end of the track. In this case, just do the following:

► On the left Deck, press Pad 1 to skip back to the beginning of the track.



You can then resume from where you left off.

2.7.6 Mixing In the Track by Using the Channel EQ and Filter

Besides simply using the Crossfader or channel volume faders to mix tracks, you can use TRAKTOR KONTROL S8's EQs and filters to make the mixes smoother and more interesting.

The EQ and FILTER knobs on channel B.

Prerequisites

We assume here that you have already followed the instructions in the previous tutorials and the

TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A. The track is playing and audible.
- The track “Techno 2” is loaded on Deck B. The track is playing and audible.
- Both tracks are synched.
- The Crossfader is all the way to the left.

- On channel B the channel fader is set to minimum, the EQ knobs, the GAIN knob, and the Filter knob are set to center position.

To prepare the cued track with EQ or Filter:

1. Put on your Headphones.
2. Enable CUE on channel B.

3. Press the Filter button on Deck B.

4. Turn any of the EQ or FILTER knobs on channel B to hear the effect on the cued track.

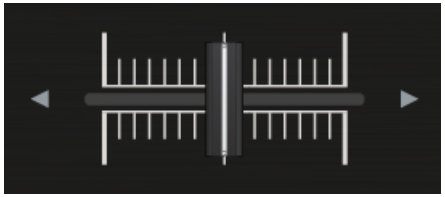
The EQs and filters are excellent tools for making adjustments to tracks before mixing them in so that you get the smoothest transition possible. The most common technique is to filter the bass line out of the incoming track—having 2 bass lines running simultaneously rarely sounds good.

We will now carry out a first version of the mix "for real." Thus, turn the CUE MIX knob fully clockwise to hear the main mix in your headphones (or put off your phones and listen to your mix coming through your amplification system).

Do the following:

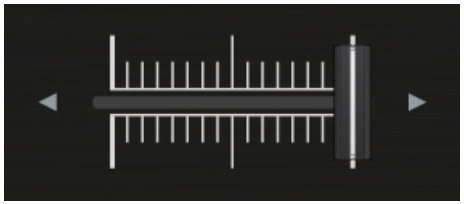
1. With the Crossfader still on the left, turn down the LOW knob on channel B to take the bass out of the track on Deck B.

2. Progressively mix in channel B by gradually moving the Crossfader from the left to the center position.



3. When both tracks are running together and you want to bring the bass back in, gradually decrease the bass amount of channel A while simultaneously increasing that of channel B.

4. Complete the transition by gradually moving the Crossfader all the way to the right.



→ You did your first mix using EQs and filters of your TRAKTOR KONTROL S8.

2.8 Adjusting Levels

Before going any further, we would like you to be aware of how important it is to have your mix at the right level. Here we provide a few simple hints in order to get the best sound out of your mix.

Even if this section might look a bit technical, please take the time to read these few pages, as it could be helpful, especially in a live situation!

2.8.1 The Theory

By mixing, you blend together signals coming from different sources (and possibly process them on the way).

The basic rule is: you need to ensure that no signal is clipping, while simultaneously trying to use the full dynamic range available. To keep it short, there are two reasons behind this:

- By using the full dynamic range available, you keep the noise level low relative to your mix. As a result, all the details of your music are better rendered.
- When a signal is clipping, it is not getting louder, just the quality of the sound is being degraded. The loud parts (typically the beats) are cut, which both reduces the dynamic range and introduces distortion in your mix. The speakers will suffer from this—and so will your audience! (Also, be prepared for some angered sound technician or club owner coming down on you.)

Hence, you should always make sure that your signals stay at levels that satisfy these two requirements.

2.8.2 The Practice

To assist you in adjusting levels, the Mixer of your S8 is equipped with various level meters and controls. Each level meter consists of a bar of blue LEDs indicating the signal level, along with an orange LED at the top indicating the clipping.

A channel meter clipping

Ensure that the displayed levels go high enough in the blue areas but don't reach the orange LEDs, or only rarely. Letting your levels go "in the red" (or orange in this case) and using signal clipping to let your mix sound dirtier is definitely not recommended: to do this, make use of the great FX selection of TRAKTOR KONTROL S8 instead!

Checking the Level on Each Channel

Each channel on the Mixer provides you with a vertical channel meter next to the fader. This meter shows you the pre-fader level of the signal on that channel, i.e. the level of the signal *before* it is adjusted by the channel fader. To adjust this level, use the GAIN knob at the very top of the channel:

The GAIN knob sits at the top of each channel

- ▶ Adjust the channel's GAIN knob so that the level displayed on the channel meter stays in the upper part of the blue area without reaching the orange clipping LED.

Note that the channel's EQ and filter settings also affect the signal level, as well as the possible FX Unit(s) it is assigned to. Hence, when modifying any of these, you might need to re-adjust the GAIN knob accordingly.

Of course, the artistic side of your tracks should not be overlooked: for tracks with a variable average level over time (e.g. a track starting with a soft intro), you should consider the loudest parts of the track when adjusting the channel level.

Matching Levels Between Channels

Moreover, in order to avoid any level jump when crossfading between two channels, the average channel levels should match:

- ► Before mixing in a cued channel, adjust its GAIN knob so that its channel meter activity roughly matches that of the channel currently on air.

TRAKTOR already does this for you by automatically setting the level for each newly loaded track to a satisfying value. This so-called "Autogain" feature relies on the gain values extracted from your tracks. Nevertheless, depending on the particular EQ, filter and FX applied to the cued track, you might have to double-check the level consistency before you mix in the track. Moreover, what is important here is the average level of the specific part of the track that you're about to mix in.

Checking the Main Level

The signals coming from all channels are mixed together according to the relative levels set by the channel faders and by the Crossfader. This mix is then sent from TRAKTOR's main output to the Main section:

The Main section on your S8

In this section, the MAIN LEVEL meters show you the (left and right) overall level of your mix *before* it is adjusted by the MAIN knob. These meters actually mirror the MAIN meter in the Header of the TRAKTOR software. To adjust this level, use the MAIN knob right below in TRAKTOR's Master panel:

The MAIN meter and knob in TRAKTOR

- Adjust the MAIN knob in TRAKTOR's Master panel so that the values on your S8's MAIN LEVEL meters stay in the upper part of the blue areas without reaching the orange clipping LEDs.

By default, a limiter is enabled on TRAKTOR's main output. With this limiter enabled, the MAIN LEVEL meters' clipping LEDs will cease to indicate clipping, but instead indicate when the limiter kicks in. While the limiter virtually cancels any distortion that might occur, the resulting contraction of the dynamic range, cannot be undone. Therefore, even with the limiter enabled, ensure that the clipping LEDs don't light up too often!

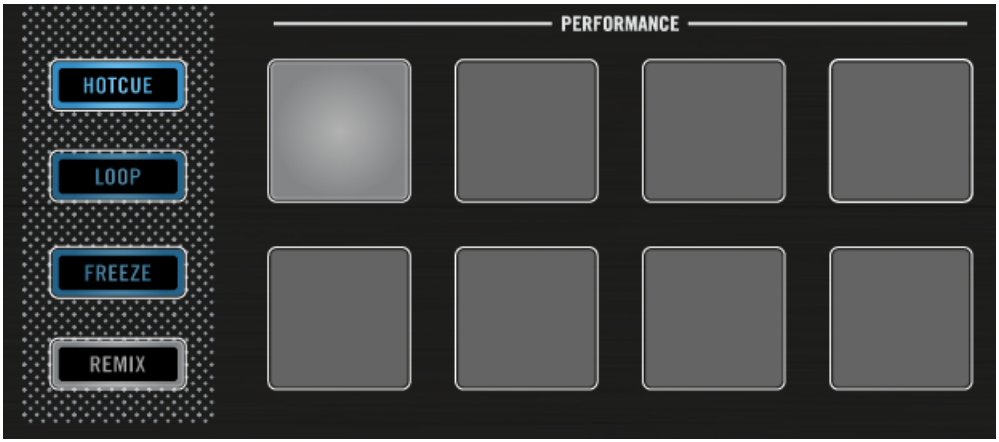
When the orange clipping LEDs light up, turning down the MAIN knob on your S8 is of no use: indeed, changing the level of the already distorted signal coming from TRAKTOR will not repair it!

Should the level stay low on the MAIN LEVEL meters, check also the channel faders—they are probably set too low as well!

2.9 Using Cue Points

The previous tutorials introduced you to the basics of mixing two tracks with the S8. This tutorial will explain how to work with so called HotCues for jumping directly to certain points within a track. HotCues can be assigned to the pads when the Track Deck is in HOTCUE mode.

On a Track Deck in HOTCUE mode, pad 1 always represents the Start Cue Point that will be assigned automatically as soon a track is loaded. The remaining pads can be assigned with further HotCues as explained in the following section.



Pad 1 as Start Cue Point.

Prerequisites

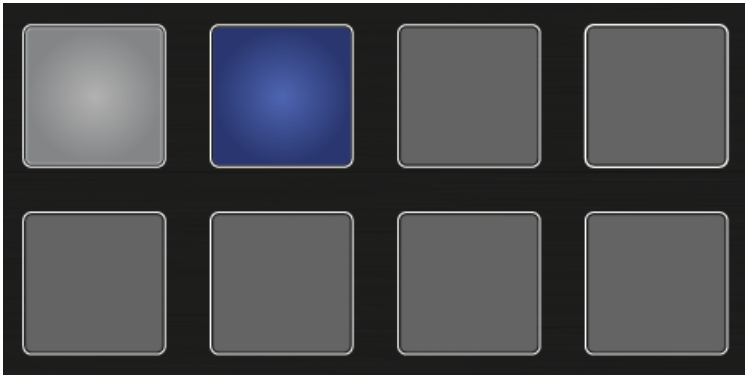
We assume here that you already followed the instructions in the previous tutorials (see ↑2.2, Enabling Decks). TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A.
- The Deck A is set to HOTCUE mode (default state).

2.9.1 Setting and Deleting Cue Points (HotCues)

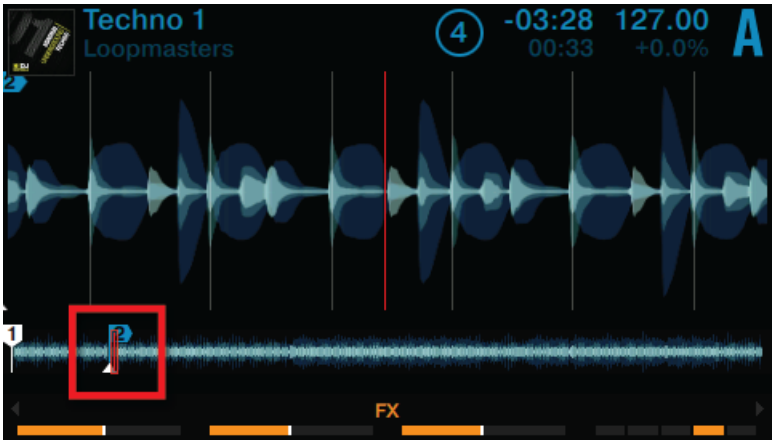
To set Cue Points within a track:

▶ On the left Deck, whether or not the track is playing, simply press one of the unlit pads on a downbeat—let's say pad 2. The pad lights up in blue.



→ You have just stored a Cue Point that you can return to simply by pressing the same pad again.

▶ In the display a CuePoint will be highlighted by a blue indicator and the pad number. You can store up to eight CuePoints per track.



The highlighted CuePoint in the display.

To delete a Cue Point:

► On the respective Deck press SHIFT + the pad assigned with a Cue Point.

→ The Cue point is deleted and the pad is unlit.

Snapping to the Beats

You don't have to worry about dropping a HotCue directly on a beat: by default, TRAKTOR will make sure this happens automatically. This is because the so-called Snap mode is on, as you can see by the lit S button located in the top-mid on the S8:

The S button on the Mixer.

With Snap mode on, any HotCue you set in the track will snap to the closest beat, thus ensuring that you get directly to that beat next time that you jump to that point.

2.9.2 Aligning Tracks using HotCues

Aligning both tracks is straightforward:

1. Make sure that Deck B is playing.
2. When you hear a downbeat in the other track, press the pad with the HotCue you just used to store the downbeat position.

→ The playback position on Deck B jumps to the stored Cue Point, and the playback continues from there. Both tracks now are perfectly aligned and ready to be mixed.

Sticking to the Beats

Again, you do not have to worry about pressing the pads with HotCues exactly on the beat: by default, TRAKTOR will make sure that the beats of both tracks are synchronized and that the jump does not ruin the beat matching. This is because the so-called **Quantize mode** is on, as you can see by the lit Q button located in the top-mid on the S8.

The Q button on the Mixer.

With Quantize mode on, whenever you jump through the track (e.g. by pressing a pad with a HotCue on it), the playback jumps to the nearest position that preserves the beat matching, thus ensuring that the current sync does not get lost when you jump through the track.

2.10 Adjusting Tempo

In this tutorial you will learn how to adjust the tempo of a track and the global tempo. The S8 does not contain any tempo faders that you might expect of a conventional DJ controller. Instead, the S8 offers a new approach to controlling the tempo of your mixes described in the following section.

Prerequisites

We assume here that you have already followed the instructions in the previous tutorials and the

TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A and stopped.
- The track “Techno 2” is loaded on Deck B and stopped.
- The tracks are not in sync.

2.10.1 Global Tempo Adjustments

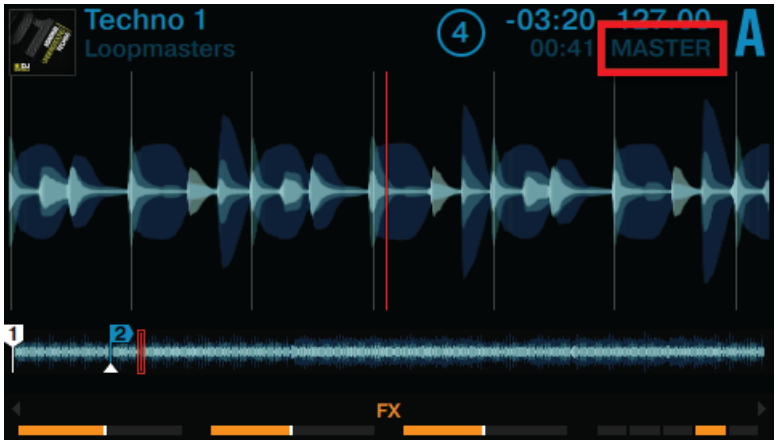
Global tempo adjustments are made using the TEMPO encoder located in the center of the S8.

The TEMPO encoder on the S8

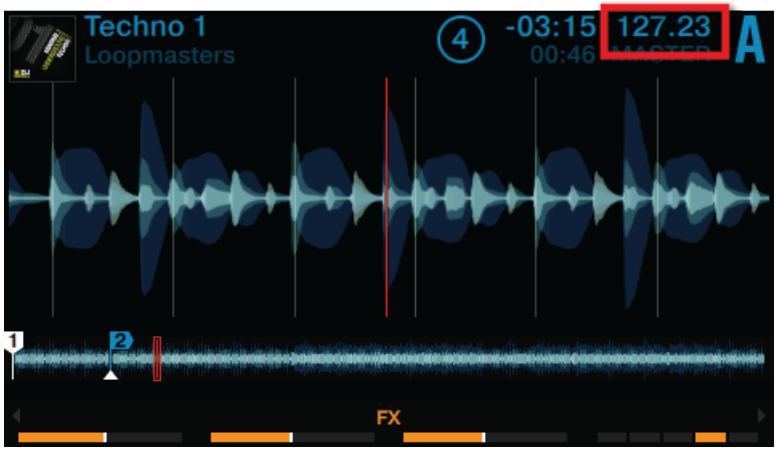
Turning the TEMPO encoder will adjust the tempo of the assigned MASTER deck, along with any other decks that have their SYNC buttons active. You can adjust the tempo in whole steps or in decimal steps.

Adjusting the Global Tempo

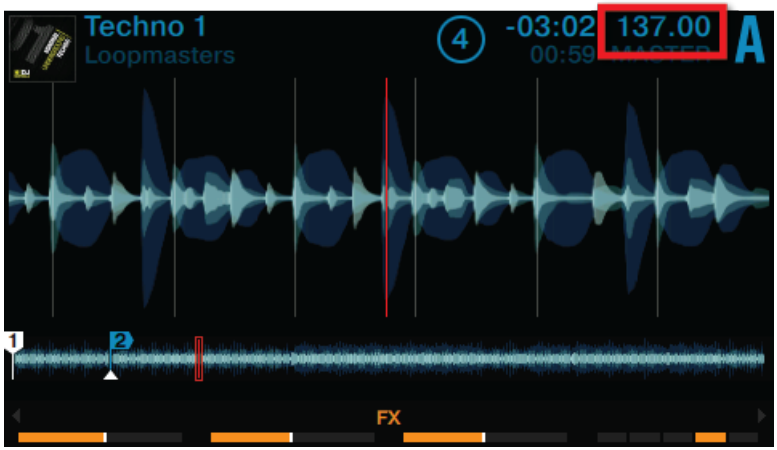
1. Press the PLAY button on Deck A. The Deck will be assigned to MASTER.



2. Turn the TEMPO encoder clockwise or counterclockwise to increase or decrease the tempo of TRAKTOR's Master Clock in decimal steps.



3. Press any SHIFT button and turn the TEMPO encoder clockwise or counterclockwise to increase or decrease the tempo of TRAKTOR's Master Clock in whole steps.



4. Release the Deck's SHIFT button.

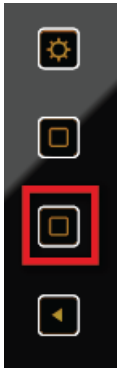
→ The global tempo has changed.

2.10.2 Deck-specific tempo adjustments

Deck-specific tempo adjustments can be made by using BPM mode which will be enabled on the Decks and the BROWSE encoders:

Adjusting the Deck-specific Tempo

1. On a Deck press the Display Button 2.



The BPM mode window will pop up in the display.

2. Turn the Deck's BROWSE encoder clockwise to increase the tempo; turn the Deck's BROWSE encoder counterclockwise to decrease the tempo.

3. Hold the Deck's SHIFT button + turn the Deck's BROWSE encoder clockwise to increase the tempo in whole steps; turn the Deck's BROWSE encoder counterclockwise to decrease the tempo in whole steps.

4. Press the Display Button 2 again or press the View Button to exit BMP mode.

→ The deck-specific tempo has changed.

In this scenario, the BROWSE encoder is used in exactly the same manner as the TEMPO encoder in making tempo adjustments. If the Deck is also assigned as the MASTER Deck, tempo adjustments made with the BROWSE encoder will also be made to any other Decks that have their SYNC buttons activated.

In the scenarios where you are not using deck synchronization, you can use this method to manually dial in a deck's BPM, e.g. mixing a TRAKTOR deck with an external audio source.

2.11 Using Keylock

When synchronizing tracks, you alter their tempo, and consequently their pitch (or key). For small tempo adjustments, this is not really an issue; but when the tempo is changed more significantly, the resulting pitch might sound unsuitable: kick sounds would lose their power, vocals would sound unrealistic, etc. To avoid this, TRAKTOR provides the **Keylock** feature that uncouples the tone and the tempo of a track. With the TRAKTOR KONTROL S8 you can to apply the Keylock to a focused Deck by the following actions:

Prerequisites

We assume here that you already followed the instructions in the previous tutorials and the TRAKTOR KONTROL S8 is in the following state:

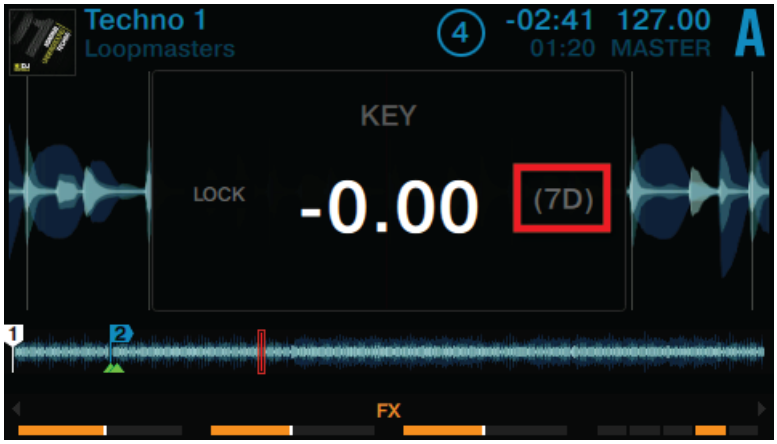
- The track “Techno 1” is loaded on Deck A and playing.

Adjusting the Tempo using Original Key Pitch

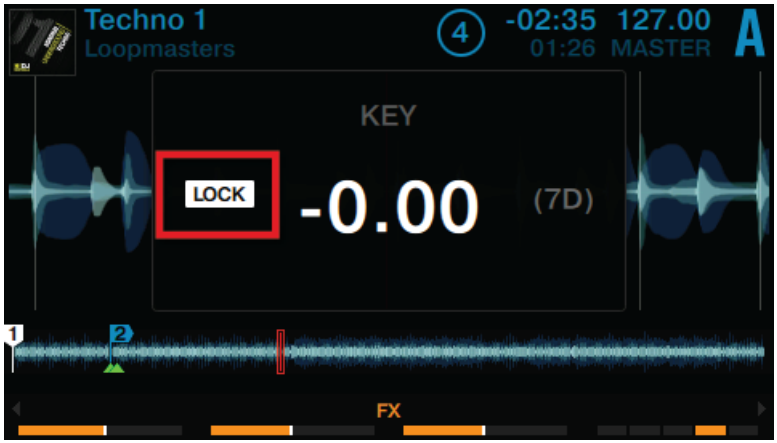
If you want to mix a track with original key pitch to another track with a faster tempo, you need to lock the key before adjusting the tempo of the track:

1. On a Deck press the Display Button 1.

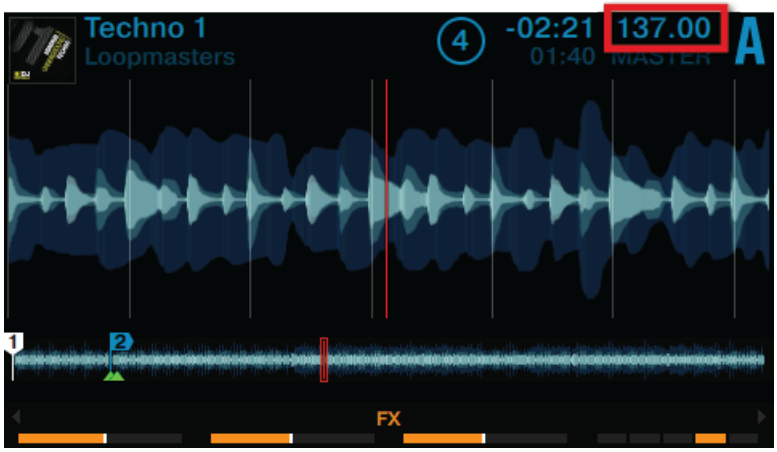
The KEY window pops up in the display. Tracks that have been analyzed by TRAKTOR will indicate their key here.



2. Press the Decks' BROWSE encoder to enable Keylock on the track. LOCK is now lit in white.



3. Press the Display Button 1 again to exit the KEY window in the display.
4. Now adjust the tempo of the track using BPM mode.



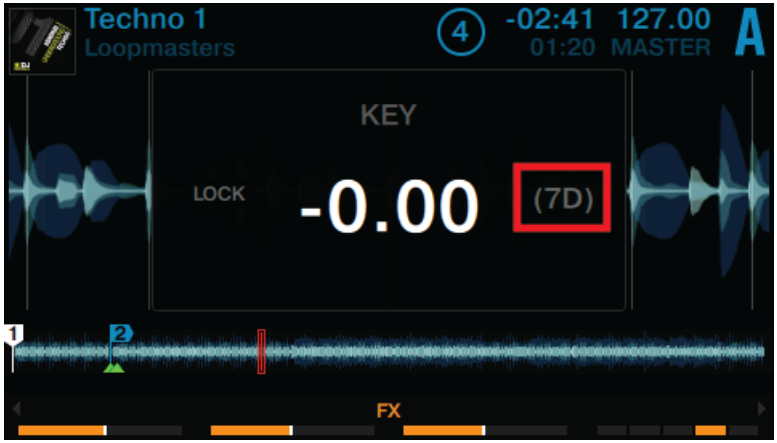
→ As the tempo has changed you'll hear that the key of track remains intact when tempo adjustments are made.

Adjusting the Key without changing Original Tempo

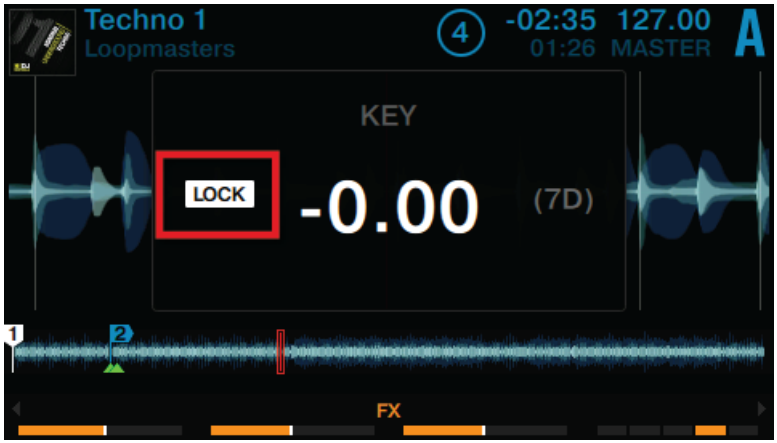
If you want to change the key of a track without changing its tempo, proceed as follows:

1. On a Deck press the Display Button 1.

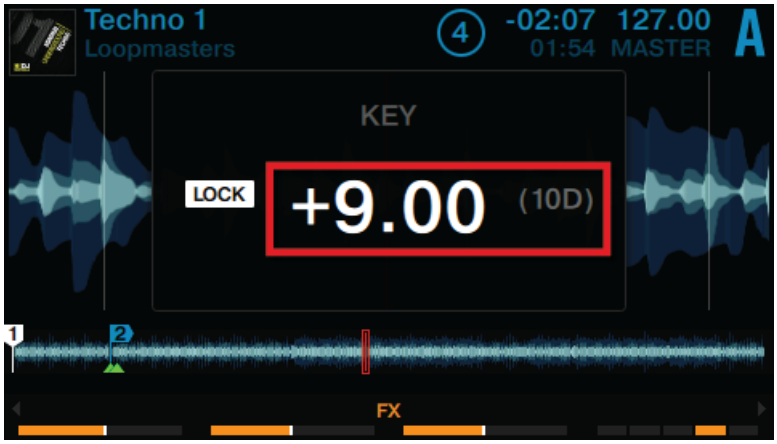
The KEY window pops up in the display. If the track has been analyzed by TRAKTOR its key will be displayed here.



2. Press the Decks' BROWSE encoder to enable Keylock on the track. LOCK is now lit in white.



3. Now turn the Deck's BROWSE encoder to adjust the key of the track.



4. Press the Display Button 1 again to exit the KEY window in the display.

→ You will hear that the key of track has changed although the tempo is retained.

3 Using Your S8—Getting Advanced

3.1 Using Touch Strip

The S8's design does not contain the conventional Jog Wheels of a regular DJ controller. Instead, the S8 replicates the functionality with intuitive Touch Strips. Each of the S8's Decks contain a Touch Strip, and these always control the focused deck. This tutorial explains how to use the Touch Strip for the following actions:

- Seek/navigate through the entire track.
- Tempo bend (nudge).
- Create a scratch effect.

Prerequisites

We assume here that you have already followed the instructions in the previous tutorials and the TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A and is not playing.
- The Crossfader is all the way to the left.
- The channel fader A is raised to the top.
- The MAIN knob is set at an adequate level.

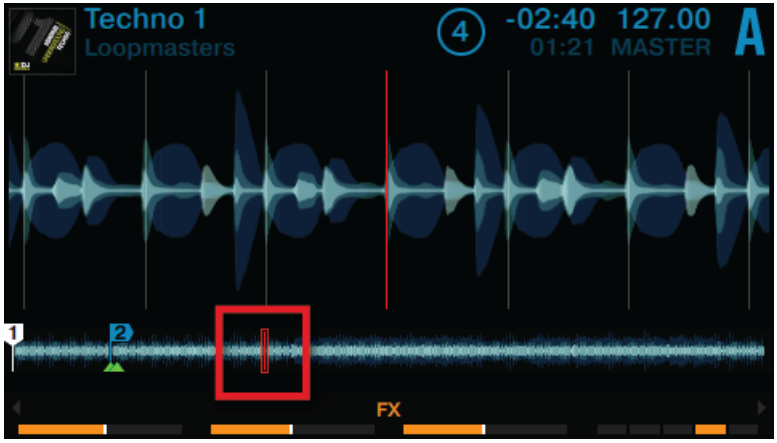
3.1.1 Using the Touch Strip to Seek

Seeking within a track using Touch Strip

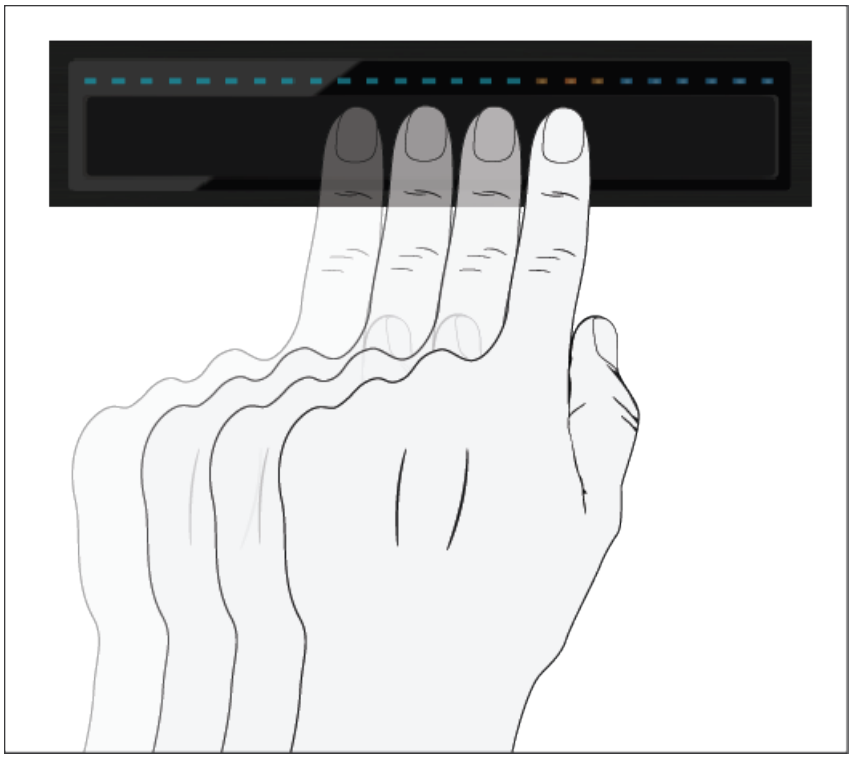
1. On the left Deck press the PLAY button.

2. Hold the Deck's SHIFT button. The row of LEDs change into the following appearance.

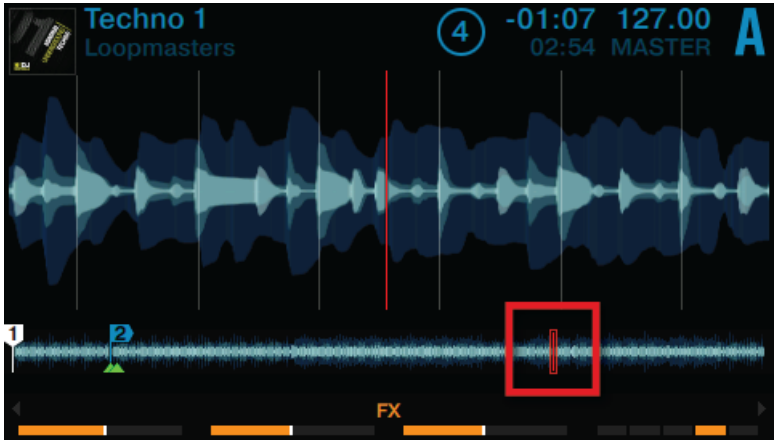
The three orange LEDs represent the current playhead position of the entire track.



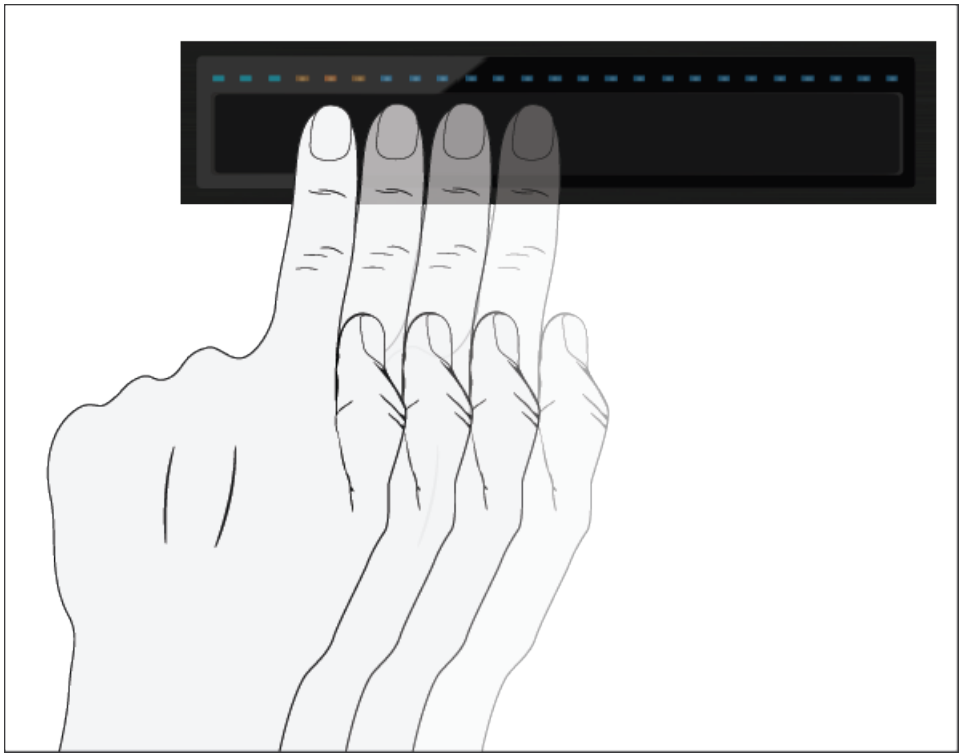
3. While holding SHIFT, place your finger on the Touch Strip beneath the orange LEDs and drag your finger to the right to move forwards in the track's waveform.



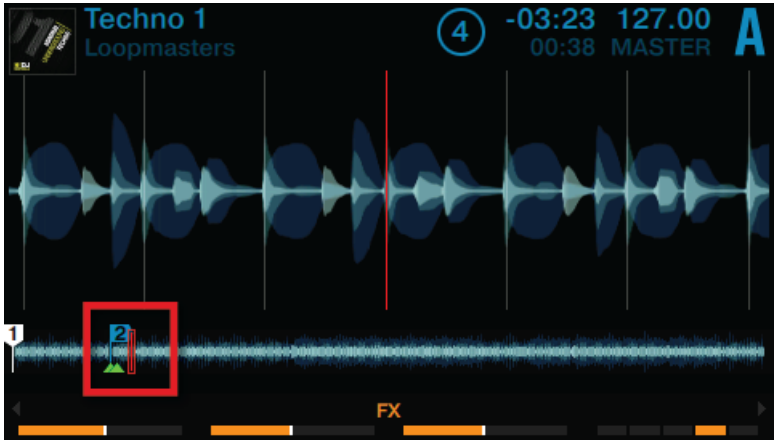
The three orange LEDs will follow your fingers movement to the left and so the Playhead position in the waveform.



