



TRAKTOR KONTROL F1



Manual



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1 Welcome to the TRAKTOR KONTROL F1!

Dear Native Instruments customer,

Thank you for purchasing the TRAKTOR KONTROL F1, and for your continued trust in Native Instruments products.

The TRAKTOR KONTROL F1 is a dedicated add-on software controller, specifically designed for using the TRAKTOR Remix Decks. The TRAKTOR KONTROL F1 offers the best possible level of control over the Remix Decks, allowing you to quickly load, set up, and tweak Remix Sets. Even more importantly, the F1 gives you complete performance control over the Remix Decks so that you can create and modify remixes on-the-fly as you are playing your set in front of an audience.

TRAKTOR KONTROL F1 controls Stem Decks

Whereby the TRAKTOR KONTROL S8 and TRAKTOR KONTROL D2 controllers are specially designed for Stem Deck control, the TRAKTOR KONTROL F1 controller brings the basic controls which are required for controlling a Stem Deck as well. This enables Stem Deck control also for TRAKTOR KONTROL F1 users.

For more information on how to control a Stem Deck using the F1 controller, refer to chapter [↑3.8, Using F1 for Stem Deck Control](#).

1.1 Document Conventions

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



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 on the screen (labels of buttons, controls, text next to checkboxes etc.) is printed in **light blue**. Whenever you see this formatting applied, you will find the same text appearing on the screen.
 - 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] + [Return]").
- ▶ Single instructions are introduced by this play button type arrow.
- Results of actions are introduced by this smaller arrow.

1.2 Names and Pet Names for Software and Hardware

In this manual, we will often refer to the TRAKTOR KONTROL F1 also as the "KONTROL F1," or simply the "F1." Likewise, the TRAKTOR PRO 2 software will most often just be referred to as "TRAKTOR."

We also refer to F1's buttons with both their primary functions capitalized, and their secondary functions capitalized and in parentheses. For example, the upper left button just under the left-most fader is the SYNC (MASTER) button.

1.3 The TRAKTOR KONTROL F1 Documentation at a Glance

The Setup Guide

A Setup Guide is available on the TRAKTOR KONTROL F1 registration page. It will guide you through the software and hardware installation of your TRAKTOR KONTROL F1. This should be your first step before going any further. Find a link to the registration page on the registration flyer, which is included in your TRAKTOR KONTROL F1 box.

The TRAKTOR KONTROL F1 Manual

That's what you are reading right now! After reading the Setup Guide and following its instructions, you should be ready to go. The next step is to read this document, the TRAKTOR KONTROL F1 Manual. The Manual gives an overview of the Remix Decks and how the F1 is perfectly tailored to operate them. Along with the general hardware reference ([↑4, TRAKTOR KONTROL F1 Reference](#)), it also provides a number of step-by-step tutorials and workflows, which will help you integrate the F1 into your way of DJing ([↑3, Tutorials and Workflows](#)). [↑1.3.2, In This Manual](#) will give you an overview of the content of this manual.

The TRAKTOR 2 Manual

For in-depth information on all features provided by the TRAKTOR PRO 2 software (especially the Remix Decks), please refer to the TRAKTOR 2 Manual. You can access the TRAKTOR 2 Manual via the *Open Manual...* entry from the [Help](#) menu in the TRAKTOR software.

The Controller Editor Manual

Aside from using your TRAKTOR KONTROL F1 hardware controller together with the TRAKTOR PRO 2 software, you can also use it as a versatile MIDI controller to pilot any other MIDI-capable application or device. This is made possible by the Controller Editor software, a little application that allows you to precisely define all MIDI assignments on your TRAKTOR KONTROL F1 controller when operated in MIDI mode (see also [↑4.12, MIDI Mode](#)). The Controller Editor should have been installed during the TRAKTOR KONTROL F1 installation procedure. For more information on the Controller Editor and MIDI mapping, please refer to the Controller Editor Manual; you can access the manual via the *Open Manual...* entry from the [Help](#) menu in the Controller Editor software.

1.3.1 Recommended Reading Order

Because the F1 is an add-on controller, we assume that you are already a TRAKTOR user and are somewhat familiar with how TRAKTOR works. If not, the TRAKTOR 2 Manual explains each and every detail of the TRAKTOR 2 software.

If you want to jump right in, go to [↑3, Tutorials and Workflows](#). Working through the tutorials will get you going quickly. For more detail on each and every element of the controller, refer to [↑4, TRAKTOR KONTROL F1 Reference](#). This chapter will also be your main reference for the F1.

For most people, the best way to learn their way around the F1 is to work through the tutorials while at the same time referring to relevant sections in [↑4, TRAKTOR KONTROL F1 Reference](#). Above all, don't forget to try things out for yourself and to have fun!

1.3.2 In This Manual

Here's an overview of what's in the TRAKTOR KONTROL F1 Manual:

- [↑2, TRAKTOR KONTROL F1 Overview](#): This chapter gives you an overview of the F1, including a brief introduction to the concept of Remix Decks and an overview of the buttons, knobs, and faders on the F1. For a detailed description of the Remix Decks' interface elements, please see the relevant chapters of the TRAKTOR 2 Manual. You can access the TRAKTOR 2 Manual via the *Open Manual...* entry from the [Help](#) menu in the TRAKTOR software.
- [↑3, Tutorials and Workflows](#): In this chapter, we'll walk you through a number of typical tasks and workflows in order to familiarize you with operating the F1. Don't miss out on this section of the manual!
- [↑4, TRAKTOR KONTROL F1 Reference](#): This is the chapter you'll want to refer to when you have a specific question about a particular function or feature. Used along with [↑3, Tutorials and Workflows](#), this will give you the knowledge you need to become an expert F1 user. We will go through every one of the F1's modes, starting with Performance mode and ending with MIDI mode.
- [↑5, F1 Preferences](#): Here we will explain the various options you have in TRAKTOR's preferences for changing various settings relating to the F1.

2 TRAKTOR KONTROL F1 Overview

On the following pages, you will find a summary of the most important aspects of TRAKTOR's Remix Decks and the TRAKTOR KONTROL F1.

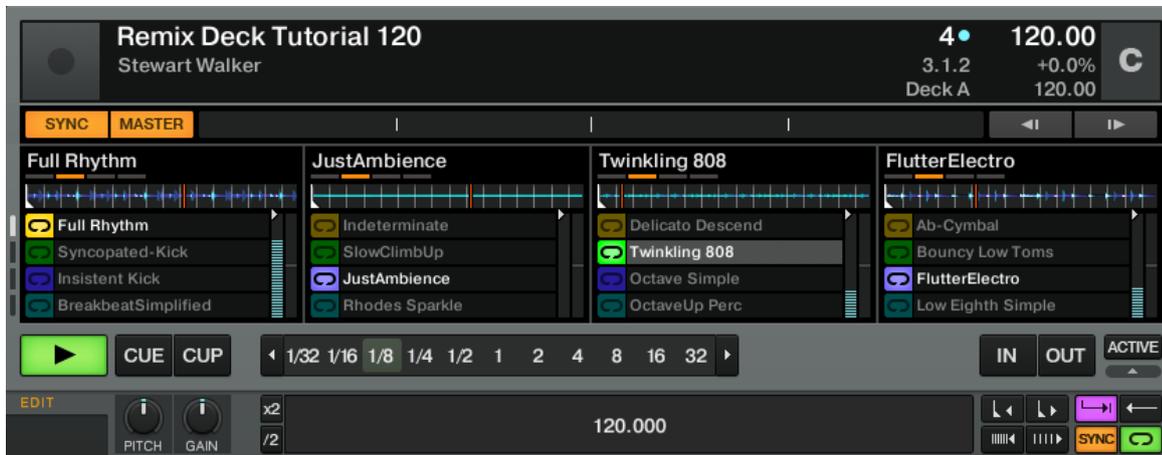
First of all, you should know that as the proud owner of the F1, you have the ultimate controller for manipulating and performing the Remix Decks. Although you can use the F1 as a MIDI controller, it was designed principally for one thing: controlling the Remix Decks. This is why we call it an add-on controller and assume that you are using another controller (such as the X1, the S2 or S4) for other TRAKTOR software functions such as transport, scratching, FX setup and performance, and so on. Note that you can also control and scratch the Remix Decks using Timecode control with TRAKTOR SCRATCH PRO 2.

2.1 About Remix Decks

If you are dealing with TRAKTOR's Remix Decks for the first time, please check out the chapters about TRAKTOR's Decks, and specifically about the Remix Decks in the TRAKTOR 2 Manual. But we know that you are burning with impatience, so here's a quick rundown.

TRAKTOR's Remix Decks might seem like an improved version of the Sample Decks from previous TRAKTOR versions, but they are much more than that. Here is an overview of some of the most important aspects:

A Remix Deck consists of 4 Sample Slots, each holding 16 Sample Cells to be loaded with Samples from the Browser, or for capturing Samples live from Track Decks and the Loop Recorder.



A Remix Deck in the TRAKTOR software.



The Remix Deck is a proper Deck: It is completely independent with its own tempo, timeline, transport controls, sync, and can be scratched using Timecode.

A few more specifics:

- **A Remix Deck can hold up to 64 Samples:** This is provided by the new 4x16 Sample Grid, which is the "playground" area of the Remix Deck.
- **Samples are color-coded:** The colors for each Sample Cell are selectable, and they are reflected on the pads of the F1. The color on the F1 will always be the same as the color on the Remix Decks in the TRAKTOR software. Naturally you can also assign colors from the controller.
- **Each Sample has individual playback parameters:** Customize trigger, play, and loop behaviors for each Sample, alter tempos and Sample starting points, and choose if Samples should be synced to their Remix Deck or not.
- **The contents of the Remix Deck can be saved as a Remix Set:** Reload Remix Decks via a single-line-item in TRAKTOR's Track Collection, and include Remix Sets in playlists.



For a detailed description of the Remix Decks' interface elements, please see the relevant chapters of the TRAKTOR 2 Manual. You can access the TRAKTOR 2 Manual via the *Open Manual...* entry from the [Help](#) menu in the TRAKTOR software.

2.1.1 The Remix Deck: A Full-Featured Deck Flavor

A Remix Deck behaves like a Track Deck: you can pause, play, cue, loop, and scratch with Timecode control. You can also beat-match Remix Decks manually or let TRAKTOR do the work for you via the new SYNC and MASTER buttons.

2.1.2 Remix Deck Terminology

With the new Remix Decks, we need new ways to describe things. Here is a list of some of the main terms that specifically relate to TRAKTOR's Remix Decks and the F1:

- **Remix Deck:** TRAKTOR's Decks can be operated in different modes, called Flavors in TRAKTOR terminology. The Remix Deck Flavor is what the F1 is all about. A Remix Deck behaves just like a Track Deck, but also gives you additional possibilities to load, capture, and remix with Samples on the fly.
- **Remix Set:** This is what the F1 controls so elegantly! TRAKTOR let's you load one Remix Set into any given Remix Deck; since you can use up to four Decks in TRAKTOR, you can have up to four Remix Decks if you decide to use only the Remix Deck Flavor. Remix Sets are stored like normal Tracks in TRAKTOR's Track Collection. Make sure to regularly check the website for free Remix Sets provided by NI. Also there is an increasing number of third-party producers making Remix Sets for TRAKTOR, but you'll probably want to create your own Sets as well. We'll explain that in [↑3, Tutorials and Workflows](#).
- **Sample Slot:** There are four Sample Slots in each Remix Deck. Each Sample Slot contains a Slot Player and sixteen Sample Cells, but only one Sample can be playing in one of the Sample Slots at the same time. You can see the physical arrangement of the Sample Slots by the four vertical channels at the top of your F1 controller. Each Filter knob and Volume fader controls the respective parameters of a single Sample Slot. In addition, the Pad Matrix on the F1 provides a secondary function (obtained by pressing SHIFT) which activates the Sample Slot parameters (see [↑4.1.2, A Word on Sample Slot Parameters](#) for further information).
- **Sample Grid:** The entirety of all Sample Slots' Sample Cells amounts to the Remix Deck's Sample Grid. There are four Sample Grid pages in a Remix Set. Each page contains sixteen Sample Cells (four per Sample Slot). A Sample Grid page is represented by the sixteen pads on your F1. This means that there are sixty-four Sample Cells in total per Remix Set. You'll get the hang of it quickly...

- **Sample Cell:** Each Sample Cell can hold one Sample, and has its own playback settings. You can load the same Sample into different Sample Cells, and give them unique settings so that the Sample plays back at different speeds, direction, or pitch in each Sample Cell.
- **Operating Modes** (or just "modes"): The F1 controller offers various modes for configuring settings of Sample Cells, loading and manipulating Remix Sets and Samples, etc. All these modes are accessed from the controller's Mode buttons in the middle of the controller. The main mode that you will be using with the F1 is the Performance mode, which also is the controller's default mode (read about the different controller modes in [↑4.1.1, A Word on Modes](#)).

2.2 Hardware Overview

As an add-on controller, the KONTROL F1 is designed to provide controls which the other NI DJ controllers do not provide. The F1 controls the "inner" aspects of the Remix Deck, such as triggering individual Samples, scrolling the Sample Grid, and adjusting Slot volumes and filters, while a traditional Deck controller (such as an X1 or a Timecode record) controls the "outer" aspects of the Remix Deck, such as the general playback of the Deck, its tempo, scratching, and so on.

2.2.1 Top Panel

The top panel of the TRAKTOR KONTROL F1 consists of three main areas, as you can see below.



The top panel of the F1 with its three main areas.

(1) Sample Slot Filter Knobs and Volume Faders: The four Filter knobs and the four Volume faders make up the upper part of the F1's top panel. The functions of these controls do not change in the different controller modes! For example, even when changing a Sample's speed in Speed mode, you can still tweak the Filter knobs and Volume faders in each of the Slots (read about the different controller modes in [↑4.1.1, A Word on Modes](#)).

(2) **Browsing and Modes:** The central part of the KONTROL F1 consists of the Browse and Mode buttons, along with the SHIFT button and the dual function encoder knob (rotary and push). The MODE buttons are all dual-function. The function written on the surface of the buttons is the "main" mode that occurs when pressing them, while the name of the "secondary" mode (when pushing SHIFT at the same time) appears just below the buttons. For example, the SIZE (SPEED) button will do just that when you push it: activate the Size mode. But if you press the SHIFT button at the same time, then you will call up its secondary function, Speed mode. In this manual, the buttons are referred to by both functions. For example, the middle button on the second row of the F1 is referred to as TYPE (PITCH) button.

(3) **Pads and Mute (STOP) Buttons:** The biggest part of the F1's control sections contains the sixteen pads and the four Mute (STOP) buttons below the pads. The primary function of the pads is to trigger different Samples on the Sample Grid, while the Mute (STOP) buttons either mute the sound of the associated Sample Slot (the Sample continues to play, but the sound is muted) or stop the playback entirely (when pressed together with SHIFT).

In addition, the pads have a set of secondary functions, governing the Sample Slot parameters, which will be described in section [↑4.2.11, The Pads](#).

2.2.2 The Back Panel

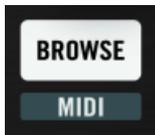
The back panel consists of:

- A sturdy USB connector, providing a firm grip on your USB cable.
- A slot for a Kensington lock to secure your TRAKTOR KONTROL F1 hardware.

2.2.3 Types of Control Elements

There are six types of control elements on the F1's top panel.

Mode Buttons



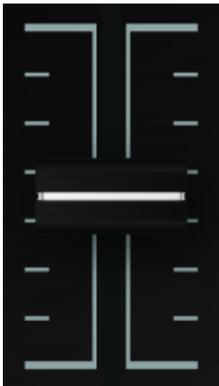
A Mode button on the F1 with its primary and secondary function (The BROWSE (MIDI) button in this case).

With the exception of the SHIFT button, the F1's buttons have two states, which means that they have both a primary and secondary function. The secondary function is attained by pushing the SHIFT button at the same time as the targeted button. In this manual, each button is named by both functions, with the secondary function written in parentheses. For example, the top-left button in the middle section of the F1 is called the SYNC (MASTER) button. The F1's Mode buttons are:

- SYNC (MASTER)
- QUANT (EDIT)
- CAPTURE (DELETE)
- REVERSE (COLOR)
- TYPE (PITCH)
- SIZE (SPEED)
- BROWSE (MIDI)

All Mode buttons govern certain modes of the controller. See [↑4.1.1, A Word on Modes](#) for further information on the controller modes.

Faders



One of the four Volume faders on the F1.

The four Sample Slot Volume faders at the top of the F1 control the volume levels of the four Sample Slots. Usually you will want them all the way up, but if a Slot (or just a Sample that is playing in that Slot) is too loud, you might want to bring the Volume fader down a bit. See [↑4.2.2, Volume Faders](#) for further information on the Volume faders.

SHIFT Button



The SHIFT button.

The SHIFT button modifies the behavior of other buttons on your TRAKTOR KONTROL F1, giving you access to those buttons' secondary functions.

For further information on the SHIFT button, please refer to [↑4.2.8, SHIFT Button](#).

Knobs



One of the four Filter knobs on the F1.

The four Filter knobs at the top of the F1 control the filter settings of the four individual Sample Slots. See [↑4.2.1, Filter Knobs](#) for further information on the Filter knobs.