4. Drag your finger to the left to move backwards in the track's waveform.



The three orange LEDs will follow your fingers movement to the right and so the playhead position in the waveform.



Alternatively you can jump directly to the position in the track by pressing SHIFT + placing your finger on the desired position in the Touch Strip.

3.1.2 Using the Touch Strip to Nudge/Pitchbend

DJ's not using the Sync function are physically nudging, twisting, and tweaking a conventional turntable with timecode vinyl or jog wheels to temporarily speed up or slow down a track to align the beats. The S8 provides the same functionality by using the Touch Strip:

The LEDs above the Touch Strip provide useful visual information on a deck's phase alignment. They enable you to quickly react and make the necessary tempo bend adjustments to keep your mixes aligned.

The following tutorial will demonstrate how to manually beatmatch the two demo tracks "Techno 1" and "Techno 2" without using the sync function but the Touch Strip.

First step: Playing the Tracks

1. On Deck A press the PLAY button to start playback. The Deck will be assigned to MASTER.
2. On Deck B press the SYNC button to disable Sync. The SYNC button is dimly lit.
3. Listening to the track playing in deck A, on an appropriate downbeat press the PLAY button of deck B to start playback.

→ If your timing was perfect, a single orange LED will be shown above the Touch Strip indicating the phase-alignment of both tracks is correct.

If your timing was a little off, some blue LEDs above the Touch Strip will appear. This indicates the phase-alignment of the deck is incorrect.

Second Step: Correcting phase-alignment

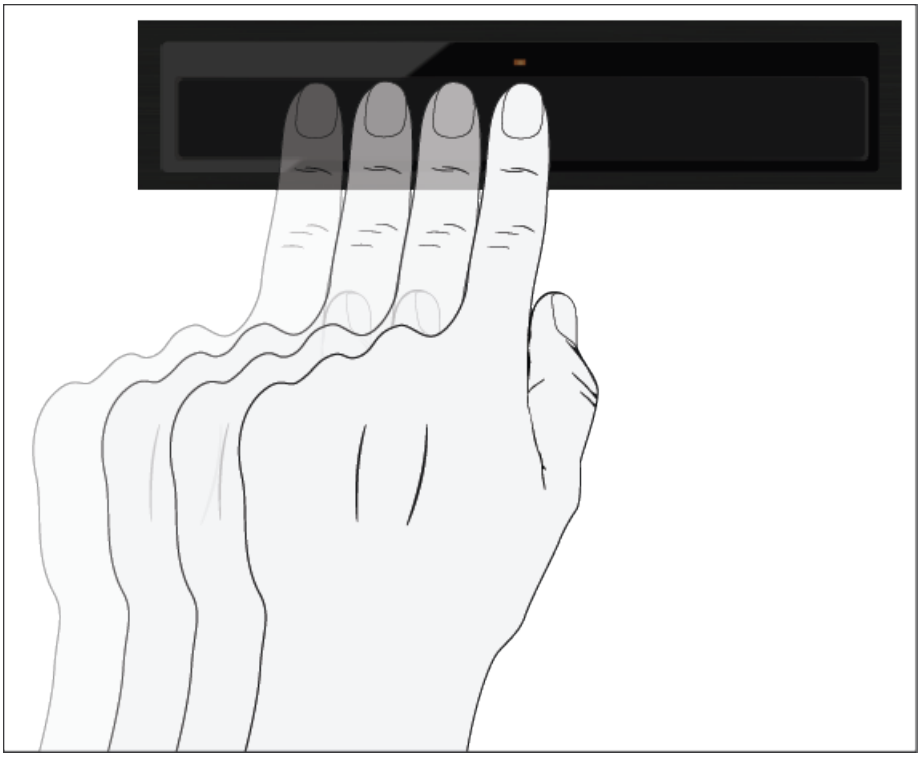
To correct the phase-alignment of both tracks, proceed as follows:

If blue LEDs are shown above the right side of the Touch Strip on the Deck not assigned to MASTER:

► Drag your finger toward the right side of the Touch Strip until the blue LEDs disappear and a single orange LED is shown.

If blue LEDs are shown above the left side of the Touch Strip on the Deck not assigned to MASTER:

► Drag your finger toward the left side of the Touch Strip until the blue LEDs disappear and a single orange LED is shown.



→ The phase-alignment is corrected and both tracks are perfectly synched.

3.1.3 Using the Touch Strip to Scratch

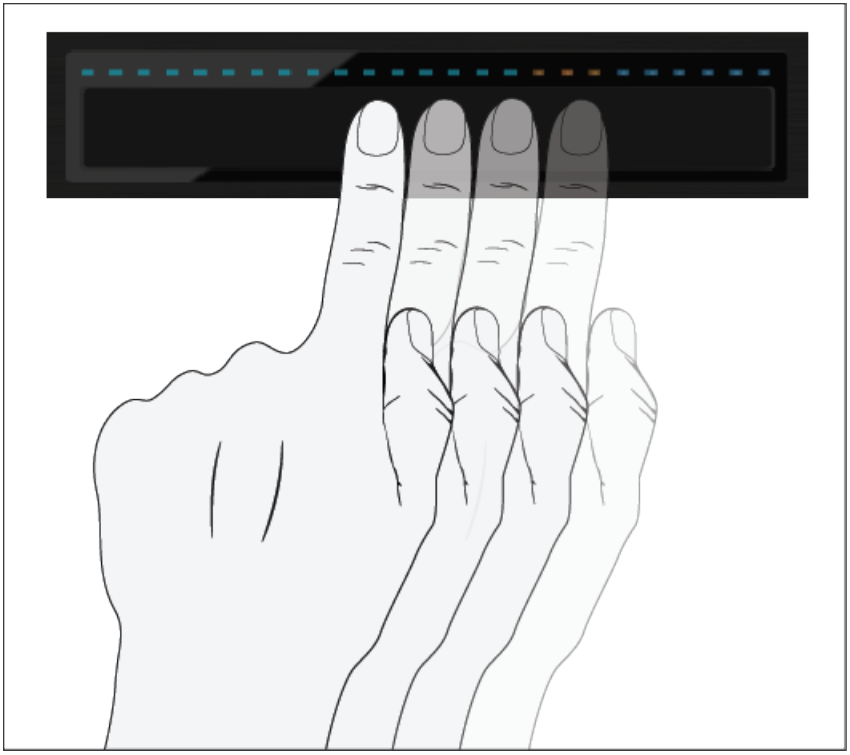
The Touch Strip area can be used to create a scratch effect on a stopped track in a Track Deck or Remix Deck.

A **scratch effect** can be created only when the track is stopped.

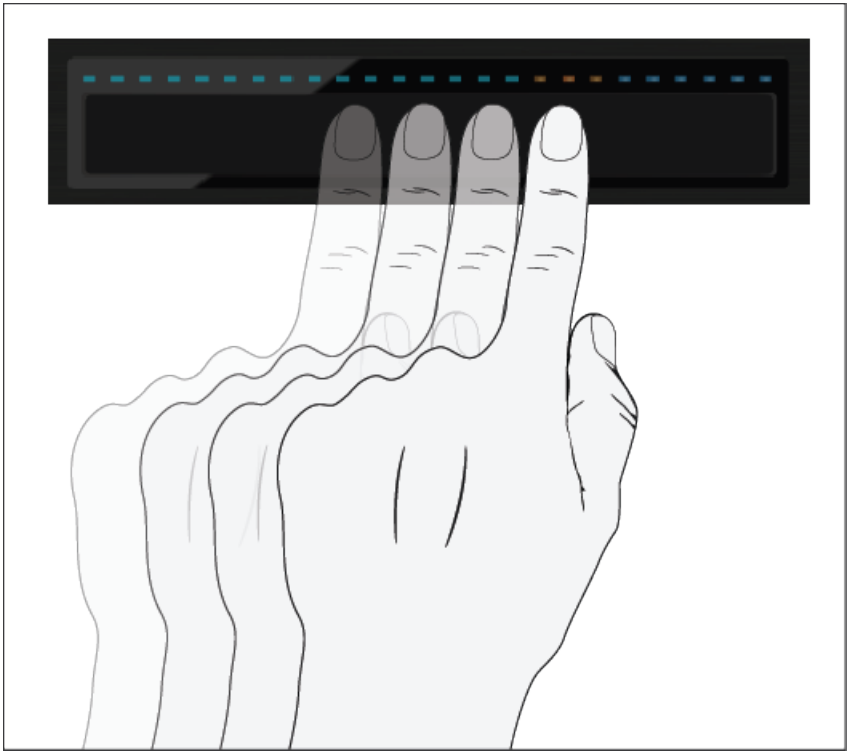
Perform Scratching

On a Deck's Touch Strip:

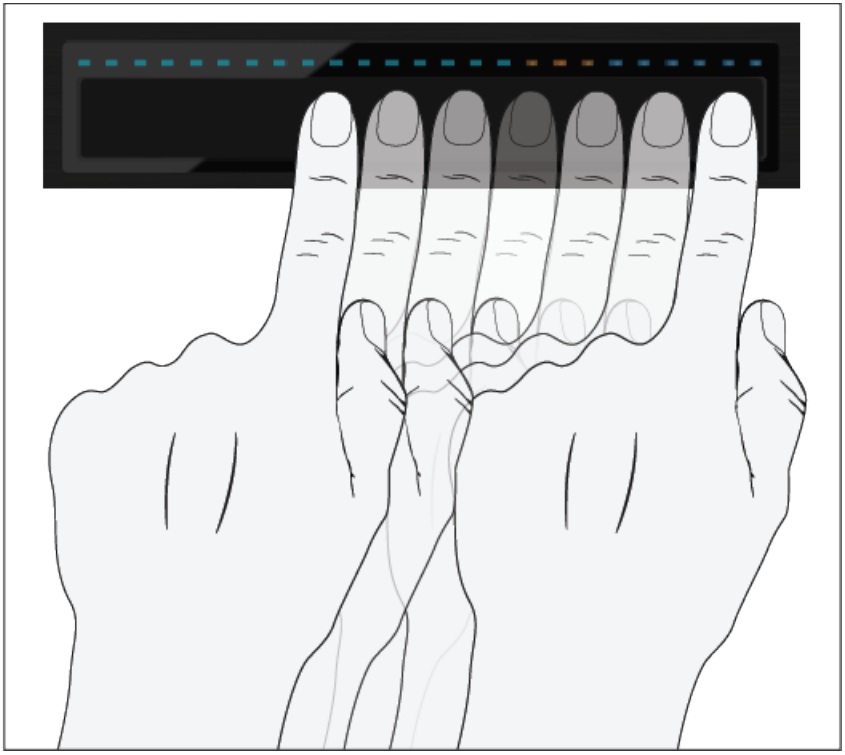
► Drag your finger to the left. This will move the playhead slightly forward in the track's waveform, and you will hear the typical scratch effect.



► Drag your finger to the right. This will move the playhead slightly backward in the track's waveform, and you will hear the typical scratch effect.



► Try moving your finger across the Touch Strip (back and forth) to scratch the corresponding playhead over a beat.



→ As soon as you cease moving your finger on the Touch Strip, the playhead remains at that position.

3.2 Playing with Loops in HOTCUE Mode

Now that you have learned all basic mixing tasks and how to use the Touch Strip, we will focus on TRAKTOR KONTROL S8's looping facilities in HOTCUE mode.

Besides using the dedicated LOOP mode which will be explained in the next tutorial, you can work with loops in default HOTCUE mode. This gives you the ability to perform with HOTCUES and loops to the same time.

Prerequisites

We assume here that you have already followed the instructions in the previous tutorials and the TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A and is not playing.
- The Crossfader is all the way to the left.
- The channel fader A is raised to the top.
- The MAIN knob has an adequate level.

3.2.1 Engaging and Disengaging a Loop

Let’s add a loop to the track on Deck A.

To engage a loop on a Deck:

1. Press the Deck's PLAY button to start playback.
2. Press the Deck's HOTCUE button to enable HOTCUE mode.

3. Press the Deck's LOOP encoder. The LED ring around the LOOP encoder starts to rotate to indicate the loop is activated.

→ This will automatically add a loop at the current playback position in the track.

The example above shows an engaged a loop of four beats. You can change the loop size while the loop is active:

► Turn the Deck's LOOP encoder to change the loop size.

You can choose a loop size of 32 beats down to a loop size of 1/32 of a beat.

Note that you can adjust the loop size either before or after you've set the Loop! If you adjust the loop size beforehand, the next loop you set will acquire the same loop size value.

To deactivate the active Loop:

► Press the LOOP encoder again.

→ Playback continues as normal.

By pushing the LOOP encoder when there is no Loop active, you activate looping: the next Loop in the track will be activated.

3.2.2 Moving a Loop

You can also move the active Loop across your track.

To move the Loop:

► Press the Deck's SHIFT button and turn the LOOP encoder. The loop-size will be moved through the track on the fly and looping continues at the respective position.

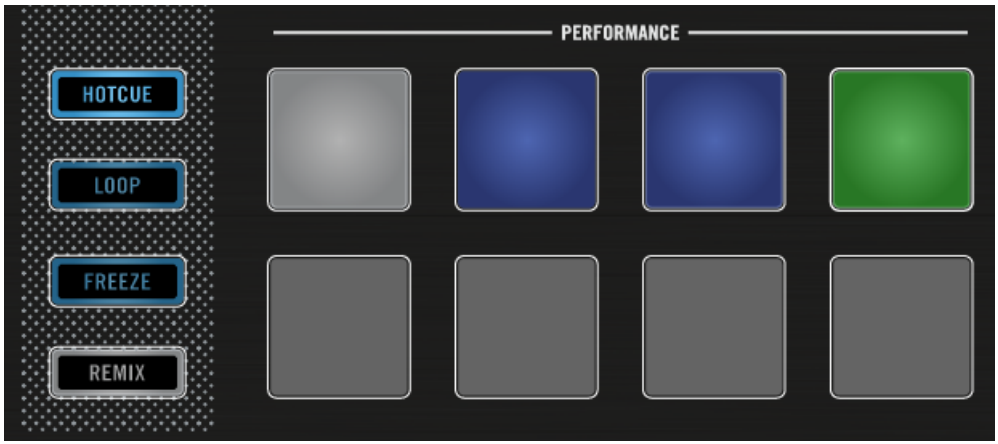
The size of the move also corresponds to the loop size that is currently set as shown in the display.

Turning the LOOP encoder when there is no Loop active lets you jump backward/forward through the track by the same loop size.

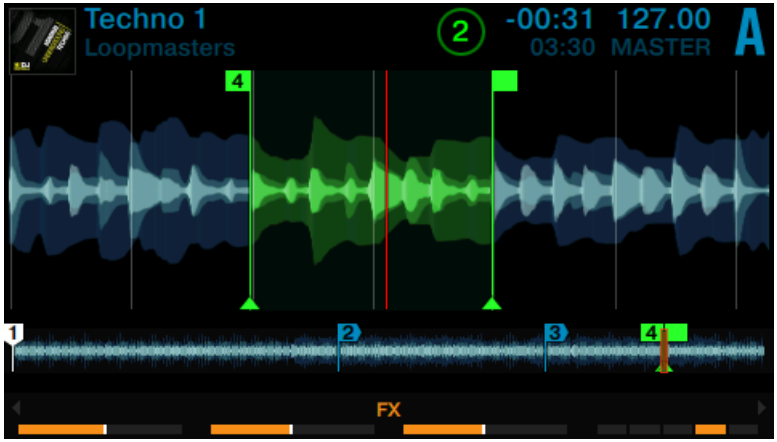
3.2.3 Storing a Loop

In a previous tutorial, you learned how to store Cue Points which is as simple as pressing an unlit pad. Storing Loops works in a similar way. Let's say you have stored two HotCues in the track currently playing:

1. Press the Deck's LOOP encoder to engage a Loop.
2. To store the active Loop, press an unlit pad. The pad lights up green.



The display will show a green marker indicating the Loop. The marker also shows the number of the corresponding pad.



→ You have just stored a Loop that you can return to simply by pressing the same pad again.

Deleting a Loop

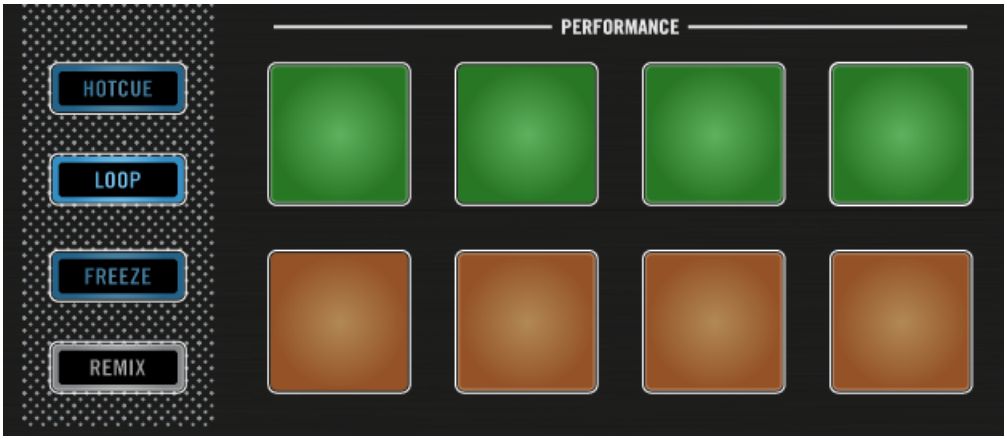
To delete a Loop:

► Press the Deck's SHIFT button and the pad with the Loop you want to delete.

3.3 Playing with Loops in LOOP Mode

Besides using loops in HOTCUE mode the TRAKTOR KONTROL S8 offers a dedicated mode to work with Loops—LOOP mode. LOOP mode offers a different set of control options for using loops on track Decks and Remix Decks you will learn in the following tutorial.

When LOOP mode is activated the top row of pads light up in green and the bottom row of pads light up in orange. The green pads represent four Auto-Loop sizes. The orange pads represent Beat-jump sizes.



Pads illuminated in Loop Mode.

Prerequisites

We assume here that you have already followed the instructions in the previous tutorials and the TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A and is not playing.
- The Crossfader is all the way to the left.
- The channel fader A is raised to the top.
- The MAIN knob has an adequate level.

3.3.1 Looping with Auto-Loop sizes

Auto-Loop sizes are predefined loop sizes. With the green pads you can engage loops using these Auto-Loop sizes. By default the pads represent Auto-Loop sizes using 1/8 of a beat, 1/4 of a beat, 1/2 of a beat, or 1 beat.

To engage a loop with an Auto-Loop size on a Deck:

1. Press the Deck's PLAY button to start playback.
2. Press the Deck's LOOP button to enable LOOP mode.

   The LOOP button lights up brightly and the pads also illuminate.
3. With a track playing with LOOP Mode enabled, you can perform the following actions:

- Press one of the green pads to engage a Loop with the Auto-Loop size either of 1/8 beat, 1/4 beat, 1/2 beat, or 1 beat. The LED ring around the LOOP encoder starts to rotate to indicate a loop is active.

- Press the same green pad again or press the LOOP encoder to release playback from the Auto-Loop size.
- While a loop is active turn the LOOP encoder to alter the LOOP size for the active loop. This will produce some interesting sound variations.

Auto-loop sizes can be manually selected in TRAKTOR's software preferences: *Preferences>TRAKTOR KONTROL S8>Loop Mode Sizes*.

3.3.2 Beat-jumping

With the yellow pads you can jump forward or backward through the track with a size of a predefined beat-size. The middle yellow pads 6 and 7 represent the beat-jump sizes of 1 beat backward and forward. Whereas the beat-jump sizes of pad 5 and 8 are defined by the Loop encoder.

To beat-jump within a track by 1 beat:

1. Press the Deck's PLAY button to start playback.

2. Press the Deck's LOOP button to enable LOOP mode.

The LOOP button lights up brightly and the pads also illuminate.

3. Press pad 6 to jump backward the playback position by 1 beat. If the playback position then reaches an Active-Loop area, it continues to loop again.
4. Press pad 7 to jump forward the playback position by 1 beat. If jumped out of a loop playback continues as normal.

Beat-jump sizes can be manually selected in TRAKTOR's software preferences: *Preferences>TRAKTOR KONTROL S8>Loop Mode Sizes*.

Using the Loop encoder to define beat-jump sizes

By default, pad 5 and pad use the beat-jump size defined by the loop-size value shown in the display. To change this value:

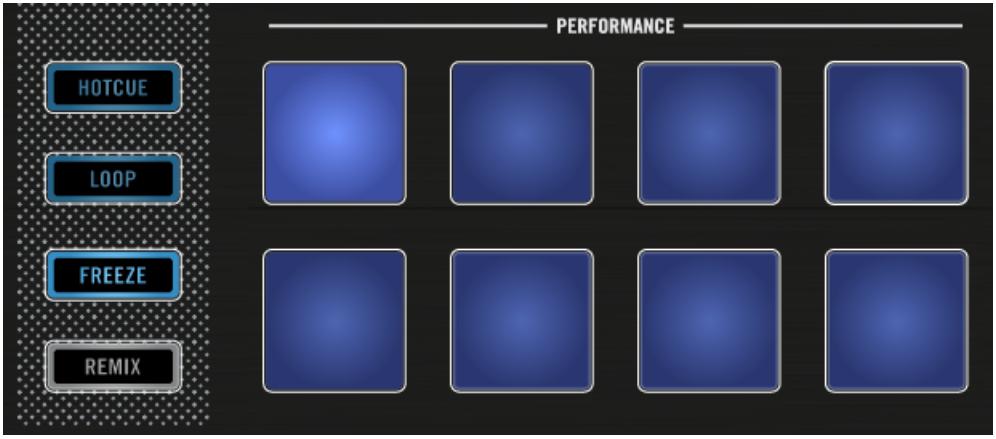
1. Turn the Loop encoder to define a beat-jump size between 1/32 of a beat and 32 beats. The Loop size will change in the display.
2. Press pad 5 to jump the playback position backward by the beat-jump size defined in the display. If it then reaches an Active-Loop area, it will continue to loop again.
3. Press pad 7 to jump the playback position forward by the beat-jump size defined in the display. If jumped out of a loop playback continues as normal.

3.4 Using FREEZE Mode

Freeze Mode provides the opportunity to instantly create a set of temporary cue markers (or Slices) from the current playback position on a Track Deck or Remix Deck. These Slices can be triggered in real time, similar to triggering HotCues. When Freeze Mode is engaged you can use the S8 controller to trigger Slices to perform finger drumming techniques for creating interesting sound effects. While FREEZE mode is engaged, the corresponding display shows a FREEZE mode overlay so you can see the location of the slices.

FREEZE overlay in the display.

The pads are now lit blue, and the Freeze slices are shown on the track's waveform. The pad that is currently illuminated brightest represents the current playback position in the Freeze area (see the image above).



Deck A in Freeze Mode.

Freeze Mode can also be applied to an active loop. This is then called the Slicer Mode.

Prerequisites

We assume here that you have already followed the instructions in the previous tutorials and the TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A and is not playing.
- The Crossfader is all the way to the left.
- The channel fader A is raised to the top.
- The MAIN knob has an adequate level.

3.4.1 Engaging Freeze mode on a track

1. Load a track of your choice into a Deck
2. Press PLAY to trigger playback.

3. Press the Deck's FREEZE button.

The current playback position is "frozen" and split into eight slices.

4. Randomly press the eight pads to get a feel for the slices.

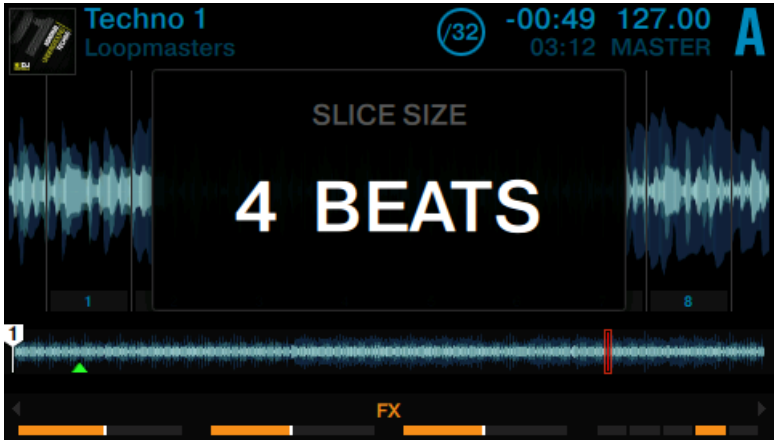
5. Press the HOTCUE button to exit Freeze mode.

If no slice is triggered the playhead position will leave the frozen area and playback continues as normal until a slice is triggered.

3.4.2 Adjusting the Freeze Slice sizes

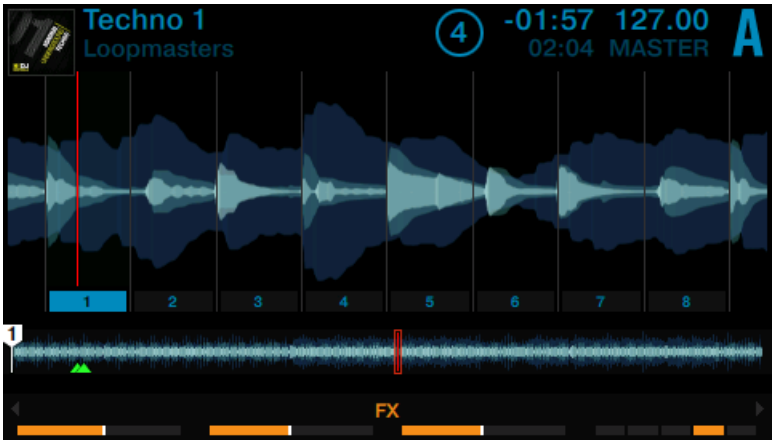
1. Hold the FREEZE button.

   The SLICE SIZE window pops up in the display.
2. While holding FREEZE button, turn the Loop encoder to increase or decrease slice sizes from a 1/4 of a beat to a range of 4 beats.



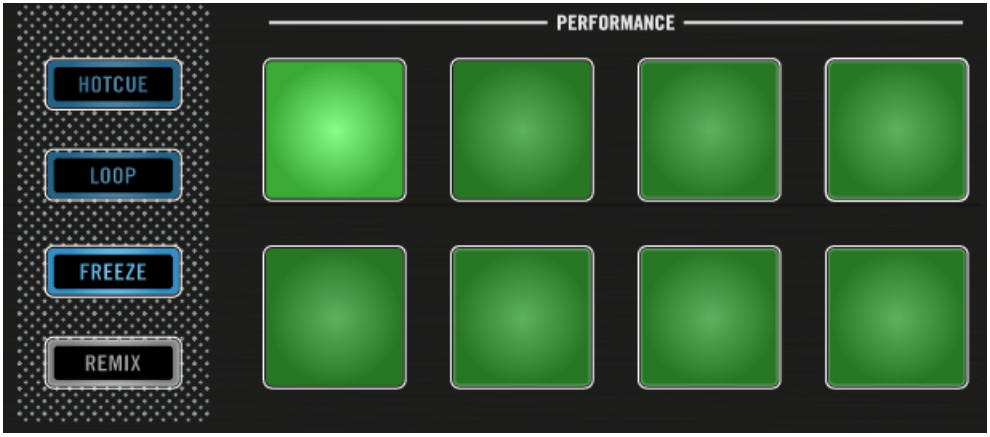
3. Release the FREEZE button.

→ The Slice sizes and zoom will change accordingly.



3.4.3 Engaging Freeze Mode on an Active Loop–Slicer Mode

An extension of the Freeze mode is the Slicer mode. When Freeze button is pressed while a loop is active, the loop gets slit into slices and the pads will light up in green. The difference to Freeze Mode in regard to behavior is you are still working within a loop. This will give you additional possibilities to perform as explained later in this section.

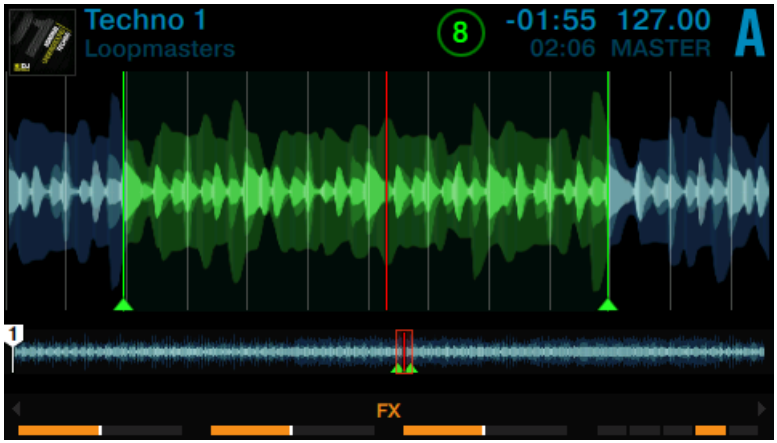


FREEZE Slicer mode enabled.

To enable Slicer Mode on a Deck:

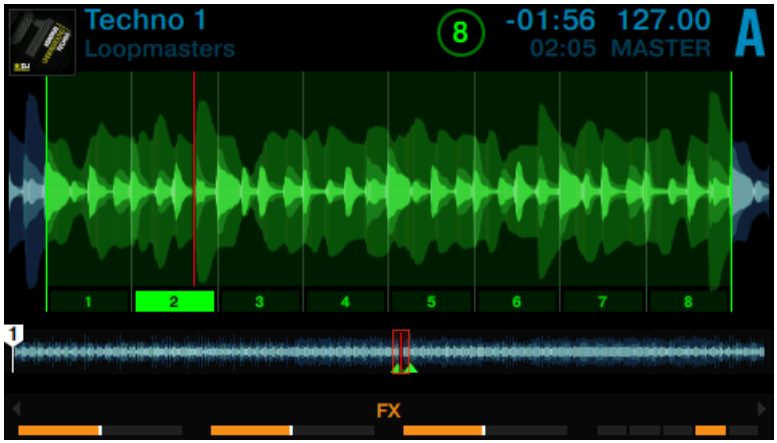
1. Turn the Deck's Loop encoder to define the desired Loop size.

2. Press the Deck's Loop encoder to engage a loop.



3. Press the FREEZE button to engaged Slicer mode to the active loop.

The Slices appear in green.



While Slicer mode is engaged you can perform the following actions:

- Press any of the pads to jump between the Slices.

- Hold a pad to retrigger it's slice.

- Hold two pads simultaneously to continue looping within the area of selected slices.

► While triggering or holding pads, turn the Deck's Loop encoder to select another Loop size. The slice size will be changed on the fly and the waveform in the display adjusts its zoom accordingly.

► Press the Loop encoder or the HOTCUE button to exit Slicer mode. Playback continues as normal.

3.5 Using FLUX Mode

FLUX mode lets you jump to Cue Points and Loops without loosing the phrasing of your tracks. It is a timeline-based transport technique that lets you interact with TRAKTOR's transport controls and then immediately jump back to the position of the timeline where the track would have been if the transport action had not been used in the first place.

In other words, it is as if a second, virtual playhead continues forward in your song while TRAKTOR loops or jumps to a cue point. FLUX mode works in any mode selected on Track Decks and Remix Decks.

The virtual FLUX mode timeline is represented by a green playhead in the waveform view.

Prerequisites

We assume here that you already followed the instructions in the previous tutorials and the TRAKTOR KONTROL S8 is in the following state:

- The track “Techno 1” is loaded on Deck A and stopped.
- The Crossfader is all the way to the left.
- The channel fader A is raised to the top.
- The MAIN knob has an adequate level.

Enabling Flux Mode

To enable Flux mode within HOTCUE mode, LOOP mode, or FREEZE mode:

1. Press the PLAY button to start playback.
2. Press the Deck's FLUX button to enable FLUX mode. The button lights up in orange.

3. Perform on the pads as usual. As soon as a pad is released, playback jumps ahead to preserve the musical phrasing.
4. Press the Deck's FLUX button again to exit FLUX mode.

> Note that when the FLUX button is engaged, you cannot make use of Slicer mode on the pads.

3.6 Remixing with Remix Decks

In the previous tutorials you learned how to mix using the Track Decks and how to work with some advanced functionalities of the S8. In this tutorial you will learn how to use the Remix Decks. With the Remix Decks you can play and perform with pre defined Remix Sets as well as create your own Remix Sets by capturing samples of tracks.

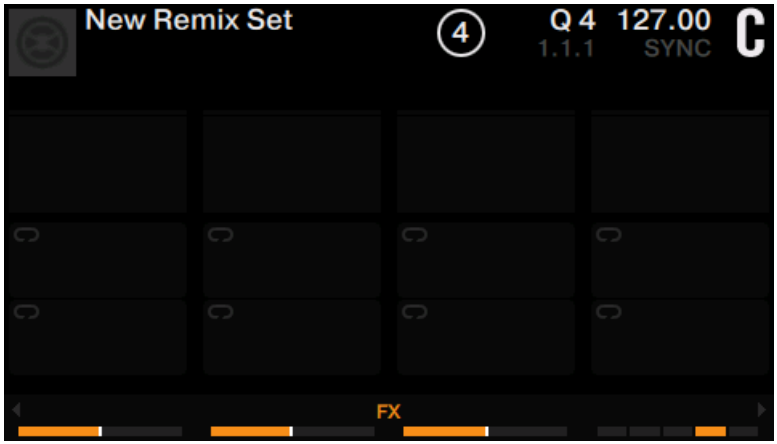
Prerequisites

- Deck C is enabled.
- Channel C fader is set to minimum.

- All Remix Slot Volume Faders of the left Deck are raised.
- The EQ knobs of channel C are set to center position.
- The MAIN knob is set to an adequate output level.
- The **Channel C Crossfader Assign switch** is set to the left position.
- The Crossfader is all way to the left.

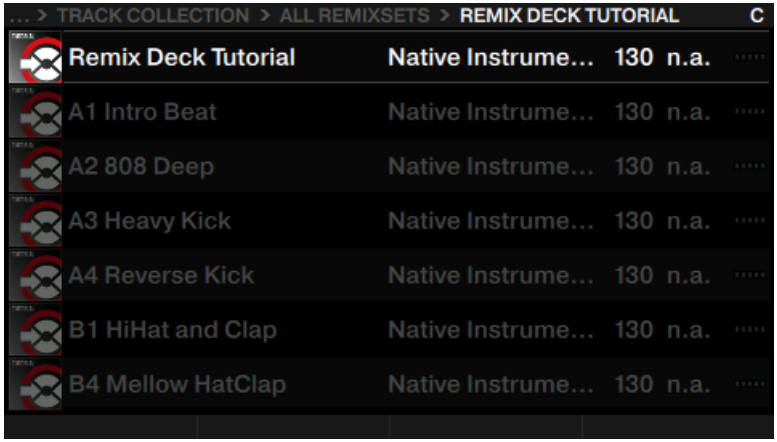
3.6.1 Loading a Remix Set

1. On the left Deck press the DECK Assign button to switch to Deck C. Remix Deck C should be shown in the left display.



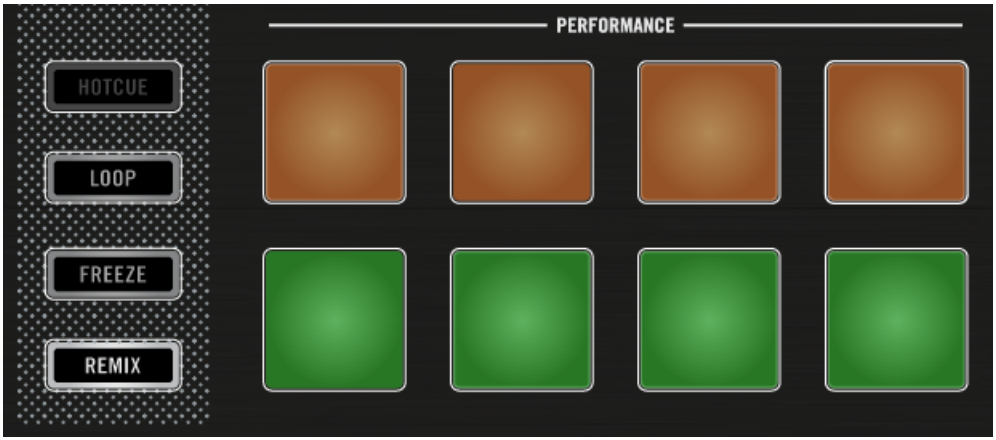
2. Press the Deck's BROWSE encoder to open the Browser.
3. Navigate to the folder TRACK COLLECTION > All Remix Sets > Remix Deck Tutorial.

4. Select the Remix Set Remix Deck Tutorial and press the BROWSE encoder to load it.



→ The Remix set is loaded to Deck C. The display has the following appearance:

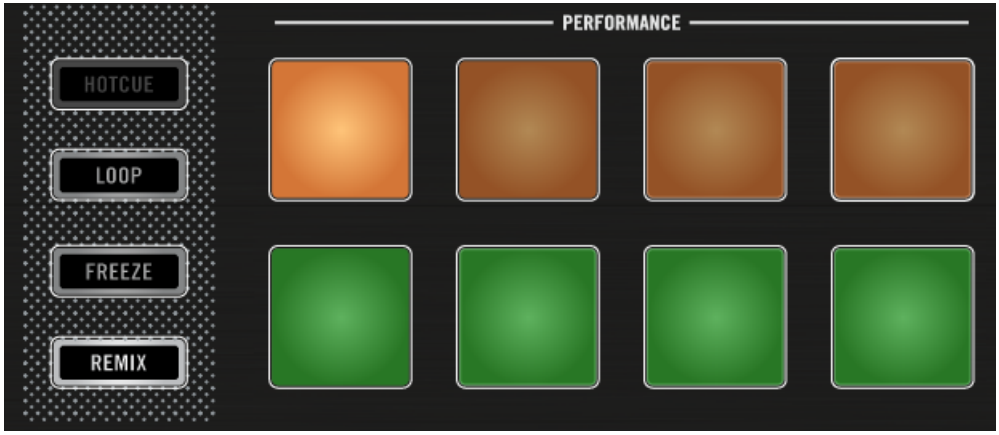
The pads now illuminate orange and green according to the corresponding Remix Deck page shown in the display.



3.6.2 Triggering Samples

To demonstrate how a Remix Deck works, please perform actions action listed below in the following order:

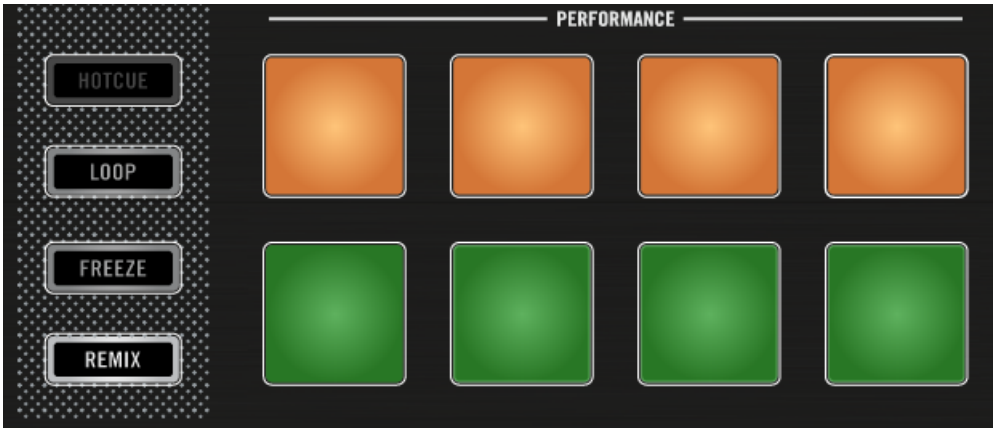
1. Press pad 1 to trigger it's Sample Intro Beat. Playback of the Deck will start accordingly.



The Sample is highlighted, the playhead of its waveform moves, and the Sample will loop.

2. Raise the channel C fader. You should now hear the Sample playing.
3. Press SHIFT + pad 1 to stop playback.
4. Now press pad 1, pad 2, pad 3, and pad 4 to trigger their samples.

→ The first four pads lit.

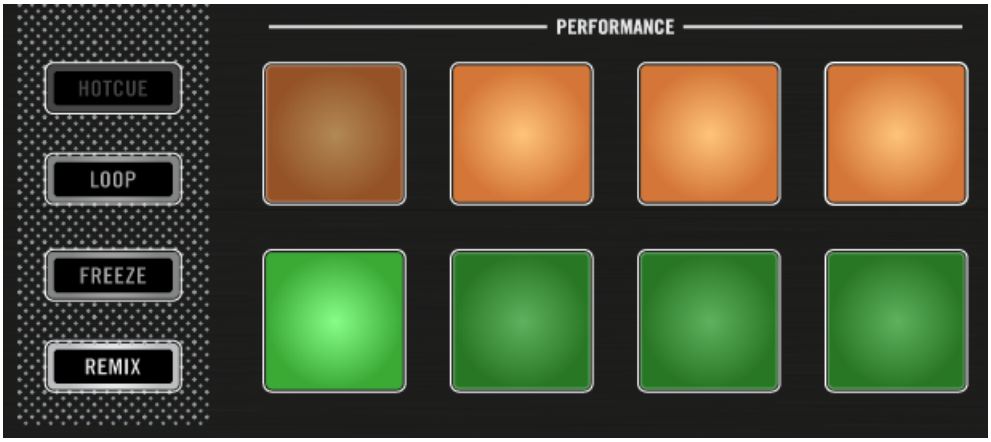


The samples are playing.

Select another Sample of a Remix Slot

While the samples are playing you can switch to other samples within the Remix Slots. For example:

► Press pad 5. The Sample of pad 1 Intro Beat will stop and instead the Sample of pad 5 808 Deep will start without interruption.



The Sample of pad 5 808 Deep is highlighted in the display.

Note here that only one Sample in a Remix Slot (vertical column) can play at a time.

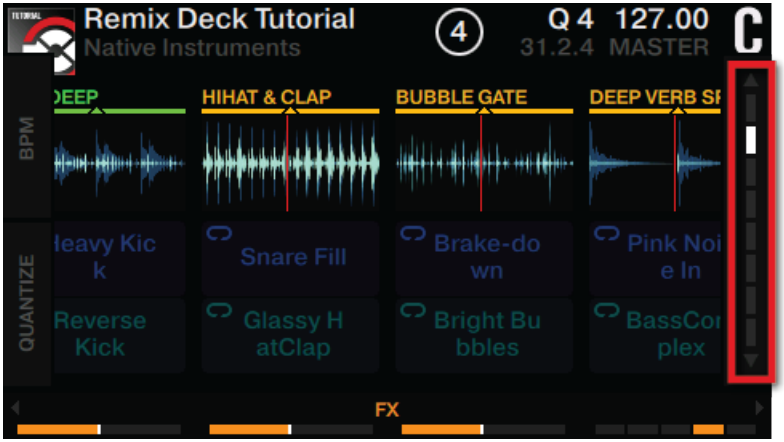
Select other Pages of a Remix Set

A Remix Set can include up to 64 samples. On the S8 controller the Remix Set is split into eight pages where each set of eight samples are stored.

To select another Page of a Remix Set:

- Press Display Button 4 or 3 to scroll a page downwards or upwards.

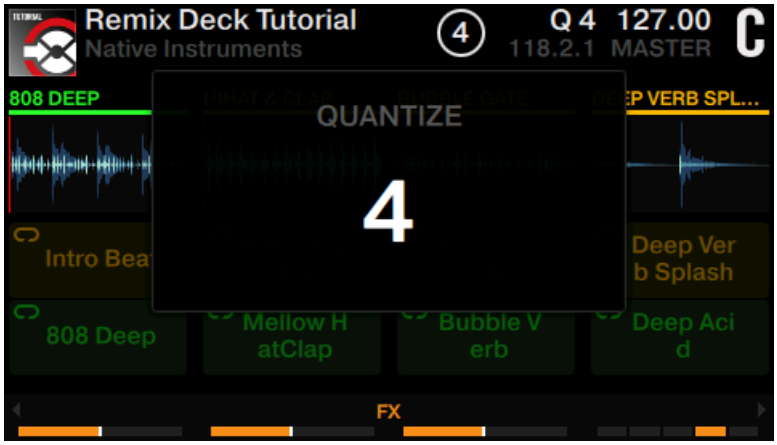
Alternatively, you can turn the Deck's LOOP encoder.



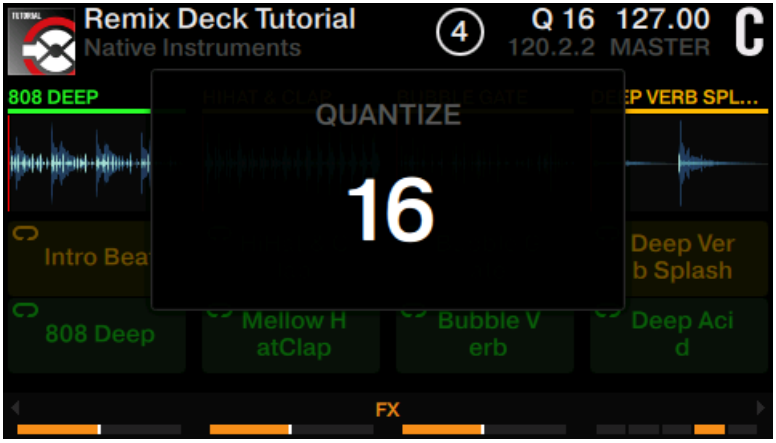
3.6.3 Triggering Samples using Different Quantize Sizes

1. Press the Display Button 1.

The QUANTIZE window opens in the display.



2. Turn the Decks's BROWSE encoder to select a quantize value of say 16 beats.



3. Press the Display Button 1 again to close the QUANTIZE window. The quantize value is visible in the display.

4. Now press the pads to trigger samples.

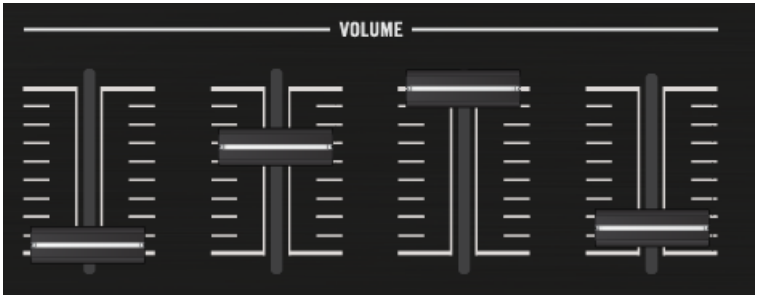
→ The newly triggered samples do not commence playback until the next beat of the Sample's internal timeline is reached (this depends on the quantize size you just selected). If you selected a quantize size of 8 beats, from triggering a pad the equivalent 8 beats will elapse in the samples internal timeline before Sample playback commences.

It's a good idea to experiment with Quantize Values. Depending on the scenario, you will often want to keep the values long (four beats, eight beats, or even longer) to keep your musical phrases synced up. But for the rapid changes between sounds, and a more "active" remixing, try for values of one beat or less.

3.6.4 Adjusting Levels and using Filters of Remix Slots

Besides triggering samples to perform on a Remix Deck, you can also adjust the output levels of the Remix Slots to fade in our fade out samples smoothly:

- Move the Slot Volume faders slowly upwards or downwards to fade in or fade out samples smoothly.



- Experiment with the EQ's, apply the FILTER, and adjust channel faders to get a feeling for the mix.

3.6.5 Using the Touch Strip on a Remix Deck

In this brief tutorial we'll learn how the Touch Strip can be used with the Remix Deck.

On a Remix Deck which isn't playing a track:

- Drag your finger along the Touch Strip to create a scratch effect.
- Drag your finger on the Touch Strip to move the playhead positions within the active samples. Moving toward the right will move the Remix Slot playhead position in the current Remix Deck row backward; moving toward the left will move the Remix Slot playhead position forward.

► Hold the left SHIFT button, and then press the active pads one by one to reset each playhead to the Sample start position.

Just like Track Decks the Remix Decks can become out-of-phase at times, even when they have their corresponding SYNC button engaged. The Touch Strip provides you with immediate visual feedback (via its LEDs) to allow you to make necessary adjustments.

You cannot use the Touch Strip for seeking functions on a Remix Deck.

3.7 Capturing Samples from Track Decks (Using Remix Mode)

Apart from loading existing Remix Sets you can create your own Remix Sets by sampling parts of tracks using Remix mode. In this tutorial you will learn how to capture sample using Remix mode on Track Decks.

Note: in Remix Mode you can capture samples only to the current Remix Set page! Capturing to another Remix Page would require the selection of another Remix Page in advance.

The Capture Source can only be a Track Deck.

Prerequisites

- The track “Techno 1” is loaded and stopped on Deck A.
- Deck C is enabled and empty.
- The Crossfader is set to center position.
- Channel faders A and C are raised to the top.
- All Slot Volume Faders are raised to the top.
- The EQ knobs are set to center position.

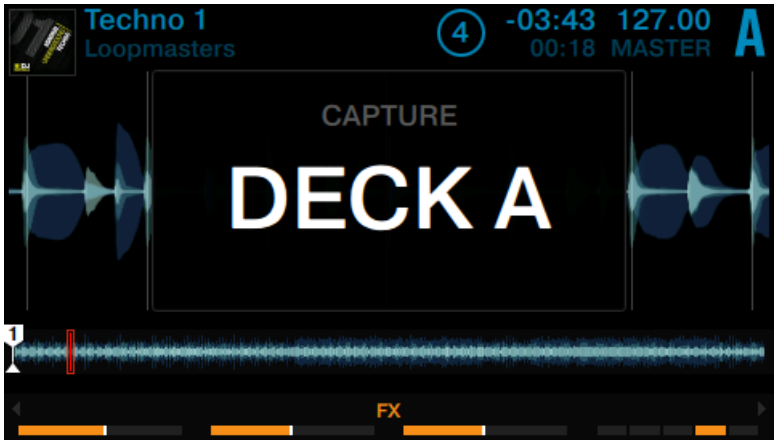
Capturing a Sample and Playback

To capture a Sample of a track:

1. On the left Deck set the Deck focus on Deck A.

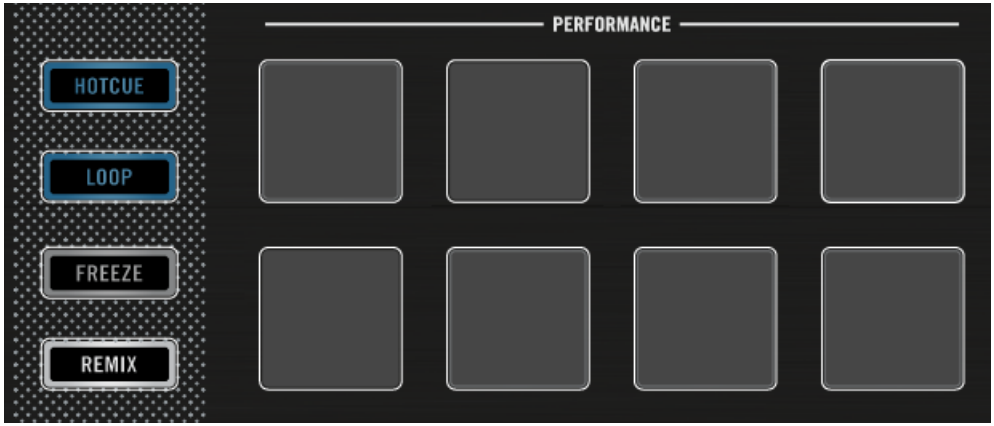
2. Hold the CAPTURE button of the left Deck.

3. While holding CAPTURE, turn the Deck's Loop encoder to select the capture Source "DECK A" in the pop-up window "CAPTURE". The pop-up window will close as soon you release the CAPTURE window.



4. Press the REMIX button of the left Deck to enable REMIX Mode.

The pads should now be unlit because nothing is loaded into Remix Deck C.



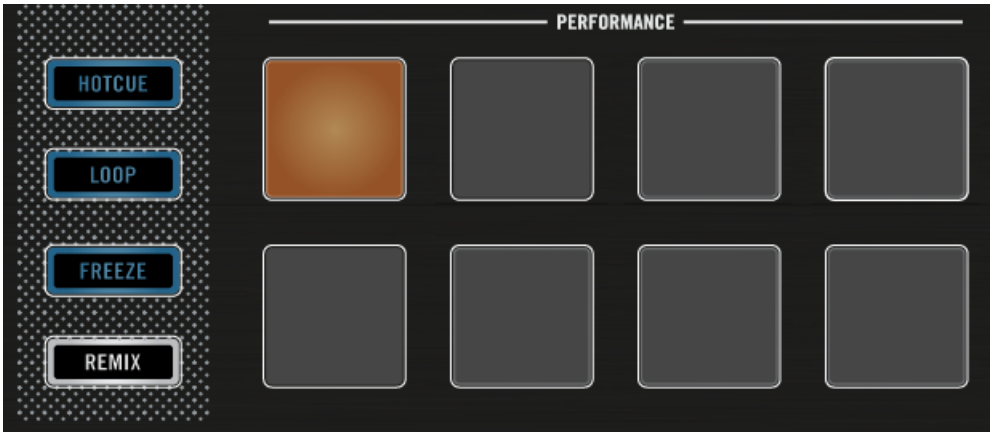
5. Press the View button to switch to Split View.

Both Decks A and C are shown in the display.

6. Turn the Deck's Loop encoder to define the Sample size for capturing.

7. On Deck A press the PLAY button to start playback.
8. Press one of the unlit pads to capture a Sample from the current playback position.

→ You have captured a Sample of a track.

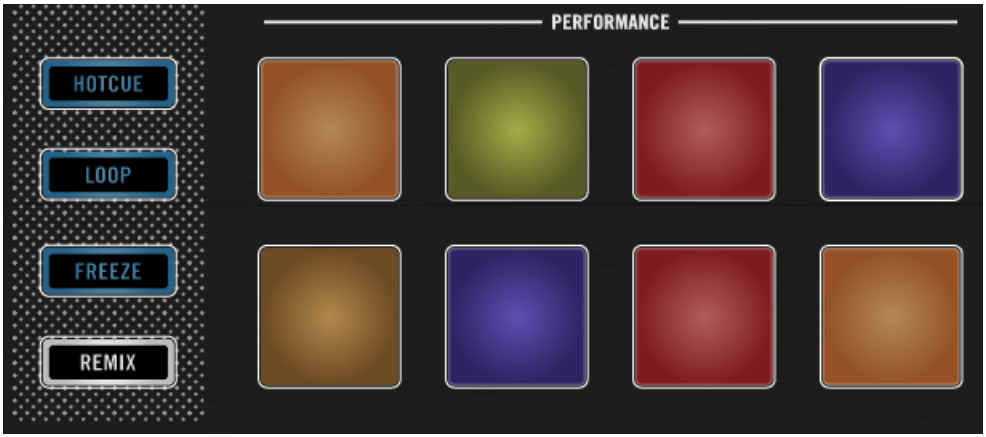


The pad now illuminates a new color and the captured Sample is shown in the display.

Playback of Captured Samples from a Track Deck

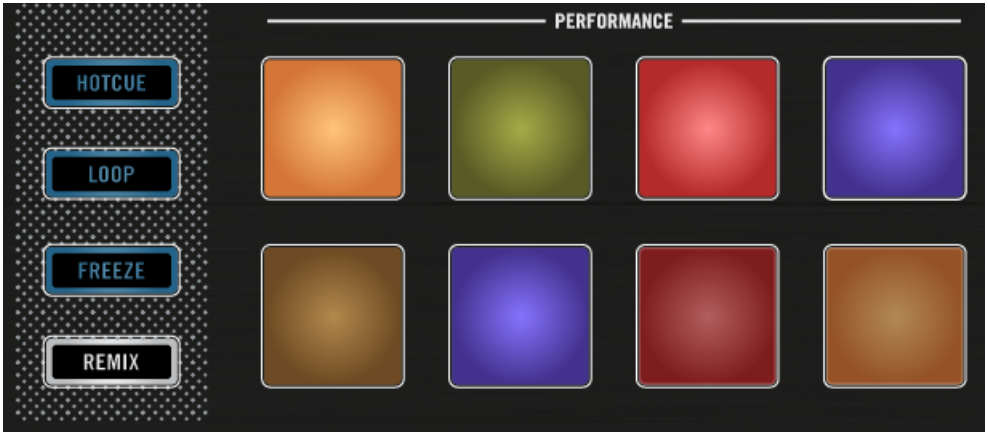
As soon a Sample is captured you can perform the following actions:

► Capture further samples from another Capture Source and/or using another Sample size.

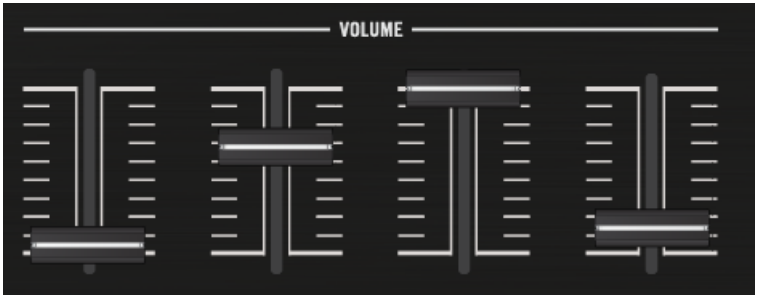


The pads now illuminate with new colors and the first four captured samples are shown in the display.

- Press the illuminated pads to trigger playback. The Samples are now being mixed with the track playing in deck A. The Samples will continue to loop within their Remix Slot.



Move the Slot Volume Fader above the pads to smoothly fade the Sample out or in.



- Hold the Deck's SHIFT button and press the illuminated pad to stop playing.

You can save a new Remix Set by clicking on the corresponding Deck letter in the TRAKTOR software and selecting Save Remix Set, rename the set first by clicking on the Deck header where New Remix Set is displayed. Saved Remix Sets will be added to: BROWSER>TRACK COLLECTION>ALL REMIXSETS.

3.8 Adding FX

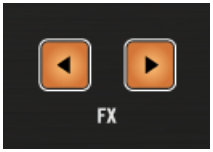
In this tutorial section we will walk you through the basics of using the FX Units. By default, TRAKTOR provides you with control over two FX Units which can be assigned to any of the Decks. You can set up two types of FX: Single FX and Group FX. The following sections will explain both.

3.8.1 Assigning Decks to the FX Units

► On the Mixer press the left FX Assign button of a channel to assign FX Unit 1 to the channel. Press it again to unassign FX Unit 1.

► On the mixer press the right FX Assign button of a channel to assign FX Unit 2 to the channel. Press it again to unassign FX Unit 2.

Both FX Units can be assigned simultaneously:



3.8.2 Setting up an FX Unit to Group FX Mode

When an FX Unit is set to Group FX mode, it allows three different FX to be used simultaneously within an FX Unit. The following section explains how to make up your own **Group FX**, and how to control its three FX units via the FX knobs and FX On Buttons.

Prerequisites

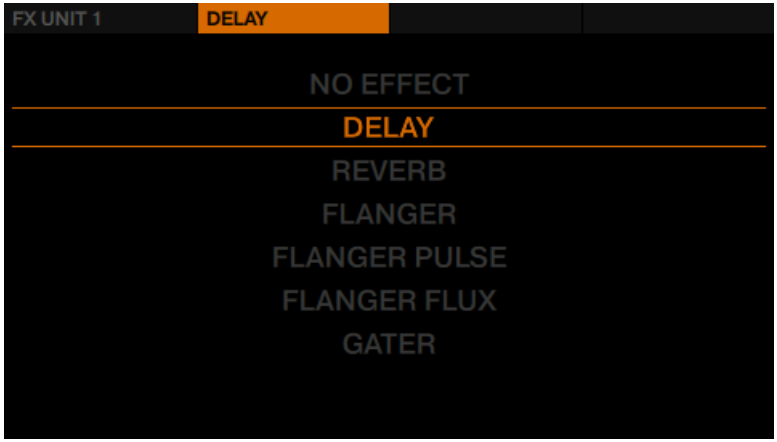
- The track "Techno 1" is loaded into Deck A. The track is playing and audible.
- All FX knobs of FX Unit 1 are set to center position.

Setting up an FX Unit to Group FX Mode

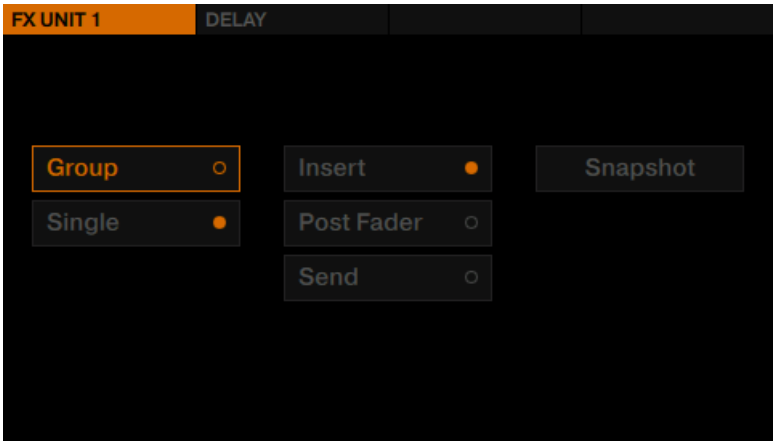
To load a Group FX to an FX Unit:

1. Press the FX SELECT button of FX Unit 1.

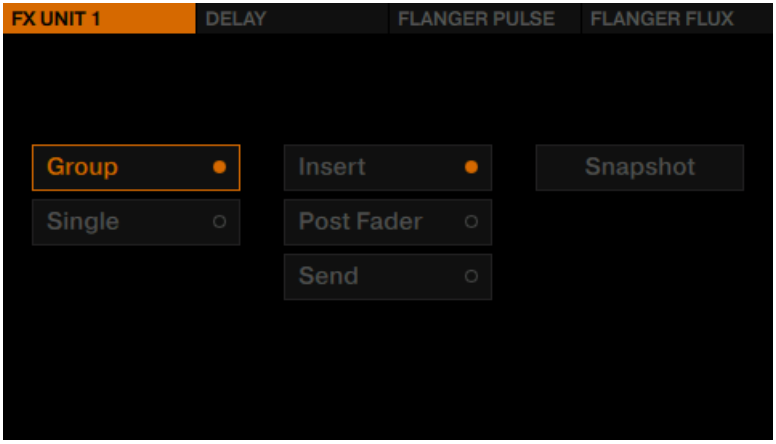
The FX Unit 1 menu opens.



2. Press the FX Button 1 to display the FX Unit 1 options.



3. Turn the BROWSE encoder to select Group, and press the BROWSE encoder to enable Group FX mode. Three FX are now loaded into the Group FX and the entry Insert is selected by default.



4. Press the FX SELECT button again to exit the FX Unit menu.

Apply the Group FX to the Track

As soon you set up your Group FX you can apply it to the track using the FX knobs and FX buttons:

The FX Knobs and FX buttons.

► As soon you touch any FX knob the FX panel will drop down in the display.

- Play around with the FX Knobs 1 to 4 and listen to the resulting audio. The adjustments are also visible in the FX panel.

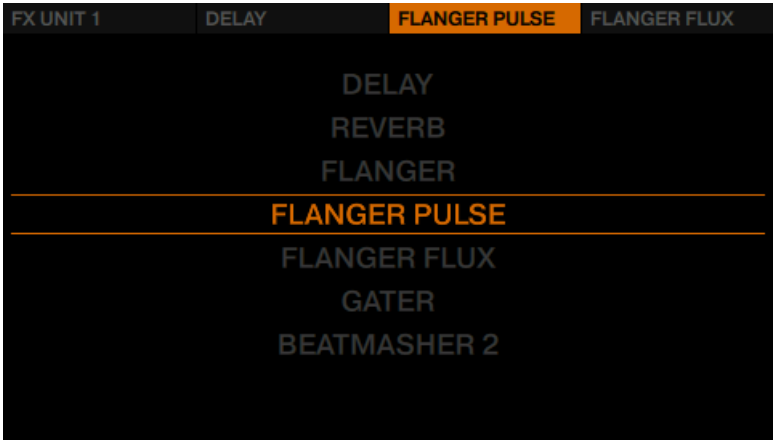
- You can activate/deactivate each FX individually by pressing the corresponding FX Buttons 2 to 4 below.

3.8.3 Changing FX in the Group FX

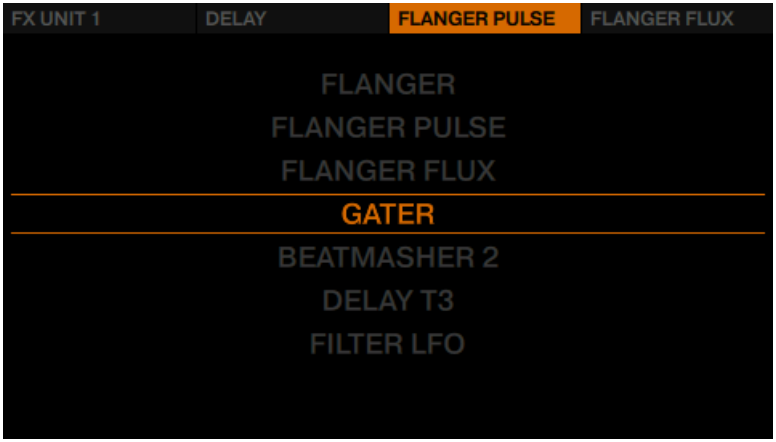
To change the FX in the Group FX:

1. Press the FX SELECT button of FX Unit 1 to open the FX Unit menu.

2. In the FX Unit menu press the FX Button you want to change FX on (i.e FX Button 2). The list of available FX will be displayed.



3. Turn the BROWSE encoder to select an FX (i.e. Gater), and press the BROWSE encoder to load it.



→ You have changed an FX in the Group FX. If necessary repeat this process for the remaining FX in the Group FX.

3.8.4 Setting up an FX Unit to Single FX Mode

You can also switch each FX Unit into Single FX mode. Instead of having a multiple FX controlling one parameter per FX, Single mode will load one FX but with much more control over its parameters.

We will load the Single FX namely Delay in FX Unit 2 on the right Deck of your S8:

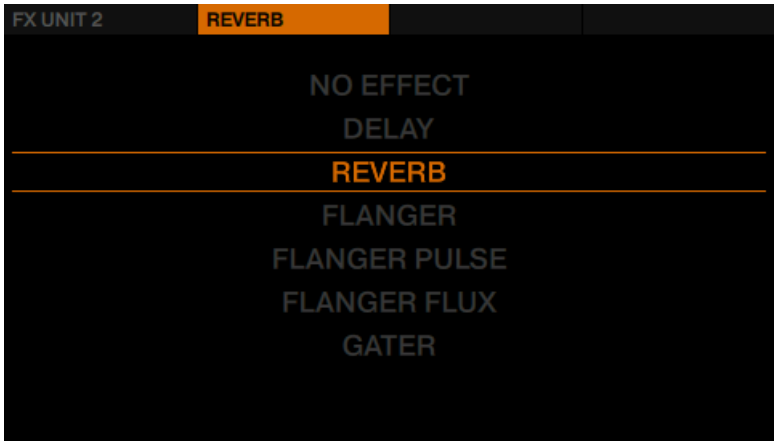
Prerequisites

- The track "Techno 2" is loaded into Deck B. The track is playing and audible.
- All FX knobs of FX Unit 2 are set to center position.

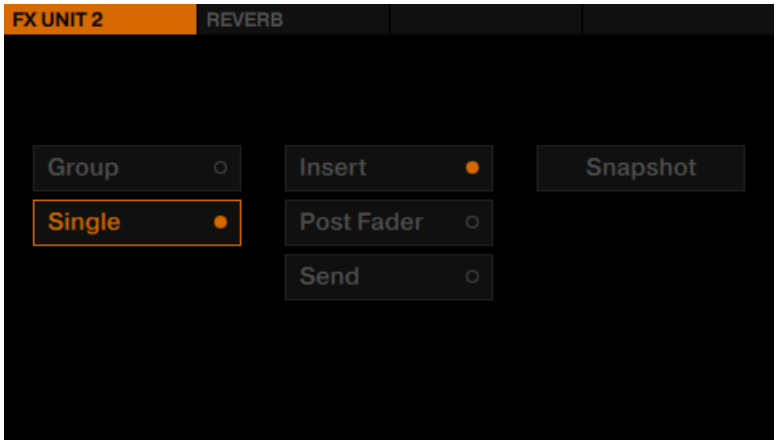
To load a Single FX to an FX Unit:

1. On FX Unit 2 press the FX SELECT button.

The FX Unit 2 menu opens in the display.

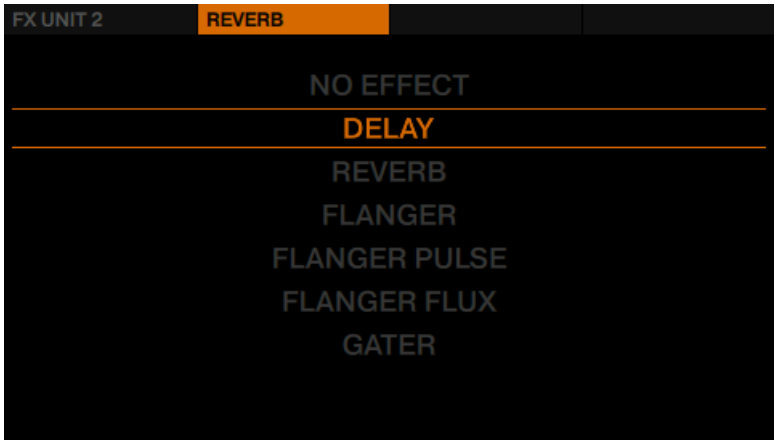


2. Press the FX Button 1 to display the FX Unit 2 options.
3. Ensure the options Single and Insert are selected.



4. Press FX Button 2 to display the list with available FX.

5. Turn the BROWSE encoder to select Delay, and press the BROWSE encoder to assign the FX. The FX Unit 2 menu closes.



6. Press the FX button 1. You will hear that the track has the Delay FX applied to it.

With the Single FX Delay enabled you can perform the following actions:

- Turn FX Knob 1 clockwise. The amount of the Delay FX increases audibly, as well as visibly in the FX drop-down panel in the display.

- Turn FX Knob 1 counter-clockwise. The amount of the Delay FX decreases audibly, as well as visibly in the FX drop-down panel in the display.

- Turn the FX knobs 2-4 to create more character via the individual parameters within the Delay FX.

- Press FX button 3 to freeze the Delay FX. Press FX button 3 again to re-engage the Delay FX.

▶ Press FX button 4 to activate spread (SPR)

▶ Press FX button 2 to reset the FX parameters to their default values.

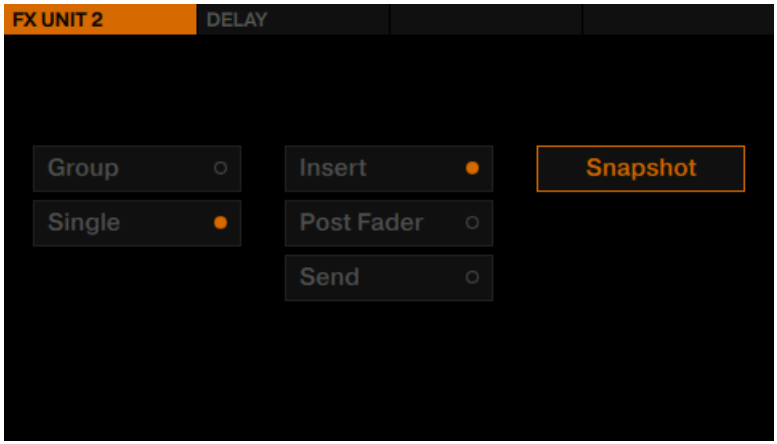
> This resets the FX parameters in the software independently from the FX knobs position on the hardware.