Encoder Knob

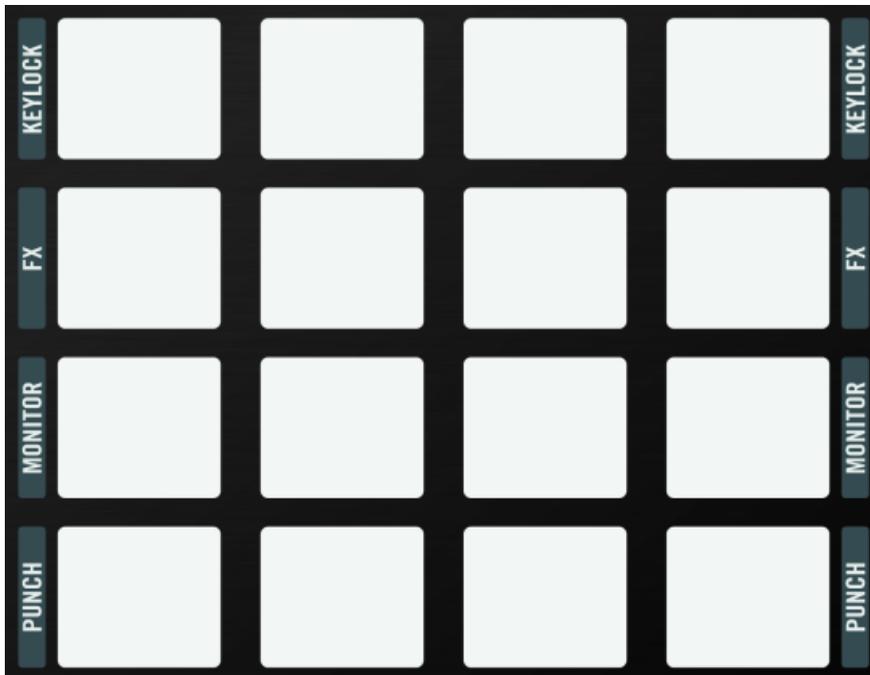


The F1's encoder knob in the middle of the controller.

The encoder knob has several functions, e.g., scrolling through the Sample Grid pages of a Remix Deck, or changing the controllers focus from one Remix Deck to another. The encoder knob is an endless rotary potentiometer. By turning it, you can dial a value for the parameter relatively to its current value in the software. The encoder knob has a step-by-step (incremental) movement.

Additionally, the encoder knob has a “push” action available: pushing the encoder knob can trigger some other function, such as loading a Sample into a Cell. In certain situations, pushing SHIFT while turning the encoder knob will activate a secondary function. See [↑4.2.7, Encoder Knob](#) for further information on the encoder knob.

Pads



The Pad Matrix on the F1.

The pads are obviously where you'll be triggering your Samples and building up your remixes. But they also have secondary function, which is activated by pushing SHIFT. The secondary function names are written along both sides of the Pad Matrix. See [↑4.2.11, The Pads](#) for further information on the pads.

2.2.4 Visual Feedback

The TRAKTOR KONTROL F1 is not only designed to give you complete control over the Remix Decks — it will also give you constant visual feedback, so that you will know what's going on at a glance. Obviously, the positions of the Volume faders and Filter knobs show the relative positions of their equivalent controls on the TRAKTOR software. But the buttons and pads on the F1 go much farther and feature an intuitive illumination scheme, keeping you constantly informed on what's going on in the Remix Decks.

SHIFT Button Illumination

The SHIFT button can be either continuously **on**, **blinking on and off**, or **dim**.

BROWSE (MIDI) Button Illumination

The BROWSE (MIDI) button is either **dim** (not active) or **blinking on and off** (active). Also note that it is the only blue-lit Mode button, making sure that you know it is active so that you don't accidentally load a Sample or Remix Set during a session!

The Dual-State Mode Button Illumination

When the secondary state of a button is active (for example, in Color mode, Pitch mode, Delete mode, etc.), both the activated and the SHIFT button will flash. In their primary states, the buttons will flash alone (without the SHIFT button).

The Pad Matrix Illumination

The individual pads have a number of illumination states:

- **Brightly lit in color:** the Sample associated with that pad is playing.
- **Dimly lit in color:** there is a Sample in the Sample Cell, but it is not playing (and not about to play).

- **Pulsating in color:** the Sample associated with that pad is about to play — typically when quantize is on and you've fired the Sample (by hitting the pad), but the Quantize Value hasn't been reached yet and the Sample is not yet playing.
- **Bright white:** this only happens in special cases, such as with the Overview function (see also [↑4.2.7, Encoder Knob](#)).
- **Dim white and pulsating in white:** these are also "special-case" states, and described in [↑4.2.11, The Pads](#).
- **Off:** no Sample is loaded.

Mute (STOP) Button Illumination

The Mute (STOP) buttons have just two illumination states: **lit** (orange), and **unlit**. When the button is lit, you can hear the corresponding Sample Slot. When the button is unlit, the corresponding Sample Slot is muted.



You can adjust the levels of the on state and dim state brightness of the F1's buttons and pads in the [Traktor Kontrol F1](#) section of TRAKTOR's Preferences. See [↑5, F1 Preferences](#) for further information.

3 Tutorials and Workflows

3.1 Overview

In this chapter, the idea is to walk you through a number of typical workflows that you'll need for getting proficient at using the F1. We've organized this from the very basics — such as navigating and loading — to more sophisticated manipulations for masterful live performance using your F1. We'll also show you how to build, set up, and save your own Remix Sets and give you a general overall feel for using the F1.

Keep in mind that the F1 is really about getting into the guts of TRAKTOR's Remix Decks and controlling every aspect of them. On the other hand, the F1 is built to be an add-on controller. In other words, we assume that you already have another way of controlling the more global features of TRAKTOR, especially concerning transport control, cueing, and FX management. Although it is possible to switch the F1 between its normal Remix Deck control mode and MIDI mode (or use it with it in the User Map mode), you'll probably want to use it as a completely dedicated Remix Deck controller.

You might want to periodically refer to [↑4, TRAKTOR KONTROL F1 Reference](#) in order to have more in-depth understanding of some of the features we will introduce to you here. The main objective, however, is to make you very comfortable at using your F1!

3.2 A Note to the Impatient!

Of course, the first thing you want to do with your F1 is to PLAY it! You probably don't want to work your way through the handbook before getting your fingers all over your new piece of hardware. We understand. If you want to load a Sample into a Remix Deck and get it going, you need to:

1. Set the Deck Flavor to Remix Deck (see [↑3.3.1, Setting Deck Flavors](#)).
2. Make sure the F1 is controlling that Remix Deck (see [↑3.3.2, Setting the Current Remix Deck Focus on the F1](#)).

3. Load in a Sample or entire Remix Set (see [↑3.4.1, Browsing Through the Tree and Loading the Tutorial Remix Set](#)).
4. Trigger the Sample, making sure that volume is up on that Sample's Sample Slot.
5. Once you've done that, come back to this tutorial section to learn more.

3.3 Preparations

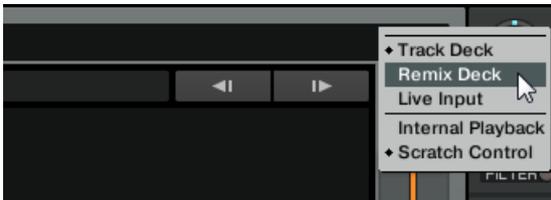
At first, we need to prepare a few things to:

- enable a Remix Deck in TRAKTOR,
- and set the F1's focus to it in order to control it.

3.3.1 Setting Deck Flavors

To make one of TRAKTOR's Decks a Remix Deck, proceed as follows:

- ▶ Click on the Deck letter of the Deck you want to use as a Remix Deck. For the purpose of this tutorial, let's pick Deck B and set it to [Remix Deck](#).



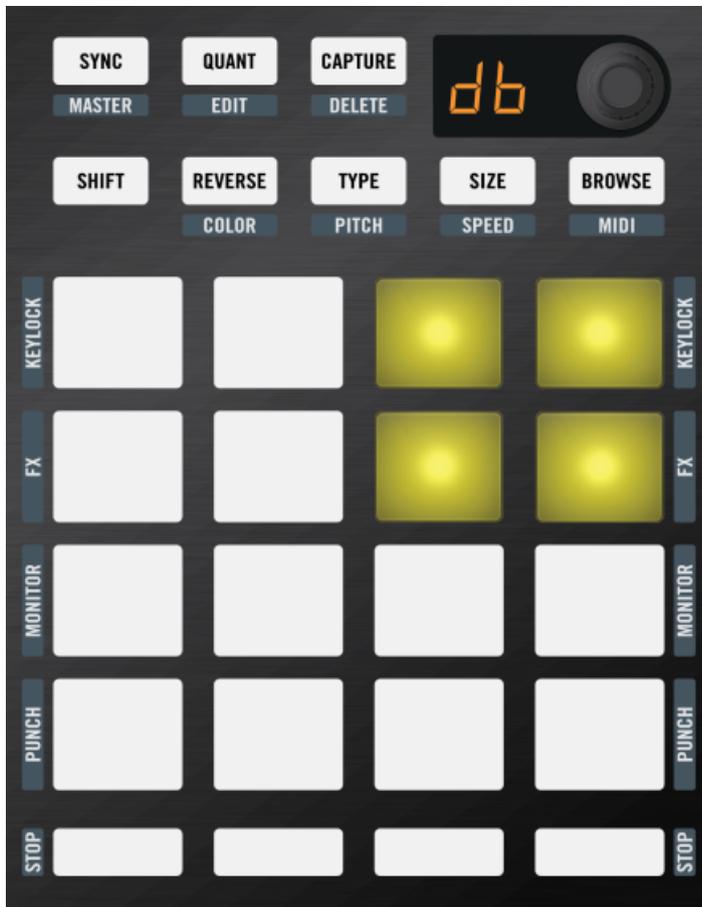
You can also change the Deck Flavor via *File > Preferences > Decks > Deck Flavor*. If you have an S2 or an X1, you might want to designate either Deck A or Deck B as your Remix Deck, since you'll be able to control the transport of either Deck with your controller. If you have an S4, this doesn't really matter, since you have transport control over all four Decks.

3.3.2 Setting the Current Remix Deck Focus on the F1

If you have more than one Deck set as a Remix Deck, you can quickly switch between Remix Decks with the F1 by changing its Deck focus:

1. Press and hold the SHIFT button.

2. While continuing to hold SHIFT, turn the encoder knob to the left or right one notch — the Pad Matrix is divided into 2x2 squares, and the square representing the current Remix Deck begins to flash. At the same time, the 7-segment display indicates the current Deck: "dA" is Deck A, "dB" is Deck B, and so on.
3. As you continue holding SHIFT, keep turning the encoder knob to skip from one Remix Deck to another until you land on Deck B, which is the one we want to control. Each notch on the encoder knob will move to another Deck, if more Remix Decks are available. If there is no Deck set to the Remix Deck Flavor, then the F1's 2x2 quadrants will not light up.
4. Release the SHIFT button.



The display showing "db" and the upper right quadrant of the Pad Matrix lighting up to indicate focus on TRAKTOR Deck B.



If you just want to check what Deck the F1 is currently controlling, press and hold SHIFT. The display will show the Deck as explained above.

3.4 First Steps With the F1

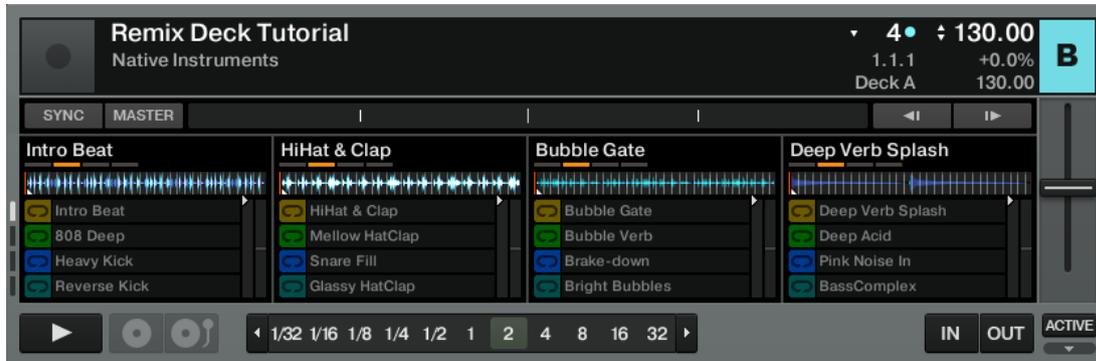
Now you're all ready to go! Of course you don't need to use the Remix Sets that we provide for you — the idea is also to build your own, once you get your chops. But for now, it's a good idea to gain some experience with a pre-built tutorial Remix Set so that you can get a feel for using the F1 to quickly and easily navigate and load the Remix Sets as well as individual Samples.

3.4.1 Browsing Through the Tree and Loading the Tutorial Remix Set

As a TRAKTOR user, you already know that the Track Collection (also "Collection") is organized within TRAKTOR's Browser Tree (also "Tree"). With the F1, in addition to the files in your Collection, you can also navigate through your entire computer file system. But let's start with the Collection:

1. Hit the BROWSE (MIDI) button on the F1 — it should start blinking.
2. Rotate the encoder knob and watch the selection move up or down in the Browser List (on your screen).
3. Now press and hold SHIFT while moving the encoder knob. Notice that you can now move up and down the Tree on the left side of the Browser. While still holding the SHIFT button, navigate to the "Track Collection" folder, and push and release the encoder knob once to expand the node in the Tree.
4. While still holding the SHIFT button, scroll the selection down to the "All Remix Sets" entry.
5. Release the SHIFT button. You are now back in the Browser List on the right side of the Browser.
6. Turn the encoder knob to scroll until "Remix Deck Tutorial" is selected.
7. Push the encoder knob once. The Remix Set is now loaded into the Remix Deck.
8. Push the BROWSE (MIDI) button once to leave Browse mode.

→ Congratulations! You've just loaded a Remix Set into a Remix Deck!



Make sure the Deck speed of the Remix Deck is 130 as this is the speed the tutorial Remix Set was designed for.

3.4.2 Triggering the Samples In a Remix Deck: Start and Stop Playback

For the sake of this tutorial, we will refer to the F1's 16 pads as a grid with four columns (corresponding to the Remix Deck's Sample Slots), A, B, C, and D. We'll call the rows 1, 2, 3, and 4. So the top left pad is A1 and the one just below it is A2, while the one in the same row as A2 but all the way to the right is D2:



The F1 pads as we will refer to them throughout this tutorial section.

To start playback, proceed as follows:

1. Hit the first pad in the top row (upper left corner), pad A1. It should start playing.
2. Hit a few more pads, this time in the other Sample Slots. Notice that only one Sample can play at a time in any given Sample Slot (e.g., in any of the four columns A, B, C, D). If, for example B2 is playing, and then you hit B3, B2 will stop playing as soon as B3 begins to play.
3. Now press and hold the SHIFT button, and then press the four Mute (STOP) buttons below the Pad Matrix one by one. As you'll see, the four Sample Slots will stop playing; depending on whether Quantize (QUANT (EDIT) button) is active or not, the Slot Players will stop when the next Quantize interval is reached, or immediately. The Slot Player's playheads will also be reset to the Sample start positions.

To stop the whole Remix Deck from playing, you need to click the Deck's Play button on the TRAKTOR user interface (or the corresponding button on your S4, S2 or X1, or stop the Timecode record). This will completely stop all four Sample Slots (any Samples that you have triggered by hitting their corresponding pads) in the Remix Deck; however, the playheads will not be reset to the Sample start positions in that case. All Samples will start playing from the position where the Deck was stopped the next time you activate the Remix Deck!

4. Let's start the Deck again by hitting pad A2.
5. Now hit the pad just below it on the same slot, pad A3. Notice there is a slight delay before the pad starts playing. This is because Quantize is on to ensure that your loops start in sync with each other, according to the phrase (quantization length) that is set for them.



Only **one** pad (Sample Cell) can be playing at a time in a given Sample Slot!

3.4.3 Adjusting Quantization

To change the Remix Deck's Quantize Value, proceed as follows:

1. While the Remix Deck is still playing, push and hold the QUANT (EDIT) button. Now turn the encoder knob until you get to the value "1" and then release the QUANT (EDIT) button. You have just set the Quantize Value to one beat.
2. Now hit some other pads. Notice that the change from one pad to the another happens nearly immediately.
3. Push and hold the QUANT (EDIT) button again. This time, look at the Pad Matrix on the F1. The first two rows of pads have transformed into eight differently-colored pads representing the same eight Quantize Values available on the encoder knob. Since you had previously chosen a Quantize Value of one (beat) with the encoder knob, the corresponding pad (pad A3) should be more brightly lit than the others. While continuing to hold the QUANT (EDIT) button, tap the third pad in the second slot (B3). The underlying Quantize Value is sixteen beats. Release the QUANT (EDIT) button.
4. Now hit a pad that is not currently playing. Notice that — depending where you are in the phrase — it can now take up to sixteen beats for the new pad to start playing once you've hit it. During this time, it will flash to show you that it is "next in line" for playback.

And here's what quantization really means in the Remix Deck context: the Quantize Value does not represent the amount of beats it will take before a Sample starts playing, therefore, it is not a "delay" value; the Quantize Value represents a mark in the Remix Deck's internal timeline (such as a bar line on a sheet of music). E.g., when the Quantize Value is set to 4, a Sample you hit will start playing with the next 4/4 bar of the Remix Deck's internal timeline!



It's a good idea to experiment around 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 rapid changes between sounds, and a more "active" re-mixing, try for values of one beat or less.



Tapping the QUANT (EDIT) button once will toggle the Quantization on/off.

- ▶ Press and hold the SHIFT button, and then press the four Mute (STOP) buttons below the Pad Matrix one by one to stop all Sample Slots and reset all playheads to the Sample start positions.

3.4.4 Muting, and Tweaking Volume and Filter

To mute Sample Slots, and tweak volume and filter settings:

1. Hit all four pads in the third row (pads A3-D3). Note the pads are all blue on this page of the tutorial Remix Set. All four sounds should be playing together.
 2. Below the pads there are the orange Mute (STOP) buttons. They should all be lit up right now because all of the slots are audible. Tapping on them will toggle them on or off, muting/unmuting the sound in the corresponding Sample Slots. Mute Sample Slots 1, 3, and 4 so that you can only hear the Sample playing in Sample Slot 2.
 3. At the top of the F1, grab the second Filter knob and twist it slowly back and forth to produce filter sweeps.
 4. Now unmute Sample Slot 3 by hitting its Mute (STOP) button, and then lower the Volume fader.
 5. Continue to unmute and adjust the filter and volume settings of the other Sample Slots.
- Congratulations! You can now load Remix Sets, play them, and do some basic tweaking as they are playing. Take some time and have fun tinkering with muting, and volume and filter settings. You can load up to four Remix Sets at a time (one in each Deck) and practice switching around "on the fly."



Keep in mind that if you want the Remix Decks to play in sync, you'll have to designate a master and then make sure the SYNC (MASTER) button is activated, so that each deck is playing the same tempo and in phase.

In the next section, we'll see that there are some problems in our tutorial Remix Set that we'll need to fix.

- ▶ Press and hold the SHIFT button, and then press the four Mute (STOP) buttons below the Pad Matrix one by one to stop all Sample Slots and reset all playheads to the Sample start positions.

3.5 Fixing the Second Page of the Sample Grid

In the following section, we are going to concentrate on the second page of the tutorial Remix Set ("Remix Deck Tutorial"). First of all, we'll need to put the F1's focus on to page two of the Remix Set.

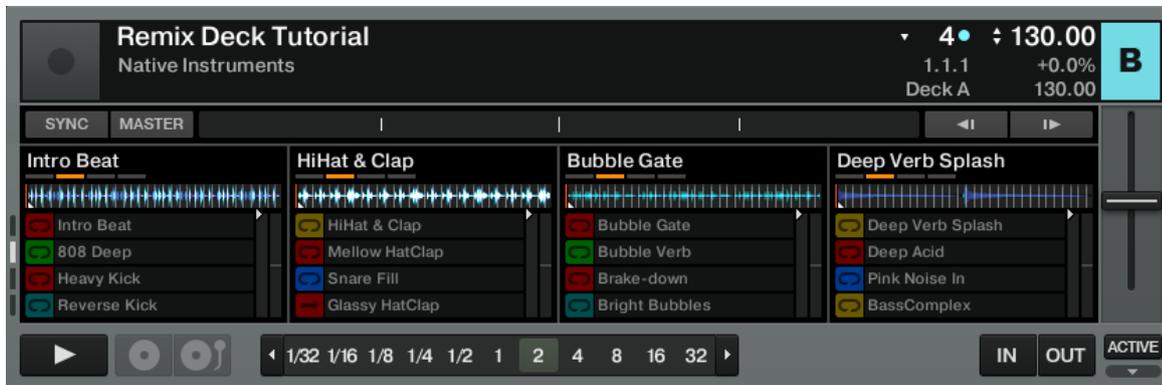
3.5.1 Flipping Through the Pages

Right now, the F1's display should read "P1" to indicate that you are looking at the first page of this Remix Set. Remember that a Remix Set can have up to four pages, with a total of sixty-four Samples loaded into it.

- ▶ Now turn the encoder knob one notch clockwise. You'll see a brief pad animation to indicate that you've switched pages. The display now shows "P2," indicating that you are on the second page of the Remix Set. If you continue to turn the encoder knob, you'll see that pages three and four are empty. Flip back up to page two.



The F1's display indicating page 2 of the Remix Deck's Sample Grid.



The Page Selector on the left side of the Remix Deck also shows you are on page 2 of 4 of the Sample Grid.

3.5.2 Changing Pad Colors

Notice that the second page of our Sample Grid is colored differently than the first. There is a clear pattern of red pads alternating with other colors. Each of these non-red colors is unique to a row of pads. All looks fine until our eye catches the pad in the lower-right corner of the Pad Matrix (pad D4). For consistency, it should be red, but instead it is yellow. To "repair" this:

1. Enter Color mode by pushing SHIFT + REVERSE (COLOR). Both buttons start blinking.
2. The F1 is now waiting for you to tell it which pad you want to change. Hit that rogue pad at the bottom right and an animation transforms the pads into a color palette with the sixteen possible colors that you can assign on any of the F1's pads.
3. The color we want — the red — is at the top-left corner of the Pad Matrix (pad A1). Hit that pad and another animation brings you back to the normal color states of the individual pads.

→ The pad's color has changed to red.

If we wanted to continue changing other pads, we could just repeat the process, but we are done, so:

- ▶ Press the REVERSE (COLOR) button to return to Performance mode.

Using the Encoder Knob to Change Colors

In many cases, it might be easier to use the encoder knob to change colors. This might be especially true if you want to match the target pad's color with another pad's color by keeping the assigned colors in view. To change pad / Sample Cell colors with the encoder:

1. Enter Color mode as before, by hitting: SHIFT + REVERSE (COLOR).
2. Press **and hold** the target pad.
3. While continuing to press the pad, rotate the encoder knob and notice the color changing on the pad you are holding down.
4. When you have found the correct color, release the pad.
5. Exit Color mode by pushing the REVERSE (COLOR) button.



Use colors as a creative way to remind yourself what is in your Remix Set. There is no one way to do this — some remix artists might prefer to color-code by type of instrument, with all the kicks being one color for example. Others might prefer to code by intensity or density. Still others might just create a different pattern for each page in a Remix Set for easy orientation. It's up to you!

3.5.3 Fixing Reverse

If you've already started playing around with this second Sample Grid page of the Remix Set, you might have noticed that the pad A1 on page two of the Sample Grid is playing in reverse. Although this might be a nice temporary effect in certain contexts, you probably don't want the Sample to play in reverse by default. Let's fix that:

1. Make sure you are on page two (P2) of the Sample Grid.
 2. Hit pads A1 to D1 to start the Remix Deck and the corresponding Sample Slots.
 3. To focus on pad A1, mute the three other Sample Slots by hitting the corresponding Mute (STOP) buttons. Only the first Mute (STOP) button should be lit now.
 4. Notice that on the TRAKTOR software, you can also see that the playback is reversed because the playhead of the respective Slot Player is moving backwards.
 5. Push and hold the REVERSE (COLOR) button.
 6. While continuing to hold the REVERSE (COLOR) button, hit and release pad A1.
- The Sample is now playing forwards.

- ▶ You can now release the REVERSE (COLOR) button and the Sample continues to play forwards.

Changing Back to Reversed Sample Playback

If you actually preferred reverse playback for this Sample, it is just as easy to change it back:

1. Push and hold the REVERSE (COLOR) button.
2. Push and hold the target pad.
3. Release the REVERSE (COLOR) button.
4. Release the target pad.

→ Now the Sample is playing in reverse again!

Temporarily Reversing Sample Playback

The two methods above "pin" the Sample playback direction "permanently." But in many cases, you'll just want to reverse Sample playback direction temporarily:

1. With the Sample (pad A1) playing forwards, press and hold the REVERSE (COLOR) button.
2. While still holding the REVERSE (COLOR) button, press and hold the target pad for as long as you want it to play in reverse.
3. As you continue to hold REVERSE (COLOR), release the pad. Normal playback direction resumes.
4. You may now release the REVERSE (COLOR) button.



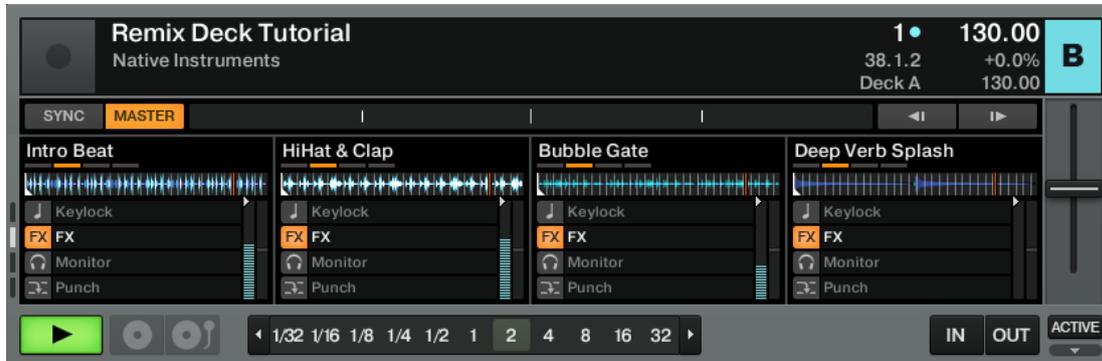
Practice changing the playback directions of various Samples using the F1. You'll soon notice that there is a logic in the "finger dancing" that you perform while doing this. Normal playback always results when you release the pad first, before releasing the REVERSE (COLOR) button. Reverse playback is locked on when the pad is released last. Try it out!

- ▶ Press and hold the SHIFT button, and then press the four Mute (STOP) buttons below the Pad Matrix one by one to stop all Sample Slots and reset all playheads to the Sample start positions.

3.5.4 Fixing Pitch

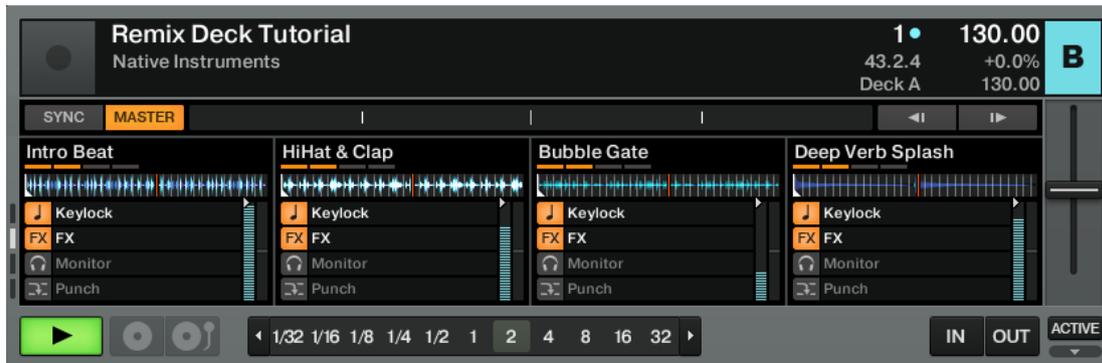
Now that we have repaired the color inconsistency of pad D4 and the reverse playback of pad A1 on page two of the Sample Grid, things are starting to look (and sound) better. But there are still some things that need to be changed. Let's start with pitch. First, make sure that Keylock is on for all four Sample Slots of your Remix Set:

1. Make sure you are on page two (P2) of the Sample Grid.
2. Hit all four pads in the first row to get them playing (pads A1–D1).
3. Press and hold SHIFT.
4. On the TRAKTOR user interface, you'll see the Sample Grid showing the Sample Slot parameters when pressing SHIFT.



All pads A1-D1 in the controller's top row **should be lit up**, indicating that Keylock is on for

all of them; **but this is not the case**, so just hit the pads (while still holding SHIFT) to toggle them on (bright orange).



5. You'll probably notice that the third pad in the top row (C1), containing the "Bubble Gate" riff, is not in the same key as the rest of our Remix Set.
 6. Press SHIFT + TYPE (PITCH) to enter Pitch mode — both SHIFT and TYPE (PITCH) start blinking.
 7. Now push and hold the third pad (C1) and look at the display. It says "03" with a little dot in the upper left corner. The "03" means that the Sample is three half steps "off," and the dot in the display means that it is three half steps **down**. If there were no dot, it would indicate that the Sample is transposed three half steps **up**. Naturally "on" and "off" are relative terms here, since our Samples from the tutorial Set were built to match in key without transposing.
 8. While still holding the pad, slowly turn the encoder knob clockwise. Each increment transposes the Sample up one half-step, and you can hear the pitch changing. Stop at "00."
- Now our Sample matches the key of the rest of the set!
- ▶ Press the TYPE (PITCH) button to exit Pitch mode.
 - ▶ Press and hold the SHIFT button, and then press the four Mute (STOP) buttons below the Pad Matrix one by one to stop all Sample Slots and reset all playheads to the Sample start positions.

3.5.5 Getting Size Right

Another problem can be seen and heard, if you hit the second pad in the second row (B2). You'll notice that there is a lot of "empty space" (silence) where the Sample just doesn't play, before looping back to the beginning. You can also see in the Remix Deck waveform display on the TRAKTOR software that the actual audio material takes up half the length of the display area.



Only half of the display area is filled by the Sample. The Sample is too short...

Let's tighten this up:

1. Make sure that pad B2 is playing.
 2. Push the SIZE (SPEED) button, which will immediately begin to flash.
 3. Now press and hold the pad B2. Notice the display now shows "2." This means that the playback "length" is twice as long as the original Sample length.
 4. While holding the pad, rotate the encoder knob counter-clockwise one notch.
- Now the display shows "1," which means that the Sample is now playing its normal length. We can continue turning if we want to just play (and loop in this case) half the Sample length or a quarter of the length, and so on. You can then simply push on the encoder to return the sample to its normal length.
- ▶ Press the SIZE (SPEED) button to exit Size mode.
 - ▶ Press and hold the SHIFT button, and then press the second Mute (STOP) button from the left to stop the Sample Slot and to reset the playhead to the Sample's start position.

3.5.6 Setting the Right Playback Type

Things are slowly beginning to take shape. But we're not finished yet. There are still some pads that aren't playing right, or don't seem to be triggering like they should. This is where we will turn to Type mode, where we can determine whether or not a Sample is set to One-shot or Loop mode, gated or latched, and synced (with the rest of the Remix Deck) or not. With the Type mode, you can determine how your Samples play back and behave when triggered. One of the sub-modes in Type mode is Sync Type. Let's see how to check that:

Checking for Sync

1. Press the TYPE (PITCH) button.
2. Turn the encoder knob until the display reads "SY."



The button begins to blink and the pads all turn orange, except for one (pad A3). Here you can see that pad A3 does not have sync engaged because it is white and not orange like the other pads.

3. Now press the pad to toggle Sync on, so that the pad is synced with the Deck's tempo and internal timeline.
4. Press the TYPE (PITCH) button again to exit Type mode.



The effect of having a pad's sync on or off depends on both the nature of the Sample and the Deck's tempo. In general, you'll probably want to have this on, although in some cases — maybe with Samples in One-shot mode **without rhythmic content** — you might want to toggle it off.

Playback Trigger Type

Now let's see how the third row is sounding:

1. Make sure you are on page two (P2) of the Sample Grid.
2. Press all four pads in the third row of the second page. Notice that the Sample on pad C3 doesn't continue to play after releasing the pad.
3. Press and release the TYPE (PITCH) button, which starts flashing.

- Turn the encoder knob until the display shows "tr" for Sample Trigger Type.



- The pads are now all purple except for one, which is yellow. All of the purple pads are latched, meaning that once they are pressed, they will "latch" on and stay on until another pad is pressed in the same Sample Slot. The single yellow pad — our trouble-maker here — is yellow and is "gated," meaning that it will only play for as long as that pad is being held.
- Hit the yellow pad so it toggles to purple (latched).
- Press the TYPE (PITCH) button again to exit Type mode.
- Hit pad D3 again and it will continue to play even after you've taken your finger off.



For Trigger Type, the pads are purple when latched and yellow when gated.



Setting the Playback Trigger Type of specific pads to gated (yellow) is very useful for just throwing in short, one-shot type effects, shouts, or hits. In gated mode, you can actually "play" the pads as you would with a hardware groovebox.



Setting the Playback Trigger Type of specific pads to gated (yellow) is very useful for just throwing in short, one-shot type effects, shouts, or hits. In gated mode, you can actually "play" the pads as you would with a hardware groovebox.

- ▶ Press and hold the SHIFT button, and then press the four Mute (STOP) buttons below the Pad Matrix one by one to stop all Sample Slots and reset all Samples to their initial positions.

Sample Play Type

There's one more playback problem in our page. In the last row, the second pad (B4) will only play once when pressed, it won't loop! In the context of this Remix Set, that doesn't really fit; we want this sound to keep looping once the pad is pressed.

- Make sure you are on page two (P2) of the Sample Grid.
- Hit pads A4 to D4 to start the Remix Deck and the corresponding Sample Slots.

3. To focus your ear on this Sample, mute all the other slots by pushing the Mute (STOP) buttons in the first, third, and fourth Sample Slot so that we just hear the playback in the second Sample Slot.
4. Press the second pad in the last row (pad B4). It plays through the Sample and then stops. The pad turns dim white, indicating that the Sample is still armed to play, but it has stopped playing after having been triggered.
5. Enter Type mode by pressing TYPE (PITCH). The button blinks.
6. Turn the encoder knob until the display shows "PL" (Sample Play Type).