3.8.5 Storing a Snapshot

If you find yourself making the same settings to the FX each time and would like to set a default state for the FX parameters, simply do the following:

1. Adjust the FX Knobs and Buttons to your liking.
2. Press the FX Button 1 to display the FX Unit's options.

3. Turn the BROWSE encoder to select Snapshot.



4. Press the BROWSE encoder to save the Snapshot.

→ The next time you press the FX Button 1 with this FX loaded, its parameters will assume the values you stored.

3.8.6 Routing FX

TRAKTOR's effects are insert effects by default, but you can also use them as post fader effects, and as send effects.

► To change FX Routing, either select Insert, Post Fader, or Send in the FX Unit's options.

3.8.7 Using Four FX Units

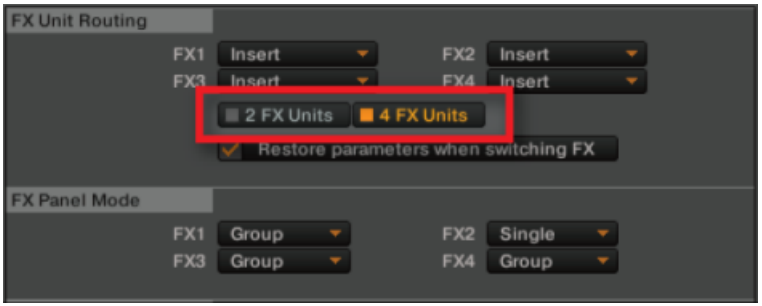
TRAKTOR KONTROL S8 provides you with a total of four FX Unit options. By default, the first two FX Units are activated. You can activate the other two FX Units in the TRAKTOR Preferences.

Enabling the 3rd and 4th FX Unit

To activate all four FX Units:

1. Open TRAKTOR's Preferences dialog and select the Effects tab.

2. In the FX Unit Routing section, enable 4 FX Units.



3. Close the Preference dialog.

Assigning FX Units 3 and 4

To route a channel to FX Unit 3 or 4:

- Press the SHIFT button + the left FX assign to assign FX Unit 3 to the focused channel.
- Press the SHIFT button + the right FX assign to assign FX Unit 4 to the focused channel.

3.9 Using Performance Modes on Remix Decks

The S8's Remix Decks provide you with Performance Modes, allowing you to send individual Remix Slot channels to be processed by an effect/s. The Performance Modes are available for Remix Decks only. By default the Performance Mode Filter is applied to the Performance Controls below the display.

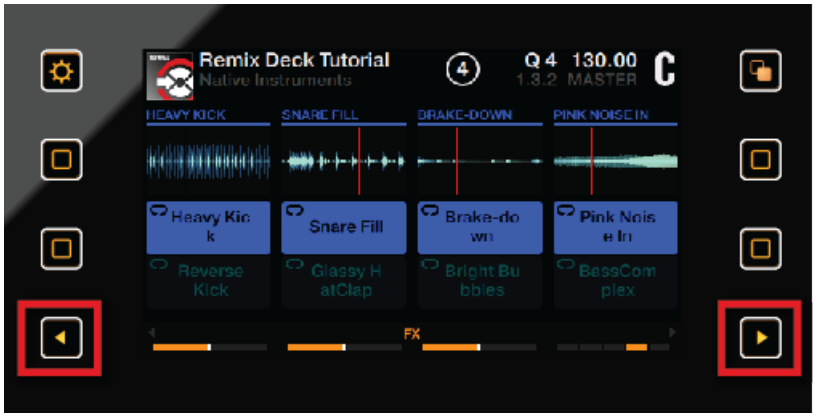
Prerequisites

- The Remix Set "Remix Set Tutorial" is loaded to Remix Deck C.
- FX Unit 2 is set to Single Mode and has the Reverb FX loaded.
- FX Unit 2 is assigned to Deck C.

3.9.1 Selecting and applying an Performance Mode

To select a Performance Modes:

1. Press the DECK button to focus Deck C.
2. Trigger some samples.
3. Press the Performance Mode buttons to select which parameter the knobs affect.



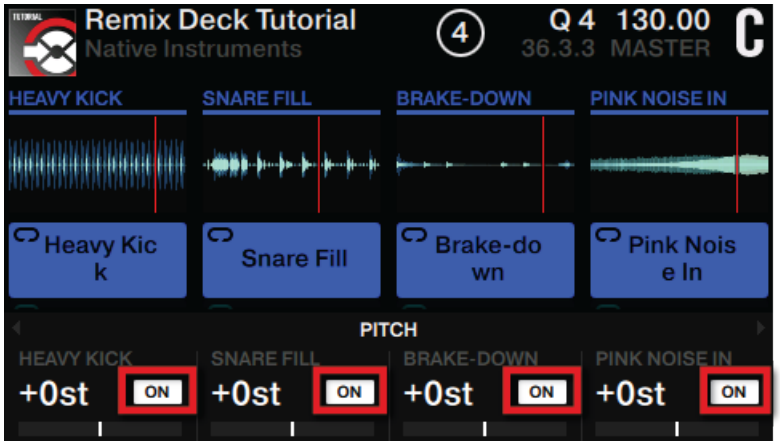
4. Press the ON buttons to activate/deactivate these parameters per Remix Slot.

You can enable all Performance Modes to a Remix Slot simultaneously.

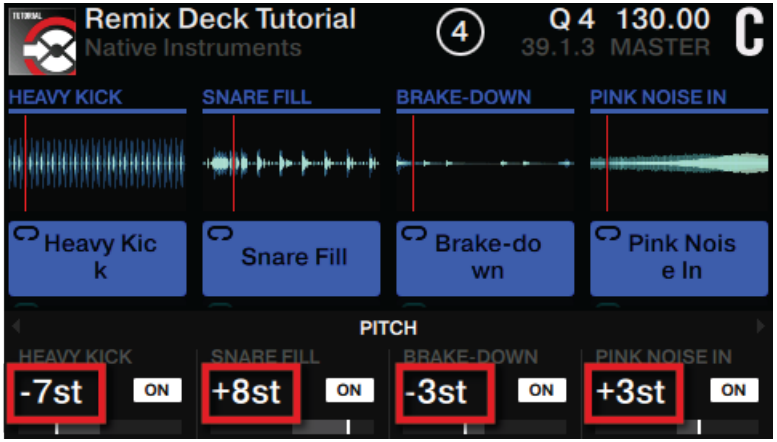
3.9.2 Using Performance Mode Pitch

When Performance Mode Pitch is enabled:

1. Touch a Performance knob to enlarge the PITCH parameters overview in the display.



2. Turn a Performance knob clockwise or counterclockwise to change to key pitch of the samples individually.

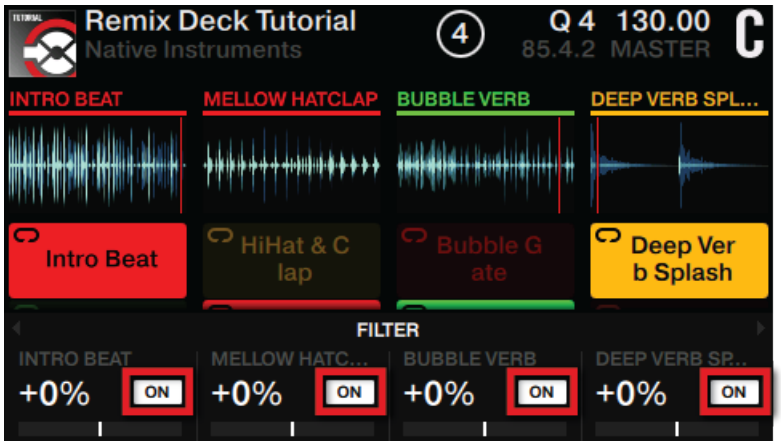


→ You will hear the result in the audio and see the parameters change in the PITCH parameters overview.

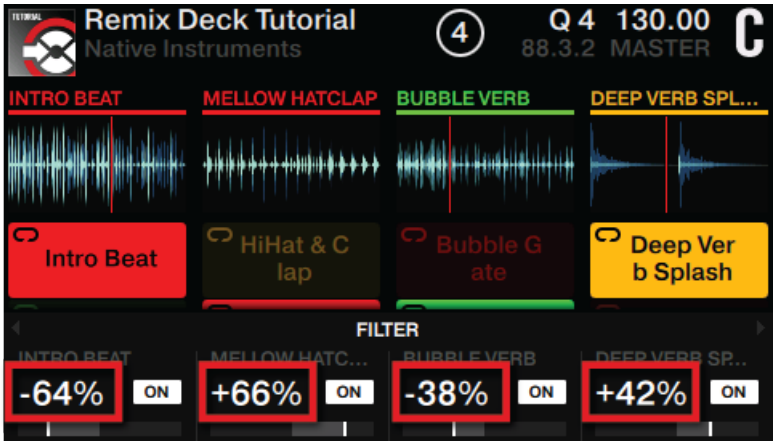
3.9.3 Using Performance Mode Filter

When Performance Mode Filter is enabled:

1. Touch a Performance knob to enlarge the FILTER parameters overview in the display.



2. Turn a Performance knob clockwise to apply hi-pass filtering to the playing sample. Turn a Performance knob counterclockwise to apply the low-pass filter to the playing samples individually.



→ You will hear the result in the audio and see the parameters change in the FILTER parameters overview.

3.9.4 Using Performance Mode FX SEND

The Performance Mode FX SEND allows you to send the FX from the assigned FX Unit/s to a Remix Slot. As soon the ON Buttons are enabled in this Performance Mode the Reverb (or any other FX) from FX Unit 2 should be audible.

When Performance Mode FX SEND is enabled:

1. Touch a Performance knob to enlarge the FX SEND parameters overview in the display.

2. Turn the Performance knobs clockwise or counterclockwise to increase or decrease the FX SEND amount.

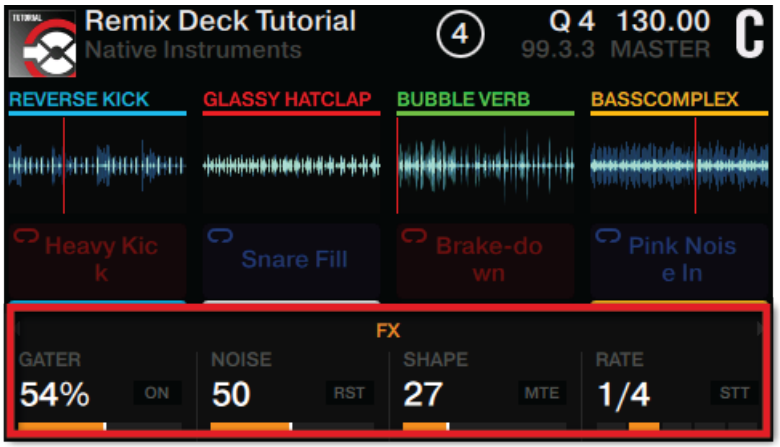
→ The FX SEND amount from these parameters is now being affected by FX Unit 2. For example, you have Remix Slot 1's FX Send amount at 50% which would mean that the signal is being processed by 50% of FX Units 2's Reverb FX.

3.9.5 Using Performance Mode FX

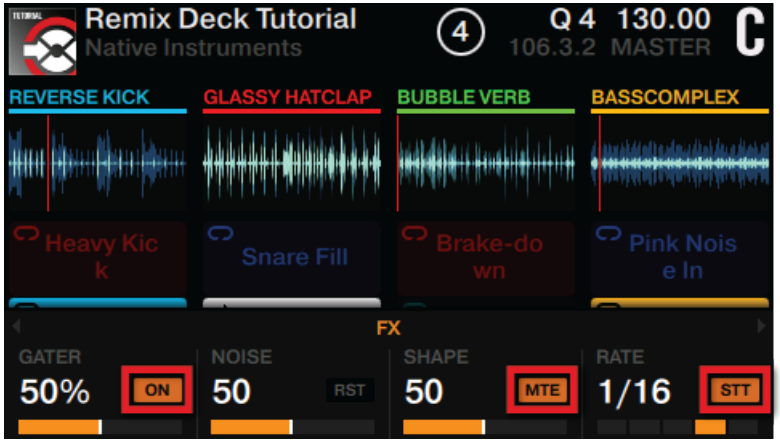
The Performance Mode FX is only available if four FX Units are enabled in TRAKTOR's preferences as described in section ↑3.8.7, Using Four FX Units.

With the Performance Mode FX enabled:

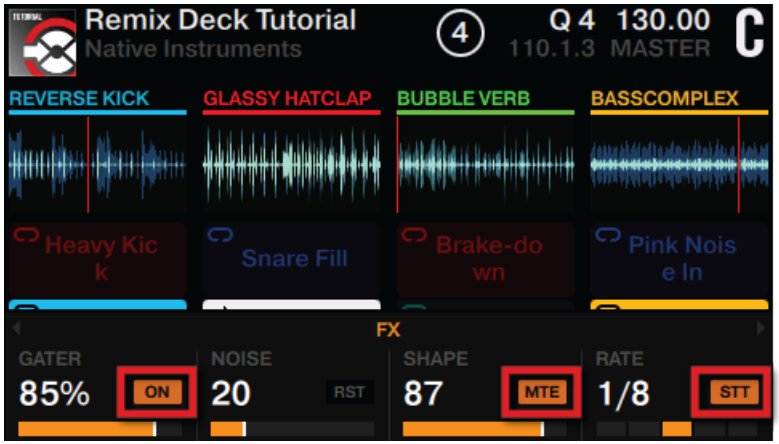
1. Touch a Performance knob to enlarge the FX parameters overview in the display.



2. Press the ON Buttons to enable the respective FX parameters.



3. Turn the Performance knobs to change the parameter values.



→ You will hear the result in the audio as well as see the changed parameters in the FX parameters overview.

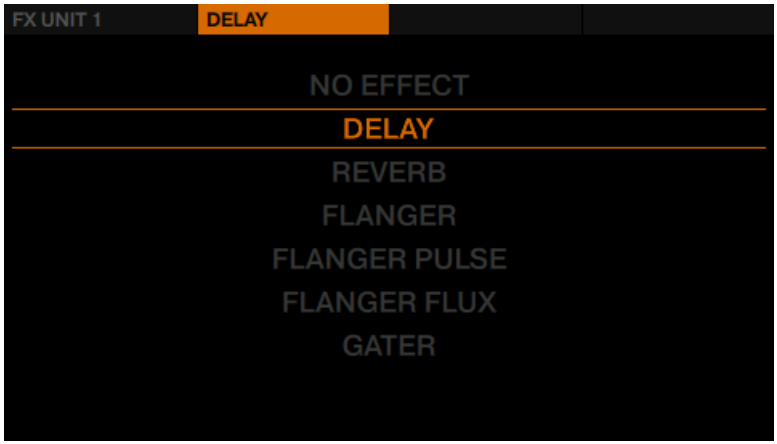
3.9.5.1 Changing SINGLE FX in Performance Mode

In the following section you will learn how to change the SINGLE FX in the FX Unit 3 or FX Unit 4. The workflow is the same for both. This tutorial will focus on FX Unit 3.

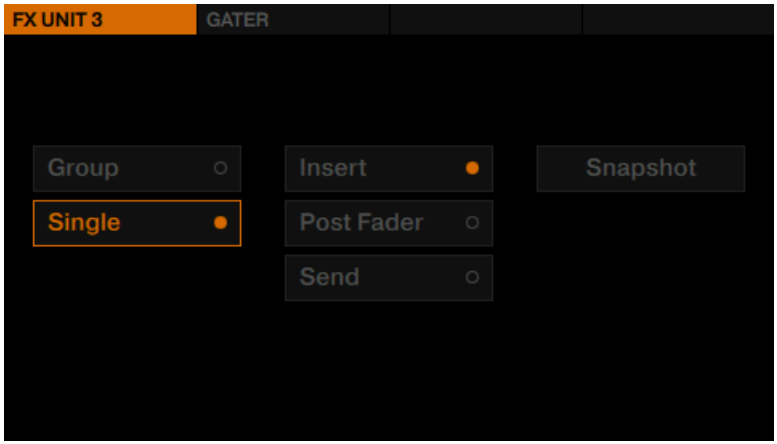
To change the SINGLE FX in FX Unit 3:

1. On FX Unit 1 press the FX SELECT button.

The FX Unit 1 menu opens.

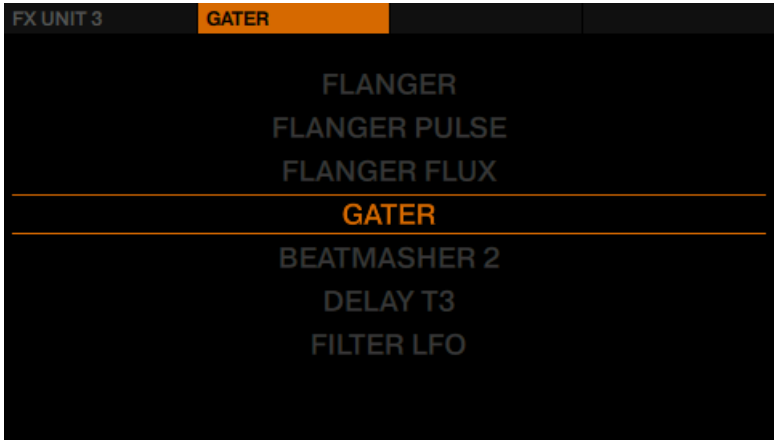


2. On the left Deck press the ON Button 1 to switch to FX Unit 3 options. The FX Unit 3 options will open in the display.

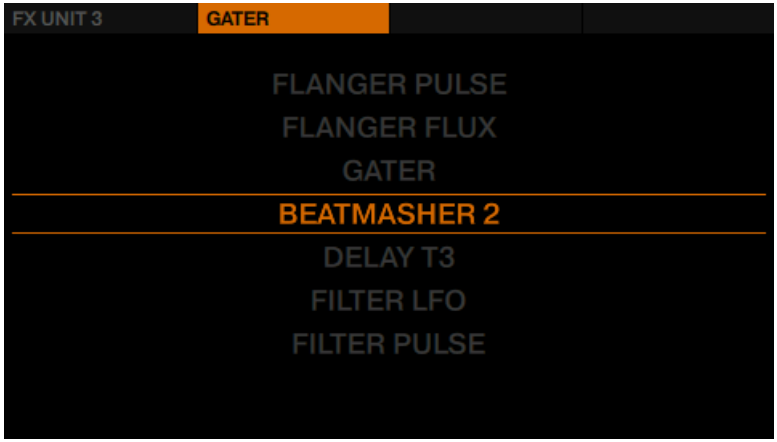


3. Ensure the entries Single and Insert are selected.

4. Press the FX Button 2, 3 or 4 to change the FX. This will display the FX Unit 3 menu with available FX.



5. Turn the BROWSE encoder to select any FX and press the BROWSE encoder to assign the FX.



The FX Unit 3 menu closes.

6. Touch a Performance knob to enlarge the FX parameters overview in the display.

→ You can now see the newly assigned FX.

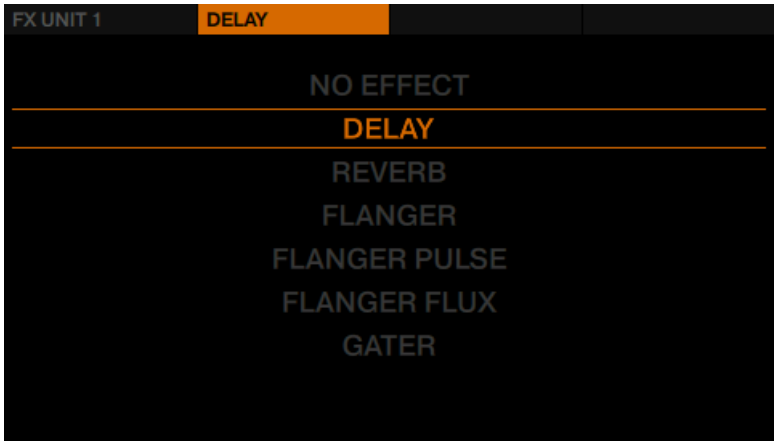
3.9.5.2 Changing GROUP FX in Performance Mode

In the following section you will learn how to change the GROUP FX in the FX Unit 3 or FX Unit 4. The workflow is the same for both. This tutorial will focus on FX Unit 3.

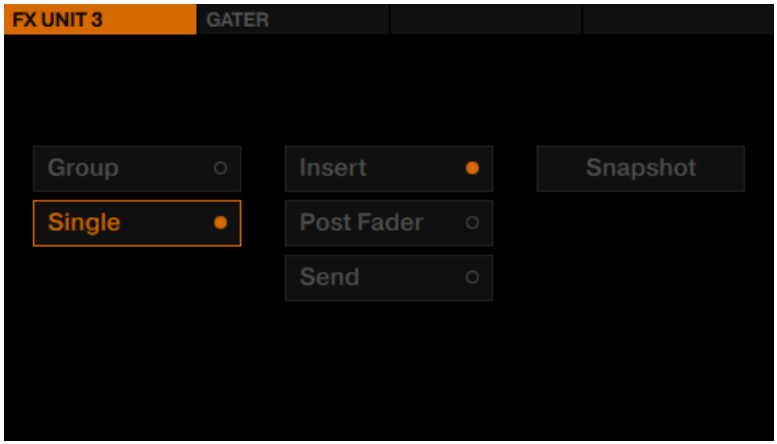
To change the GROUP FX in FX Unit 3:

1. On FX Unit 1 press the FX SELECT button.

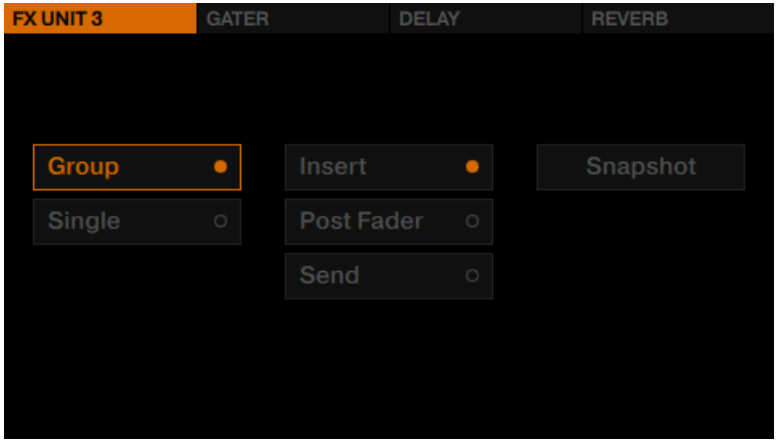
The FX Unit 1 menu opens.



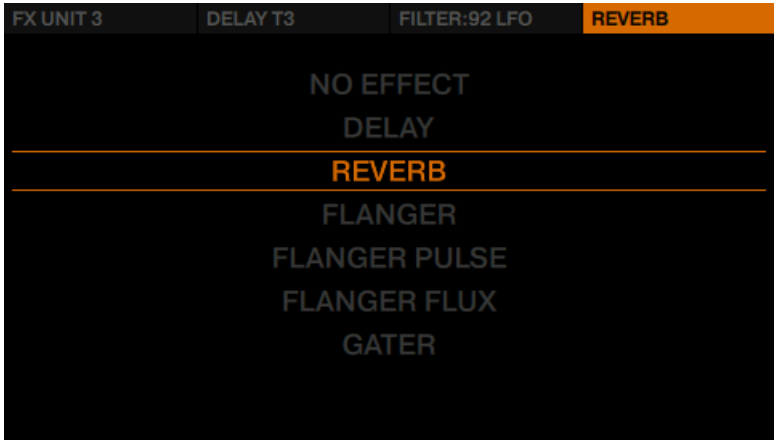
2. On the left Deck press the ON Button 1 to switch to FX Unit 3 options The FX Unit 3 options will open in the display.



3. Select the entries Group and Insert.



4. Press the FX Button 2, 3 or 4 where you want to change the FX. This will display the FX Unit 3 menu with available FX.
5. Turn the BROWSE encoder to select an FX, and press the BROWSE encoder to load it.



→ You have changed the FX in the Group FX.

3.10 Working with Beatgrids

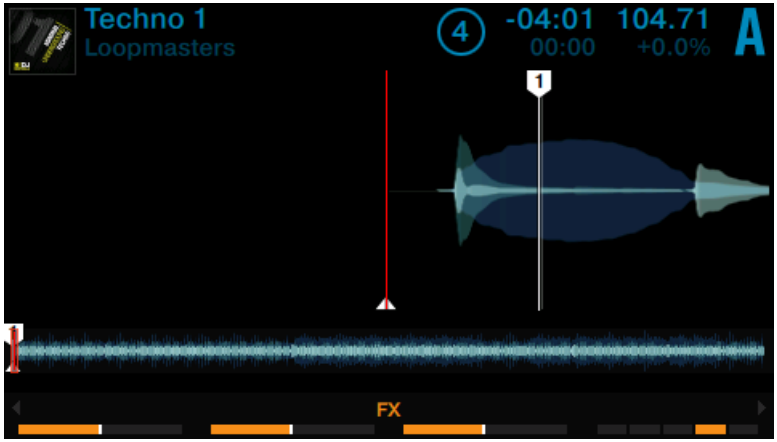
TRAKTOR recognizes a track's BPM precisely and sets the Beatgrid. Some tracks, however, need manual correction e.g. a track with a complex rhythm or with uneven timing, coming from a tape machine or warped vinyl, and the S8 provides you with the controls to do this.

3.10.1 Checking a Beatgrid

To guarantee that all Tempo, Loop and Move controls work as expected, you will have to verify the Beatgrid for your tracks:

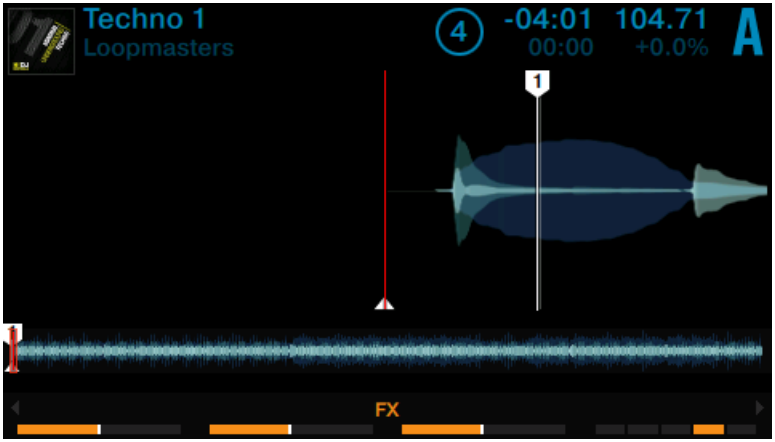
1. Load a track into a Track Deck as usual. The Track will be analyzed.

2. Press the Display Button 3 to zoom into the waveform and get a more precise view.



3. Check the **Beatmarker** at the beginning of the track.

→ You can see the Beatmarker is not at the very beginning of the waveform. So it does not sit on the beat.



In the following section you will learn how to fix a beatgrid manually.

3.10.2 Correcting a Beatgrid Manually

If the track obviously does not sit directly on the beat, use the Beatgrid mode to correct it. The following section will explain the different interactions.

Enabling the Beatgrid Mode

To enable the Beatgrid mode:

1. Press the EDIT button.

The Beatgrid mode opens in the display.

2. Press the Deck's PLAY button, to trigger playback of the Track.

If the playback marker is currently within the Beatgrid view the playhead stays visualized in red. Once the playhead leaves the visible area a white ghost marker visualizes the current phase by cycling through the view at playback speed.

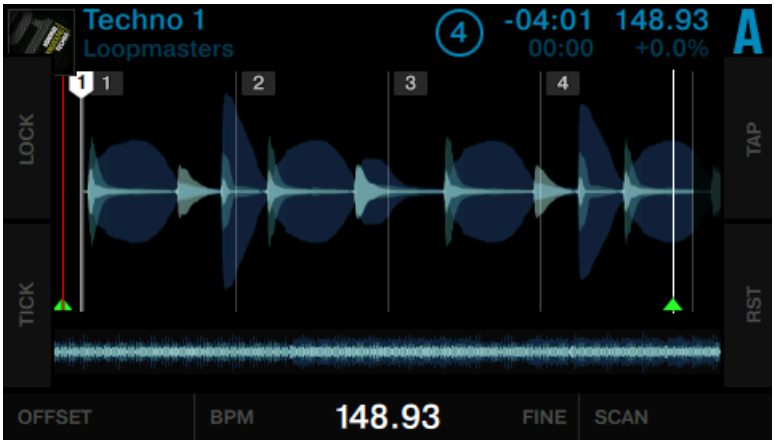
Beatgrid Interactions

While the track is playing with Beatgrid Mode enabled, you can now perform the following actions:

- Turn the Performance knob 1 assigned to OFFSET to move the waveform underneath the Beatgrid. By this action you can correct the position of the first Beatmarker.

- Turn the Performance knob 2 assigned to BPM to coarse adjust BPM (BPM increments). By this action you can stretch/compress the waveform underneath the Beatmarkers to make it fit.

- Turn the Performance knob 3 assigned to FINE to fine adjust BPM and fine (01 BPM increments). By this action you can stretch/compress the waveform underneath the Beatmarkers to make it fit.



- Press SHIFT and turn the Performance knob 2 assigned to BPM to double or half the current BPM value.

► Turn the Performance knob 4 assigned to SCAN to scroll the waveform underneath the grid for checking the Beatgrid alignment trough the track without effecting audio.

3.10.3 Additional Help Actions

Tap the correct Tempo

You can also define the tempo of the Beatgrid manually:

► Use Display Button 3 (TAP) to tap the precise tempo.

→ The Beatgrid will then adapt to your tempo.

Tick (Audible Beatgrid)

The Tick is essentially a metronome used to obtain audible feedback as to the positioning of the Beatgrid relative to the beats of the track. The tick is only audible on signals cued over the headphones.

► Press Display Button 2 to enable Tick.

→ The beat tick will then be audible in your headphones when cued.

Reset your edits

If your edits do not produce the desired result, you can undo your edits:

► Press Display Button 4 (RST).

→ This will reset your edits to the auto detected values.

Lock the Beatgrid

Once the Beatgrid sits correctly on the beat throughout the whole track:

► Press Display Button 1 (LOCK).

→ All buttons in the Beatgrid panel are deactivated.

The stored tempo (BPM) is locked and cannot be changed until you unlock it by clicking **Lock** again. All tracks with a locked Beatgrid will show a small **Lock** Icon within the Browser.

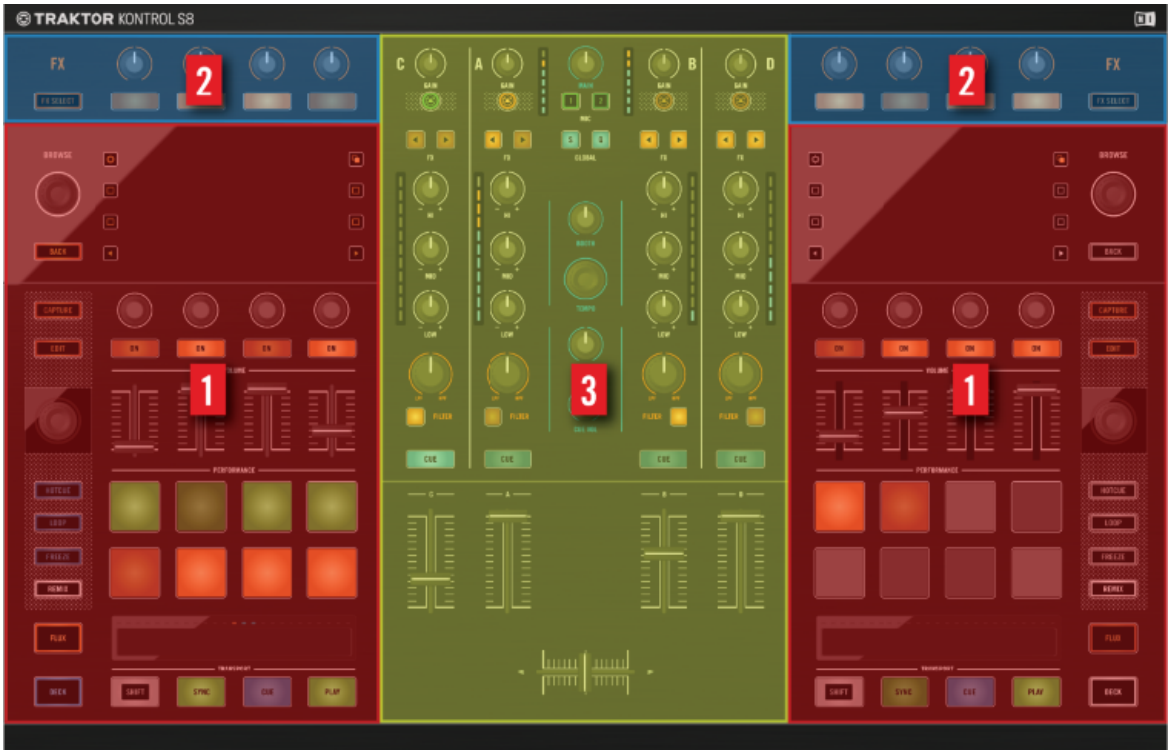
4 Hardware Reference

This chapter details the interface elements on your TRAKTOR KONTROL S8, and explains how they interact with the TRAKTOR software. This includes an overview of the main areas of the user interface as well as a full reference for every button, knob, fader, and the color displays.

4.1 Overview of the Controller

This section provides you with an overview of the different areas of the controllers interface. Furthermore, it contains a rundown of the most important controls, displays, and connectors. You will also learn about LED states and the way the Decks are described.

4.1.1 Top View



Sections on S8's Top sid

The top view of the TRAKTOR KONTROL S8 is divided into five main areas:

- Two identical **Decks** (**1**) are located to the left and right side of the controller. Section ↑4.2, The Deck gives an overview of a Deck.
- Two **FX Units** (**2**) sit above the Decks. See section ↑4.3.1, FX Unit Overview for an overview.
- The **Mixer** (**3**) sits dead center on S8's top panel. See section ↑4.3.4, Using Four FX Units for an overview.

4.1.2 Rear Panel

The **Rear Panel** with Inputs (orange), outputs (purple) and USB/POWER connectors (grey).

S8's Rear Panel

The rear panel holds four **LINE/PHONO INPUTs**, two **MIC INs** and a **MIDI IN**, as well as an overall three pairs of **line level Audio outputs** and a **MIDI OUT**. On the right side of the rear panel, there's a USB connector, the POWER connector and ON/OFF switch.Please refer to section ↑4.5, The Rear Panel for an overview of the Rear Panel.

4.1.3 Front Panel

The **Front Panel** with headphone outputs (purple) and the Crossfader setup section (green).

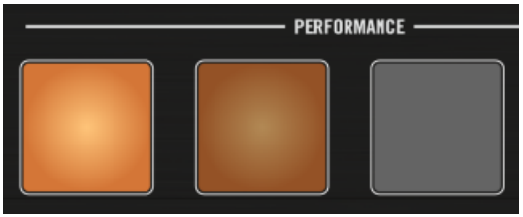
S8's Front Panel

On the front panel, the Crossfader behavior is set up via the **XF CURVE knob** and the **A, B, C and D switches**, while two PHONES outputs let you listen to the CUE. Chapter ↑4.6, The Front Panel gives an overview of the Front Panel.

4.1.4 LED States

All of S8's buttons and pads are equipped with LEDs to indicate their status. We differentiate between three states:

- **Bright LED** means that a feature is active.
- **Dim LED** means that a feature is inactive.
- **LED off** means that a button doesn't have a fixed function in the current context.



On, Dim and Off States

We'll refer to active and inactive states rather than the light state wherever possible. In some cases, buttons change their color to indicate a certain feature. We'll explicitly mention these.

4.1.5 Identical Decks

S8 features two identically equipped Deck sections at the far left and right sides of the unit. These give you hardware control over the software Decks in the TRAKTOR PRO software. Active TRAKTOR Decks always work in one of the Deck modes, as either Track Deck, Remix Deck or Live Input.