All of the pads on the Pad Matrix except one turn green. The green pads are all looped, whereas the blue pad indicates that the Sample will just play once (One-shot mode).

7. Press the lonely pad to toggle it to green (looped).
- You have now switched the Sample Play Type from One-shot mode to Loop mode.
- ▶ Bring back the other Sample Slots by pressing the Mute (STOP) buttons 1, 3, and 4 to hear the effect.

When you are ready for the next step:

- ▶ Press and hold the SHIFT button, and then press the four Mute (STOP) buttons below the Pad Matrix one by one to stop all Sample Slots and reset all Samples to their initial positions.

3.5.7 Bad Speed

We're almost done fixing our tutorial Remix Set. There's one blatant problem with the second pad in the last column (pad D2), sounds like popcorn — it's playing the Sample way too fast.

1. Make sure you are on page two (P2) of the Sample Grid.
2. Hit pads A2 to D2 to start the Remix Deck and the corresponding Sample Slots.
3. Press SHIFT + SIZE (SPEED). Both buttons start blinking.
4. Press and hold the speedy pad; the display shows "4" which means that the Sample is playing back at four times the normal speed.

5. While continuing to press the pad, rotate the encoder knob two notches counterclockwise so that the display shows "1." This means that the play back speed is 1x (normal playback speed).
- Congratulations! You have just repaired a number of wrongly set parameters in the tutorial Remix Set. You might want to take some time and practice making other changes to the set before coming back to these tutorials.

3.6 Making Your Own Remix Set

Loading and tweaking Remix Sets is obviously very useful, but the idea is also to build your own Remix Sets. In this tutorial, we are going to get you started on creating your own simple Remix Set.

3.6.1 Preparations

Make sure that at least one of your Decks is set to Remix Deck. In this tutorial, we are going to use Deck B, but you can use any of the four Decks you like. Also, if you own an S2 or X1 controller, you might prefer to use one of the two upper Decks (A or B) because you have direct control of the transport, and effects of these Decks with these two controllers.

- ▶ Set the focus of the F1 on Deck B (see [↑3.3.2, Setting the Current Remix Deck Focus on the F1](#)), which should be an empty Remix Deck.

Emptying the Remix Deck

If you have a Remix Set already loaded, delete the Set the following way:

1. Push and hold SHIFT + CAPTURE (DELETE).
2. While continuing to hold the two buttons, rotate the encoder knob until you see "UL" (for "UnLoad") on the display.



3. Push the encoder knob to delete the contents of the Remix Deck.

→ We now have a fresh Remix Deck. On the TRAKTOR software, you'll notice that the name is "New Remix Set."

3.6.2 Loading Some Samples

For the purposes of this tutorial, we will limit our choice of Samples to the ones that are already in your Collection as a result of loading, playing, and repairing the "Remix Deck Tutorial" as described in the previous section.



It is important to remember that all the manipulation you do to the Samples in a Remix Deck (reverse, looping/one-shot, pitch and speed change, size change, and so on) are only saved to the Remix Set. The Samples themselves are unaffected. This means that you can have many different Remix Sets using the same Samples, but playing them back at different speeds or pitches, and so on. The Remix Set itself takes up very little space on your hard drive. It essentially recalls the states of each Sample loaded into it.

Automatic Loading

You have two ways of loading Samples with the F1. Let's try the automatic method first:

1. Push the encoder knob and the Sample will automatically load into the top left cell; the pad on the F1 will be dimly lit to show you that the cell is loaded. If this cell is already loaded, the next available cell will be loaded with the Sample.
 2. Exit Browse mode by pushing the BROWSE (MIDI) button again.
 3. Hit the pad that you just loaded and you should hear the Kick playing.
- ▶ Press and hold the SHIFT button, and then press the first Mute (STOP) button from the left to stop the Sample Slot and to reset the Sample start to its initial position.

Manual Loading

Many times you will want to load a Sample into a specific Cell:

1. Go back into Browse mode by pushing the BROWSE (MIDI) button.
2. Using the encoder knob, find and select the Sample "D1 Deep Verb Splash" in "All Samples."

3. Instead of pushing the encoder knob, we'll hit the pad where we want the Sample to go. Let's take the last pad in the first row (pad D1), on the far right. After a quick Pad Matrix animation, you'll see the chosen pad lit up dimly now, indicating that it contains a Sample, but is not yet playing.
4. Quickly escape Browse mode by pushing the BROWSE (MIDI) button, then hit the pad you just loaded and then go back into Browse mode by pushing the BROWSE (MIDI) button again.
5. Let's fill in the drums a bit by adding some toms to our set.
6. While still in Browse mode, scroll to "B1 HiHat and Clap."
7. Hit the second pad in the top row (pad B1).
8. Leave Browse mode, hit the pad B1.
9. Hit pad A1 to add the "Intro Beat" Sample to the mix.

Switching Out Samples

You might not like the sound of the Verb sound on D1. Let's try out some other Samples, this time on-the-fly so we can hear how things sound in context.

1. Enter Browse mode, the BROWSE (MIDI) button should then be blinking.
2. Move the encoder knob up or down the list and select another Sample. Let's say it's "C1 Bubble Gate."
3. Hit the pad currently playing the Verb Sample, D1, and it will be replaced.
4. You can continue to go through different Samples while still in Browse mode, testing to see how they fit with the other Samples in your newborn Remix Set.

Add a few more Samples to your Remix Set. You don't have to fill up all sixty four Sample Cells! You don't even have to fill in a whole page. But to get a feel for things, you should have at least some of the Sample Slots with two or more Samples in them so that you can change out different elements as you are playing your set.

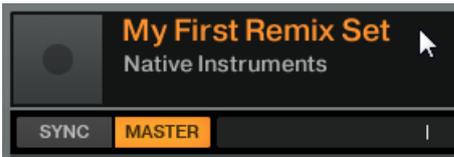


In this example, we've loaded the kick on the left and moved to less rhythmic elements to the right. A good rule of thumb is to group sounds that have similar functions (all the kicks or all the stabs, for example) into the same Sample Slot (column). But you can obviously organize your Remix Sets however you want.

3.6.3 Name Your Set!

So far, so good. But we need a name. This is one thing the F1 can't do for us so we'll need to use the mouse and keyboard:

1. Double-click on the name "New Remix Set" in the header of the Remix Deck.
2. Type something like "My First Remix Set" and then hit [Enter]/[Return] on your computer keyboard.



3.6.4 Save!

Although you have named your set, you have not yet entered it into your Collection, so it is not yet saved. To do this:

1. Navigate to the "All Remix Sets" folder in your Tree (you can use the F1 in Browse mode for this; remember, SHIFT + encoder knob navigates the Collection Tree).
2. In the TRAKTOR software, click and hold the name of your Remix Set at the top of the Remix Deck and drag it down into the list.

→ Your new Remix Set is now saved in your Collection.

- ▶ Press the BROWSE (MIDI) button to exit Browse mode.

3.6.5 Delete Samples and Pages

As we saw in [↑3.6.1, Preparations](#), you need to press and hold SHIFT and CAPTURE (DELETE) in order to remove material from the deck. You remain in this mode only as long as you are holding at least one of the two buttons. This is to prevent you from accidentally deleting Samples or pages.

Sample Deletion

Deleting a Sample from a pad is very easy:

1. Press and hold the SHIFT + CAPTURE (DELETE) buttons.
2. While continuing to hold either one of the buttons, hit the pad that you want to "unload" (delete containing Sample). That's it!

Page Deletion

To delete an entire page from your Remix Set:

1. Press and hold the SHIFT + CAPTURE (DELETE) buttons.
2. While continuing to hold either one of the buttons, turn the encoder knob until the display shows "d" followed by the page number you want to delete. In other words, "d1" will delete page one and "d2" will delete page two of the Sample Grid, and so on.
3. Pressing the encoder knob will clear the currently active page of the Sample Grid from all Samples.

3.6.6 Copying and Editing Samples

One powerful feature of TRAKTOR's Remix Decks is that when you copy Samples from one pad to another, you are actually using the same audio material in different places. This keeps your hard drive from getting bloated with duplicates, but also lets you get into some creative remixing.

- ▶ Select and load the Sample "OctaveUp Perc" into an empty cell. If you have already filled a page, you should start a new page because you'll want to have some extra, free pads for the next steps.

Copying

1. Press SHIFT + QUANT (EDIT). Both buttons start blinking. The display should show "CP" for "Copy and Paste."
2. Turn the encoder knob clockwise, one notch at a time. Notice that after "CP," there is also "Ct" (Cut and Paste), "OF" for "Offset," and "nU" for "Nudge." Turn back to "CP" to return to Copy and Paste mode.



3. While still in Edit mode (and in the Copy and Paste sub-mode) hit the pad containing "OctaveUp Perc." The pad now flashes and the display indicates "PA" for "Paste."



4. Hit an empty pad (for example, just under the pad containing our Sample). A copy of the Sample is pasted here.
5. To make further copies, just repeat the process (hit the source pad, then the target pad). For our example, make a whole column of four identical Samples in the same Sample Slot on one page (on pads C1, C2, C3, and C4, for example).
6. Exit the Edit mode by pressing the QUANT (EDIT) button.
7. Now you can trigger the different pads you just copied onto the same slot, but there should be no difference in sound when you trigger them.



Copying Samples can be a very powerful way of varying parts in your remix. For example, you can copy a vocal Sample across several pads and then tune the pads up or down with Pitch mode to create some tonal variety.

Offsetting Sample Playback

Offset moves the starting position of a Sample in 16th note steps. To offset a Sample:

1. Re-enter Edit mode, as described above, with SHIFT + QUANT (EDIT).
2. Turn the encoder knob until you see "OF" in the display to enter the Offset sub-mode.



3. Push and hold one of the pads that you just copied which is playing. Notice the display should indicate "00," meaning that there is no offset on the Sample; playback starts right at the beginning of the Sample.
4. While holding the pad, slowly rotate the encoder knob. On the TRAKTOR software, you'll see the start marker of the playback move inside the Slot Player as you move the encoder knob. The white bar indicates the point where playback will begin when you trigger the Sample with this pad.
5. Continue changing the offsets on the other pads where you just copied the Sample.

6. Exit Edit mode by pressing QUANT (EDIT).
7. Play the Samples to get a feel for the shifting feeling you've created.

Nudge

Nudge is similar to Offset, only you are moving the starting position of the Sample by fractions of a 16th note. This is excellent for fixing small timing problems between Samples in your Set.

1. Re-enter Edit mode, as described above.
2. Turn the encoder knob until you see "nU" for "Nudge."



3. While holding the pad you want to nudge, rotate the encoder knob. This moves the Sample start position.

3.6.7 Capturing Samples From Other Decks

Remixing with the F1 takes on a new dimension with live capture: you can quickly and easily capture from tracks playing in other Track Decks or the Loop Recorder and, thereby, create a Remix Deck (and, of course, a remix) on-the-fly.

Preparations

First of all, you'll need to load a track into a Track Deck. We'll use the "TechHouse 1" track for this tutorial.

- ▶ Load "TechHouse 1" from the "All Tracks" folder of the "Track Collection" node into Deck A (we are using Deck B as our Remix Deck), and start playback of the Deck.



The capture source Deck doesn't need to be playing — you can sample from a stopped Deck just as easily as from one that is playing. However, when the Deck is playing, you hear the material will capture (see below).

Determining the Capture Source

1. Press and hold the CAPTURE (DELETE) button on your F1.

2. While continuing to hold the CAPTURE (DELETE) button, rotate the encoder knob. You will see a Pad Matrix animation that will graphically indicate which of the four decks (or the Loop Recorder) will be the focus. At the same time, the display indicates the source names as well ("cA" for capture Deck A, "cB" for capture Deck B, and "cL" for capture Loop Recorder). Make sure the display reads "cA."



3. When releasing the CAPTURE (DELETE) button, the controller remains in Capture mode. You can now set the capture length as explained in the next section.

Determining the Capture Length

Notice the number in the display.

- ▶ Turn the encoder knob until you see "4." This means that four beats will later be captured from the capture source Deck.



When pressing the encoder knob at this point, a loop of the specified length will be activated in the capture source Deck. Pressing the encoder knob again will deactivate the loop. Activating a loop inside the Track Deck before capturing can be handy for transitions between elements of a Remix, or between track transitions in your mix.

Capturing into a Pad

If you want the Sample start to snap to the capture source Deck's Beatgrid, make sure the Snap function (S) is active in the software's Main section. We recommend to have the Snap function always active when capturing Samples.



Making sure Snap (S) is active in the MAIN area of the software.

Wait for a moment shortly before a downbeat in the track of the capture source Deck, then:

- ▶ Push the pad where you want to capture the loop.
- A Sample of the previously specified length will now be captured from the Track Deck into the pad.
 1. Push CAPTURE (DELETE) to exit Capture mode.
 2. Now hit the target pad to get it to start playing.
 3. Repeat the process (from "Determining Capture Length" to "Capturing into a Pad") several times, with different loop lengths and from different parts of the track — enjoy!
- Congratulations! If you have worked through these simple tutorials, you will be on your way to becoming an F1 expert! The next chapter, [↑4, TRAKTOR KONTROL F1 Reference](#), covers every aspect of the F1 from start to finish.

3.7 Importing Remix Sets to TRAKTOR

Importing Remix Sets to TRAKTOR is as easy as this:

- ▶ Drag and drop the file containing the Remix Set and its Samples (.trak file) onto TRAKTOR's Collection in the Browser. TRAKTOR will then unpack the contents of the .trak file and place the Samples and Remix Set into your Collection. Depending on the size of the Remix Set, this process could take a few moments. Once import is complete, you can delete the .trak file or store it somewhere for safe keeping.



Make sure to check the website from time to time for additional Remix Sets provided by Native Instruments!

3.8 Using F1 for Stem Deck Control

In this tutorial you will learn how to load and play back a Stem File, and how to perform on Stem Decks.

Stem Files allow you to interact with four different musical elements of a track independently while DJing. The four stems of a track can be modified individually to create spontaneous instrumentals, remixes, or mashups. You can create transitions between elements stem-by-stem, or apply effects and EQ to just to a specific stem instead of the entire track. To get really creative, try swapping elements across multiple Stem Decks, for example, you could take the vocals from one track and mix it with the beat from another. Utilizing your F1, in combination with TRAKTOR, you can mix music at a deeper level.

Stem Files

A Stem File is a track in the file format `.stem.mp4` that contains four audio tracks (Stem Parts). Each Stem Part represents one of the key elements e.g. drums, percussions, synths, vocals, of the entire track. By default when a Stem File is played back in TRAKTOR all Stem Parts are audible and result in an entire track.



Stem files must be analyzed before loading and playback. Due to the large amount of data that must be read from a Stem File, it is currently necessary that Stem Files are analyzed before loading into a Stem Deck. It is not possible to load and play a Stem File before it has been analyzed. For more information on how to analyze tracks or Stem Files, refer to the TRAKTOR Manual.

Stem Deck control on the F1

In the TRAKTOR software the Stem Deck looks identical to a conventional Track Deck. Only the TRAKTOR KONTROL S8 and the TRAKTOR KONTROL D2 are able to additionally show the four waveforms of the Stem Parts on their displays.

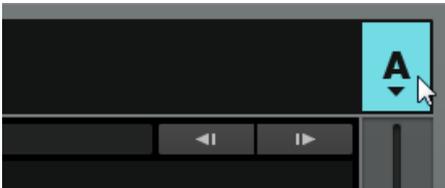
When a Stem File is played back using the F1 controller, the Pads will function as level meters for visualizing the output volumes of the Stem Channels: as the Stem Channels become louder the more the Pads will illuminate. If a Stem Channel provides no audio signal the Pads remain unlit. In addition, the Slot Volume faders and Filter knobs of the F1 control the four Stem Channels of the Stem Deck.

3.8.1 Loading a Stem File into the Stem Deck

Before you can load a Stem File into a Deck you need to set the Deck Flavor to Stem Deck in the TRAKTOR software.

On the Deck controlled by your F1 controller:

1. Click on the Deck Focus “Icon” to display the Deck Flavor context menu.



2. Select Deck Flavor Stem Deck.

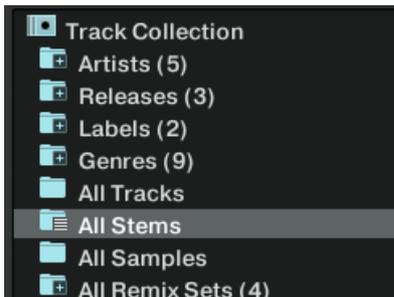


→ The Deck is set to Stem Deck and is ready for loading a Stem File.

On your F1 controller:

1. Push the BROWSE button to enable Browse mode.

- Hold the SHIFT button and rotate the encoder for navigating along the Browser Tree and select the All Stems folder.



- Release the SHIFT button.
- Rotate the encoder for navigating within the Browser List and select a Stem File.



- Push the encoder to load the Stem File into the Stem Deck.
 - Push the BROWSE button to leave Browse mode.
- The Stem File is now loaded into the Stem Deck.

3.8.2 Controlling the Stem Deck

Compared to a Remix Deck where the playback is started as soon a Pad is triggered, you cannot start the playback of the Stem Deck with the F1 controller.

Starting Playback

To start playback of the Stem Deck:

- ▶ In the TRAKTOR software click Play of the Stem Deck.

- The Stem File is now playing back similar to a conventional track in a Track Deck. During playback you will notice the Pads light up indicating the output level volumes of the Stem Parts.

Adjusting Volumes of Stem Parts

To adjust the volumes of key elements from the music:

- ▶ Move the four Slot Volume Faders downwards or upwards.
- You will hear the several volumes of key elements change. According to the Volume faders' positions and the resulting output volume, the Pads will display the current output volume level.

Muting Stem Parts

To completely remove key elements from the music:

- ▶ Press the STOP (MUTE) buttons.
- The volumes of the Stem Parts will be completely removed from the music and the Pads of the Stem Channel are dimmed.

Applying FILTER on Stem Parts

To apply the FILTER on Stem Parts:

- ▶ Rotate the Filter knobs to apply the hi-pass or low-pass Filter to the Stem Channels.
- You will hear the applied Filter on the Stem Channels output.

The usage of the Filter FX in combination with TRAKTOR's EQ let you mix more precisely and with more flexibility.

3.8.3 Applying FX SEND to Stem Channels

You can apply the FX of FX Unit 2 to any of the Stem Channels.

Preparation

1. Route FX Unit 2 to the Stem Deck.
2. Enable FX Unit 2 in the TRAKTOR software.

Applying FX SEND

On the F1 controller:

1. Hold the SHIFT button. The four Pads with the FX parameter light up.
2. Now press one of these Pads. You now hear the FX of FX Unit 2 applied to the Stem Channel.

4 TRAKTOR KONTROL F1 Reference

4.1 Introduction

This chapter is your go-to reference for using the F1 to control your Remix Decks in TRAKTOR. For learning how to use the F1 in everyday situations, please see [↑3, Tutorials and Workflows](#).



If you are "diving right in" with this chapter, you still might want to work through the tutorials in [↑3, Tutorials and Workflows](#). There you will learn the very basics of loading and playing the Remix Decks.

4.1.1 A Word on Modes

The F1 is a compact and ergonomically-designed piece of hardware made to fit on your table with whatever gear you use. With a relatively small number of knobs and buttons, you can control just about every aspect of the Remix Decks, including loading and saving Remix Sets, changing Pitch, Speed, Size, and direction of Sample playback, setting up Sample Sync, Key-lock, Monitoring and FX routing, and much, much more!

In order to accomplish all of this, the F1 architecture is based on a number of modes, all of which we will describe in this chapter.

Activating the Modes

Each Mode button (REVERSE (COLOR); TYPE (PITCH); SIZE (SPEED); etc.) grants access to two modes:

- Press the Mode button directly to activate its "primary" mode. Here, the mode's name is written **on** the button.
- Press SHIFT + the Mode button concerned to activate the "secondary" mode. Here, the mode's name is written **below** the button.

In this Manual, we always refer to the buttons with **both** mode names. The primary mode is written without brackets, and the secondary mode with brackets. For example, the top-left button in the middle section of the F1 is the SYNC (MASTER) button. The secondary function (Master mode) is always achieved by pressing SHIFT + the Mode button.

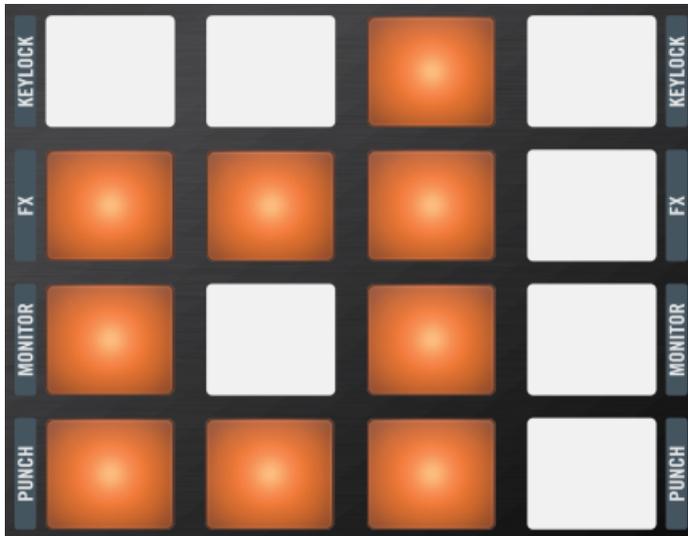
4.1.2 A Word on Sample Slot Parameters

Each Sample Slot has four parameters, which you can change directly with pads while pressing SHIFT. The parameter names appear on both sides of the F1's Pad Matrix. The buttons are, from top to bottom on the F1:

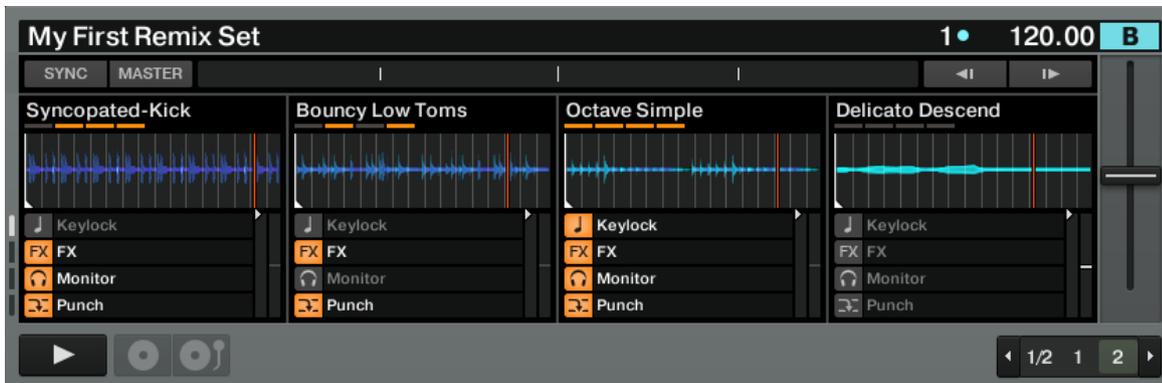
- **KEYLOCK**: Toggles the Keylock function so that a Sample Slot's pitch will not change when speed is changed.
- **FX**: Engages or disengages routing the Sample Slot's sound through the effects assigned to the Deck. See the TRAKTOR 2 Manual for further information on FX routing.
- **MONITOR**: Toggles headphone monitoring, independent of Sample Slot volume.
- **PUNCH**: Maintains musical phrasing when switching between Samples. Each Sample takes over the playback position from the previous Sample with this parameter engaged, thus, allowing you to "punch in" new Samples without having them play from their beginnings.



For more information on the Sample Slot parameters, please see [↑4.13, Sample Slot Parameters](#).



You can toggle the four Sample Slot parameters for each Sample Slot on and off using the SHIFT button.



The Sample Slot parameters also become visible in the Remix Deck when pressing SHIFT on the controller.

4.2 Performance Mode

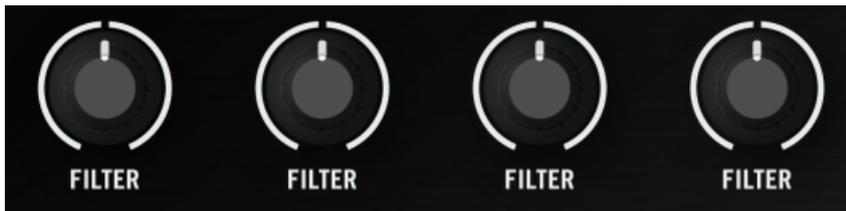
Performance mode is the "default mode" for the KONTROL F1. It is where you navigate the Sample Grid, trigger Samples, mute and stop Sample Slot playback, edit Sample Slot parameters, and adjust the Volume faders and Filter knobs. You will certainly be spending most of your time in Performance mode, so it's a good place to start.

Within this chapter, we describe how all the controller elements work when the controller is in Performance mode. The only elements unaffected by the various other controller modes are the Filter knobs and the Volume faders; they always have the same function.

This is the longest section in this manual, and probably the most important in terms of using the F1 on a day-to-day basis.

4.2.1 Filter Knobs

At the very top of the TRAKTOR KONTROL F1, are the four Filter knobs which are two-way (low-pass and hi-pass) controls for the Filters on each Sample Slot of the Remix Deck currently in focus.



The F1's Filter knobs control single-action, two-way filters for each Sample Slot.

The knobs have a center detent indicating the point where no filtering takes place. If you turn the knobs counterclockwise from 12 o'clock, the cutoff frequency of a low-pass filter will be lowered (letting lower-pitched sounds through and filtering out high-pitched ones). Turning the knobs clockwise from 12 o'clock raises the cutoff frequency of a high-pass filter (letting high-pitched sounds through and filtering out lower ones).

The filters can be activated (by deviating either direction from the neutral 12 o'clock position) in any mode.



The F1's Filter knobs are always active and work independently of the mode the F1 happens to be in.

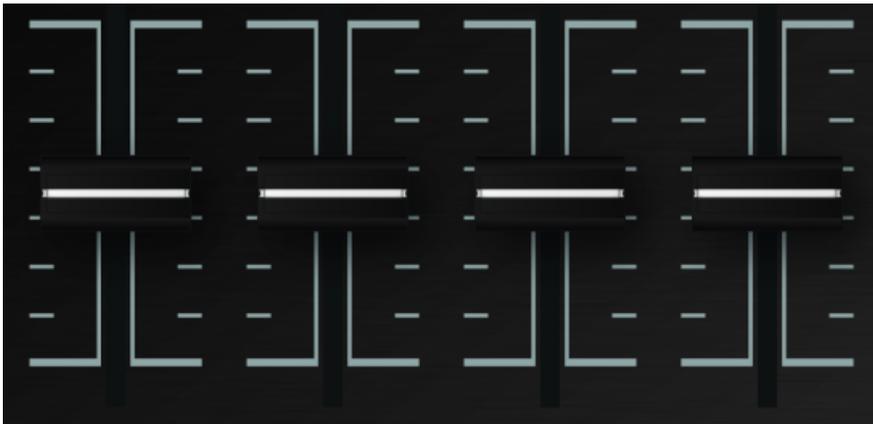
- ▶ Rotate the Filter knobs to the left (counterclockwise) for low-pass filtering and to the right for high-pass filtering.



Notice that the Filter controls on the software move as you move the F1's Filter knobs. If the Filter controls on the software user interface have been moved so that they don't match the position of the F1's Filter knobs, when you move the knobs on the F1, the controls on the software will snap to the hardware controls' positions.

4.2.2 Volume Faders

Under the four Filter knobs are the four Volume faders, corresponding to the four Sample Slots of the Remix Deck currently being controlled (in focus) by the F1.



The F1's Volume faders.

Like the Filter knobs, the Volume faders work independently of the other Remix Deck modes. If you are playing with the Reverse mode, for example, you still have full control of both Sample Slot volume and filtering through the Filter knobs and Volume faders.

- ▶ Pull the Volume faders up to increase Sample Slot volume and down to decrease it.



The F1's Volume faders behave just like the Filter knobs and control the corresponding Remix Deck faders on the software's user interface. If the Volume faders in the software have been moved so that they don't match the position of the F1's Volume faders, when you move the faders on the F1, the faders on the software will snap to the hardware faders' positions.

Adjusting the Gain of a Sample as Opposed to its Volume

When performing with a number of Samples in a Remix Set, you will almost certainly encounter a situation where the gain (audio volume) of one Sample is not "matched" with the gain of the other Samples.

Now here's the solution: **when the Volume fader is moved while holding SHIFT**, the Sample Slot's volume is adjusted as normal, but **an opposite adjustment is applied to the Sample's gain at the same time**. The net effect of this operation is that the output level of the Sample Slot does not change — any attenuation applied to the Sample Slot's volume is applied as an amplification to the Sample's gain, or vice versa.

Although this might sound confusing, it is a very useful feature! Two examples illustrate situations where you would do this:

Example 1: In Sample Slot 1 there is a **Sample which is too loud compared to the other Samples**, while all Volume faders are at their maximum (all the way up) position.

1. Use the Volume fader to bring the level of Sample Slot 1 down to the right volume.
2. Then, holding SHIFT, move the Volume fader back up to the maximum.

→ Because TRAKTOR attenuates the gain of the Sample while the volume is turned up, the Sample will still be at the same quieter volume, even though the Volume fader is now all the way up. The gain is now set correctly for that Sample Cell.



The Sample gain adjustment (using SHIFT + Volume fader) only adjusts the gain for the currently playing Sample Cell. The other Sample Cells in the same Sample Slot (column) will not be affected!

Example 2: Let's say that in Sample Slot 3 you have the opposite problem: **the Sample is too quiet**, even with the Volume fader for Slot 3 all the way up.

1. Press and hold SHIFT while pulling the Volume fader for Sample Slot 3 down a bit. Remember: you won't hear any changes because the gain of the Sample is being *increased* by the same amount that the Sample Slot volume is *decreased*.

- When the Sample is loud enough, release SHIFT and move the Volume fader back up to increase the output level of the Sample Slot.

The important thing here is to realize that when moving the Volume faders with SHIFT pressed, you are moving the Sample Cell volume in the opposite direction of the actual gain of the Sample. You don't hear any difference in volume while moving the Volume faders while pushing SHIFT because the gain of the Sample Cell is compensated by the change in the actual Sample gain!

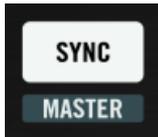


It is a good idea to load a Remix Set and practice changing Sample Gain in various Sample Cells to get the feel for this! Once you feel comfortable doing this, you'll find that it's a quick an easy way to balance the Samples playing in your Remix Decks.

4.2.3 SYNC (MASTER) Button

This button sets the SYNC and MASTER states for the Remix Deck you are controlling with the F1. The Sync function syncs the Remix Deck to the TRAKTOR Deck currently set to Master. The Master function sets the Remix Deck itself to operate as Master.

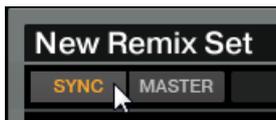
In this manual, we will only cover the Sync and Master states in as far they are relevant for operating the Remix Decks with your F1. For more in-depth information on Sync and Master states, please refer to the TRAKTOR 2 Manual.



The SYNC (MASTER) button on the F1.

Sync

By pressing the SYNC (MASTER) button *without* pressing SHIFT you will toggle the Sync state of the Deck. The SYNC (MASTER) button reflects (and controls) the state of the SYNC button on the TRAKTOR software.



A Deck's SYNC button in the software.

When the Deck's Sync is engaged, the SYNC (MASTER) button (and therefore the corresponding button on the software) will be lit up. When Sync is turned off (either by pressing the button on the F1 or by clicking on the [SYNC](#) button on the TRAKTOR GUI) the button will be unlit.

- ▶ Press SYNC (MASTER) to toggle the Sync state of the Remix Deck.

Master

To find out if the Remix Deck controlled by your F1 is TRAKTOR's Master Deck or not, press and hold SHIFT. The SYNC (MASTER) button will be lit if the Deck is set to Master, otherwise the button will be unlit.

To toggle the state of the Remix Deck, hold SHIFT while pressing the SYNC (MASTER) button. As with Sync, the state shown on the [MASTER](#) button on the TRAKTOR software and the state shown on the SYNC (MASTER) when SHIFT is pressed (e.g., lit up or dim) are the same.

- ▶ Press SHIFT + SYNC (MASTER) to toggle the Master state of the Remix Deck.

4.2.4 QUANT (EDIT) Button

The primary function of the QUANT (EDIT) button is to enable, disable, or change the value of the Deck's Quantize characteristics. The secondary mode, which is the Edit mode, is activated by pressing SHIFT + QUANT (EDIT). We will talk about the Edit mode separately in [↑4.11, Edit Mode](#).



The QUANT (EDIT) button.

Quantize

Quantizing is important for aligning the timing of the Samples you trigger with your F1. This timing is called the Quantize Value and ranges from a single sixteenth-note to 32 beats (8 bars). From shortest to longest, these values are: quarter-beat (sixteenth-note), half-beat (eighth-note), 1 beat (quarter note), 2 beats, 4 beats, 8 beats, 16 beats, and 32 beats.

In most cases, you'll want your Samples to be triggered in tight synchronization to the rest of the tracks and probably also the other Samples playing in one or more Remix Decks. Quantize is the way to do this.



Note that the Quantize Value does not represent the amount of beats it will take before a Sample starts playing, therefore, it is not a "delay" value; the Quantize Value represents a mark in the Remix Deck's internal timeline (such as a bar line on a sheet of music). E.g., when the Quantize Value is set to 4, a Sample you hit will start playing with the next 4/4 bar of the Remix Deck's internal timeline!

For example, if the Quantize Value is set to 4 beats and you trigger a Sample by hitting a pad, the Sample won't start playing until the next downbeat (beat one of the next bar) of the Remix Deck's internal timeline. Similarly, if you set the Quantize Value to 1 the Sample starts playing on the next beat. Depending on the kind of Samples in your Remix Decks and the style of music you are playing, even longer (or shorter!) Quantize Values can be used. For example, if your Samples are parts of four-bar musical phrases which you want to harmonize nicely together, you might consider setting the Quantize Value to 16, which would be 16 beats = 4 bars. For glitchier styles, set Quantize Value to eighth-note or sixteenth-note values.

With Quantize turned off, your Samples will begin playing as soon as you trigger them. In some live-performance situations, this might be just what you want to have much more timing freedom when you manually fire off a series of one-shots, for example.



Activate Quantize to get seamless Sample changes in the Remix Deck.