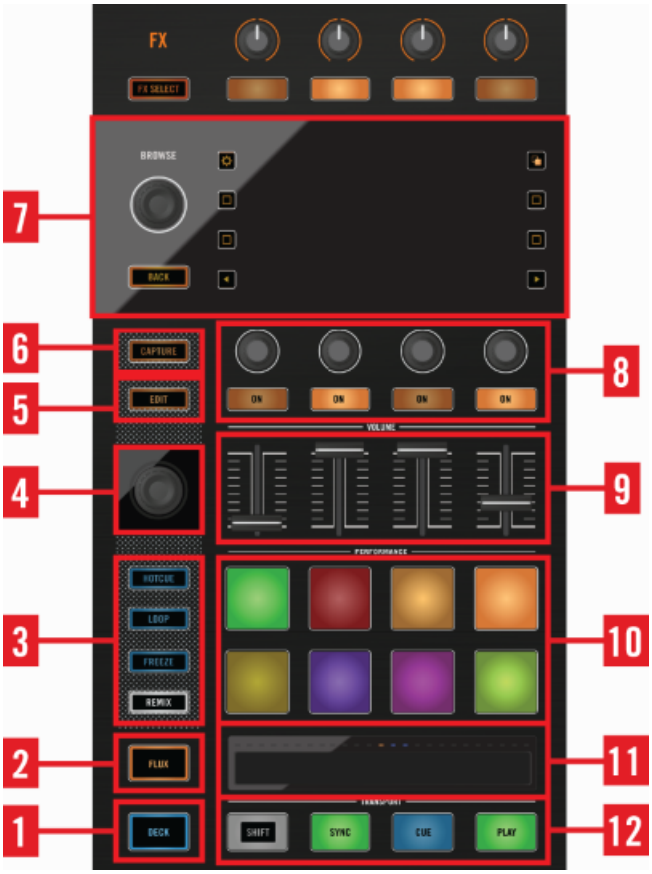
> If you connect an external device to S8, you can also bypass the Deck completely by switching the corresponding Mixer channel from TRAKTOR mode to Thru mode. This will automatically de-activate the Deck.

For more details about the Deck modes, please refer to the TRAKTOR PRO Manual.

> In order to keep this chapter easy to read, we'll refer to only the left-hand Deck in this chapter. Since the right hand Deck works identically, any information given fully applies to the right-hand Deck, as well.

The left-hand hardware Deck controls TRAKTOR's Decks A and C. The entire section can be switched between primary (A) and secondary (C) Deck control. The positions of Decks on S8 are consistent with the Deck layout in TRAKTOR PRO:

- The left-hand Deck controls TRAKTOR Decks A (on top) and C (below).
- The right-hand Deck controls TRAKTOR Decks B (on top) and D (below).



Interface Elements in The Left Deck

(**1**) **DECK button**: This button allows you to switch between primary and secondary Decks A and C. By default, the primary Deck is selected, indicated by the button lighting up blue. Press the DECK button to set focus on the secondary Deck, the button turns white in response.

(**2**) **FLUX button**: The FLUX button changes the behavior of the modes set via the Mode Select buttons. The general idea is that in FLUX mode, the playhead continues to run towards the end of a track instead of being reset by looping a section of a track or triggering a cue point.

(**3**) **Mode Select buttons**: These four buttons (HOTCUE, LOOP, FREEZE, REMIX) determine the adjacent pads' functionality. Please find detailed descriptions of the modes in section ↑4.2.3, Mode Select Buttons.

(**4**) **Loop encoder**: The Loop Encoder is primarily used to trigger loops and to adjust the loop size. For further information on the Loop encoder, please refer to section ↑4.2.4, Loop Encoder.

(**5**) **EDIT button**: The EDIT button provides access to Beat Grid Edit mode, refer to section ↑4.2.5, EDIT Button for further details.

(**6**) **CAPTURE button**: Pressing the CAPTURE button copies a sample to a Remix Deck cell. Please refer to section ↑4.2.6, CAPTURE Button for a full workflow description.

(**7**) **Display and BROWSE controls**: On top of each Deck, S8 features a full color graphic display, 8 Display buttons, the BROWSE encoder, as well as the BACK button.

The displays allow convenient browsing of tracks, individual samples and Remix Sets via the BROWSE encoder and BACK buttons.

The eight buttons along the sides of the display control different features, depending on which view you're in. Please refer to chapter ↑4.2.7, Display Area for further details.

(**8**) **Performance controls**: There are four knobs and four buttons per Deck, located beneath S8's displays. By default, these provide access to FX SEND, PITCH and FILTER per slot in the Remix Deck C. A detailed explanation of the Performance Controls is provided in section ↑4.2.8, Performance Controls.

(**9**) **Slot Volume faders**: These faders let you quickly fade in and fade out a Remix Deck's Slots.

(**10**) **Pads:** The pads let you create and jump to cue points, trigger pre-defined loop sizes or start and stop playback of Remix cells.

(**11**) **Touch Strip control**: This touch-sensitive control provides different functionality depending on the mode selected via the Mode Select buttons. It allows you to jump to an absolute point in the track by tapping anywhere on the recessed surface. It also lets you manually sync Decks. A row of LEDs visualizes either the track position or the phase relation between Decks.

(**12**) **TRANSPORT controls**: Four dedicated buttons located along the bottom edge of a Deck Unit start/pause playback, start playback at the CUE point or SYNC the corresponding Deck to the Master. SHIFT+SYNC assigns a Deck the Master function. For a detailed explanation of these control elements, refer to section ↑4.2.12, Transport Controls.

4.1.6 FX Units

S8 comes with dedicated controls for TRAKTOR PRO's two FX Units (four, if set in TRAKTOR's Preferences). Just like in the software, **FX Unit 1** is located in the top-left corner, **FX Unit 2** in the top-right.

FX Units allow you to creatively process a track, ranging anywhere from just adding reverb for a build-up to completely messing up a beat with stutter effects. For that purpose, the TRAKTOR software offers a great selection of high-quality FX. These can easily be configured from S8 and be controlled utilizing the FX Unit controls.

The Left FX Unit

By default, FX Units 1 & 2 are always active. Assign effects to any mixer channel via the respective channel's FX Assign buttons. Left assigns to FX1, right to FX 2.

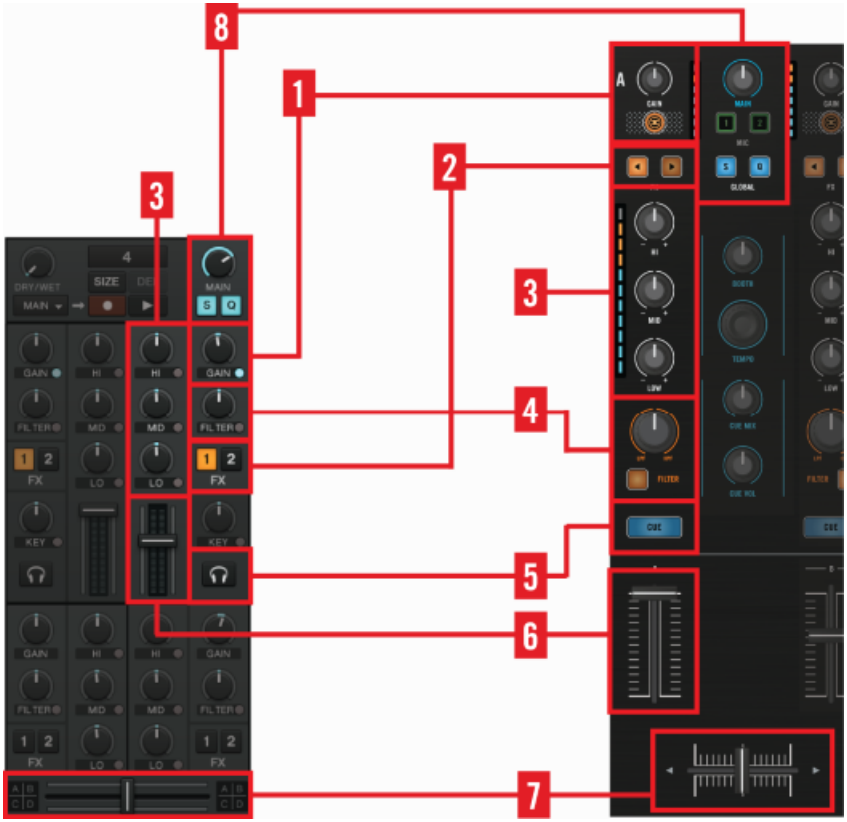
4.1.7 Mixer

The 4-channel mixer sits dead center on both, S8, as well as TRAKTOR's software interface. When connected to TRAKTOR, the knobs in S8's mixer section control the corresponding knobs on the software mixer.

> S8's mixer comes with its own audio processor, which allows it to be used as a stand-alone mixer with 3-band EQ and HP/LP Filter per Channel. The Decks and FX Units, on the other hand, are tied to TRAKTOR software features and don't work in stand-alone operation.

Let's take a quick look at the mixer's key hardware controls and their software equivalents.

> If you don't see the Mixer section in TRAKTOR software on your computer, select Mixer from the Layout menu in the software header.



TRAKTOR's Software Mixer and S8's Mixer

The four channels A - D are identical. Each signal flows into the mixer at the top, either coming from the assigned Deck, the corresponding audio input, or one of up to two microphones. The RCA type inputs can accept either Line or Phono signals.

(**1**) **GAIN knob**: A dedicated GAIN knob per channel allows you to balance out volume differences between different sources. The TRAKTOR button beneath it switches sources between the channel's Deck and its RCA input.

(**2**) FX buttons: A pair of FX buttons lets you quickly assign FX 1 or FX2 effects configurations per channel. TRAKTOR provides up to four different FX setups.

(**3**) **3-band EQ**: S8's 3-band EQ works both when connected to TRAKTOR, as well as in stand-alone mode.

(**4**) FILTER knob: the FILTER knob works in conjunction with the software, as well as stand-alone. Turning the knob clockwise will apply a high-pass filter, whereas turning it counter-clockwise applies a low-pass filter. When the FILTER knob is in its center detent position, the filter is bypassed. In addition to that, the filter can be bypassed with the dedicated button.

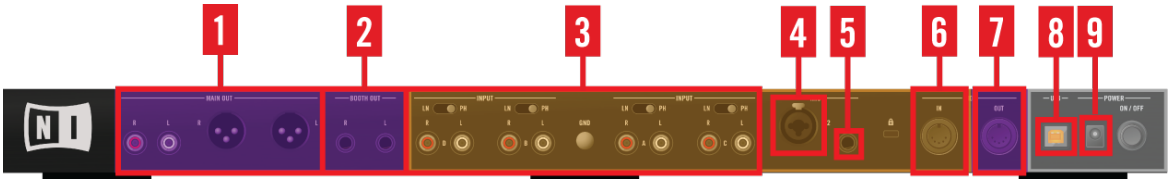
(**5**) **CUE button**: a CUE button per mixer channel enables you to send a channel to your headphone via the cue, with blue light indicating the active state. You can preview music on the cue channel over headphones with the (**6**) **channel fader** down and then pull up that fader to send it to the Main Out.

(**7**) **Crossfader**: the Crossfader at the bottom of S8's mixer section (and TRAKTOR software) allows you to make seamless transitions between the four mixer channels. Each channel is assigned to either the left or right side of the Crossfader by means of dedicated hardware switches on the front panel to enable cross-fading between them. Setting a hardware switch to the center position lets it bypass the Crossfader altogether. Please refer to chapter ↑4.6, The Front Panel for further information.

(**8**) **MAIN section**: This allows you to adjust the overall output level of the Main Outputs on the device. The main level is indicated by the MAIN level meters (located at either side of the MAIN knob).

4.1.8 Rear Panel

The **rear panel** holds the majority of S8's input and output connections. For a high level overview, we've highlighted all outputs purple, all inputs orange and the USB/power supply connectors gray.



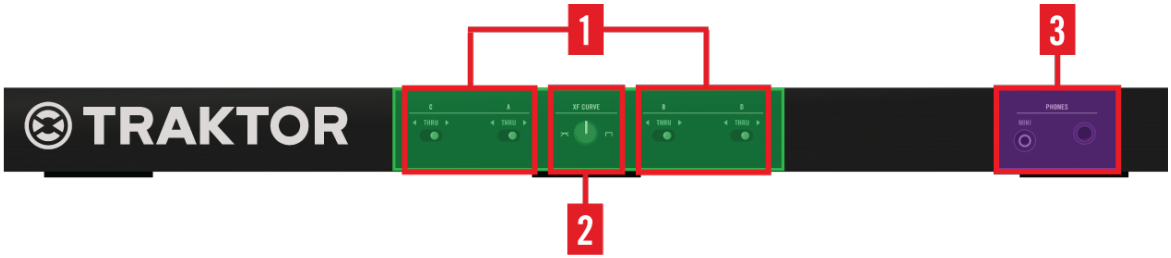
Connections on S8's Rear Panel

Going from left to right, the connections are:

- (**1**) MAIN OUT: the main audio outputs are available as both, unbalanced RCA and balanced XLR.
- (**2**) **BOOTH OUT**: this pair of audio outputs is available as balanced TRS.
- (**3**) **INPUT A - D**: offer a switch per channel to determine if LINE level signals (LN) or PHONO level signals (PH) via RCA connectors are accepted.
- (**4**) **MIC 1**: accepts dynamic microphones with XLR or TRS connectors.
- (**5**) MIC 2: is a microphone input for dynamic microphones with a TRS connector.
- (**6**) MIDI IN and (**7**) MIDI OUT connect to 5-Pin MIDI cables.
- (**8**) **USB**: connects the S8 to your computer with USB 2.0 speed and works with both USB 1 and USB 3-equipped computers.
- (**9**) **POWER connector**: requires the original 15V, 2.66A power supply to be connected for reliable operation of S8.

For technical details about all the connections see chapter ↑9, Technical Specification.

4.1.9 Front Panel



S8's Front Panel

S8's **front panel** provides direct access to three functions:

- Select channel Crossfader assignments via the dedicated (**1**) **A - D switches**.
- Change the Crossfader's blending curve via the (**2**) XF CURVE knob.
- Connect headphones via the (**3**) **PHONES TRS connectors**.

For more details about the control elements found on the front panel, refer to section ↑4.6, The Front Panel.

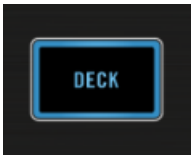
4.2 The Deck

This chapter provides a detailed description of how the knobs, buttons and faders in S8's Deck section relate to the TRAKTOR workflow.

> Since the left and right Decks work identically, we'll just talk about the left one. Implicitly, though, the descriptions also apply to the right Deck.

4.2.1 DECK Button

The DECK Button allows you to switch the focus (and controls) between the primary and secondary Decks in a Deck section.



DECK Button

- To switch the focus and controls between Deck A and C, press the left DECK Assign Button.
- To switch the focus and controls between Deck B and D, press the right DECK Assign Button.

The DECK button glows blue when S8's primary Decks (A or B) are focused, and white when the secondary Decks (C or D) are focused.

4.2.2 FLUX Button

Press S8's FLUX button to enable **Flux Mode** for the focused Deck.

FLUX Button

The general idea of Flux mode is that in every Deck, a second playhead continues playing the track, even if you loop a section, temporarily jump back to a cue point, skip forward or backward, etc. That way, the beat of a track keeps flowing, no matter what you do. These are the changes when in Flux mode:

- **Hotcue mode:** to play back from a cue point, press and hold a pad. When you let go, playback resumes at the second playhead's position instead of continuing playback from the cue point.
- **Loop mode:** when leaving a loop, playback will continue at the position of the second playhead instead of the loop end position.
- **Freeze mode:** to play back from a cue point, press and hold a pad. When you let go, playback resumes at the second playhead's position instead of continuing playback from the cue point.

4.2.3 Mode Select Buttons

Below the Slot Volume Faders, S8 features 8 pads per Deck which function either as Remix Pads, as loop marker triggers or as cue marker triggers, depending on which of the four modes you select via the Mode Select buttons:

Mode Select Buttons

General Behavior of Mode Select Buttons:

- The default mode for a Track Deck is Hotcue.
- The default mode for a Remix Deck is Remix.
- Remix mode is exclusive to Remix Decks.
- Hotcue isn't available for Remix Decks

Using Track and Remix Deck Simultaneously

With the default setup of Deck A as a Track Deck and C as a Remix Deck in mind, we thought of a performance-oriented shortcut. When you focus on Deck A, only HOTCUE, LOOP and FREEZE light up blue to indicate they are available modes for the pads on Deck A. The REMIX button lights up white, indicating this mode is available for Deck C's pads. Now here's the shortcut:

► Press REMIX and the pads are assigned to Deck C's Remix Cells, while the rest of S8's Deck section stays focused on Deck A.

► Press either HOTCUE, LOOP or FREEZE to return the pads to controlling Deck A's functions.

This shortcut allows you to perform both on the Track Deck, as well as the Remix Deck at the same time, without having to switch focus between the Decks.

4.2.3.1 HOTCUE Button

Hotcue is the default mode for Track Decks. This mode is disabled automatically when you switch focus to a Remix Deck.

HOTCUE Button

While in Hotcue mode, the pads store and trigger CUE markers in a track while it's playing:

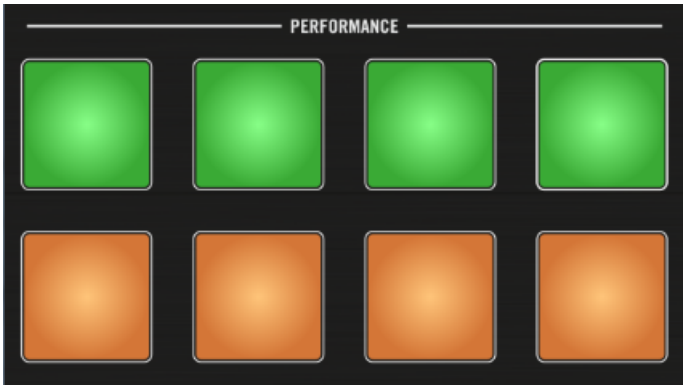
- To store a marker, press a pad. If Quantize is activated in the GLOBAL section, these markers are automatically moved to the next beat. Any pad assigned to a marker lights up blue.
- To start playback from that marker, press any of the assigned pads.
- To delete the corresponding marker, hold SHIFT and then press a pad.

4.2.3.2 LOOP Button

Press the LOOP button to activate LOOP mode.

LOOP Button

When **Loop** mode is activated, the first row of pads turns green, and the second row turns orange.



Pads in Loop Mode

► To instantly loop part of a track, press one of the green pads in the first row.,

► To use Beatjump, press one of the orange pads.

Looping

The first row of pads (green) allow you to loop part of a track. By default the pads are assigned common loop sizes:

- 1/8 Bar
- 1/4 Bar
- 1/2 Bar
- 1 Bar

> You can change the loop sizes in TRAKTOR's S8 Preferences:
> *Preferences>Traktor Kontrol S8>Loop Mode Sizes > Loop*
> For more information, see the TRAKTOR manual.

- If Quantize is activated, TRAKTOR will loop from the next beat.
- If Quantize is deactivated, looping starts immediately when you press the pad.

> The behavior of the pads changes when you activate FLUX mode. While FLUX is deactivated, the loop will play back until you press that pad again. With FLUX activated, looping stops as soon as you lift your finger off the pad.

Beatjump

The second row of pads (orange) allow you to jump backward and forward in a track in predefined steps, in sync with the track's tempo. By default, the step sizes are:

- Jump back 1 loop size (set per Deck)
- Jump back 1 Bar
- Jump forward 1 Bar
- Jump forward 1 loop size (set per Deck)

> You can change the step sizes in TRAKTOR's S8 Preferences: *Preferences:> Traktor Kontrol S8 > Loop Mode Sizes > Beatjump*. For more information, see the TRAKTOR manual.

- If Quantize is activated, TRAKTOR waits for the next beat before jumping.
- If Quantize is deactivated, TRAKTOR jumps immediately after pressing the pad.

4.2.3.3 FREEZE Button

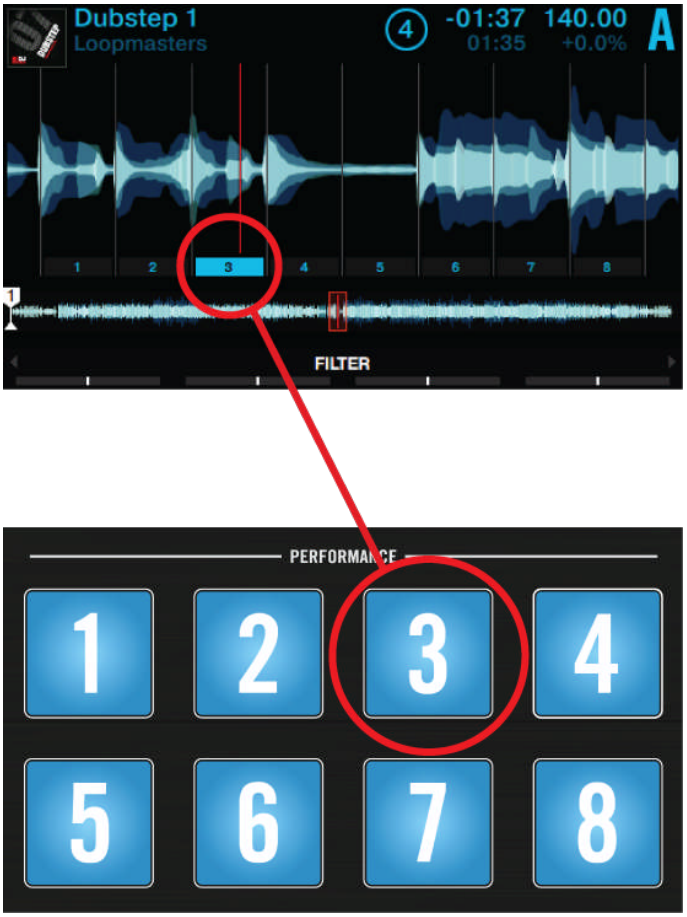
Press the FREEZE button to activate Freeze mode. With Freeze mode active, press the LOOP Button to activate Slicer Mode.

FREEZE Button

Freeze Mode

Freeze mode takes the playhead position, adds the number of bars set as loop size and splits this section of a track into eight equally sized slices. These are then mapped to the adjacent pads, which light up blue. Press any of these pads to trigger playback from the mapped slice. Playback continues to the end of the track until you lift your finger off the pad.

In Freeze mode, the numbers 1 - 8 are overlaid on the waveform to indicate the location of the slices. The first row triggers slices 1 - 4, the second row triggers slices 5 - 8.



Freeze Mode Overlay

► Adjust the size of the Freeze slices by pressing and holding the FREEZE button and then turning the Loop encoder. The waveform in the display adjusts its zoom level accordingly.

You can vary slice sizes between 1/4 beat and 4 beats.

Slicer Mode

The **Slicer Mode** extends the Freeze mode's functionality. Push the LOOP button while in Freeze mode and the playback behavior of the pads changes: Instead of playing from the slice start to the end of the entire track, pressing and holding a pad in Slicer Mode will play back just the corresponding slice repeatedly. Please find more details in section ↑3.4, Using FREEZE Mode.

In Slicer Mode, the pads turn green and while playing back the selected loop, pads flash bright green while the assigned slice is played back. This is also reflected on the Deck's display.

4.2.3.4 REMIX Button

Remix mode is the default for Remix Decks, and isn't available for Track Decks. If a Track Deck is in focus, the REMIX button is deactivated for that Deck.

REMIX Button

Remix mode allows you to capture portions of a track from the capture source and assign them to one of the pads:

1. Set the capture source by pressing and holding the CAPTURE button while turning the Loop encoder.
2. Press an empty pad to sample from the Capture source and assign the captured content to that pad. The capture length is determined by the source Deck's loop size.
3. Press the pad again to trigger the captured content, press the pad again.

→ You have captured a piece of music that you can trigger during your performance.

If the Deck set as capture source is empty, S8's display shows Error while copying in the Deck header.

For more detailed information on capturing samples, refer to section ↑4.2.6, CAPTURE Button.

4.2.4 Loop Encoder

- The Loop encoder is dedicated to looping functions on either Track Decks or Remix Decks. It has a push function, as well as a segmented LED ring.

Loop Encoder

The LED ring around the encoder tells you which Deck is focused - blue for the primary Deck, white for the secondary Deck.

Looping

1. Press the Loop encoder to activate looping. A light starts circulating around the knob.
2. Turn the knob to adjust loop size.
3. Hold SHIFT and turn the knob to move a loop's position by the set loop size.
4. Press the Loop encoder again to leave the loop.

→ The loop is deactivated, the loop markers are still visible.

You cannot permanently engage a loop when the FLUX button is active. The loop only remains active for as long as you hold the encoder and turns off again when released. Adjustments to loop size can be made irrespective of whether a loop is currently active or not.

Moving the Playhead

While a loop is inactive, press and hold SHIFT, then turn the Loop encoder to move the playhead in increments of the loop size.

4.2.5 EDIT Button

The EDIT button adjusts a track's **Beat Grid**. The TRAKTOR software can analyze your music and apply a Beat Grid which allows automatic beat-matching and synchronization.

EDIT Button

In most cases (through its Analyze function), TRAKTOR recognizes a track's BPM precisely and sets the Beat Grid. Some tracks, however, need manual correction (e.g. a track with a complex rhythm or with uneven timing, coming from a tape machine or warped LP), and the S8 provides you with the controls to do this. Please read chapter ↑3.10, Working with Beatgrids for more information.


The EDIT button is disabled when a Remix Deck is focused. Beat Grid editing only applies to Track Decks.

4.2.6 CAPTURE Button

The CAPTURE button allows you to quickly select the capture source for a Remix Deck.

CAPTURE Button

1. Press and hold the CAPTURE button and turn the BROWSE knob to select the capture source
2. Press a pad to copy sample content from the Deck set as Capture source to the corresponding Remix Cell.


The capture size is determined by the source Deck's loop size setting.

4.2.7 Display Area

On the S8's graphic color displays, some functionality is dynamically shown or hidden by means of the Display buttons adjacent to the display.

Display and Controls

Display Area and Controls

(**1**) **BACK Button**: The BACK button lets you navigate back up a level in the Browser. More information is available in section ↑4.2.7.6, BROWSE Encoder.

(**2**) **BROWSE Encoder:** Press the BROWSE encoder to open the Browser on a Deck's display and access your Library. Turn the encoder to scroll through lists, push the encoder to enter subfolders or loads files. Refer to section ↑4.2.7.6, BROWSE Encoder for further information.

(**3**) **Settings Button**: Press this button to open S8's device settings, allowing you to adjust RGB calibration (color rendition) and screen brightness, as well as TOUCH sensitivity of the knobs. Refer to section ↑4.2.7.4, Settings Button for further information.

(**4**) **Display Buttons**: The function of these four buttons depends on context - whether the display is currently showing a Track Deck, Remix Deck or Beat Grid Edit. Refer to section ↑4.2.7.3, Display Buttons for further information.

(**5**) **Display**: By means of the 4.3-inch color displays, you can use a lot of TRAKTOR's features without looking at your computer's display. Each of S8's displays provides focused information about the corresponding Deck, allowing you to:

- Browse your library and load files.
- Scroll through and zoom into a track's waveform
- Edit Cues and Loops
- Check which files are playing back

(**6**) **View Button**: Press this button to toggle between *Single view,* showing just a single Deck's content, and *Split View,* which gives you a very basic overview of the corresponding secondary Deck. Refer to section ↑4.2.7.2, View Button for further information.

(**7**) **Performance Mode Buttons**: These two buttons are used to select the **Performance Mode** (i.e. FILTER, PITCH, FX SEND) for the **Performance Controls** (i.e. the four Performance knobs and ON buttons underneath the displays). These modes only apply to Remix Decks. Refer to section ↑4.2.7.5, Performance Mode Button for further information.

4.2.7.1 S8's Deck View

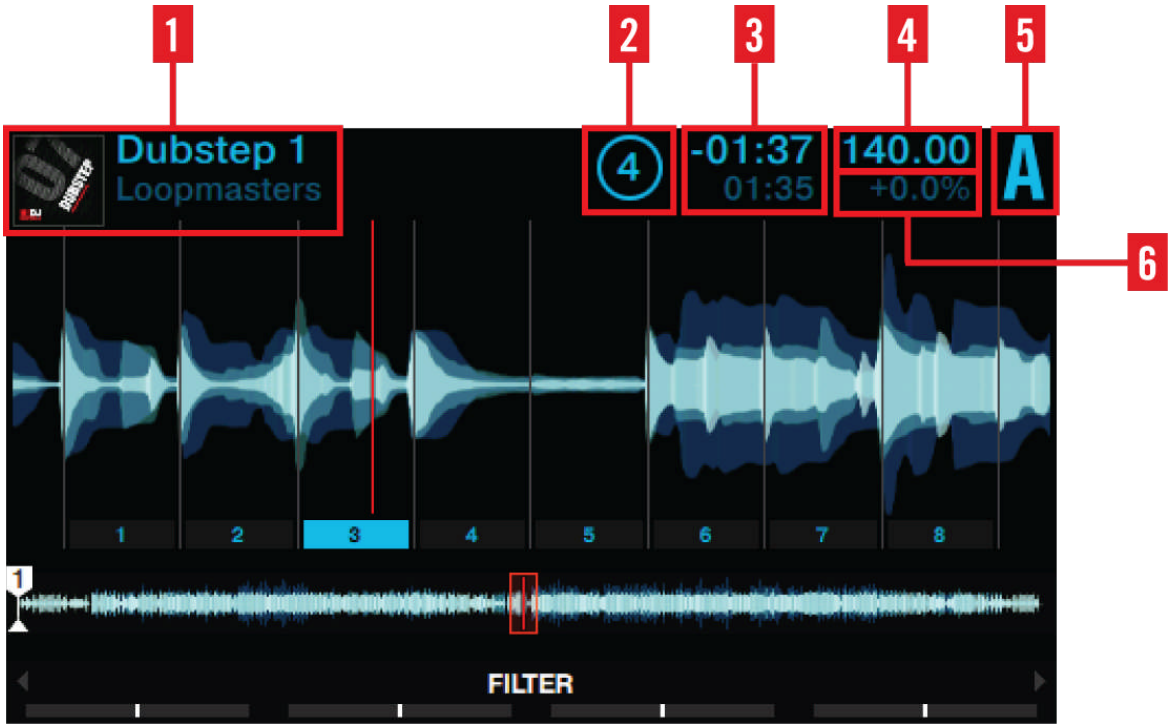
Default Layout

TRAKTOR PRO's default layout is *2 Track + 2 Remix Decks* (*Scratch*). This means that S8's two upper Decks (A and B) are **Track Decks**, and the lower Decks (C and D) **Remix Decks**.

- The left display provides feedback about Decks A and C.
- The right display provides feedback about Decks B and D.

Every active TRAKTOR Deck is either a Track Deck, Remix Deck or Live Input Deck. If a mixer channel is set to Thru mode on S8, the corresponding TRAKTOR Deck is set to Thru mode, as well. Here's an overview of the information S8's displays provide for each of these:

Track Deck



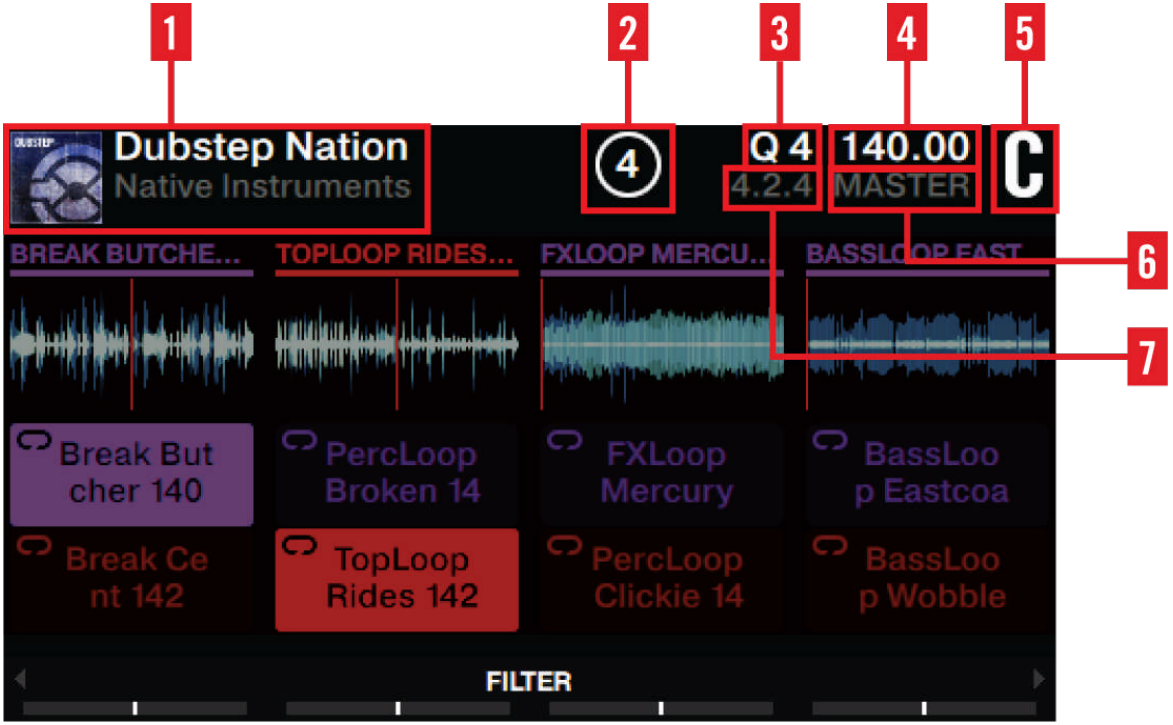
Track Deck View

A Track Deck view on S8 provides information about:

- (**1**) **Artwork**, **Artist name** and **Song title**.
- (**2**) **Loop size**: From 1/32 - 32 beats.
- (**3**) **Playhead position**: time played and time remaining.
- (**4**) **Deck tempo** in BPM.
- (**5**) **Deck Focus**: Deck A - D.

- (**6**) **Sync state**: If a Deck is assigned **Tempo Master,** MASTER is displayed underneath the BPM value. SYNC indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.

Remix Deck



Remix Deck View

A Remix Deck view on S8 provides information about:

- (**1**) **Artwork graphic**, **Artist name** and **Set title**.
- (**2**) **Loop size**: from 1/32 - 32 beats.
- (**3**) **Quantize Value**.
- (**4**) **Deck tempo** in BPM.

- (**5**) **Deck Focus**: Deck A - D.
- (**6**) **Sync state**: If a Deck is assigned **Tempo Master,** MASTER is displayed underneath the BPM value. SYNC indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.
- (**7**) **The absolute position on TRAKTOR's timeline** measured in Bars.Beats.Phrases.

Live Input Deck

S8's rear panel allows you to connect microphones, turntables, or CD players. You can route these audio signals into the TRAKTOR software and mix them with your other Decks by setting a Deck to Live Input mode. In this mode, S8's display reads Live Input - Traktor Audio Passthru.

S8's Transport Controls are disabled while a Deck runs as *Live Input*.

Thru Mode

If you don't need to run an external device like turntable or CD player through a Deck, switch that mixer channel to Thru mode on S8. The signal is mixed in S8's mixer and never sent to TRAKTOR.