Toggling Quantize On and Off

If you press and release the QUANT (EDIT) button for less than one second without interacting with any other controls, then the state of Quantize will be toggled upon release of the button. The QUANT (EDIT) button will light up when Quantize is on.

- ▶ Briefly press the QUANT (EDIT) button to toggle the Remix Deck's Quantize.

Viewing the Current Quantize Value

If you press and hold the QUANT (EDIT) button for longer than one second, the F1 will tell you the current Quantize Value in two different ways:

- On the 7-segment Display, you will see the Quantize Values of a quarter-beat (sixteenth-note) to 32 beats; when the Quantize Value is between 1 and 32 beats, only the numbers will show on the display. For lower values, a decimal point appears at the upper left corner of the display followed by a number. For a half-beat (eighth-note) value, you'll see a "2" preceded by a decimal point in the upper left corner of the display and for a quarter-beat (sixteenth-note) value, a "4" preceded by a decimal point will be displayed.
- On the pads, you'll see a color pattern on the left half of the Pad Matrix (eight pads for the eight possible values) with the current Quantize Value highlighted.



When you press and hold the QUANT (EDIT) button, the pad color pattern gives you an intuitive way of seeing the Quantize Value: The first column of pads — from red to yellowish-orange — represents the values that are less than one bar long. The second column — going from yellowish-green to green — show values that are one bar or longer.

Changing the Quantize Value

To change the Quantize Value of the Remix Deck with the F1, press and hold QUANT (EDIT) for more than one second. The F1 will now display the current Quantize Value on both the pads and on the 7-segment display (see above). While you continue to hold the QUANT (EDIT) you can change the Quantize Value in either of two ways:

- Pads: The pads will show a color pattern corresponding to the Quantize Value. Pressing a pad will select the value associated with that pad. The newly-pressed pad will become bright, showing you that you have successfully changed the Quantize Value. You'll also see the new value on the 7-segment display.
- Encoder: You can step through the different values by turning the encoder knob. As you change values with the encoder knob, you'll also see the corresponding pads (representing the Quantize Value) light up.



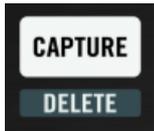
In addition to the visual feedback on the F1, you'll also see the Quantize Value on the TRAKTOR software GUI.

- ▶ Press and hold the QUANT (EDIT) button, and turn the encoder knob to change a Remix Deck's Quantize Value.

→ The Quantize Value will also be displayed next to the Deck tempo in the software.



4.2.5 CAPTURE (DELETE) Button



The CAPTURE (DELETE) button on the F1.

Press the CAPTURE (DELETE) button to enter Capture mode, and SHIFT + CAPTURE (DELETE) button to enter Delete mode. For further information, please refer to sections [↑4.4, Capture Mode](#), and [↑4.5, Delete Mode](#).

4.2.6 The 7-Segment Display

In the default state, the 7-segment display shows the Sample Grid page currently visible on the Remix Deck on the TRAKTOR software.



The 7-segment display next to the encoder knob on the F1.

The page number is preceded by "P" (for "page"). Each Sample Grid page contains 16 Sample Cells. Since each Remix Deck contains 64 Sample Cells, there are four pages. For example, if you see "P2" on the display, then the pads on the F1 represent the second page of the current Remix Deck.

4.2.7 Encoder Knob

In Performance mode, the F1's encoder knob has two different functions depending on whether you turn it or press it.



The encoder knob next to the F1's display.

Turn the Encoder to Scroll Through the Sample Grid

By rotating the encoder knob, you can scroll up and down through the four pages of the Sample Grid, with each click changing the page up or down, depending on which direction you turn the encoder knob. Each time you change pages, the F1's pads will be animated to clearly show the change.

Push and Hold the Encoder for Overview

To have a quick birds-eye overview of what is playing in your Remix Deck, press and hold the encoder knob. Each row of the Pad Matrix will then represent one page. The first page of the Remix Deck's Sample Grid will be represented by the first row, the second page by the second row, and so on.

If all four Sample Slots have Samples playing and all of the Sample Cells are on one page, then the corresponding row will light up and all other pad rows will be dark. If, however, one or more Sample Cells on other pages are currently playing, then you will also see the corresponding pad rows indicating that Samples are playing.



This Remix Deck Overview function is very useful to get a quick idea of what is going on in a Remix Deck. Since you might have Samples playing over several pages of the Remix Deck's Sample Grid, it's easy to lose track of where the sound is coming from if you are just looking at a single page. Pressing and holding the encoder knob is a great way to keep on top of what's going on in your Remix Decks.



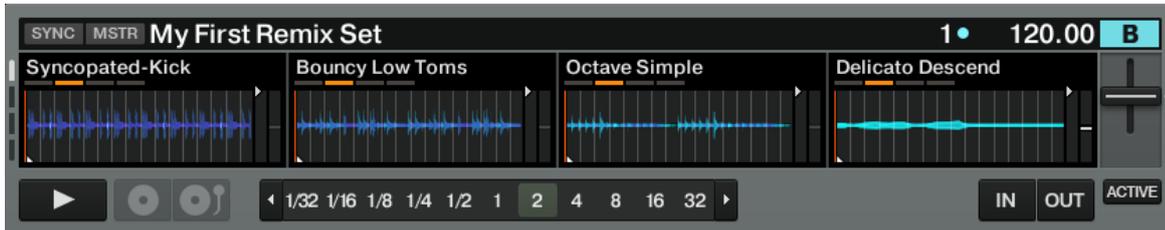
You can combine the Remix Deck overview with a page change: Press and hold the encoder knob and then press any pad in rows 1 through 4, representing Sample Grid pages 1 through 4. For example, if you hit a pad in row 3 (while pressing and holding the encoder knob) and then release the encoder knob, the pads will then be on page 3 of the Remix Deck's Sample Grid. Try this to get a feel for how it could fit into your workflow!



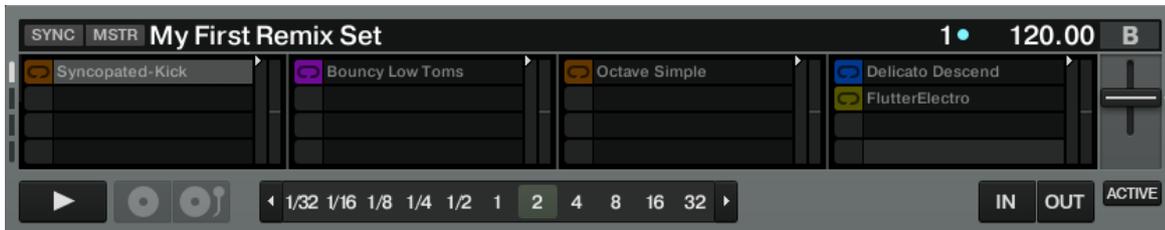
When you press and hold the encoder knob for the Remix Deck Overview, the pads will not trigger Samples.

toggling Waveform and Grid Views

If the current Remix Deck is in Small Size mode on the TRAKTOR software, you can toggle between Waveform View and Grid View by just pressing and releasing the encoder knob once.

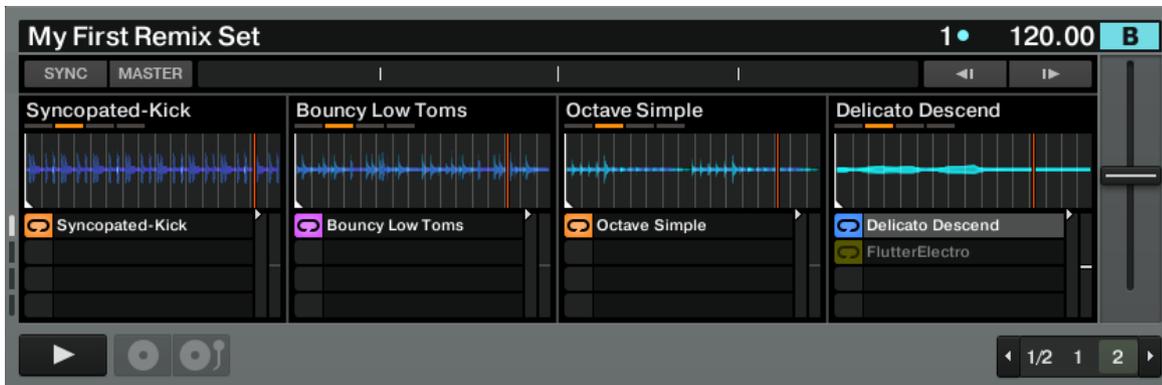


A Remix Deck in Small Size mode with Waveform View active.



A Remix Deck in Small Size mode with Grid View active.

When the Remix Deck is in the Large Size mode on the software, pressing the encoder knob does not affect the software, since the Sample Grid is already visible.



A Remix Deck in Large Size mode.



Double-click the upper border of the Deck in the software to skip through the Viewing modes.

- ▶ Press and release the encoder knob once to toggle between Waveform and Grid View in the software (works only when the Remix Deck is in Small Size mode).

Saving a Remix Set

If you have made changes to the Remix Set loaded into the active Remix Deck and you want to save those changes:

- ▶ Hold SHIFT and press the encoder knob.

If you are saving a pre-existing Remix Set, you will then be given the option to [Overwrite](#), [Re-name](#), or [Cancel](#) on the TRAKTOR software. You can choose your desired option using the encoder knob:

- ▶ Press the encoder knob to activate your selected option.

On the other hand, if the contents of the Remix Deck were not loaded from a Remix Set (in other words, the content of the Remix Deck was sampled on the fly or populated with individual files from the Collection), then a new Remix Set will be saved when you trigger this function. The Remix Set will have the following name: "Remix Set" followed by the date and time stamp, indicating exactly when you save the Remix Set.

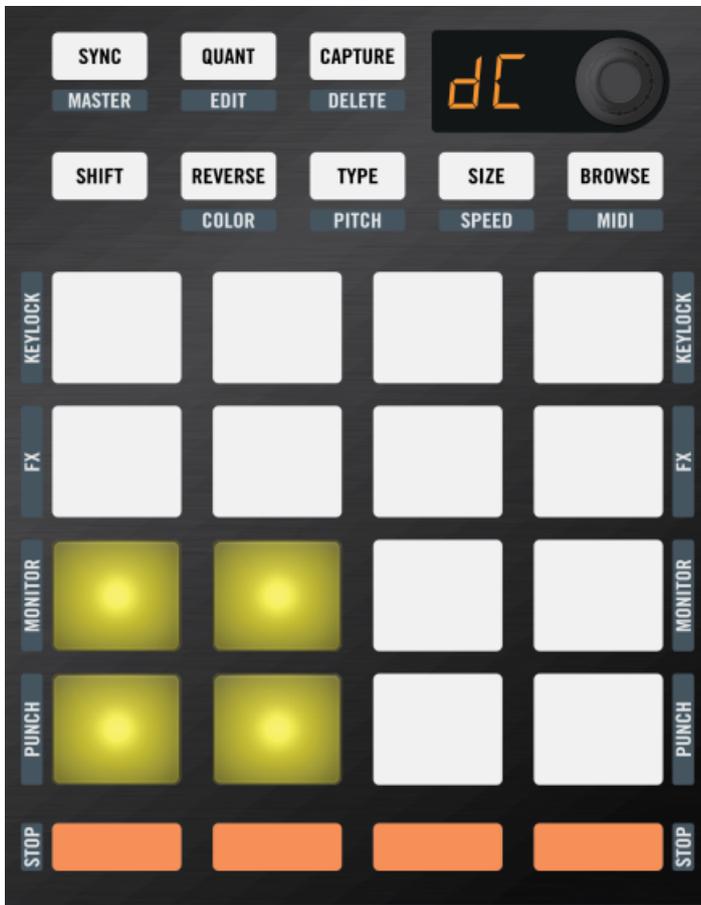
Assigning the F1 to a Different Remix Deck / Changing the Focus on the Controller

You can change the Remix Deck controlled by the F1 with the encoder knob:

- ▶ Hold SHIFT and rotate the encoder knob.

Note that this is only possible if there are two or more Decks set to Remix Deck. When holding SHIFT and rotating the encoder knob, the F1 indicates which Remix Deck is being controlled in two ways:

- **7-segment display:** The display shows the name of the controlled Deck by showing the letter "d" followed by the letter of the Deck. For example, when controlling Deck C, "dC" will be shown in the display. When controlling Deck D, "dd" will be shown.
- **Pads:** You can readily see which Deck is the controlled Remix Deck by glancing at the F1's pads. The 16 pads are divided into four 2x2 squares. Each square represents a Deck. The four upper-left pads, for example, indicate Deck A, the four upper-right show Deck B, and so on. When you change the Deck assignment with the encoder knob, the quadrant corresponding to the newly-selected Deck will begin to flash rapidly.



The 7-segment display, and the lower-left quadrant of the F1 indicating that Deck C is the Remix Deck currently controlled by the F1.



Note that a pad quadrant will only flash if the corresponding Deck is a Remix Deck. If you've set Deck C to be a Track Deck, for example, then the lower-left quadrant of the Pad Matrix will not light up when you rotate the encoder knob. This is because the F1 can only control Remix Decks.

After releasing SHIFT, the F1 will now show the status of the newly assigned Remix Deck. Often, the Volume faders and Filter knobs will not match those of the new Deck. For example, if you had all Volume faders all the way up in the previous Remix Deck, whereas the Volume fad-

er of Sample Slot 2 is halfway down in newly selected Remix Deck, the "full on" position of the physical fader won't represent the actual value in the Remix Deck. In this case, the software controls will snap to the position of their counterparts on the F1 once that you move those.

Which Deck Is the F1 Controlling When TRAKTOR Launches?

When you first launch TRAKTOR with your F1 connected, or when you connect an F1 while TRAKTOR is already running, the F1 will indicate which Remix Deck it is currently set to control by the two ways described above. When launched, the corresponding 2x2 Pad Matrix quadrant will flash. To stop the flashing, just press any pad or button on the F1.

4.2.8 SHIFT Button

Pressing the SHIFT button along with another function button lets you access the secondary functions.



The SHIFT Button.

The names of these functions appear just below the F1's buttons in grey letters. These secondary functions will be explained in the following sections about the various buttons and pads on the F1.

4.2.9 REVERSE (COLOR) Button

The primary function of the REVERSE (COLOR) button is, as its name implies, to access Reverse functions. The secondary function, Color mode (activated when SHIFT is pressed at the same time), will be discussed in [↑4.6, Color Mode](#).



The REVERSE (COLOR) button.

With the F1, you can activate reverse Sample playback either as a temporary, gated action (in other words, as long as you press the Sample Cell's pad), or as a "permanent," latched action (in other words, the reverse playback continues even after releasing the Sample Cell's pad).

Reversing a Sample Temporarily

For a gated (temporary) reversal of Sample playback:

1. Press and hold the REVERSE (COLOR) button.
2. While holding the button, press and hold a pad where a Sample is playing.
3. Release the pad. The Sample returns to its normal playback direction.
4. Release the REVERSE (COLOR) button.



If you want to trigger Sample playback reversal on other Sample Cells, you can continue holding the REVERSE (COLOR) button and then press another pad.



TRAKTOR's Remix Decks employ an "intelligent" Sample reversal technique: If you trigger a Sample playback reversal, and then release the pad as described above, the Sample resumes playback at the point where it would be, if the reversal had not occurred. This means that when you temporarily "gate" a reverse effect, you will keep the phrasing of your Samples!



TRAKTOR's Remix Decks employ an "intelligent" Sample reversal technique: If you trigger a Sample playback reversal, and then release the pad as described above, the Sample resumes playback at the point where it would be, if the reversal had not occurred. This means that when you temporarily "gate" a reverse effect, you will keep the phrasing of your Samples!

Reversing a Sample Permanently

For a latched (permanent) reversal of Sample playback:

1. Press and hold the REVERSE (COLOR) button.
 2. While holding the button, press and hold a pad where a Sample is playing.
 3. Release the REVERSE (COLOR) button **before** releasing the pad.
- The difference in triggering temporary Sample reversal and permanent Sample reversal is just a matter of whether you release the pad first (temporary) or the REVERSE (COLOR) button first (permanent).



You can hold more than one pad in order to reverse the direction of multiple Samples.

4.2.10 TYPE (PITCH), SIZE (SPEED), BROWSE (MIDI) Buttons

These buttons allow you to enter their respective modes, depending on whether you press them alone, or in conjunction with the SHIFT button. They will be discussed later in this chapter under their respective headings ([↑4.7, Type Mode](#) and [↑4.8, Pitch Mode](#), [↑4.9, Size Mode](#) and [↑4.10, Speed Mode](#), and [↑4.3, Browse Mode](#)).

4.2.11 The Pads

The pads are the main performance interface on your F1. Most of the time, you'll be using the pads in their primary mode — Performance mode — to trigger your Samples.

In addition to their main function of triggering Samples, the pads also have secondary functions for toggling various Sample Slot parameters, which we'll describe below.



The F1's colorful pads are designed to give you quick and intuitive visual orientation, giving you clear feedback for operations like navigation and loading. Using a clever combination of color-coding and pad animation, the Pad Matrix makes it easy and pleasant to build and perform Remix Sets with the F1.

Triggering Samples

In Performance mode, pressing the pads will trigger Samples and light the pads accordingly. If you have a relatively long Quantize Value set (see also [↑4.2.4, QUANT \(EDIT\) Button](#)), the triggered pads will "pulse" (blink) until playback actually begins. This shows you that the Sample is "armed," or "standing by" before it begins playing. Once playing, the triggered pads will be continuously brightly lit.

The 4x4 Grid of pads corresponds to a single page of the Sample Grid, which contains 4 rows and 4 columns of Samples. The pad LEDs illuminate in the same colors as the Samples located on their respective Sample Slots on the page in the software. This helps you see which Sample will be triggered when you press a pad.



It's a good idea to stick to a single color-coding scheme for the Samples in your Remix Sets. The choice of colors is, of course, entirely up to you. Some users prefer to use colors to indicate basic parts to a track: Bass might be red, drums might be yellow, leads may be blue, and one-shots and crescendos green. Or, you might want to use cooler colors (blues and greens) for lower sounds and warmer colors for higher-pitched sounds. If you develop and stick to a system that makes sense to you, your performance flow will certainly benefit!

As soon as a Sample stops playing, the pad illumination will change to its dim level, showing you that the Sample Cell is occupied, but not playing.



You can adjust the brightness of both the bright and dim states in the TRAKTOR Preferences via the [File](#) menu in the software. Click on the TRAKTOR KONTROL F1 tab, located towards the bottom of the Preferences window in TRAKTOR. Under [LEDs](#), the two sliders let you adjust the [On State Brightness](#) and the [Dim State Percentage](#).

Except for Samples set to One-shot mode (see section below), there are therefore three pad illumination states for Sample Cells containing Samples (empty Sample Cells are not lit):

- **Pad is dimmed:** Sample Slot is occupied by a Sample, but not playing that Sample.
- **Pad is pulsing:** Sample is about to start playing at a time determined by the Quantize Value (see also [↑4.2.4, QUANT \(EDIT\) Button](#)).
- **Pad is bright:** Sample is currently playing.

Special Case: One-shot Samples

As described above, the pads have three different illumination states for all types of Samples except for Samples in One-shot mode. Samples in One-shot mode are special so that you can trigger a One-shot and scratch it — most scratching routines will cause playback to go before the start of the Sample or play past its end, but you will expect the Sample to still be there when you wind your records back to the original location of the Sample in the Deck's internal timeline. So in addition to the three pad illumination states listed above, Samples in One-shot mode also have three additional illumination states:

- **Pad is white:** The Sample has already played.
- **Pad is dim white:** Playback is located after the Sample. Rewinding the Deck to the position of the Sample in the Deck's internal timeline will cause it to play again.
- **Pad is pulsing white:** Playback is located before the Sample. Playing the Deck will cause the Sample to play again once its position is reached.

See [↑4.7.3, Changing the Sample Play Type](#) for more information on One-shot and Loop mode.

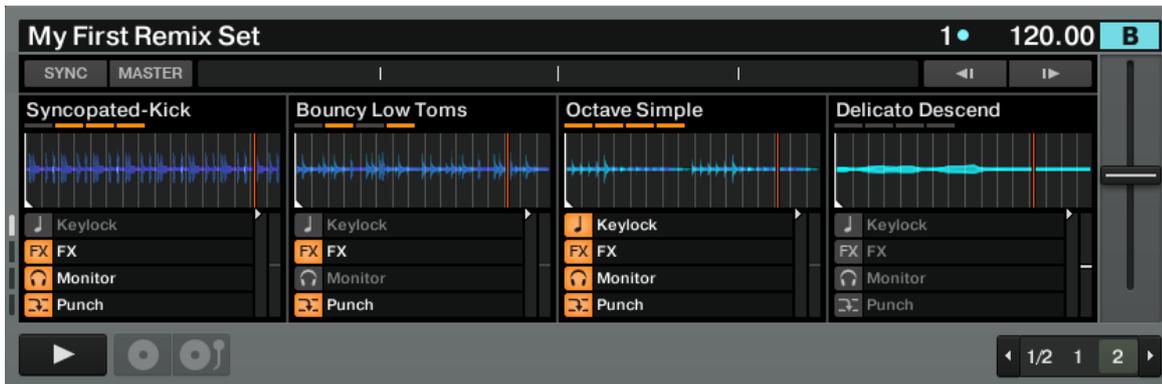


Notice that Samples in One-shot mode behave differently, depending on whether or not Punch is activated on the corresponding Sample Slot. When Punch is not activated, a Sample in One-shot mode can be re-triggered at any time to fix it to a new position in the Deck's internal timeline. But with Punch activated, the Sample stays "pinned" to its position so that when another Sample is triggered from the same Sample Slot, it will be put in the position of the old one. See also [↑4.13.6, Punch](#).

Viewing and Setting Sample Slot Parameters

The Sample Slots of the Remix Deck have four parameter buttons that govern their behaviors. These buttons are, from top to bottom on the F1: KEYLOCK, FX, MONITOR, and PUNCH.

On the TRAKTOR software, you can see these parameters when hovering over the Sample name or waveform area at the top of the Remix Decks. They are represented as icons going from left to right.

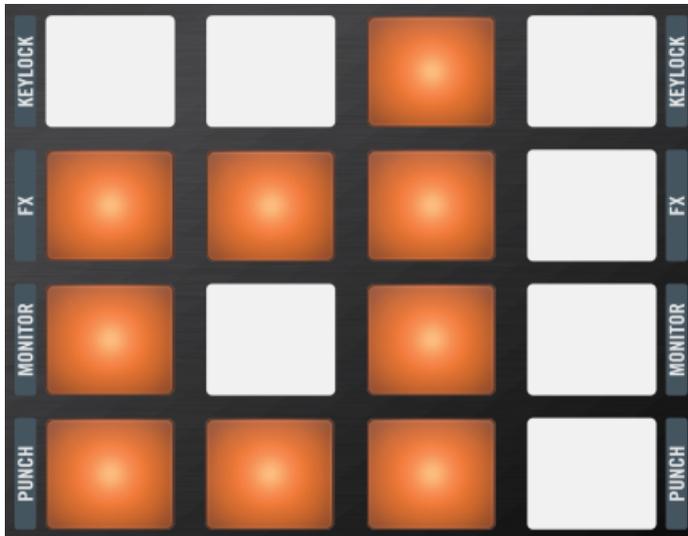


In this screenshot, Keylock, Monitor, and Punch are activated in the first Sample Slot — FX is not active. In the second Slot, only FX and Punch are activated. All four parameters are active in Slot 3 and none in Slot 4.

You can quickly see the state of all the Sample Slot parameters of a Remix Deck:

- ▶ Press and hold SHIFT.

The active parameters are orange, while the inactive parameters are not lit.



The same Sample Slot parameter settings shown in the previous illustration are also visible here on the F1. The active parameters are orange.

With SHIFT held, the top row of pads will show if Keylock is enabled on each of the four Sample Slots. The same is true for FX, Monitor, and Punch.

To change the parameter status:

- ▶ Just tap a pad while holding SHIFT.

Each time you press a pad, the parameter state (active or inactive) will be toggled. When you release SHIFT, the Pad Matrix shows the contents of the current page of the Sample Grid.

4.2.12 Mute (STOP) Buttons

Below the F1's Pad Matrix is a row of buttons for muting and stopping Sample Slots.



The F1's Mute (STOP) buttons below the Pad Matrix.

Muting and Unmuting Sample Slots

To mute a Sample Slot:

- ▶ Press the Mute (STOP) button at the bottom of the corresponding Sample Slot column.

When the Sample Slot is muted, the button will be dim. Unmuted Sample Slots display brightly lit Mute (STOP) buttons.

Stopping Sample Slots

Pressing the Mute (STOP) button only *mutes* the Sample Slot player. The "playhead" of the Sample continues, so that when you unmute, the Sample continues to play where it would have been if you hadn't muted it.

To actually *stop* Sample playback in a Sample Slot and reset the playhead to the Sample's start position:

- ▶ Press SHIFT + Mute (STOP).

Latching Sample Slots for Gated Samples

You can use the Mute (STOP) button to temporarily latch the playback of a gated Sample (see also [↑4.7, Type Mode](#)). Here's how:

1. While holding the pad of a gated Sample, press the Mute (STOP) button.
2. Now release both buttons and the Sample will continue to play.

This is only a temporary override of the normal, programmed behavior for the Sample Cell. Subsequently pressing the pad will result in the normal gated behavior of the Sample.



When you perform this type of latch, the Mute state of the Sample Slot will not be changed. In other words, the Sample Slot's Mute function will stop working if you are holding the pad of a gated Sample while pressing Mute (STOP), even if the Sample has already been latched by a previous press of Mute (STOP).

4.3 Browse Mode

Using the TRAKTOR KONTROL F1's Browse mode gives you a great deal of control over TRAKTOR's Browser so that you can locate and load Samples and saved Remix Sets from the Collection.

As with most of the F1's various modes, you can use the Browse mode either in temporary or in latched mode. The temporary behavior is great for being able to quickly load a Sample or Remix Set from the current location in the Browser Tree. The latched behavior gives you full access to the Browser and the Browser Tree.

Several performance-critical controls are not affected when Browse mode is activated:

- Filter knobs
- Volume faders
- Mute (STOP) buttons

Other controls are disabled in Browse mode. You can readily see this because their LEDs are turned off completely when Browse mode is active:

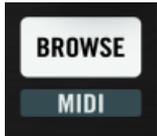
- SYNC (MASTER)
- QUANT (EDIT)
- CAPTURE (DELETE)
- REVERSE (COLOR)
- TYPE (PITCH)
- SIZE (SPEED)
- MIDI

4.3.1 Activating Browse Mode

To activate Browse mode:

- ▶ Press and release the BROWSE (MIDI) button.

When Browse mode is active, the BROWSE (MIDI) button flashes on and off. To exit Browse mode, push the BROWSE (MIDI) button again. When not active, the button is dim.



The BROWSE (MIDI) button.

4.3.2 Navigating the Browser List

When Browse mode is active, you can move the selection highlight up and down in the Browser List of the Browser by turning the encoder knob.

4.3.3 Navigating the Browser Tree

- ▶ By holding SHIFT, you can now navigate through the Browser Tree. Turning the encoder knob moves the selection highlight up and down through the Tree. If the selection is expandable (or collapsible), pressing the encoder knob will expand or collapse the selected node in the Tree.
- ▶ Releasing SHIFT returns the encoder knob to navigating the Browser's File List.



Make sure the Browse mode is active — the BROWSE (MIDI) button is blinking — before you push SHIFT to navigate the Browser Tree. Pressing SHIFT + BROWSE (MIDI) from the Performance mode activates the MIDI mode of the controller!

4.3.4 Loading a Sample to a Pad

Once you have selected the desired Sample in the Browser List, press one of the pads to load the Sample into the Sample Cell associated with that pad. If the Sample Cell was already occupied, the new Sample will replace the previous one.

When you load a new Sample, a random color is assigned to it. When either loading a Sample to an empty Sample Cell or to a Sample Cell which already contains a Sample, you'll also see a Pad Matrix animation when the Cell is loaded, giving you a kind of visual feedback.

4.3.5 Auto-Loading a Sample into the Sample Grid

You can also load Samples by simply pushing the encoder knob. In this case, the selected Sample will be loaded into the next available Cell in the Sample Grid. The next available Cell is defined by the first empty Sample Cell, starting at the top left of the Sample Grid and then going from left to right, starting from the first row.



Depending on how well-organized your Samples are (for example, in your "All Samples" folder), you can build Remix Sets very quickly from scratch by using the Auto-load mode. Practice building some simple Remix Sets in this way to get a feel for how it works — it can be a lot of fun!

When the next available Cell is not on the currently displayed Sample Grid page, the F1 produces a Pad Matrix animation where the Sample Grid will automatically scroll to the appropriate page, highlight the location of the new Sample, and then scroll back to its original position.

4.3.6 Loading a Remix Set into the Remix Deck

If you have selected a Remix Set in the Browser List, you can load the entire Set into the Remix Deck by pressing the encoder knob. This will overwrite the entire contents of the Remix Deck; however, if you have checked the Preference [Auto-Save Edited Remix Sets](#) (*File > Preferences > Remix Decks > Saving*), then TRAKTOR will attempt to save the current contents of the Remix Deck before loading the new Remix Set.



If you load a Remix Set into a Remix Deck, all of the contents of that Deck will be overwritten by the new Set!

4.3.7 Quick Browse

Quick Browse lets you navigate "on the fly":

- ▶ Just press and hold the BROWSE (MIDI) button and then rotate the encoder knob to scroll through the Browser List. As soon as you release the BROWSE (MIDI) button, you'll be back in Performance mode.

4.3.8 Quick Load for Samples

With Quick Load, you can very quickly and easily load one or more Samples without having to first enter Browse mode (by pushing and releasing the BROWSE (MIDI) button). To perform the Quick Sample Load:

1. Press and hold the BROWSE (MIDI) button.
2. Turn the encoder knob to move the selection in the Browser List to the Sample you want to load.
3. Hit the pad where you want the Sample to load. The selection highlight in the Browser List will move down one file automatically each time a Sample is loaded in Quick Load mode.
4. Hit another pad where you want the new Sample to load.
5. When you are finished loading Samples, release the BROWSE (MIDI) button.

Quick Load With Automatic Selection Progression



If you continue to hold down the BROWSE (MIDI) button, the selection will automatically move down one line. You can then hit another pad and load that Sample into the designated pad.

4.3.9 Quick Load for Remix Sets

Just like with individual Samples, you can also quickly load Remix Sets, without having to first enter Browse mode. This will save you some button pushing and will help you maintain an efficient workflow:

1. Push and hold the BROWSE (MIDI) button.
2. While continuing to hold the BROWSE (MIDI) button, turn the encoder knob to move the selection in the Browser List to the Remix Set you want to load.
3. Press the encoder knob.
4. Release the BROWSE (MIDI) button.



For extra speed and flexibility, you can also navigate through the Browser Tree (to get to the Remix Set folder, for example) by holding the SHIFT button once you have pressed (and are holding) the BROWSE (MIDI) button. You can then release the SHIFT button once you have navigated to the desired folder and then continue to navigate for files (Samples or Remix Sets) in the File List.

4.4 Capture Mode

Capture mode is a great way to create new Samples by capturing from other Decks in TRAKTOR (Track Decks and the Loop Recorder). As with most of the modes on the F1, activating Capture mode will not affect all controls. Those that are not affected by Capture mode are:

- Filter knobs
- Volume faders
- Mute (STOP) buttons
- SYNC (MASTER)

The following controls are not available when Capture mode is active:

- QUANT (EDIT)
- DELETE
- REVERSE (COLOR)
- TYPE (PITCH)
- SIZE (SPEED)
- BROWSE (MIDI)

4.4.1 Selecting the Capture Source Deck

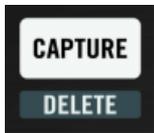
When capturing Samples into the Remix Deck, you need to designate the capture source Deck:

1. Press and hold the CAPTURE (DELETE) button (you can do this either in Performance mode or Capture mode).

2. While holding the button, the Display will show the current Source Deck with the letter "c" followed by the selected Deck name (a, b, c, or d). If you select Loop Recorder, you'll see "cL" on the Display.
3. Release the CAPTURE (DELETE) button to return the F1 to the previous mode (either Performance or Capture mode).

4.4.2 Activating Capture Mode

To enter and leave Capture mode, press the CAPTURE (DELETE) button, which blinks when Capture mode is active. In Capture mode, the display will show the Loop Size of the capture source Deck. The numbers represent the loop length to be captured in beats.



Press CAPTURE (DELETE) to activate Capture mode.

7-segment display	Beats	Bars/Note Lengths
32	32 beats	8 bars
16	16 beats	4 bars
8	8 beats	2 bars
4	4 beats	1 bar
2	2 beats	Half-note
1	1 beat	Quarter-note
.2	Half-beat	Eighth-note
.4	Quarter-beat	Sixteenth-note
.8	Eighth-beat	Thirty-second-note
.16	Sixteenth-beat	Sixty-fourth-note

The Loop Size is the same as the capture length. In other words, if the Display shows "4" (Loop Size = one bar) when you capture to a pad, that pad will then contain 4 beats (one bar) from the Source Track.

4.4.3 Setting the Capture Size

Once you have activated Capture mode, you can change the capture length with the encoder knob:

- ▶ With Capture mode active, rotate the encoder knob to set the capture size.



When pressing the encoder knob at this point, a loop of the specified length will be activated in the capture source Deck. Pressing the encoder knob again will deactivate the loop. Activating a loop inside the Track Deck before capturing can be handy for transitions between elements of a Remix, or between track transitions in your mix.

The available capture length values can be seen on the table above. The Display shows the current capture length value.

4.4.4 The SYNC (MASTER) Button in Capture Mode

When Capture mode is active, the SYNC (MASTER) button will both control and indicate the Sync and Master states of the capture source Deck. This is mostly for the case where you realize that the capture source Deck is not synced to the Master. It gives you an opportunity to sync the Deck without having to take your hands off the controller; for example, if Sync is on for the Remix Deck but Sync is off for the capture source Deck, the SYNC (MASTER) button will turn dim when you activate Capture mode — this shows you that the capture source Deck is not synced to the Master.

- ▶ If you press the SYNC (MASTER) button, Sync will be enabled on the capture source Deck and the button will light up brightly.
- ▶ Using the SHIFT button, you can do the same with the Master state of the capture source Deck: in Capture mode, the SYNC (MASTER) button will be dim if the capture source Deck is not the Master. By pressing the button (while holding SHIFT), you can toggle the Master state of the capture source Deck.