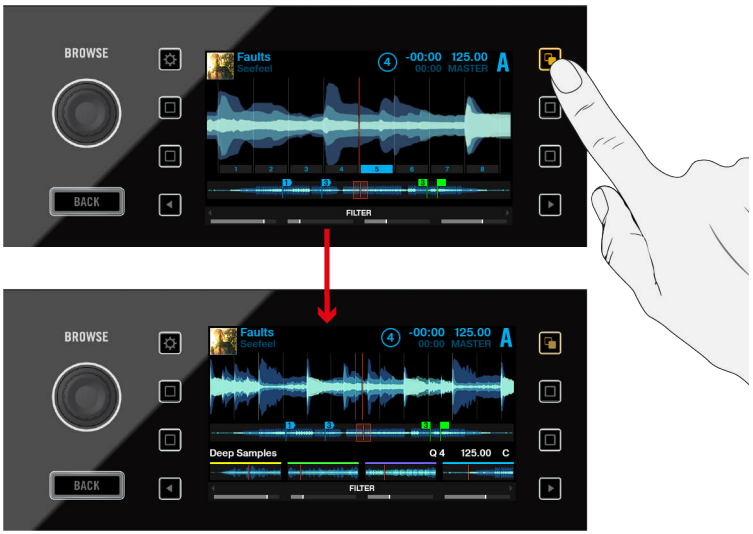
4.2.7.2 View Button

The View button is located in the top right corner of the display area.

View Button

It switches between view types:

- **Single View**: Only the focused Deck is displayed.
- **Split View**: Both Decks are displayed; the focused Deck is visualized by a big waveform and detailed information, while the unfocused Deck is reduced to a small waveform, showing markers and a playhead.



Switching between Single View and Split View

> Whenever you open a pop-up from a Deck view (e.g. FX Selection Menu, Browser, BPM, or KEY), the View button starts flashing. Press the View button to close the pop-up.

4.2.7.3 Display Buttons

These buttons provide different functionality depending on the view you're working in.

Display Buttons

Display Buttons: Press any of these to open the pop-up and see each button's functionality.

This is an overview of what these buttons do depending on what you see on the display.

> Please note that you can leave any pop-up by pressing the same button again or, alternatively, the View button.

Track Deck View

- (**1**) **Display Button 1**: Press this button to open the BPM pop-up. Turn the BROWSE encoder to adjust the BPM. Exit the BPM window by pressing the View Button.
- (**2**) **Display Button 2**: Press this button to open the KEY window. Turn the BROWSE encoder to manually adjust a track's KEY. To exit the KEY pop-up, press the View button.
- (**3**) **Display Button 3**: Press this button to zoom into the waveform.
- (**4**) **Display Button 4**: Press this button to zoom out of the waveform.

Remix Deck View

- (**1**) **Display Button 1**: Press this button to open the BPM pop-up. Then turn the BROWSE encoder to adjust the BPM. Exit the BPM pop-up by pressing the View button.

- (**2**) **Display Button 2**: Press this button to open the QUANTIZE pop-up. Then turn the BROWSE encoder to select the Quantize value which to apply to triggering the samples in your Remix Deck. To hide the QUANTIZE pop-up, press the View button.
- (**3**) **Display Button 3**: Press this button to scroll up in the Sample Grid in steps of two. The scrollbar segments at the right side of the display indicate the position within the Remix Deck.
- (**4**) **Display Button 4**: Press this button to scroll down in the Sample Grid in steps of two. The scrollbar segments at the right side of the display indicate the position in a Remix Deck.

4.2.7.4 Settings Button

The Settings button is on the top-left. Press this button to open S8's device settings.

Settings Button

Display Settings (RGB)

Within the settings, you can adjust the screens' color rendition (saturation of RED, GREEN and BLUE colors), as well as the screen's BRIGHTNESS.

► Turn the Performance knobs beneath the display to adjust the parameters.

Display Settings View

Touch Sensitivity Settings (TOUCH)

1. When in the Settings, press the lower left-hand Display Button twice to switch to the TOUCH settings.
2. Turn the Performance knobs underneath the display to increase or decrease global touch sensitivity for different kinds of controls: ENCODERS, ENDLESS KNOBS, KNOBS, and FADERS.

Touch Settings View

4.2.7.5 Performance Mode Button

The Performance Mode buttons are at the bottom on either side of the display, marked with left and right arrows.

Left Performance Mode Button

► To cycle through the parameter options you can control with the **Performance Controls** (FILTER, PITCH, FX SEND), press one of the buttons.

> If you activate *4 FX Units* in TRAKTOR's preferences, the Performance Mode buttons can control FX Units 3 and 4. This shows up as a fourth parameter option. For more information about using FX units 3 and 4, refer to section ↑4.3.4, Using Four FX Units.

4.2.7.6 BROWSE Encoder

The BROWSE encoder lets you access the **Browser** and navigate through your track collection and playlists.

BROWSE Encoder and BACK Button

► Press the BROWSE encoder to open the Browser.

► Turn the encoder to scroll through the list items and press it again to enter a sub folder and again to load an item.

Besides browsing, you can use the BROWSE encoder to adjust the BPM and KEY parameters in the respective pop-ups and to select effects in the FX Unit configuration screen.

You can configure the Browse encoder to open the Browser on touch. To do so, activate the Auto Open Browser on Touch option in TRAKTOR's *Traktor Kontrol S8* Preferences.

4.2.7.7 BACK Button

- Press the BACK button to navigate a level up in the folder structure, up to the Browser's top level.
- In order to exit the Browser, press the BACK button for longer than a second or the View button at any time.

4.2.8 Performance Controls

Underneath the display, each Deck features four encoders and buttons which control either FILTER, PITCH or FX SEND per Slot in a Remix Deck, depending on the selected Performance mode.

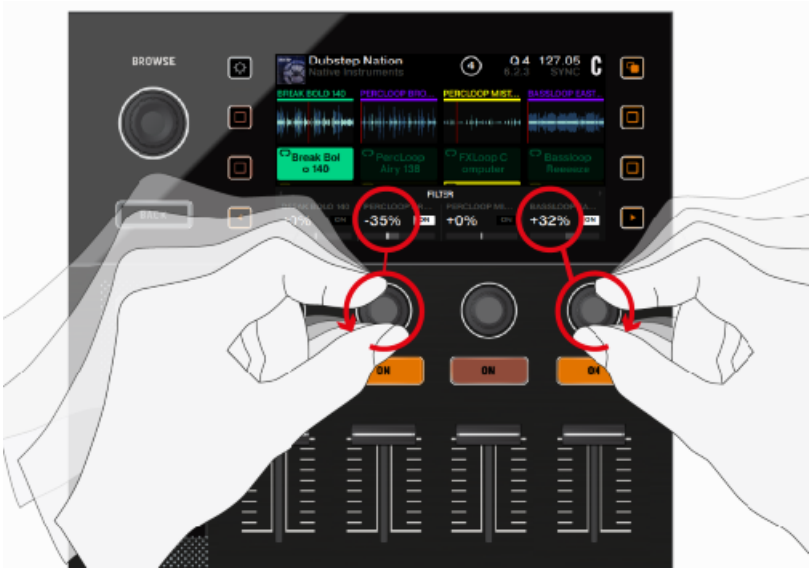
Performance Controls

(**1**) **Performance Controls** on the left side control Remix Deck C's Slot effects.

(**2**) **Performance Controls** on the right side control Remix Deck D's Slot effects.

Performance Mode FILTER

The default Performance Mode for a Remix Deck is **FILTER**. The Performance ON buttons are used to engage/disengage a Remix Slot's FILTER. The FILTER cutoff is controlled by the corresponding Performance knob. Adjustments to FILTER cutoff are shown via the Performance pop-up at the lower end of the displays.



Controlling Remix Slot Filters

To engage a Remix Slot's Filter:

1. Press a Performance Mode button until the parameter on the display says FILTER.
2. Press the ON buttons to activate the Filter per slot.
3. Turn the knob to the left for a low-pass filter, turn it to the right for a high-pass filter.

→ You've applied a Filter per Remix slot, modulate it to create build-ups or just leave it static as an effect.

► To disengage a Remix Slot's FILTER, press the ON button again.

The Performance Controls work even if the Remix Deck isn't focused.

If you set up TRAKTOR with *4 FX Units*, the Performance knobs and buttons in Deck A control FX Unit 3, those in Deck B control FX Unit 4. By default, they have no function for Track Decks.

FX SEND

When FX SEND is selected, the knobs control the amount of signal being sent to the assigned FX Unit(s), per Slot. The FX SEND amount is displayed right above the corresponding knob.

In case you increase FX SEND and still don't hear any effect, please make sure the Remix Deck is actually assigned to an FX Unit in the corresponding Mixer channel.

For information on using the Performance Controls to operate FX Units (3 and 4), refer to section ↑4.3.4, Using Four FX Units.

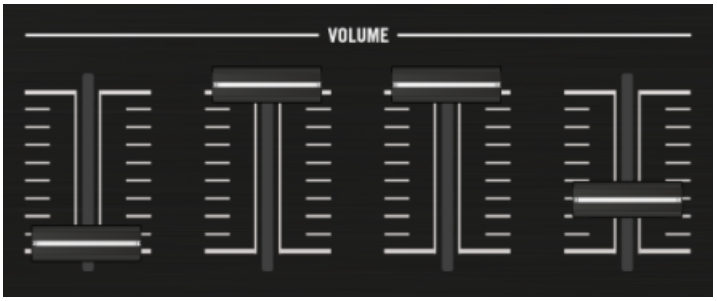
PITCH

When PITCH is selected, the Performance knobs transpose the pitch of the currently playing sample. In other words: pitch correction is applied per Remix Cell. The amount of pitch change is displayed above the corresponding knob.

4.2.9 Slot Volume Faders

S8 offers a separate volume fader per slot. This allows you to mix signals from up to four slots within a single Remix Deck, before it runs through the channel fader and the Crossfader.

- In case only one Deck per side is a Remix Deck, the faders control that Remix Deck's slot volume even if another Deck is focused.
- In case both the primary and secondary Deck are configured as Remix Decks, the Slot Volume faders control the focused Deck's slots.



Slot Volume Faders

4.2.10 Pads

Each of S8's Decks comes with a set of 8 pads. Depending on the mode selected via the Mode Select buttons, these pads are assigned different functions.

Pads

Here's an overview of what the pads do in each mode:

HOTCUE

1. During playback, press an inactive pad to set a cue point. The button lights up and the cue point is automatically assigned to this pad.
2. Press that pad again. Playback will jump back to the cue point you just defined.

→ You've just defined cue points for a track. Use them to easily pick out your favorite parts of a track (intro, buildup, drop, outro) and jump to that specific position.

LOOP

In Loop mode, pressing a pad instantly loops playback for the number of bars set as Loop Mode Size in *Preferences > Traktor Kontrol S8 > Loop Mode Sizes > Loop*. These values are by default:

- 1/8 Bar
- 1/4 Bar
- 1/2 Bar
- 1 Bar

The Loop functionality considers the global Quantize setting:

- If Quantize is active, TRAKTOR delays starting the loop until the next beat, making sure looping keeps the track in sync.
- If Quantize is deactivated, looping starts precisely when you press the pad.

FREEZE and Slicer Mode

In Freeze mode, TRAKTOR takes the playhead position, adds the number of bars set as loop size and splits this section of a track into eight equally sized slices. These are then mapped to the pads. Press a pad to start playback from that slice.

While in Freeze mode, you can access Slicer mode. This is how Slicer mode is different from Freeze mode:

- In Slicer mode, holding a pad will infinitely loop the corresponding slice.
- In Slicer mode, holding two pads will loop the range between the start of one pad and the end of the second.

► To enter Slicer mode, press the Loop button. The display and pad color changes from blue to green.

REMIX

In Remix mode, the pads trigger the content of corresponding Remix Cells - the tracks, loops or samples defined in the Remix Set. After loading a Remix Set, the pads take on the Sample Cells' color.

► Press the right-hand Display buttons to scroll through the rows of Remix Cells in steps of two.

4.2.11 Touch Strip

Utilizing the Touch Strips, you can:

- **Tempo bend** (**nudge**) a Track- or Remix Deck: When manually syncing Decks (to other Decks or turntables), you can temporarily speed up or slow down a track by wiping one finger across the Touch Strip while the Deck is playing in order to align the beats.
- **Create a scratch effect** when a Deck is stopped: You can create a scratch effect on a Track- or Remix Deck by swiping left and right on the Touch Strip.
- **Seek/navigate**: the track's beginning and end are mapped to the Touch Strip's left and right edges by tapping anywhere on the Touch Strip to jump to the corresponding position in a track.

4.2.11.1 Touch Strip LEDs

Above the Touch Strip, a number of LEDs provide visual feedback for the actions taken on the touch strip.

Touch Strip LEDs

Phase Meter

For Track- and Remix Decks, the LEDs work as a **Beat Phase Meter**, showing the focused Deck's beat offset from the MASTER Deck. This is the same meter as displayed in TRAKTOR's Deck.

Track position

- In a Track Deck, hold the SHIFT button. The current playhead position within a track is indicated by a bright orange segment.

4.2.11.2 Touch Strip Functions

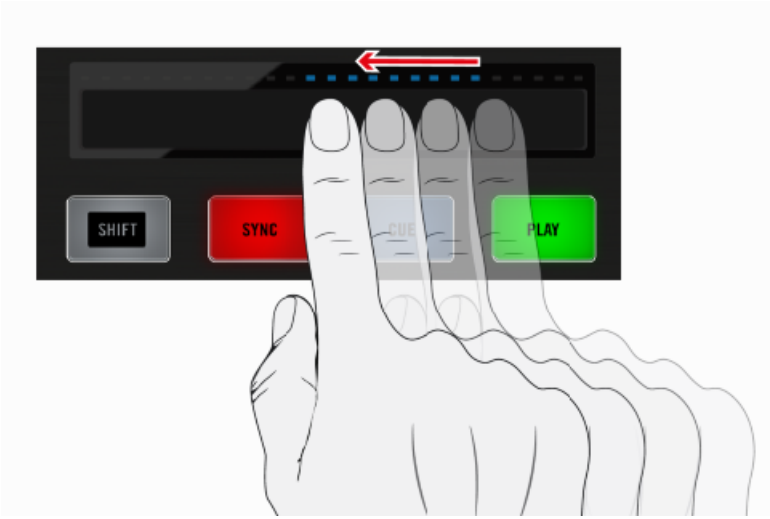
This section describes S8's Touch Strip behavior in its default setup.

For information on customizing the Touch Strip to your own preference, refer to section ↑4.2.11.3, Customization Options.

Tempo Bend

► If a Track- or Remix Deck gets out of phase during playback (indicated by blue LEDs above the Touch Strip), align the phase by swiping your finger on the Touch Strip to return the phase meter to the central position.

Just like in TRAKTOR's Decks, if the bar points to the right, the Deck is ahead, if it points to the left, it's behind the MASTER. So if the Deck is ahead of the MASTER, swipe to the left to slow down playback, so the MASTER can 'catch up'.



Tempo Bending With The Touch Strip

Please note, in TRAKTOR's Preferences, you can invert the Bend direction. If activated, swiping to the right slows down a Deck.

Scratching

To scratch with the track loaded in a Deck, with playback stopped, swipe your finger across the Touch Strip. To simulate the behavior of a turntable, the swiping motion translates to movement of the playhead within the track. TRAKTOR plays back what's under the playhead, which is why the speeding up and slowing down of that motion produce similar results to using an LP and turntable.

- Move your finger to the left to play forward, just like you would with the near side of an LP.
- Swipe to the right to play backwards.
- Stop the movement to stop playback.

You can hear the results of these actions right away. If you're experienced in scratching, you should feel right at home with using the Touch Strip.

Scratching With The Touch Strip

Seeking

The Seek function allows you to quickly scroll the entirety of a track or jump to absolute positions within a track. The Touch Strip's left edge represents the track start, the right edge represents the track end.

- To jump to a position in a track, hold the SHIFT button and place your finger anywhere on the Touch Strip. Then tap somewhere to jump to the corresponding position.
- To scroll from the corresponding position in the track, hold the SHIFT button and swipe from any point.
- To move the playhead to the start of the track, swipe all the way to the left.
- To move the playhead all the way to the end of the track, swipe all the way to the right.

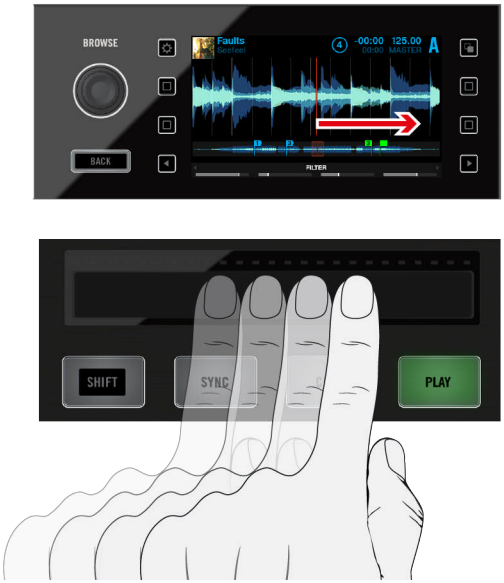
Note that when you release the SHIFT button, the Touch Strip will revert back to nudging and scratching.

4.2.11.3 Customization Options

This chapter details the Touch Strip's options in TRAKTOR's Preferences.

Direction of Scratching

If you didn't learn scratching with LPs and turntables, you may find inversing the Touch Strip's direction more intuitive. If you select this option, swiping to the right on the Touch Strip will move forward in the track's waveform.



Inversed Scratching Direction

Inverse the directional response by unchecking the Invert checkbox in TRAKTOR's S8 preferences: *Preferences>Traktor Kontrol S8>Touchstrip>Scratch Sensitivity*.

For detailed information on the Touch Strip's preferences, refer to section ↑6.3, Touchstrip.

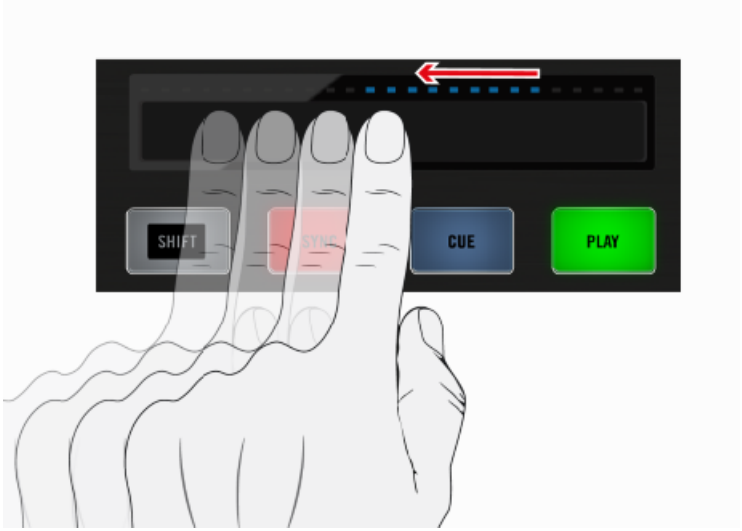
Direction of Tempo Bending

In TRAKTOR's default setting, swiping your finger on the Touch Strip has a similar effect to speeding up or slowing down an LP with your hand:

- Move to the left to speed up the LP.
- Move to the right to slow down the LP.

If you didn't learn aligning Decks on turntables, this behavior may not make sense to you. Instead, looking at the waveform, you think in terms of moving the playhead position within the track. Also, you want Tempo Bending to be consistent with Seeking:

- Swipe to the right to move the playhead ahead
- Swipe to the left to move the playhead back.



Inversed Tempo Bending Direction

To achieve this, uncheck the Invert option in: *Preferences>Traktor Kontrol S8>Touchstrip>Bend Sensitivity*.

Sensitivity

S8 comes with a Sensitivity setting which should accommodate most users in most situations. You might, however, find that the touch strip doesn't react immediate enough to your input or just the opposite, it may recognize input where there was none intended.

You can adjust the Touchstrip's Bend Sensitivity and Scratch Sensitivity separately in: *Preferences>Traktor Kontrol S8>Touchstrip*.

4.2.12 Transport Controls

The Transport buttons control playback of S8's Decks.

> These controls only relate to TRAKTOR mode, they have no function when the S8 is used as a stand-alone device.

PLAY Button

The PLAY button starts/stops the playback of a Deck.

PLAY Button

CUE Button

The CUE button is tied to the Cue Points workflow in TRAKTOR.

CUE Button

The CUE button functions as follows:

- If a Deck is playing, press CUE to jump to the **Floating Cue Point** and stop playback.
- If a Deck is paused, press CUE to set a new **Floating Cue Point** (which replaces the previous one).

- Press PLAY + CUE and the Deck will keep playing after releasing the buttons.
- Press SHIFT + CUE to skip back to the beginning of the track.

SYNC Button

The SYNC button activates/deactivates the synchronization of the currently focused Deck to the **Tempo Master** (i.e. the Deck set as the MASTER or TRAKTOR's Master Clock).

SYNC Button when in Sync

► While playing, press SHIFT + SYNC to set a Deck as the **Tempo Master**.

→ The Deck's tempo becomes the tempo reference for all other synced Decks and FX. S8's display shows MASTER in the Deck header of the Master Deck.

The SYNC button takes on different states to provide visual feedback:

- If the Deck is BPM-synchronized and in phase with the Tempo Master, the button is bright green.
- If the Deck is BPM-synchronized but out of phase with the Tempo Master, the button is bright red.
- If the Deck is unsynchronized, the button is dim green.

If a focused Deck gets out of phase, you can compensate by:

► Swiping your finger across the corresponding Touch Strip to re-align the beat phase.

► Pressing the SYNC button twice to snap back into SYNC with the Tempo Master.

For further information about Deck SYNC and MASTER Deck assignment, refer to section ↑4.4.2.4, TEMPO Encoder.

SHIFT Button

The SHIFT button is a modifier for other control elements on the S8. It allows you to access **secondary functions**, just like the [Cmd] key on your computer keyboard does.

SHIFT Button

- ► To access a button's or knob's secondary function, hold SHIFT and then use that control element.
  - For the control elements in S8's Deck section, SHIFT operates locally i.e. you cannot use the left SHIFT to access the secondary functions of a Deck or FX Unit on the right side of the controller.
  - For S8's Mixer section, either SHIFT button can be used to access the secondary functions.

> ⚠ You will find examples of using the SHIFT button to access secondary functions throughout this document.

4.3 The FX Unit

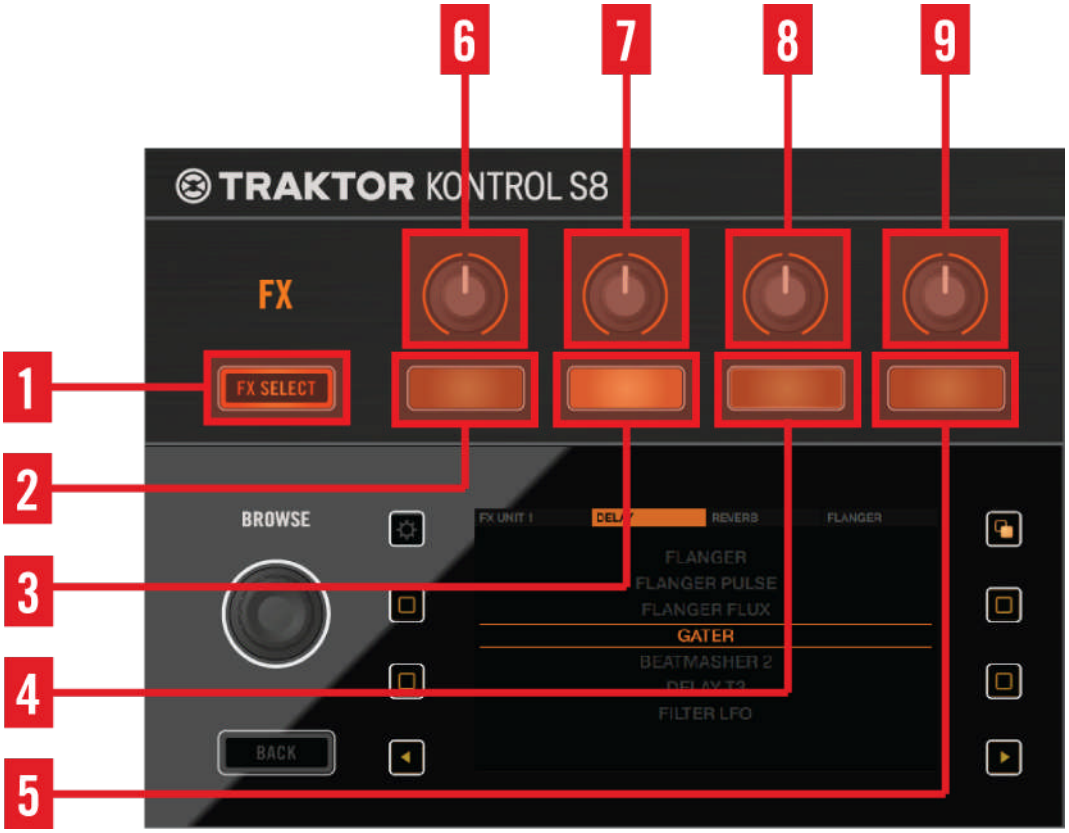
Above the Decks, the S8 features two FX Units with four knobs and buttons each, which can be assigned to any of the Decks.

FX Units 1 and 2

- (**1**) **FX Unit 1**: controls effect parameters, can be set up as a single effect or an effects chain.
- (**2**) **FX Unit 2**: controls effect parameters, can be set up as a single effect or an effects chain.

4.3.1 FX Unit Overview

This is an overview of the naming and function of the FX Unit's key control elements. The knobs in this section are sensitive to touch. Touch any of them to open the FX drop-down menu that provides an overview of the effect(s) loaded along with control assignments and parameter values.



FX Unit 1 Details

(**1**) **FX SELECT Button**: Press this button to open the **FX Settings**. While in the settings, press **FX Button 1** to access the FX Unit settings. Here, set up the FX Unit to work in either Single mode or Group mode:

- Single Mode: select one effect; the FX knobs let you control up to 4 parameters.
- Group Mode: select up to three effects as an effects chain; the FX knobs let you control one parameter per effect.

Name	Function in Single Mode	Function in Group mode
(**2**) **FX Button 1**:	Activate/deactivate the entire FX Unit.	-
(**3**) **FX Button 2**	Reset all FX parameters to their default value.	Activate/deactivate FX slot 1.
(**4**) **FX Button 3**	Depends on the selected effect.	Activate/deactivate FX slot 2.
(**5**) **FX Button 4**	Depends on the selected effect.	Activate/deactivate FX slot 3.
(**6**) **FX Knob 1**	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal for the entire FX Unit.	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal for the entire FX Unit.
(**7**) **FX Knob 2**	Controls FX parameter 1.	Control the 1st effect in the FX Unit.
(**8**) **FX Knob 3**	Controls FX parameter 2.	Control the 2nd effect in the FX Unit.
(**9**) **FX Knob 4**	Controls FX parameter 3.	Control the 3rd effect in the FX Unit.

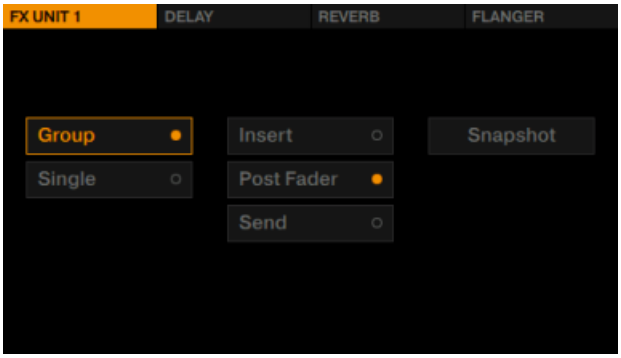
FX Unit 2 has the same layout as FX Unit 1, apart from the FX SECTION button being located in the top-right corner of the device.

4.3.2 FX SELECT Button

► Press the FX SELECT button to open the FX Settings on the adjacent display. FX1 is configured on the left display, FX 2 on the right one.

FX SELECT Button

This menu stays on the display until the FX SELECT button is pressed again. When disengaged, the FX SELECT button is dim.



FX Unit 1's FX Setup Menu

The options in these FX Settings determine how you will use the FX Units. We highly recommend you read the next section to understand what these settings do.

4.3.3 FX Unit Assignment

► In order to route a Deck's signal to an FX Unit, press the corresponding FX Assign button in the mixer channel.

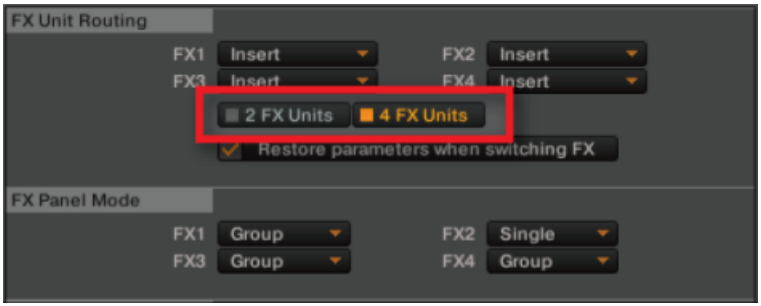
FX Assign Buttons

► In TRAKTOR's default setup with 2 FX Units, press the left FX button to assign the mixer channel to FX Unit 1. Press the right FX button to assign the channel to FX Unit 2. The FX assign buttons light up bright orange when assigned.

4.3.4 Using Four FX Units

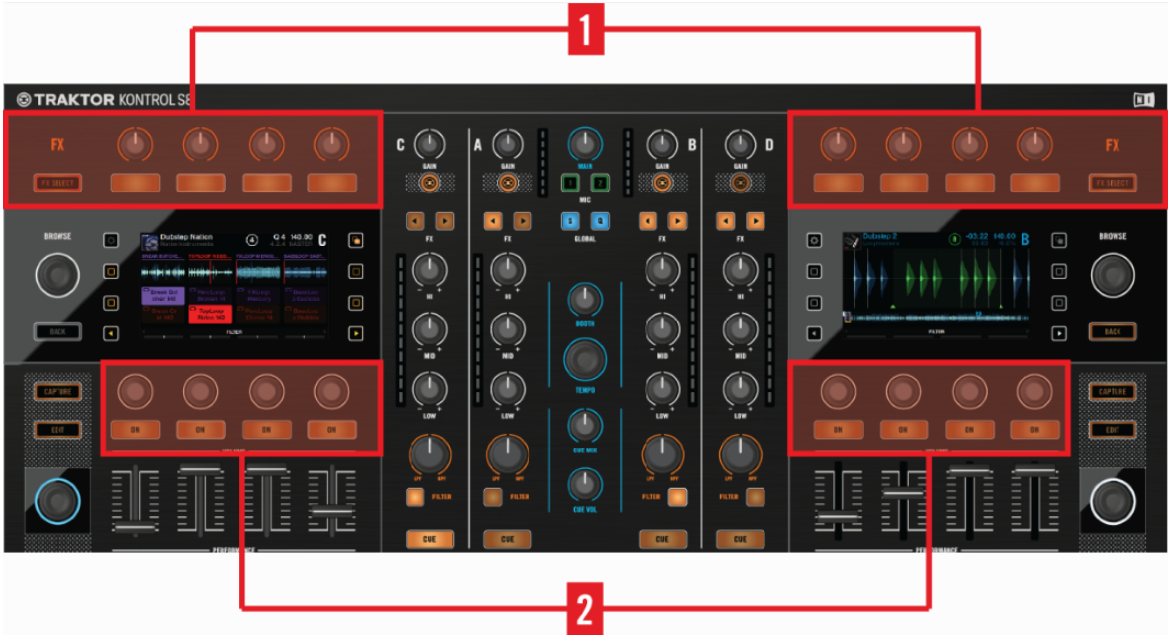
By default, TRAKTOR is set up with two FX Units. In order to use all four of TRAKTOR'S FX Units, you need to change the following setting:

► In TRAKTOR's Preferences, select *Effects>FX Unit Routing>4 FX Units*.



TRAKTOR's FX Unit Routing Preferences

If you activate 4 FX Units, S8's Performance controls are assigned to FX Units 3 and 4. They work in a fashion very similar to the dedicated controls in FX Units 1 and 2.



Controls for 4 FX Units

(1) **FX Units 1 and 2** are available in any configuration; they work as described in chapter 1.3.1

(**2**) **FX Units 3 and 4** are available once the 4 FX Units option is activated. They offer the same features as units 1 and 2 by means of the Performance controls.

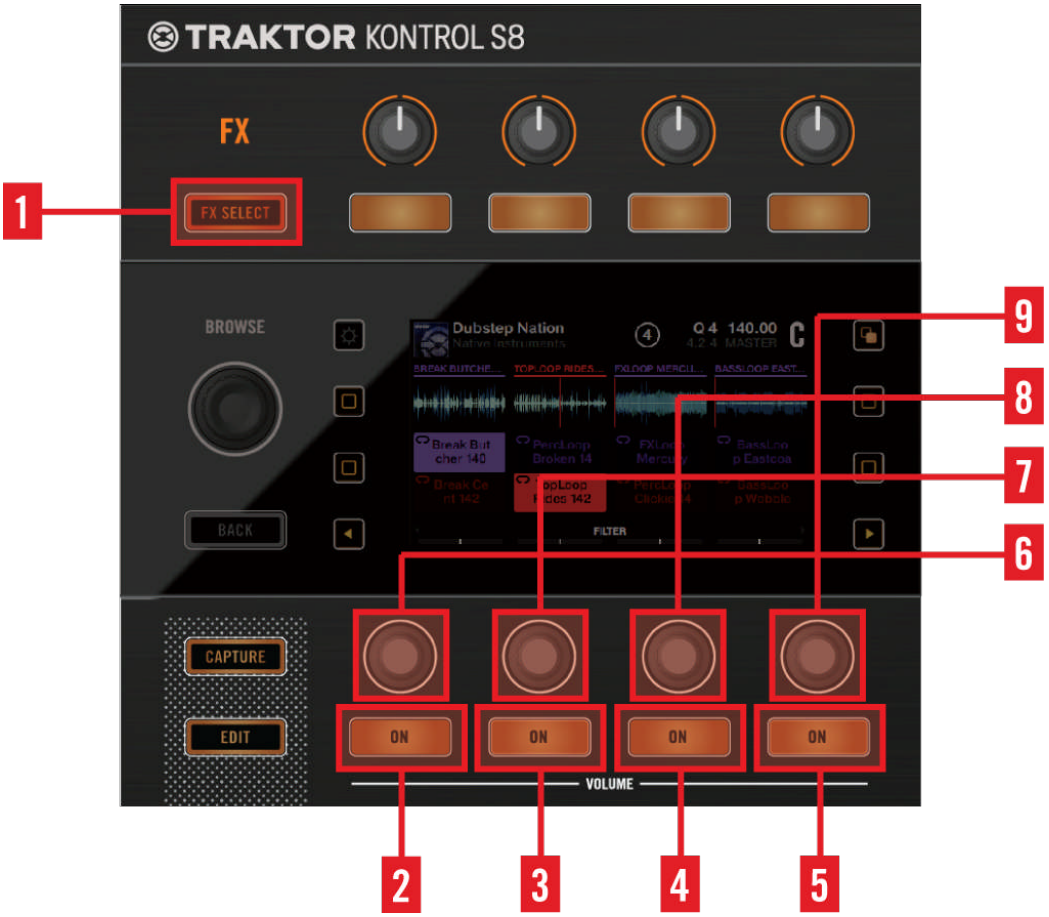
Assigning FX Units 3 and 4

To route a channel to FX Unit 3 or 4:

- ▶ Press SHIFT button + an FX assign button. The left FX assign button assigns to FX Unit 3, the right button to FX Unit 4.

Overview of FX Unit 3's Controls

Once activated in the Preferences, FX Units 3 and 4 work very much like FX Units 1 and 2. Here, S8 offers four knobs and four buttons per FX Unit, too.



FX Unit 3 Controls

(**1**) **FX SELECT button**: This button opens the FX Settings on the corresponding display. While in the FX Settings, press **ON Button 1** to access the FX Unit Settings. Here, you can set up the FX Unit to either work in Single mode or Group mode.

- Single Mode: select one effect; the Performance knobs let you control up to four parameters.

- Group Mode: select up to three effects as an effects chain; the Performance knobs let you control one parameter per effect.

Name	Function in SIngle Mode	Function in Group mode
(**2**) **ON Button 1**	Activate/deactivate the entire FX Unit	-
(**3**) **ON Button 2**	Reset all FX parameters to their default value.	Activate/deactivate FX slot 1.
(**4**) **ON Button 3**	Depends on the selected effect.	Activate/deactivate FX slot 2.
(**5**) **ON Button 4**	Depends on the selected effect.	Activate/deactivate FX slot 3.
(**6**) **Performance Knob 1**	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal of the entire FX Unit.	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal of the entire FX Unit.
(**7**) **Performance Knob 2**	Controls FX parameter 1.	Control the 1st effect in the FX Unit.
(**8**) **Performance Knob 3**	Controls FX parameter 2.	Control the 2nd effect in the FX Unit.
(**9**) **Performance Knob 4**	Controls FX parameter 3.	Control the 3rd effect in the FX Unit.

4.4 The Mixer

This is a brief overview of the mixer's layout, its function and operation. After that, the detailed hardware reference explains each and every component found in S8's mixer section.

S8's Mixer

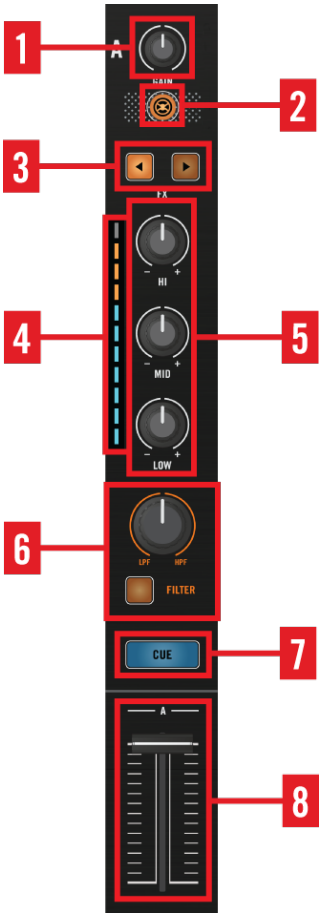
The mixer is located at the center of your S8. This is a brief rundown of its layout and signal flow:

- From left to right, the four mixer channels are labeled C, A, B, D. This puts the most-used primary Decks A and B at the center and close to the Main section and Crossfader.
- Each channel receives its input signal from TRAKTOR's corresponding virtual Deck or, alternatively, from an external source (e.g. turntables, CD players, or a microphone) via the inputs on S8's rear panel.

- Each channel has a dedicated Fader to smoothly fade into and out of the mix going out the Main out.
- The Crossfader fades between left and right sides. Each channel can be assigned to one of the sides via dedicated switches on S8's front panel.
- The Crossfader feeds into the Main section which routes the signal to MAIN, BOOTH and CUE outputs.
- Also in the Mixer's Main section, you can set the global TEMPO and turn on/off **Snap** and **Quantize**

4.4.1 Mixer Channel

All mixer channels are laid out identically. Let's have a look at one of them.



Mixer Channel Details

From top to bottom, a mixer channel consists of the following controls:

(**1**) **GAIN knob**: controls the level directly after the channel input so you can adjust the relative levels between Decks.

(**2**) **TRAKTOR button**: switches between TRAKTOR mode and Direct Thru mode per channel. For more details about Direct Thru Mode, refer to ↑4.4.1.2, TRAKTOR Button.

(**3**) **FX Assign buttons**: assign a channel to an FX Unit. A channel can only be assigned to an FX Unit when it's in TRAKTOR mode (indicated by the TRAKTOR button lighting up bright orange).

(**4**) **Input level meter**: each channel has a dedicated Input level meter that displays the signal level before the channel fader. Adjust the level with the GAIN knob on top of the channel so your channel level only reaches the first orange segment with the loudest peaks.

(**5**) **EQ** (HI, MID, LOW) **knobs**: control the frequency balance. This works in both TRAKTOR mode and Direct Thru mode.

(**6**) **FILTER knob**: controls a Filter (HPF or LPF) effect once activated via the FILTER button. This works in both TRAKTOR mode and Direct Thru mode.

(**7**) **CUE button**: allows you to audition the channel's signal on your headphones via the cue.

(**8**) **channel fader**: lets you smoothly fade a channel into to the mix. This works in both TRAKTOR mode and Thru mode.

4.4.1.1 GAIN Knob

The GAIN knob controls the level a channel receives from the corresponding Deck or audio input.

GAIN Encoder

► Adjust the levels of tracks you want to mix or cross-fade between by turning the tracks' GAIN knobs in order to avoid differences in loudness when mixing.


GAIN is applied after the INPUT and conversion to digital. So if you connect a turntable or any other external device and your channel level meter is constantly moving beyond the four orange segments with the GAIN knob in center position, dial back that device's output level until only the loudest passages reach the orange range of the Input level meter.

4.4.1.2 TRAKTOR Button

Use this button bearing the TRAKTOR logo to switch channel between **TRAKTOR** and **Direct Thru mode**.

TRAKTOR Button

Direct Thru mode allows you to use S8 as a stand-alone 4 channel mixer to mix turntables, CD-Players and other sources, apply EQ and Filter to each channel and route it to the outputs.

TRAKTOR Button	S8 Channel	TRAKTOR Deck	Audio source
TRAKTOR mode	Connected to TRAKTOR	Track Deck	TRAKTOR Deck
"	"	Remix Deck	TRAKTOR Deck
"	"	Live Input	External source
Direct Thru mode	Thru mode	Direct Thru	External source

If you're using the S8 without a computer connected, as a stand-alone mixer, the TRAKTOR buttons are off. Since you can still assign microphones to any of the channels, pressing the TRAKTOR button makes it light up bright green to indicate that the channel's audio is now being received from the microphone input.

For information about setting up and using a microphone when the S8 is in Thru mode, refer to section ↑5.6, Connecting Microphones A detailed look at using the S8 as a stand-alone DJ mixer in Thru mode is provided in chapter ↑4, Hardware Reference.

4.4.1.3 FX Assign Buttons

Each channel offers two FX Assign buttons which activate routing through TRAKTOR's FX Units. Press the left one to route the channel to FX Unit 1, the right one to route to FX Unit 2.

FX Assign Buttons

These assignments aren't mutually exclusive, so you can send signal to either one or both FX Units at the same time.

If you activate both FX assign buttons, your track will first run through FX1, then FX2.

TRAKTOR's FX only work if a channel is set to TRAKTOR mode. If you need to run an external device through TRAKTOR's FX, set it to TRAKTOR mode and choose the Live Input Deck flavor.

Assigning FX Units 3 and 4

TRAKTOR supports up to 4 FX Units. Activate the two additional FX Units in TRAKTOR's preferences: *Preferences > Effects > FX Unit Routing > 4 FX Units.*

To assign a channel to FX Unit 3 or 4:

- ► Press SHIFT + FX assign button. The left button assigns to FX Unit 3, the right one to FX Unit 4.
- ► Control FX Units 3 and 4 via S8's Performance knobs and buttons.

4.4.1.4 EQ Knobs

Each channel sports a 3-band **EQ section**: HI, MID and LOW knobs allow you to restore the tonal balance between different tracks by increasing or decreasing the corresponding frequency band's volume.

EQ Section

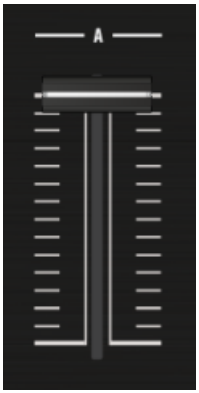
At the center position, the knobs have a detent, marking the position where no tonal change occurs.

S8's internal EQ sounds identical to the Z ISO which is the default in the TRAKTOR software.

TRAKTOR provides you with various types of EQ, each of them with its own “personality.” You can choose the EQ type in *Preferences > Mixer > EQ Selection*. For more info, please refer to the TRAKTOR 2 Manual.

4.4.1.5 Channel Fader

The **channel fader** controls the channel’s level being sent to the Crossfader and MAIN OUT.



Channel Fader

Use the fader to smoothly fade a channel into your mix.

A channel's fader setting doesn't affect its volume in the CUE - use the GAIN knob to balance its relative level and then pull the faders up to fade in.

4.4.1.6 Channel Meter

Use the **channel meter's** visual feedback to set up the optimal signal level. If your source is a TRAKTOR Deck, simply adjust the GAIN knob.

If you connect external turntables or CD Players, use their volume knobs to set the correct channel level. If S8's input starts clipping, lowering GAIN will make the channel more quiet, but it won't resolve clipping at the input.

Increase level so that you get a steady movement of the blue segments and so that the loudest passages just barely push the level meter into the orange range. Don't worry, the MAIN output has massive reserves to drive the P.A. even if you don't push the input as hard as you can.

4.4.1.7 FILTER Button and FILTER Knob

The FILTER button is an on/off switch for the on board dual-mode filter.

FILTER Section

To activate it, press the FILTER button. Then turn the FILTER knob to adjust the filter frequency.

- Turn the knob to the left of the center position to activate a low-pass filter, which gradually attenuates more and more of the high frequencies.
- Turn the knob to the right to increasingly remove low frequencies.

Even if the FILTER button is engaged, when the FILTER knob is in its center position, no filter is applied.

TRAKTOR provides you with different types of dual-mode filters. You can choose the filter type in the *Preferences > Mixer > Filter Selection*. For more info, please refer to the TRAKTOR 2 Manual.

4.4.1.8 CUE Button

Press the CUE button to send the channel's signal to the cue channel in order to audition it over your headphones.

CUE Button

The channel fader doesn't affect the channel volume in the CUE. So please keep it down until you're ready to fade the channel into your MAIN mix.

For a practical tutorial on using headphone controls in the mix, please refer to section ↑2.7.3, Using Headphones to Prepare the Mix.

4.4.2 Mixer Main Section

This chapter gives a brief overview of the Mixer's Main section first and then an explanation of every control element.

Mixer Main Section Details

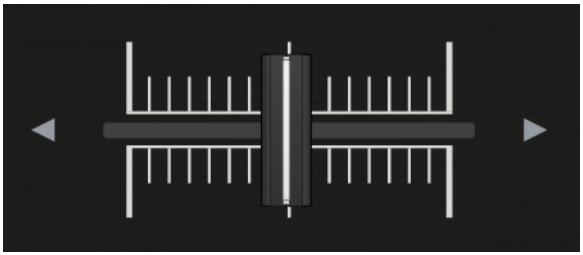
(**1**) **Crossfader**: controls the mix between the channel(s) assigned to its left and right side. Each channel can be assigned to either side of the Crossfader with the **Crossfader Assign Switches** located on the front panel (refer to section ↑4.6, The Front Panel for more information). The cross-fading behavior can be adjusted with the XF CURVE knob on S8's front panel (refer to section ↑4.6.3, Crossfader Curve Knob for more information).

(**2**) **CUE VOL knob**: controls the headphone level for both headphone connectors on the front panel.

- (**3**) **CUE MIX knob**: balances your headphone mix between the signal going out to the MAIN and the CUE. Audition a new track in your CUE and raise the channel's GAIN until the mix of both tracks sounds good when the CUE MIX is in center position. That way, when you actually mix it into the MAIN, you can be certain that it blends well.
- (**4**) **TEMPO encoder**: controls the global tempo. Only Decks operating in TRAKTOR mode can sync to the global tempo.
- (**5**) **BOOTH knob**: controls overall volume of the signal being sent to the BOOTH OUT.
- (**6**) **GLOBAL section**: allows you to enable and disable TRAKTOR's **Snap** and **Quantize** functions.
- (**7**) **MIC assignment buttons**: allow you to assign microphone inputs to mixer channels.
- (**8**) **MAIN knob**: controls the overall volume of the signal being sent to the MAIN OUT.

4.4.2.1 Crossfader

The Crossfader controls the mix between the channel(s) assigned to its left and right side via the **Crossfader Assign Switches** on S8's front panel.



The Crossfader

Adjust the cross-fading behavior to fit your performance via the XF CURVE knob:

The XF CURVE knob.

- **Smooth transitions and mixing tracks:** Turn XF CURVE all the way to the left. The cross-fading works gradually, which means that with the Crossfader in its center position, the left and right sides are mixed equally.
- **Scratching and Effects:** Turn XF CURVE all the way to the right. The Crossfader works almost like a switch at its left and right ends.

4.4.2.2 CUE VOL Knob

The CUE VOL knob adjusts the volume of the headphone output.

The CUE VOL Knob

S8's high power headphone amps deliver enough volume even in loud environments. So please be careful and start with a low setting.

4.4.2.3 CUE MIX Knob

The CUE MIX knob determines whether you hear the main mix only, the cue channel only, or a mix of both signals in your headphones.

CUE MIX Knob

- Pre-hear a new track in your CUE and raise the channel's GAIN until the mix of both tracks sounds good when the CUE MIX is in center position. That way, when you actually mix it in to the MAIN, you can be certain that it blends well.

4.4.2.4 TEMPO Encoder

The central TEMPO knob controls **TRAKTOR's Tempo Master** in BPM. All synced Decks automatically follow tempo changes.

TEMPO Encoder

The TEMPO encoder changes tempo in increments of .01 BPM. Hold SHIFT to change in increments of 1 BPM.

A shortcut provides tempo control functionality via the Deck's display.

Please note: you can only set an individual tempo for un-synced Decks. If you adjust a synced Deck's tempo, the Tempo Master BPM and changes accordingly.

So for behavior similar to using a dedicated Tempo slider, make sure the Deck isn't synced.

1. Press the left-hand upper **Display Button** to open the BPM pop-up.
2. Turn the BROWSE knob to adjust **MASTER** tempo in .01 BPM increments. To adjust in full BPM steps, hold SHIFT while turning the knob.

→ The Track/Remix content playback speed is adjusted.

Opening The Deck Tempo Pop-Up

If you need to manually sync a Deck to an external source like a turntable, use the tempo adjustment in combination with the Deck's touch strip as described in section ↑3.1, Using Touch Strip.

Note that for Decks which are either set as the MASTER Deck or are synced to MASTER, S8 displays MASTER CLOCK BPM. If the Deck in focus is not in sync with TRAKTOR's Master Clock, the BPM overlay shows the Track Deck's or Remix Deck's individual BPM.

The BPM overlay can only be accessed on Track- or Remix Decks.

4.4.2.5 BOOTH Knob

The BOOTH knob allows you to send the MAIN signal to a second set of loudspeakers via the BOOTH OUT connectors and control their volume independently of the volume set by the VOLUME knob. One common use is to have your own monitor speakers on stage, so you can control their volume independently from the venue's P.A. system.

BOOTH Knob

The BOOTH knob works the same regardless of whether the mixer is being used in TRAKTOR mode, with a mixed setup, or as a stand-alone mixer.

4.4.2.6 GLOBAL Section

Snap and **Quantize** modes can be enabled/disabled directly from the S8 by pressing the corresponding buttons S and Q buttons in the GLOBAL section.

GLOBAL Section

These S8 controls only affect TRAKTOR's Decks.

Snap Button

The Snap button, labeled S, allows you to activate/deactivate Snap mode. With Snap mode active, every Cue Point or Loop Point you set will snap to the closest beat.

Quantize Button

The Quantize Button, labeled Q, allows you to activate/deactivate Quantize mode. With Quantize active, all skip actions within a track (Hotcues, Beatjumps, etc.) are beat-accurate.

If you trigger a jump before a beat, TRAKTOR delays the action so that the effect occurs on the beat. This way, your track always stays in sync, allowing a perfect real-time remixing.

4.4.2.7 MIC 1 and 2 Buttons

S8 features MIC 1 and 2 inputs which allow you to connect dynamic microphones and route them through TRAKTOR's effects and mixer by means of Live Input Decks.

MIC 1 and 2 Buttons

The MIC inputs are assigned to Deck C and D by default.

MIC inputs can only be activated on Decks which are currently not playing back, as they switch to Live Input mode in the process.

- ► Press a MIC (1 or 2) button to activate the connected microphone. In response, the MIC button and the assigned channel's TRAKTOR button light up bright green when enabled.
- ► If the microphone can't be activated in the assigned channel, the TRAKTOR and MIC buttons flash alternately.

Changing the channel assignment

1. Check the assignment by holding the MIC 1/2 button. The assigned channel's TRAKTOR button lights up bright green. All channels you can assign the MIC to are marked dim green.
2. Hold the MIC (1 or 2) button you wish to re-assign.
3. Press another channel's TRAKTOR button to assign the microphone to it.

→ If the assignment is successful, the newly assigned channel's TRAKTOR button lights bright green.

For more information on connecting a microphone and setting up your S8 accordingly, refer to section ↑5.6, Connecting Microphones.

4.4.2.8 MAIN Knob

The MAIN knob controls the overall output level of your mix going to your S8's MAIN OUTs.

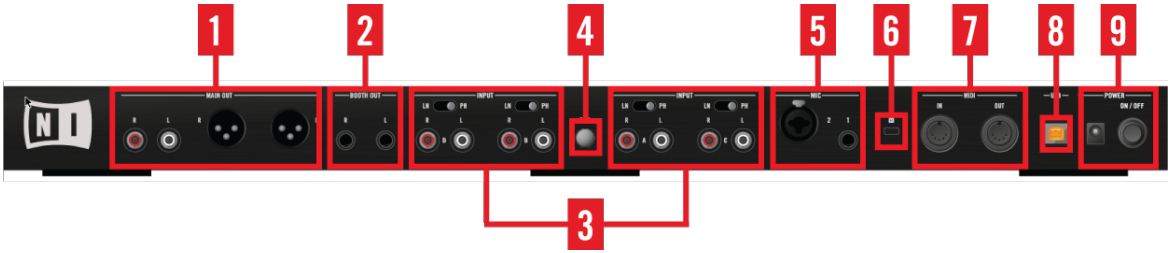
MAIN Knob

The LED meters to the left and right show the output level. If the MAIN knob is turned left (towards its minimum value), the associated main level meters will go down too.

Adjust the MAIN knob so that the loudest passages of your performance stay in the upper part of the blue area without exceeding the orange LEDs

4.5 The Rear Panel

The rear panel holds numerous connectors you can use to connect additional equipment such as active speakers, microphones, turntables, or CD players.



Rear Panel Sections

(**1**) **MAIN OUT**: connects to the main P.A..

(**2**) **BOOTH OUT**: connects to a second pair of speakers, typically for use on stage.

(**3**) **INPUT CHANNELS A-D**: connect to e.g. CD-Players or turntables.

(**4**) GND (**Ground post**): When using a turntable, attach its ground lead here to avoid hum.

(**5**) **MIC inputs**: run up to two microphones through TRAKTOR or S8's mixer.

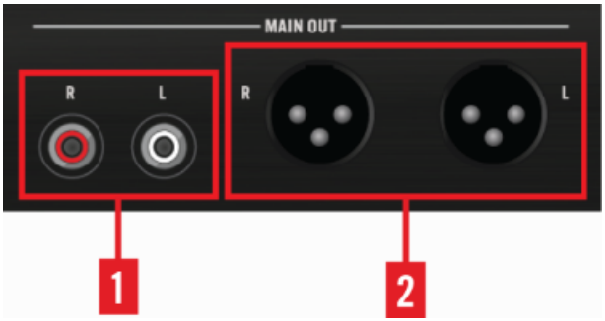
(**6**) **Kensington lock slot**: Attach your Kensington lock here to protect your device against theft.

(**7**) **MIDI IN/OUT sockets**: connect external MIDI devices for sync.

(**8**) **USB socket**: connect S8 to your computer here.

(**9**) **POWER section**: connect the power supply and switch S8 on and off here.

4.5.1 MAIN OUT



MAIN OUT Section

The MAIN OUT section offers two sets of output sockets:

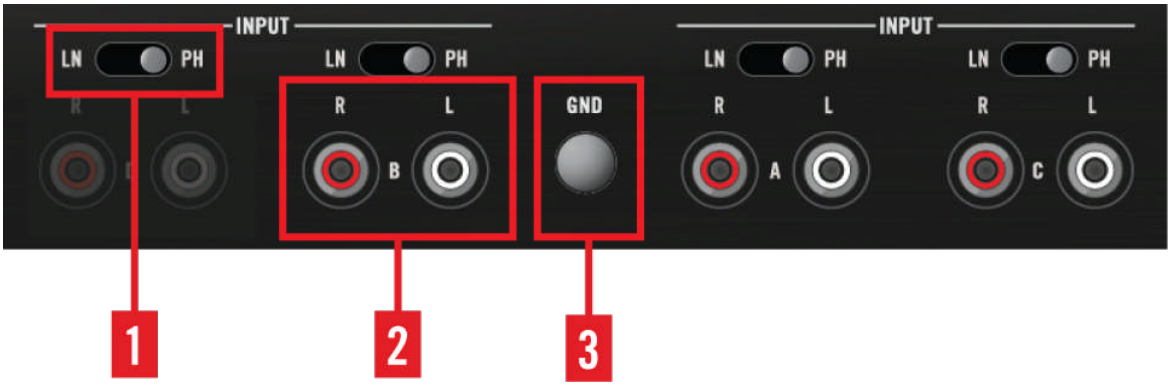
- (**1**) **Unbalanced RCA**: connect the RCA outputs to practice with your home stereo or to another DJ mixer or recording device.
- (**2**) **Balanced XLR**: the balanced XLR outputs allow you to connect professional-grade cables which are much more resistant to electrical interferences than unbalanced cables, especially over longer distances. Connect XLR cables from the S8 to your active speakers or power amp.

4.5.2 BOOTH OUT

BOOTH OUT Section

The quarter-inch balanced BOOTH outputs carry the same signal as the MAIN OUT connectors mix. The most common use for these outputs is connecting additional speakers on stage. Adjust the BOOTH OUT's level with the dedicated BOOTH knob located in the center of S8's mixer.

4.5.3 External INPUTs



RCA INPUT Section

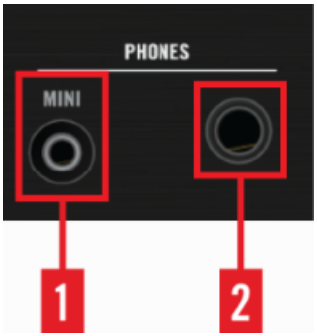
The INPUT Channel A-D connectors allow you to integrate your turntables, CD players, or any external audio source you want to use during your performance. This section contains:

- (1) **LINE/PHONO switch**: depending on the device you connect, set this switch to LN or PH. Turntables usually require PH, all line level audio sources LN.

- (**2**) **Line/Phono Inputs RCA sockets**: turntables, CD players, and live level audio sources can be connected to these inputs using an RCA cable.
- (**3**) **Ground post**: connect your turntables' grounding leads here to avoid humming noise.

For more information on using the S8 in combination with turntables (or CD players), and TRAKTOR SCRATCH PRO 2 refer to section ↑5, Common Setups.

4.5.4 MIC Input Section



MIC Input Section

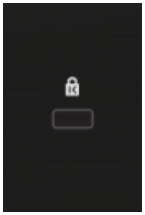
The MIC section provides two microphone inputs:

(**1**) **MIC 1 input** (**unbalanced**): connect your microphone here via a standard 6.3mm (or 1/4-inch) connector.

(**2**) **MIC 2 input** (**balanced TRS**): connect your microphone to this input via either XLR or balanced 6.3mm (or 1/4-inch) connector.

For more information on connecting a microphone and setting up your S8 accordingly, refer to section ↑5.6, Connecting Microphones.

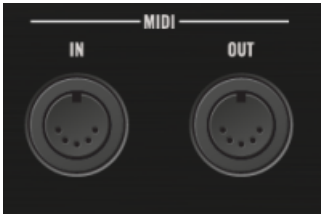
4.5.5 Kensington Lock Slot



Kensington Lock Slot

Use a Kensington-slot compatible lock to lock your S8 to a heavy object like a table to prevent theft.

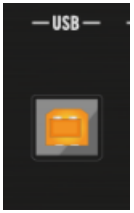
4.5.6 MIDI Connectors



MIDI Connectors

Connect external MIDI devices for sync.

4.5.7 USB Connector

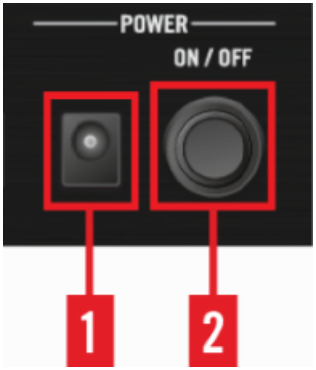


USB Connector

Connect S8 to your computer here, using the included USB cable. The connection is USB 2, but is compatible to USB 3 ports and protocol.

> Due to the large amounts of data transmitted to the TRAKTOR KONTROL S8, it may not work properly when connected to a USB hub. Make sure to connect S8 directly to a USB port on your computer if possible.

4.5.8 POWER Section



POWER Section

In the POWER section, you make the connection to the power supply and to your computer:

- (**1**) **Power Supply connector** (**15V - 2.66 A**): connect the included power supply.
- (**2**) **ON/OFF switch**: press this switch to turn your device on or off.

> Using any power supply other than the included can cause power-related issues and ultimately damage S8.

> Before you use the power supply and connect to the S8, please refer to the TRAKTOR KONTROL S8 IMPORTANT SAFETY INSTRUCTIONS leaflet (included in the box). This leaflet explains how to attach the specific adaptor plug for your region.

4.6 The Front Panel

This section gives an overview of the elements on S8's front panel, then describes the connectors, switches, and knobs in more detail.

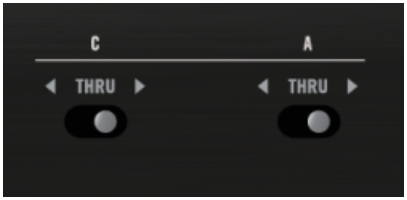
S8's Front Panel

(**1**) **Crossfader Assign switches**: assigns a channel to either side of the Crossfader.

(**2**) **Crossfader Curve Knob**: adjusts the cross-fading behavior.

(**3**) **PHONES Section**. connect headphones here.

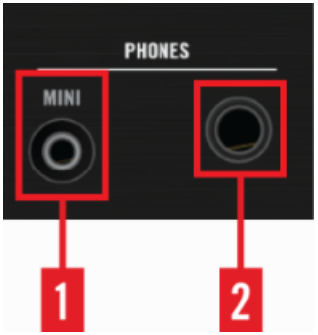
4.6.1 Crossfader Assign Switches



Crossfader Assign Switches

Each channel can be assigned to either the left or right side of the Crossfader. The center position (THRU) bypasses it altogether.

4.6.2 PHONES Section



PHONES Section

The PHONES section offers two headphones connectors. You can audition tracks via the CUE, as well as listen to the MAIN mix.

(**1**) **Small Headphone Jack**: Connect 3.5 mm (1/8-inch) stereo headphone plugs.

(**2**) **Large Headphone Jack**: Connect 6.3 mm (1/4-inch) stereo headphone plugs.

Adjust the Headphone levels with the CUE VOL knob on S8's top panel.

4.6.3 Crossfader Curve Knob

XF CURVE Knob

This knob changes the crossfader curve. Different scenarios require different curves:

Smooth transitions and mixing tracks: Turn XF CURVE all the way to the left. The cross-fading works gradually, which means that with the Crossfader in its center position, the left and right sides are mixed equally.

Scratching and Effects: Turn XF CURVE all the way to the right. The Crossfader works almost like a switch at its left and right ends.

You can also customize the fading curve of the Crossfader in *Preferences > Mixer > Crossfader*. Refer to the TRAKTOR 2 Manual for more info.

5 Common Setups

In addition to being a fully integrated TRAKTOR controller and audio interface, S8 can work in a mixed setup with turntables or CD players and can even serve as a pure 4-channel DJ mixer without any connection to TRAKTOR.

This chapter provides setup information for these different scenarios as well how to connect microphones.

In order to make use of TRAKTOR's SCRATCH functionality by using the external audio sources turntables or CD Players, additional Timecode vinyl or CDs are required. These forms of media are not included in the S8 product box, but can be purchased separately from the Native Instruments website: www link to website)

Prerequisites

- The TRAKTOR SCRATCH PRO 2 software is installed and activated as described in the TRAKTOR KONTROL S8 Setup Guide.
- The S8 is set up as described in the TRAKTOR KONTROL S8 Setup Guide.
- The S8 is switched off and its Power Supply is disconnected to the power socket.
- The amplification system or active speakers connected to the S8 are switched off.
- All channel faders and volume knobs on the S8 are turned to minimum position.

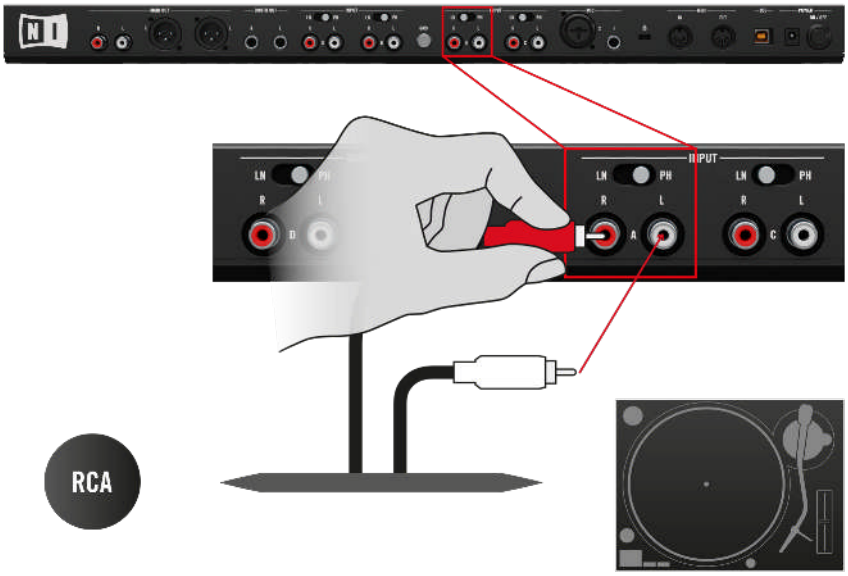
If you intend to connect turntables to the S8 refer to section ↑5.1, Connecting Turntables.

If you intend to connect CD Players to the S8 refer to section ↑5.2, Connecting CD Players.

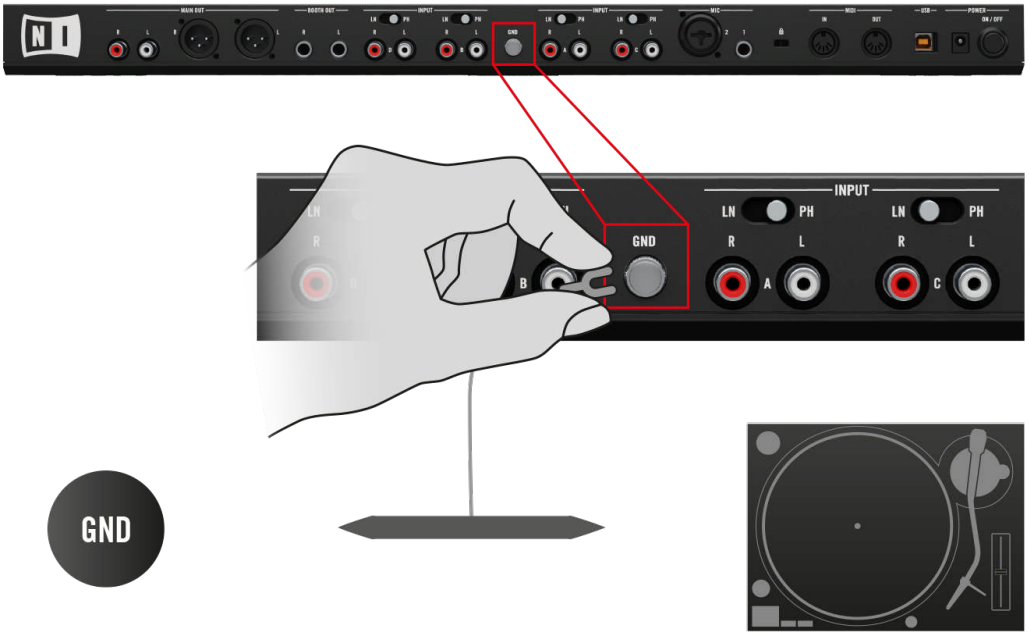
5.1 Connecting Turntables

To connect your turntables for use as an external audio sources to the S8:

1. Connect your turntables to any of the Line/Phono INPUTS of channels A – D on the rear panel of the S8 using a stereo RCA cable.



2. Attach the ground wires of your turntables to the ground post GND on the rear panel of the S8.



3. Set the respective channel's LINE/PHONO switch to PH.

→ The turntables are ready for use.

> The channel meter displays the input level independently of the channel fader setting. Ideally, always set input level with the channel fader all the way down.

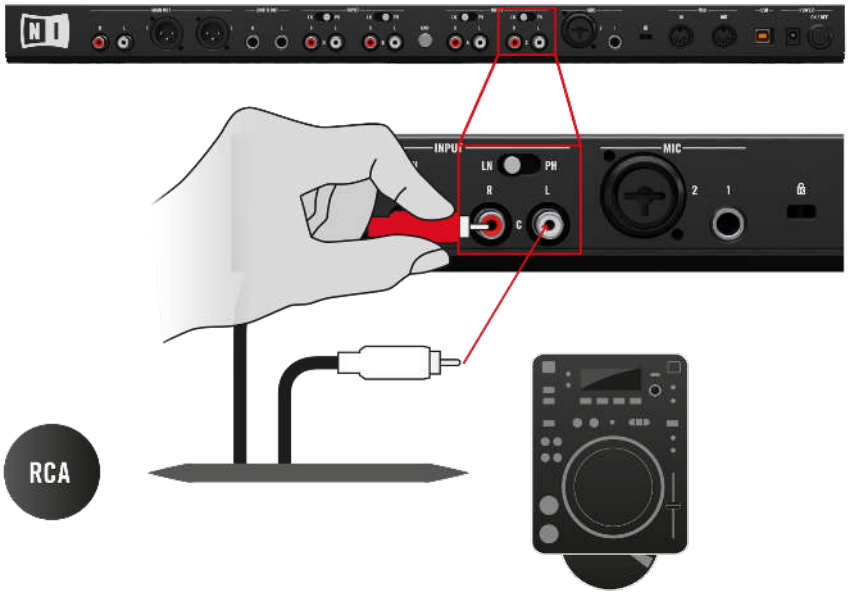
If you want to use your turntables with the S8 as stand-alone DJ mixer, refer to section ↑5.5, Using Your S8 as a Stand-alone DJ Mixer.

If you want to use your turntables with Timecode control, refer to section ↑5.4, Integrating External Sources as TIMECODE Controls.

5.2 Connecting CD Players

To connect your CD players for use as an external Audio sources to the S8:

1. Connect your CD players to any of the Line/Phono INPUTS of channels A – D on the rear panel of the S8 using a stereo RCA cable.



2. Set the respective channel's LINE/PHONO switch to LN.

→ The CD players are ready for use.

The channel meter displays the input level independently of the channel fader setting. Ideally, always set input level with the channel fader all the way down.

If you want to use your CD players with the S8 as stand-alone DJ mixer, refer to section ↑5.5, Using Your S8 as a Stand-alone DJ Mixer.

If you want to use your CD players with Timecode control, refer to section ↑5.4, Integrating External Sources as TIMECODE Controls.

5.3 Integrating External Audio Sources in your TRAKTOR Workflow

With turntables or CD players connected to a channel, you can either route them through TRAKTOR in order to add FX via a Live Input Deck, or mix them directly in S8's mixer in Direct Thru mode.

By pressing the respective channel's TRAKTOR button, you can switch between Live Input mode and Direct Thru mode in real time. While FX can only be assigned in Live Input mode, the 3-band EQ and Filter are available in both.

5.4 Integrating External Sources as TIMECODE Controls

As soon the turntables or CD Players are connected to the S8 as described in the section above, you need to finalize your TRAKTOR SCRATCH setup.

For a detailed description of how to work with TRAKTOR SCRATCH PRO 2, please refer to chapter 12 in the TRAKTOR Manual document.

5.4.1 Final Preparations with Turntables

To finalize your TRAKTOR SCRATCH setup with the S8:

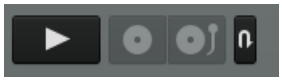
1. Connect the S8's Power Supply to the Power socket.
2. Switch on the S8.
3. Switch on your amplification system or active speakers.
4. Start TRAKTOR SCRATCH PRO 2 on your computer.

5. For the designated SCRATCH Decks, press the TRAKTOR buttons on the S8 to enable TRAKTOR mode. This is essential to engage SCRATCH Control.

6. In the TRAKTOR software, click on the downwards pointing arrow below the deck letter.

7. Select *Scratch Control* in the drop-down menu.

On TRAKTOR's Decks the CUE and CUP buttons will be exchanged by Absolute mode and Relative Mode buttons.



8. Put the TIMECODE Control Vinyls on your turntables.
9. Use the S8 to load tracks into the Decks you have just assigned to *Scratch Control*.
10. Start the turntables, and drop the needles on the TIMECODE Control Vinyl.

→ The calibration process is then performed automatically when you put the needle on the control vinyl for the first time.

5.4.2 Final Preparations with CD Players

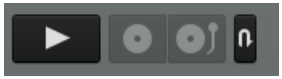
To finalize your TRAKTOR SCRATCH setup with the S8:

1. Connect the S8's Power Supply to the Power socket.
2. Switch on the S8.
3. Switch on your amplification system or active speakers.
4. Start TRAKTOR SCRATCH PRO 2 on your computer.
5. For the designated SCRATCH Decks, press the TRAKTOR buttons on the S8 to enable TRAKTOR mode. This is essential to engage SCRATCH Control.

6. In the TRAKTOR software, click on the downwards pointing arrow below the deck letter.

7. Select *Scratch Control* in the drop-down menu.

On TRAKTOR's Decks the CUE and CUP buttons will be exchanged by Absolute mode and Relative Mode buttons.



8. Insert the Control CDs in your CD players.
9. Use the S8 to load tracks into the Decks you have just assigned to *Scratch Control*.
10. Trigger playback of the tracks using the CD players.

→ The calibration process is then performed automatically when you trigger playback for the first time.

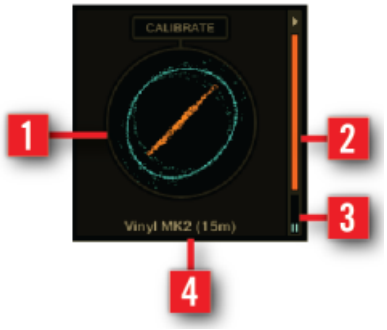
5.4.3 Successful Calibration

TRAKTOR detects which Timecode medium you are using, verifies the signal quality, and if the signal quality is adequate completes the calibration phase. From then on, the software platters will rotate at the speed of the turntables; and the motion of the record will be followed exactly. In general, we recommend always checking the Scope panel when setting up TRAKTOR SCRATCH PRO 2 to ensure Timecode control is working properly. This is especially important if the deck platters do not follow the movement of your turntables or CD players as expected.

You can **open the Scope panel** by clicking on the platter, or, if the platter is not shown in the software, by clicking on the small arrow (minimize button) above the Timecode quality meter.

The small arrow (minimize button) above the quality meter will also minimize the Scope panel if you would rather have a larger view of the track waveform.

The diagram below shows an example of a successful calibration with control vinyl, and the four useful indicators shown in the Scope panel:



The four indicators on the Scope panel.

(**1**) The central Scope with a circular representation of the incoming Timecode signal. In a successful calibration there is a blue outer circle and an orange diagonal line.

(**2**) The orange quality meter is on the right side. In a successful calibration this is fully orange.

(**3**) The small stereo input level meter is on the bottom right. In a successful calibration these two channels are about halfway up.

(**4**) The status information at the bottom in the center.

In addition, the CALIBRATE button resets Timecode calibration. This is executed automatically when starting TRAKTOR.

Successful calibration using a Control MK2 CD

If you wish to use a mixed setup of one turntable and one CD player, simply connect them as explained above. Remember to ensure that the LINE/PHONO switches are set accordingly, and your chosen mixer channels have their TRAKTOR buttons illuminated bright orange —to indicate they are set to TRAKTOR mode.

If you have followed the information in this chapter and are still having difficulty getting the timecode vinyl or CD to successfully calibrate your decks, you will find detailed information on TRAKTOR SCRATCH and helpful troubleshooting information contained in the TRAKTOR 2 Manual.

5.5 Using Your S8 as a Stand-alone DJ Mixer

As soon the turntables or CD Players are connected to the S8 as described in the section above, you need to finalize your stand-alone DJ Mixer setup:

Prerequisites

- The S8 is not connected to your computer.

Final preparations

1. Connect the S8's Power Supply to the Power socket.
2. Switch on the S8.
3. Switch on your amplification system or active speakers.
4. Assign the channels to the Crossfader sides to the respective Decks.
5. Turn on your turntables or CD Players.
6. Put the vinyl on your turntables or insert CDs into your CD Players.
7. Start mixing.
8. Slowly turn up the MAIN knob until the volume is at the desired level.

→ The S8's corresponding channel meters will illuminate to show the audio signal they are receiving.

If you still can't hear anything, check that:

- The GAIN knobs (at the top of channels A - D) are raised.
- The channel faders are raised.

- The FILTER and EQ band knobs (HI, MID, LOW) are in center position.

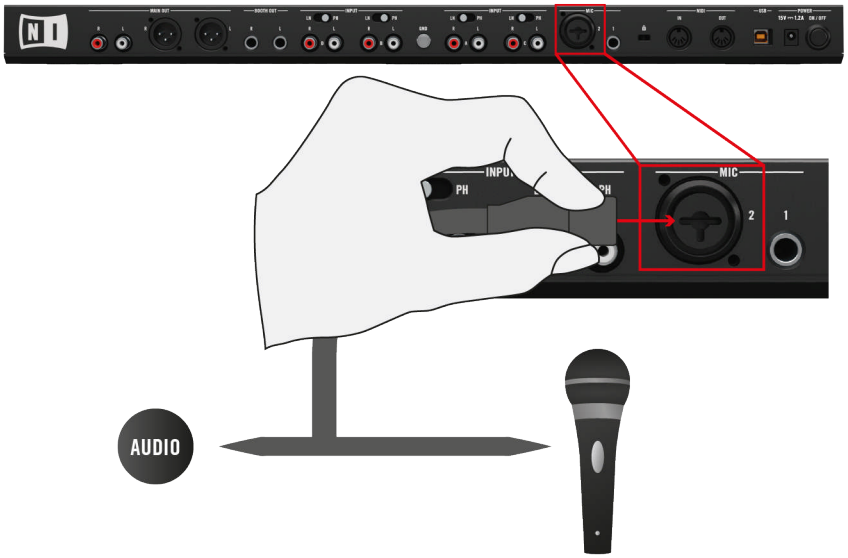
Although you can change TRAKTOR's internal EQ and filter characteristics, it is not possible to change the hard-wired EQs and filters in the S8.

5.6 Connecting Microphones

Connecting a microphone allows you to expand the scope of your performance. Not only can you talk to your audience or integrate a beat boxing routine, but you can also process your vocals or that of a vocal artist with TRAKTOR's internal FX. For connecting microphones to the S8 and assigning them to channels, read the following section.

To connect microphones to your S8:

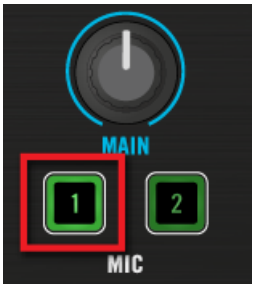
► Plug your microphone(s) into the MIC 1 or MIC 2 sockets on the rear panel of the S8.



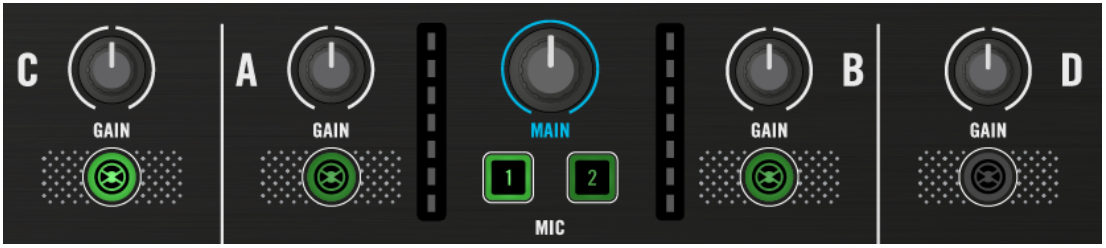
5.6.1 Checking Microphone Assignments

By default, the S8 assigns MIC 1 to mixer channel C, and MIC 2 to channel D. You can check the assignment of i.e. microphone 1 by the following action:

► Hold the MIC 1 button.



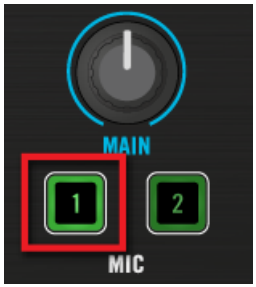
→ Channel A and B's TRAKTOR buttons light up dim green, indicating that the MIC is assignable to them. Channel D's button is off, indicating the channel which MIC Input 2 is already assigned to. Channel C's TRAKTOR button lights up bright green, indicating the current assignment.



5.6.2 Assigning a Microphone to another Channel

S8's two MIC Inputs can be freely assigned to any of the four channels. To assign the microphone 1 i.e. from Channel C to Channel A:

1. Hold the MIC 1 button.



Channel A and B's TRAKTOR buttons light up dim green, indicating that the MIC is assignable to them.

2. Press channel A's TRAKTOR button.

3. Let go the MIC 1 button.

→ You have now assigned the MIC 1 input to channel A.

> You cannot assign two MIC ins to the same channel. If you need to assign a MIC input to a channel which already has a MIC input assigned to it, re-assign the second MIC input first.

5.6.3 Switching between Live Input and Direct Thru

After assigning the MIC Input to a channel, that channel is automatically set up to be a Live Input.

► Press the channel's TRAKTOR button to toggle between sending the MIC signal into TRAKTOR (Live Input) and mixing it directly inside S8's mixer (Direct Thru).

In Live Input mode, you can process your microphone signal with TRAKTOR's FX Units, allowing you to add performance effects.

In Direct Thru mode, the microphone signal is not sent to the computer. Instead, it is mixed directly in S8's mixer, solving any latency issues you might have at the expense of not being able to add FX.

In Direct Thru mode, TRAKTOR's FX Units don't have any effect on the signal, but the 3-band EQ and the Filter are still available.

5.6.4 Activating a MIC Input

Before activating the microphone for the first time, please lower the channel fader to prevent sudden bursts of noise from your speakers or headphones when activating the MIC Input.

→ The microphone is ready for use.

Deactivating a Microphone

With MIC Input 1 active:

► Deactivate the microphone by pressing the MIC 1 button again.

6 S8 Preferences

Once configured via the Setup Wizard, a dedicated pane for S8 is added to TRAKTOR's Preferences window, which lets you configure the behavior of the touch controls, as well as overall LED brightness for the back-lit buttons and the Loop and Beatjump Sizes assigned to each Deck's pads.

The S8 pane in TRAKTOR's Preferences

6.1 Restore Default

This button recalls all factory default settings for the TRAKTOR KONTROL S8 and lets you choose its basic deck configuration via the Setup Wizard.

6.2 Touch Controls

Due to a number of controls being sensitive to touch, TRAKTOR lets you decide if you prefer to activate their respective functions at the press of a button or at the touch of the corresponding control.

- Auto Open Browser on Touch: If activated, touching a BROWSE knob will open the Browser, after letting go, it will automatically close. If deactivated, press the BROWSE knob to open the Browser.
- Auto Open FX Panels on Touch: If activated, touching the FX knobs overlays an FX panel with information about the knob's parameter setting, as well as the adjacent FX buttons' functions. If deactivated, you can still control the parameters, but no panel is opened.
- Auto Open Performance Control on Touch: If activated, touching the Performance knobs below the display overlays a Performance panel with information about the knob's parameter setting, as well as the adjacent Performance buttons' functions. If deactivated, you can still control the parameters, but no panel is opened.

If FX Units 3 and 4 are activated, touching the Performance knobs opens the FX panel for FX Unit 3 and 4, instead of the Performance panel. The Auto Open Performance Control on Touch setting activates the touch sensing of these knobs, no matter which function they control.

6.3 Touchstrip

Touch technology relies on the electrical properties of your skin, which differ from one person to another. The default value will work for most people under most conditions. However, if you feel the touch strips should react more sensitively, or start registering too soon, you can adjust the behavior here.

- Bend Sensitivity: by default set to 50%; adjust the Tempo bend sensitivity and check in real time if the change accommodates you better.
- Scratch Sensitivity: by default set to 50%; adjust the Scratch sensitivity and check in real time if the change accommodates you better.
- Bend Invert: by default deactivated; swiping to the left slows playback down momentarily. If activated, swiping to the left nudges playback forward.
- Scratch Invert: by default activated; swiping to the left advances playback position in the track. If deactivated, swiping to the left goes back in a track.

6.4 Calibrate

Calibration ensures that each control allows adjustments over their full range and with maximum precision. These settings are precisely calibrated during production, although they might need to be recalibrated over the lifetime of your S8 unit. Recalibration is necessary when a control ceases to allow you to set actual minimum and maximum values.

Calibration is done in groups of control elements, just click the corresponding Recalibrate button:

- FX Knobs: for recalibrating the FX knobs on both FX Units 1 and 2.
- Short Faders: for recalibrating the Slot Volume Faders.
- Mixer Knobs: for recalibrating EQ (HI, MID, LOW) and FILTER knobs.
- Mixer Fader: for recalibrating the channel faders.
- Crossfader: for recalibrating the Crossfader.

6.5 LEDs

The pad and button backlights on the S8 offer two distinct brightness levels to indicate On and Off states. Depending on your light conditions during a performance, it can be necessary to adjust these.

On State Brightness: sets the brightness level for engaged buttons and pads.

Dim State Percentage: sets the brightness level for inactive buttons and pads.

6.6 Loop Mode Sizes

When a Deck is in Loop Mode, the corresponding pads are split into two rows. The top row represents four Loop sizes, and the bottom row four Beatjump sizes. Here, you can adjust these settings to suit your needs.

- Loop: For each of the upper four pads, you can select a Loop size of: *1/32*, *1/16*, *1/4*, *1/2*, *1*, *2*, *4*, *8*, *16*, *32* beats via drop-down menus.
- Beatjump: For each of the four lower pads you can select a Beatjump size of: *- LOOP*, *- 32*, *- 16*, *- 8*, *- 4*, *- 2*, *- 1*, *-/2*, *-/4*, *-/8*, *-/16*, *+/16*, *+/8*, *+/4*, *+/2*, *+1*, *+2*, *+4*, *+8*, *+ 16*, *+ 32*, *+LOOP*.

7 The S8 Audio Interface and Control Panel

Your TRAKTOR KONTROL S8 comes with an integrated high-end 24-bit/48 kHz audio interface. You can adjust the audio interface settings to your needs and computer performance. Depending on whether you work on Windows or Mac OS X, you can adjust S8's Audio Settings in different ways.

7.1 Settings on Mac OS X

With Mac OS X, you can adjust the settings for the S8 audio interface from within each music application. In TRAKTOR:

► Open *Preferences > Audio Setup* to access the settings for the S8 audio interface.

There, you can adjust S8's audio interface settings, most importantly the latency:

- Latency : Lower this value for a quicker response to hardware interactions like playing a Remix Cell by pressing one of S8's pads.

When converting audio information to digital and vice versa, the audio driver needs to store data in buffers to prevent the audio from cutting off. High buffer size settings will cause a delay between an interaction and the change being audible, called latency. Low buffer sizes will put more strain on the CPU and may lead to audio drop-outs. Find the best balance by setting Latency high, starting playback and lowering it until you encounter the first audible crackles and pops. Now increase the value again until the crackling disappears.

7.2 Settings on Windows: The Control Panel

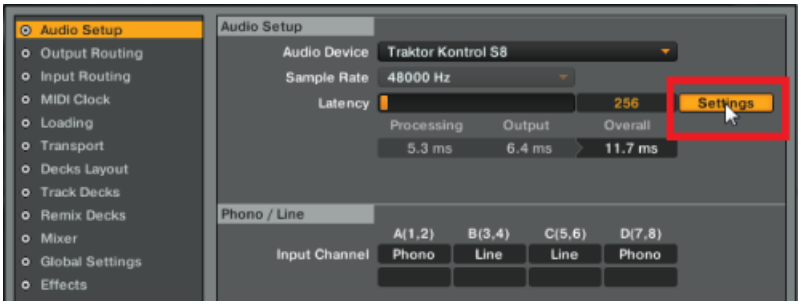
With Windows, access the settings for the TRAKTOR KONTROL S8 audio interface via the TRAKTOR KONTROL S8 Control Panel application. The Control Panel was installed along with the S8 drivers during the TRAKTOR installation procedure.

This section describes the TRAKTOR KONTROL S8 Control Panel user interface.

7.2.1 Opening the Control Panel

You can open the Control Panel in various ways:

- From within TRAKTOR: Go to *Preferences > Audio Setup* and click the Settings button, located at the right of the Latency slider and display:



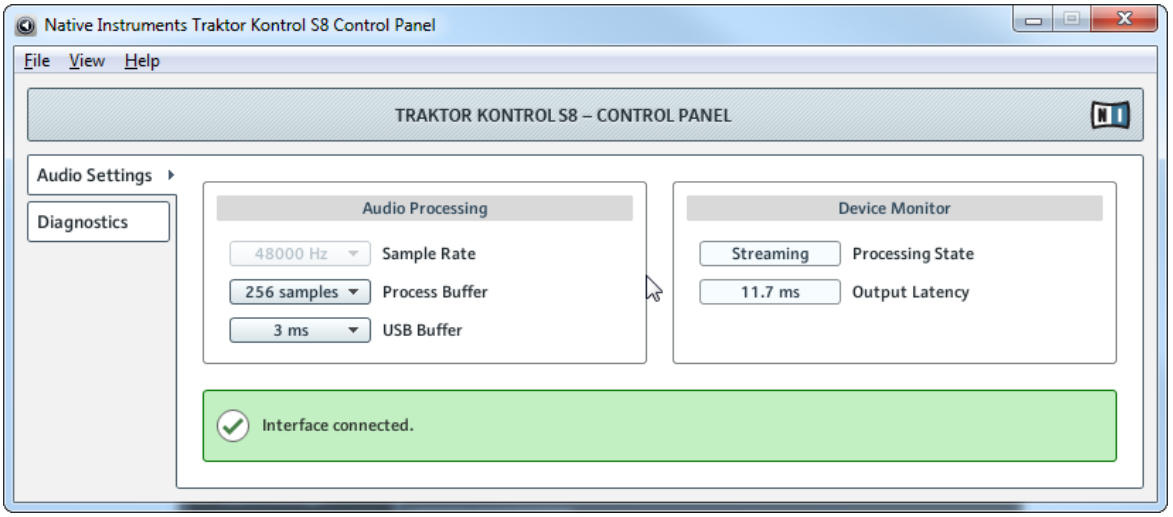
Opening the Control Panel from inside TRAKTOR's Preferences

- From your desktop: Go to *Start > Programs > Native Instruments > TRAKTOR KONTROL S8 > TRAKTOR KONTROL S8 Control Panel*.

If you cannot find the Control Panel, the driver is most likely not installed at all. In this case, please re-install the latest version of TRAKTOR and make sure the S8 driver is selected for installation.

7.2.2 Audio Settings Pane

The Audio Settings page allows you to adjust the settings of the audio interface.



Audio Settings pane in S8's Control Panel application

The Audio Settings pane consists of two sections:

- Audio Processing: settings for the analog-to-digital/digital-to-analog conversion done by your audio interface.
- Device Monitor: displays information about the audio interface's processing status and your system's output latency.

Audio Processing Section

- Process Buffer : Lower this value for a quicker response to hardware interactions like playing a Remix Cell by pressing one of S8's pads.

When converting audio information to digital and vice versa, the audio driver needs to store data in buffers to prevent the audio from cutting off. High buffer size settings will cause a delay between an interaction and the change being audible, called latency. Low buffer sizes will put more strain on the CPU and may lead to audio drop-outs. Find the best balance by setting Latency high, starting playback and lowering it until you encounter the first audible crackles and pops. Now increase the value again until the crackling disappears.

- USB Buffer: Use this menu in case you cannot achieve satisfactory Latency settings with the Process Buffer alone. Lower the USB buffer size for smaller USB buffer packaging, which should further reduce the audible latency. If you notice any audio drop-outs, you should raise the buffer size until you have a clear sound.

Device Monitor Section

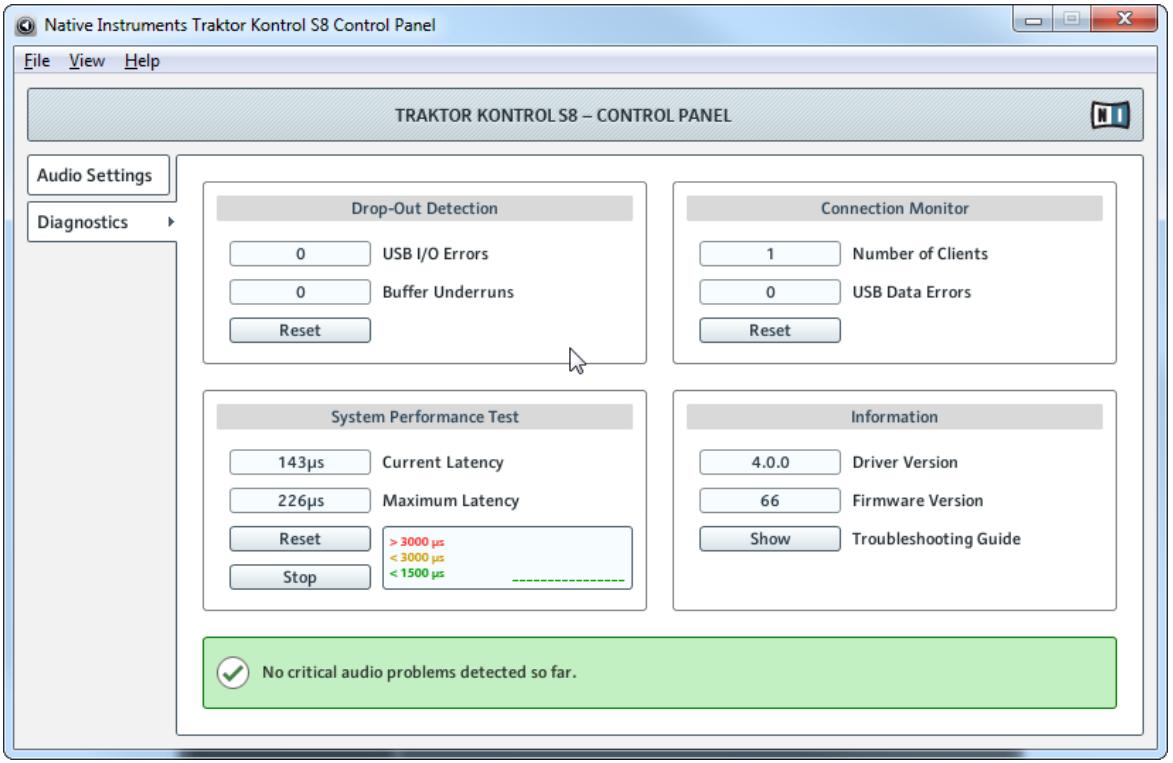
The Device Monitor section gives you information about S8's state:

- Processing State : The processing state monitor provides feedback on the current status of the device. There are three possible status messages:
  - Idle: controller is connected, but no audio data is being streamed.
  - Streaming: driver is working and processing audio data.
  - Panic: driver stopped streaming. Too many USB I/O errors occurred in the interface communication.
- Output Latency : displays your system's output latency in milliseconds.

Please note, when running external sources like turntables or microphones through TRAKTOR, an additional input latency will occur.

7.2.3 Diagnostics Pane

The Diagnostics page allows you to monitor the controller's performance and to detect errors. This information can be helpful to see the results of Process Buffer value adjustments and may help troubleshooting in case you need to contact our technical support.



Diagnostics pane in S8's Control Panel application

The Diagnostics pane consists of four sections:

- Drop-Out Detection: displays USB I/O Errors and Buffer Underruns when detected.
- Connection Monitor: displays the Number of Clients and USB data errors when detected.
- System Performance Test: displays real-time measurements of the Current Latency, as well as the Maximum Latency.
- Information: displays information on Driver and Firmware Version. There is also a button to open the Troubleshooting Guide here.

Drop-Out Detection Section

This section provides data for troubleshooting:

- USB I/O Errors: counts USB data transfer interruptions between your computer and S8.
- Buffer Underruns: Buffer underruns occur when your computer isn't able to process an audio stream in time. Reasons for underruns can be too many devices communicating on the USB bus at the same time or too high CPU load.
- Reset: click this button to reset the error count.

Connection Monitor Section

This section provides USB connection information:

- Number of Clients: displays the number of clients connected to the interface. Multiple ASIO applications are counted separately, WDM and WASAPI increase the number by one, no matter how many WDM/WASAPI applications play audio.
- USB Data Errors: counts USB data errors. Poor quality or too long cables as well as interference can be the source of data errors on the USB bus.
- Reset: A click on this button resets the error count.

System Performance Test Section

- This section provides real-time measurements of the latency introduced by Windows itself. This data can give clues about the sources of bad performance.
- Current Latency: displays the real-time value for Window's internal latency. Monitor this value as you launch and quit applications and connect or disconnect USB devices.
- Maximum Latency: display the maximum value since the last reset. Comparing the difference between Maximum and Current Latency can help find the sources of sudden CPU peaks.
- Reset: resets the Maximum Latency value.
- Stop: pauses the measurement process. Click again to continue measurement.

Information Section

The Information provides information about whether or not your driver and firmware are up to date.

- Driver Version: See the currently installed driver version here.

- Firmware Version: See the currently installed firmware version here.
- Troubleshooting Guide: Click Show to open the Troubleshooting Guide.

7.3 Using the S8 Audio Interface with Other Music Applications

The use of the S8's on-board audio interface is not limited to TRAKTOR, you can use it with any other music application installed on your computer. To do this, you need to configure your music applications accordingly. Most of the time, you will find a setting in the options or preferences of your music applications allowing you to select the TRAKTOR KONTROL S8 as an audio interface. For more info, please refer to the documentation of your music applications.

7.4 Setting up S8 as your Default Audio Interface

If you want S8 to act as the default playback device for all sound including system sounds (not only for music software), you have to set it as your default audio interface.

7.4.1 Windows

For Windows 7 (and later) you can define the TRAKTOR KONTROL S8 as your default audio interface as follows:

1. Open *Start > Control Panel > Hardware and Sound > Sound*.
2. Select the Playback tab.
3. In the device list, select *TRAKTOR KONTROL S8* and click Set Default.
4. Select the Recording tab.
5. In the device list, select *TRAKTOR KONTROL S8* and click Set Default.
6. Click OK to close the dialog.

7.4.2 Mac OS X

For Mac OS X, you can define the TRAKTOR KONTROL S8 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 tab, select *TRAKTOR KONTROL S8* in the Play alerts and sound effects through menu.
4. Click the Output tab, and select *TRAKTOR KONTROL S8* from the Select a device for sound output list.
5. Click the Input tab, and select *TRAKTOR KONTROL S8* from the Select a device for sound input list.
6. Close the window to confirm your changes.

8 Troubleshooting - Getting Help

This chapter covers the most common issues. Most of what can go wrong when setting up and using TRAKTOR KONTROL S8 should be listed here along with some tried-and-tested ways to solve these issues.

8.1 Troubleshooting

There are a few things you should check in case S8 doesn't work with your system.

8.1.1 TRAKTOR Won't Start

- Check the system requirements for TRAKTOR KONTROL S8. Meeting the minimum requirements ensures that TRAKTOR will work, but advanced use (i.e. Keylock, FX) may require a more powerful system.
- Launch the Service Center application and make sure you have the most recent TRAKTOR version installed.
- Make sure that you haven't double-clicked an outdated application alias/shortcut.
- Try to restart your computer. Disconnect any other audio interfaces and computer peripherals like printers, scanners, and the like to see if that solves the problem.
- Try to rename the file **collection.nml** in the TRAKTOR 2 Root folder and restart TRAKTOR. This way, TRAKTOR will create a blank Collection. Re-import the renamed **.nml** file to restore your Collection.

The Root folder is located in:

Windows: *My Documents**Native Instruments**Traktor 2*\

Mac OS X: *YourUserFolder/Documents/Native Instruments/Traktor*

8.1.2 TRAKTOR Crashes

In case of a crash during operation, please contact the Native Instruments technical support team and send them your crash log. You will find the crashlog in the following folders:

- Windows: *\My Documents\Native Instruments\Traktor 2\CrashLogs*
- Mac OS X: *Users/~/Library/Logs/CrashReporter/*

8.1.3 TRAKTOR Has Performance Issues

Please check if your computer is suited for handling real-time audio processing without drop-outs. S8's Control offers a tool for measuring System Performance and monitoring the number of audio dropouts, which cause audible clicking noises.

These are some steps to optimize your laptop's audio performance:

- Increase the Process Buffer value in TRAKTOR'S *Preferences > Audio Setup > Settings*.
- If possible, don't run the laptop on battery power, as the computer's power management will dynamically adjust the clock rate of the CPU in order to conserve battery.
- If your laptop has a shared memory graphics card, please ensure your system has more RAM than listed in the System Requirements.
- Disconnect all unused hardware (e.g. printer, scanner). This will increase the amount of processing power available for your music software.
- Make sure that S8 is connected directly to the computer via the included USB cable. The use of USB hubs is not recommended.
- A bad USB cable can be responsible for connectivity problems. Try using a different cable bearing the official USB logo to see if your cable is the cause of the issues.
- Laptops often are equipped with built-in devices that disturb audio processing, most commonly a network adapter or a wireless LAN card. You might need to disable these devices while working with S8.

Windows users: The Online Knowledge Base contains additional tuning tips for your operating system. See following articles:

- Windows 7 tuning tips for audio processing:
  http://www.native-instruments.com/knowledge/questions/847/
- Windows 8 tuning tips for audio processing:
  http://www.native-instruments.com/knowledge/questions/1395/

8.1.4 Updates

Whenever you encounter problems, it is recommended that you first download and install any available software updates available in Service Center or on our website:

http://www.native-instruments.com/updates

Updates are released regularly to fix known problems, maintain compatibility with operating system updates, and to continuously improve the software.

8.2 Getting Help

If you are experiencing problems related to your Native Instruments product that the supplied documentation does not cover, there are several ways of getting help!

The links in the following sections can also be reached from the Service Center application:

► Open the Service Center application and click on the Support button in the upper-right corner.

8.2.1 Knowledge Base

The Online Knowledge Base gathers useful information about your Native Instruments product and can be of great help to solve possible issues you may encounter. You can reach the Knowledge Base via:

http://www.native-instruments.com/knowledge

You can also access the Knowledge Base directly from TRAKTOR by selecting Visit Online Knowledge Base from the Help menu in the Application Menu Bar or from the Help submenu in the TRAKTOR menu.

8.2.2 Technical Support

If no Knowledge Base entry matches your problem, or if the matching entry does not solve the problem, you can use the Online Support Form to contact the Technical Support team of Native Instruments. The Online Support Form will ask you to enter information about your hardware and software setup. This information is essential for our Support team to be able to provide you with quality assistance. You can reach the Online Support via:

http://www.native-instruments.com/suppform

When communicating with the Native Instruments support team, keep in mind that the more details you can provide about your hardware, your operating system, the version of the software you are running, and the problem you are experiencing, the better they will be able to help you. In your description, you should mention:

- How to reproduce the problem
- What you have already tried to fix the problem
- A description of your setup, including all hardware
- The brand and specifications of your computer
- The software version number

The version number of your software is displayed in the TRAKTOR splash screen you see when the application launches. Since this may close too quickly, the same splash screen can be opened by clicking the TRAKTOR logo in the upper right corner of the user interface.

When installing new software or software updates, a Readme file is included that contains late breaking news and new information that was not yet included in the documentation. Please open and read this Readme file before contacting Technical Support.

8.2.3 Registration Support

If problems occur during the product activation procedure, please contact our Registration

Support team:

http://www.native-instruments.com/suppform

8.2.4 User Forum

In the Native Instruments User Forum, you can discuss product features directly with other users and with experts moderating the forum. Please be aware that the Technical Support team does not participate in the forum. If you're encountering an issue that can't be solved by other users, contact Native Instruments' Technical Support team via the online support as described above. You can reach the User Forum via:

http://www.native-instruments.com/forum

9 Technical Specification

Input/output connectors

- A-D: four pairs of RCA input connectors
- MIC 1: one 6.3 mm (1/4") TRS (balanced) microphone input connector
- MIC 2: one combo XLR jack or 6.3 mm (1/4") TRS (balanced) microphone connector
- BOOTH OUT: two balanced 6.3 mm (1/4") TRS line out connectors
- MAIN OUT: two balanced XLR outputs
- MAIN OUT: two RCA outputs
- PHONES: One stereo 6.3 mm (1/4") headphone output
- PHONES: One stereo 3.5 mm (1/8") headphone output
- MIDI (IN/OUT) two 5-pin DIN connectors
- GND: One ground terminal screw
- K: One Kensington lock slot
- USB: One USB 2.0 Type B connector
- POWER: One power supply connector

Audio Specifications

Audio Inputs (A/D)	
Channels	4 Stereo
Sample Rate	48 kHz
Bit Resolution	24-bit
Converter	Cirrus Logic

Line Inputs	
Full Scale Level	+13 dBu
DNR (a-weighted)	113 dBu
THD+N	0.001%
Frequency Response	20 Hz – 20 kHz (±0.1 dB)
Cross talk @ 1kHz	-116 dB

Microphone Inputs	
Full Scale Level @ 1 kHz	-7.2 dBu
DNR (a-weighted) @ 1 kHz	104 dB
THD+N @ 1 kHz	0.006%
Frequency Response	20Hz - 20kHz (±0.6 dB)

Phono Inputs	
Input impedance	47 kΩ
Full Scale Level @ 1 kHz	-23.8 dBu
DNR (a-weighted) @ 1 kHz	84 dB
THD+N @ 1 kHz	0.002%
Crosstalk @ 1kHz	-105 dB

Audio Outputs (D/A)	
Channels	2 Stereo
Sample Rate	48 kHz
Bit Resolution	24-bit
Converter	Cirrus Logic

Line Outputs (XLR & 1/4" Booth)	
Max Output Level	+20 dBu
DNR (a-weighted)	108 dB
THD+N @ 1kHz	0.001%
Frequency Response	20 Hz – 20 kHz (±0.2 dB)
Crosstalk @ 1kHz	-115 dB

Line Outputs (RCA)	
Max Output Level	+14 dBu
DNR (a-weighted)	108 dBu
THD+N @ 1kHz	0.001%
Frequency Response	20 Hz – 20 kHz (±0.1 dB)
Crosstalk @ 1kHz	-117 dB

Headphones Outputs	
Load Impedance	16 Ω – 600 Ω
Max Output Level (32 Ω load)	+7.2 dBu
DNR (a-weighted)	109 dB
THD+N @ 1kHz	0.07 %
Frequency response ±1 dB	20 Hz – 20 kHz (±0.2 dB)
Crosstalk @ 1kHz	-63 dB

Power Supply

- Input: 100-240VAC, 50/60Hz, 1.5A
- Output: 15VDC, 2660mA

Dimensions and Weight

- Depth: 37.6cm
- Height: 42 cm
- Width: 58.5cm
- Weight: 5kg

Environmental Specifications

- **Operating temperature**: +5 to +35 °C (41 to 95 °F), max 85% non-condensing humidity
- **Storage temperature**: 0 to 40 °C (32 to 104 °F), max 85% non-condensing humidity

Do not install this unit in locations exposed to high humidity or direct sunlight.