4.4.5 Activating a Loop on the Capture Source Deck

- ▶ By pressing the encoder knob, you can activate or deactivate the Loop.

When the Loop is active, the Loop Size will blink on and off on the display.

4.4.6 Loop Move and Beat Jump on Capture Source Deck

- ▶ By rotating the encoder knob while the Loop is engaged, you change the Loop size by moving the Loop Out marker. In addition, by holding SHIFT while rotating the encoder knob, you can move the Loop in increments of the Loop Size.
- ▶ With a deactivated loop, by holding SHIFT and rotating the encoder knob you can perform a beat jump in the amount of the Loop Size.



With the loop deactivated (the Display is not blinking), you can quickly find the part of the Source Track you want to capture by holding SHIFT and turning the encoder knob.

4.4.7 Capturing a Sample into a Cell

Capturing a Sample into a new Sample Cell is very easy:

1. Make sure Capture mode is active (CAPTURE (DELETE) button flashing).
2. If you want the Sample start to snap to the capture source Deck's Beatgrid, make sure the Snap function (S) is active in the software's Main section. We recommend to always have the Snap function active when capturing Samples.



3. Press the pad where you want the Sample to be captured to. You'll see a quick pad animation to confirm that the Sample has been created. If the pad already contained a Sample, the old Sample will be replaced with the new one.



You can quickly and easily capture the same material into any number of Sample Cells on the Remix Deck in rapid succession. This can be useful for capturing, say, a short riff. You can then re-pitch the different pads (using TYPE (PITCH), see [↑4.8, Pitch Mode](#)), effectively creating a number of pitched variations of the same Loop.



The capture source Deck does not have to be playing in order to capture Samples into the Remix Deck.

4.4.8 Auto-capturing a Sample

Auto-capture is a great way to very quickly populate your Remix Deck with captured Samples.

To perform Auto-Capture:

- ▶ With Capture mode active, press and hold CAPTURE (DELETE), then press the encoder knob. The new Sample will be placed in the first available Sample Cell.



The F1 determines the first available Cell by examining the Sample Grid, starting in the top left of the first page and then checking each row from left to right, top to bottom.

If the first available Sample Cell is not located on the current (visible) page, the Sample Grid automatically scrolls to the appropriate page and a pad animation will show the location of the new Sample. The Sample Grid then scrolls back to the original position.



Note that Auto-Capture only works if there are empty Cells in the Sample Grid. If there are no unoccupied Cells in the Sample Grid, Auto-Capture will not work and no new Samples will be loaded.

4.4.9 Quick-Capturing Into a Cell

With Quick-capture, you can capture a new Sample with a minimal amount of button presses. You don't have to switch the F1 into Capture mode with Quick-capture:

1. Press and hold the CAPTURE (DELETE) button.
2. While continuing to hold the CAPTURE (DELETE) button, hit the destination pad.
3. A new Sample will be created on the pad you specified using the capture source Deck's Loop Size. You'll also see a pad animation, confirming the action.

4. If desired, press additional pads to capture more Samples, or release the CAPTURE (DELETE) button to return the F1 to Performance mode.

4.4.10 Quick Auto-Capture

Quick Auto-capture combines Auto-capture with Quick-capture. To perform a Quick Auto-capture:

- ▶ Press and hold the CAPTURE (DELETE) button, and then press the encoder knob.

Like Auto-capture, Quick Auto-capture places the captured Sample on the next available Sample Cell and will create a pad animation confirming the capture.

4.5 Delete Mode

Delete mode can only be activated by continuously pressing the CAPTURE (DELETE) button. If you stop holding the button, Delete mode will no longer be active. In other words, there is no way to toggle Delete mode on and off. This is to prevent you from unintentionally deleting Samples. The controls which are not affected by activating Delete mode are:

- The Filter knobs
- The Volume faders

In Delete mode, the following controls will be disabled, and their illumination state will be off:

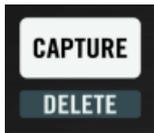
- SYNC (MASTER)
- QUANT (EDIT)
- CAPTURE
- REVERSE (COLOR)
- TYPE (PITCH)
- SIZE (SPEED)
- BROWSE (MIDI)
- Mute (STOP)

4.5.1 Activating Delete Mode

To activate Delete mode:

- ▶ Press and hold SHIFT, then press and hold the CAPTURE (DELETE) button.

Both buttons flash when Delete mode is active. In addition, the display changes to show the current Sample Grid page, preceded by the letter "d." For example, "d3" indicates the third page of the Sample Grid.



Press SHIFT and the CAPTURE (DELETE) button together to enter Delete mode.



When you enter Delete mode (by holding SHIFT, then holding the CAPTURE (DELETE) button), you can release either the SHIFT button or the CAPTURE (DELETE) button without leaving Delete mode. This makes it a little easier to carry out a "one-handed deletion" of a Sample without twisting your fingers too much!

To leave Delete mode:

- ▶ Release both the SHIFT and the CAPTURE (DELETE) buttons.

4.5.2 Deleting a Single Sample

To delete a single Sample:

- ▶ Press the desired pad while in Delete mode. The Sample Cell will immediately be cleared.

4.5.3 Deleting a Page of Samples

To delete an entire page of Samples:

- ▶ Press the encoder knob while in Delete mode.
- You'll see an animation showing the entire page being obliterated.

4.5.4 Deleting the Entire Remix Deck

Sometimes you'll want to delete all contents and re-initialize a Remix Deck, a process also known as "unloading" a Remix Deck. This is similar to deleting a page of Samples. To delete (unload) an entire Remix Deck:

- ▶ Turn the encoder knob while in Delete mode until the Display reads "UL" for "UnLoad." When in this position, the entire Sample Grid will start blinking red. Push the encoder knob to delete the Remix Deck.



Deleting the entire Remix Deck resets the Deck back to a "new," or initialized state. This ensures that any settings you have made to the various Sample Slots will be returned to their default state.

4.6 Color Mode

With Color mode you can change the colors assigned to the Samples in the Sample Grid. Although this might seem trivial at first, a consistent choice of colors can help you understand what's in your Remix Deck at a glance.



Press SHIFT and the REVERSE (COLOR) button simultaneously to enter Color mode.

As with the other modes, activating Color mode disables some of the F1's controls, while leaving others unaffected. The unaffected controls are:

- The Filter knobs
- The Volume faders
- The Mute (STOP) buttons

The controls which are disabled in Color mode are:

- SYNC (MASTER)

- QUANT (EDIT)
- CAPTURE (DELETE)
- REVERSE
- TYPE (PITCH)
- SIZE (SPEED)
- BROWSE (MIDI)

4.6.1 Activating Color Mode

To toggle Color mode on and off:

- ▶ Press SHIFT + REVERSE (COLOR).

When Color mode is active, both the SHIFT and REVERSE (COLOR) buttons blink on and off. You can also disable Color mode by pressing the REVERSE (COLOR) button (without pressing SHIFT).

4.6.2 Assigning Colors Using the Color Palette

While Color mode is active, pressing a single pad will transform the whole Pad Matrix into the Color Palette selector. You can then select the color you want to assign to the pad by pressing the pad associated with the target color.

1. Press the SHIFT + REVERSE (COLOR) buttons.
2. Select (by pressing) the pad you wish to change (the Pad Matrix shows the Color Palette selector).
3. Press the pad showing the desired color.
4. If desired, select (by pressing) another pad for color assignment.
5. When you are finished assigning colors to the pads, press the REVERSE (COLOR) button to return to Performance mode.

4.6.3 Assigning Colors Using the Encoder

It may be quicker for you to use the encoder knob to assign colors, especially if you want to choose a color of a single pad while comparing it to the colors of the other pads of the Pad Matrix.

1. Press the SHIFT + REVERSE (COLOR) buttons.
2. Press and hold the pad you wish to change.
3. While continuing to hold the pad, turn the encoder knob, which now steps through each color of the Palette (one color per tick of the encoder knob).
4. When the pad displays the desired color, release the pad.
5. To continue with other pad color changes, press and hold another pad and choose the color with the encoder knob in the same way.
6. When you are finished assigning colors, press the REVERSE (COLOR) button to return to Performance mode.



It is a good idea to be familiar with both ways of assigning colors. There are times when the Pad Matrix method (using the Pad Matrix as a Color Palette) might be best, especially when you want to see all of the sixteen possible color choices at once. At other times, you might want to select the color of one pad in relation to the pads around it. For example, you might want to keep all the Samples from a specific song as the same color because using the encoder knob makes it possible to see the color states of all the pads on a page while adjusting the color of just a single pad.

4.6.4 Using Quick Color Assign

As with most other F1 modes, there is also a "quick" function which allows you to change pad colors without first having to enter Color mode.

1. Press and hold both the SHIFT and REVERSE (COLOR) buttons.
2. Continue to hold at least one of the two buttons (if desired, you may now release *either* the SHIFT *or* the REVERSE (COLOR) button).
3. Press the pad you wish to change — the Pad Matrix turns into the Color Palette selector.
4. Press the pad of the desired color and the pads return to the Sample Grid page, with the selected pad shown in its new color.
5. Release the pad.

6. Repeat the process to continue editing pad colors or release the SHIFT and/or REVERSE (COLOR) buttons to return to Performance mode.

You can also perform the Quick Color Assign using the encoder knob as described above:

1. Press and hold both the SHIFT and REVERSE (COLOR) buttons.
2. Continue to hold at least one of the two buttons (if desired, you may now release *either* the SHIFT *or* the REVERSE (COLOR) button).
3. Press and hold the pad you wish to change.
4. While continuing to hold the pad, turn the encoder knob to choose a new color. Each tick of the encoder knob steps through a different color of the Palette.
5. Release the pad.
6. Repeat the process to continue editing pad colors or release the SHIFT and/or REVERSE (COLOR) buttons to return to Performance mode.

4.7 Type Mode

Type mode is for editing a number of play, sync, and trigger parameters of your Samples. It is probably the most musically relevant mode since it determines how your Samples will actually be played.



The TYPE (PITCH) button for activating Type mode.

Type mode is also a little different from most other modes because it also has four sub-modes (see [↑4.7.1, Activating Type Mode and Selecting Sub Modes](#)).



Type mode is what you'll be using to set up the basic playing parameters of your Samples. Since there are a lot of different Type-centric parameters that you can edit with the F1, it is a good idea to spend some time getting familiar with Type mode and its various sub-modes.

As with most of the F1's modes, activating Type mode only affects some of the controls. The unaffected controls are:

- The Filter knobs
- The Volume faders
- The Mute (STOP) buttons

The following controls will be disabled when Type mode is active:

- SYNC (MASTER)
- QUANT (EDIT)
- CAPTURE (DELETE)
- REVERSE (COLOR)
- (PITCH)
- SIZE (SPEED)
- BROWSE (MIDI)

4.7.1 Activating Type Mode and Selecting Sub Modes

To activate Type mode:

- ▶ Press and release the TYPE (PITCH) button.

When Type mode is active, the TYPE (PITCH) button blinks on and off. When inactive, the TYPE (PITCH) button will be dim.

As mentioned above, Type mode also has four sub-modes which you select with the encoder knob. They are also shown on the F1's Display. The four sub-modes (and their indication on the Display) are:

- **Gate Override:** Indicated by "GO" on the Display.



- **Play Type:** Indicated by "PL" on the Display.



- **Trigger Type:** Indicated by "tr" on the Display.



- **Sync Type:** Indicated by "Sy" on the Display.



4.7.2 Gate Override Sub-Mode

The Gate Override sub-mode lets you temporarily override the Trigger Type of all Sample Cells so that they behave as if they are all set to Gate Trigger mode, where you must hold down a pad for a Sample to play. This does not change the stored property of the Sample Cells — selecting this mode does not change all the Sample Slots to Gate mode.

- ▶ To enter Gate Override sub-mode, press and release the TYPE (PITCH) button and turn the encoder knob until you see "go" on the Display.



Note that while in Gate Override sub-mode you cannot scroll the pages of the Remix Deck's Sample Grid because the encoder knob is being used for choosing the various Type sub-modes.

When you enter or exit the Gate Override sub-mode, Samples which had already been playing before entering the sub-mode will not change their play states. For example, if you have a looped (and latched) Sample playing when you activate Gate Override sub-mode, that Sample will

continue to play unless you hit its pad, which would change it to Gate Override sub-mode. In this case (hitting the pad while in Gate Override sub-mode), the Sample will only play as long as you hold the pad.



Samples which are already playing before you enter Gate Override sub-mode will continue to play normally, unless you press their corresponding pads while in the sub-mode.

Latching Samples in Gate Override Sub-Mode

You can also latch Samples (regardless of their normal play states) while in Gate Override sub-mode:

- ▶ In Gate Override sub-mode, press and hold a Sample, then press the Mute (STOP) button on its slot.



In a "gated" play state, a Sample will only play as long as you are holding its pad. As soon as you release the pad, the Sample will stop playing. On the other hand, in a "latch" play state, a Sample will continue to play after releasing the pad.

4.7.3 Changing the Sample Play Type

Play Type refers to whether the Sample behaves as a One-shot or as a Loop. A Sample in Loop mode will automatically restart when its end is reached, while a Sample in One-shot mode will stop when the end of the Sample is reached.

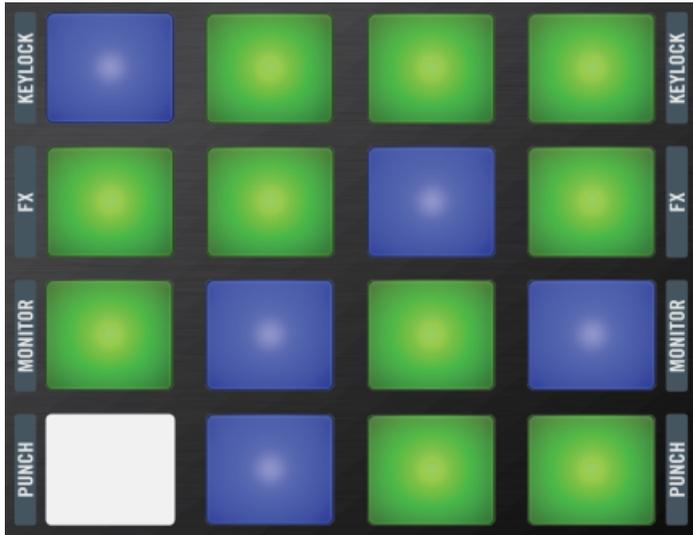
- ▶ To enter Play Type sub-mode, press and release the TYPE (PITCH) button and turn the encoder knob until you see "PL" on the Display.



When you select the Play Type sub-mode, the pads light up to show the Play Type of the Samples:

- **One-shot:** pad is blue.
- **Loop:** pad is green.
- **Empty Cell:** pad is off.

Each time you tap an occupied pad, the Play Type will be toggled between One-shot and Loop, and the color of the pad will show the new state.



The Pad Matrix in Play Type sub-mode. The green pads are Loops and the blue ones are One-shots. One of the pads is unlit — it is empty.

4.7.4 Changing the Sample Trigger Type

The Trigger Type of a Sample determines whether it has a gated or a latched behavior. A gated Sample will only play while you hold the pad down — releasing the pad causes the Sample to stop. A latched Sample, by contrast, continues to play after you release the pad.

- ▶ To enter Trigger Type sub-mode, press and release the TYPE (PITCH) button and turn the encoder knob until you see "tr" on the Display.

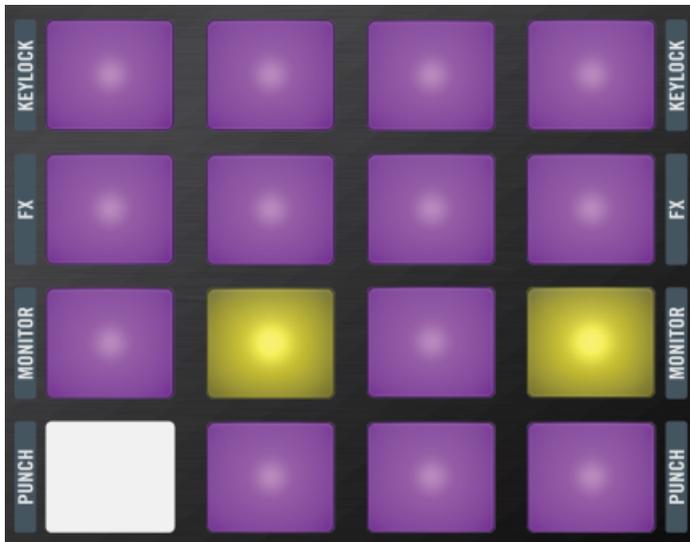


When you select the Trigger Type sub-mode, the pads light up to show the Trigger Type of the Samples:

- **Latched:** pad is purple.

- **Gated:** pad is yellow.
- **Empty Cell:** pad is off.

As with the Play Type sub-mode, each time you tap an occupied pad, the Trigger Type will be toggled between latched and gated.



The same Sample Grid page as in the above illustration. There are two gated Sample Cells on this page. Notice the empty Sample Cell is unlit.

4.7.5 Changing the Sample Sync Type

The Sync Type of a Sample simply means the sync state of a Sample: either it is synced or unsynced. The Remix Deck will change the speed of a synced Sample to match the Tempo and internal timeline of the Deck. An unsynced Sample will ignore the Tempo and timeline of the Deck and will merely scale the playback rate based on the Deck's Tempo Adjust value.

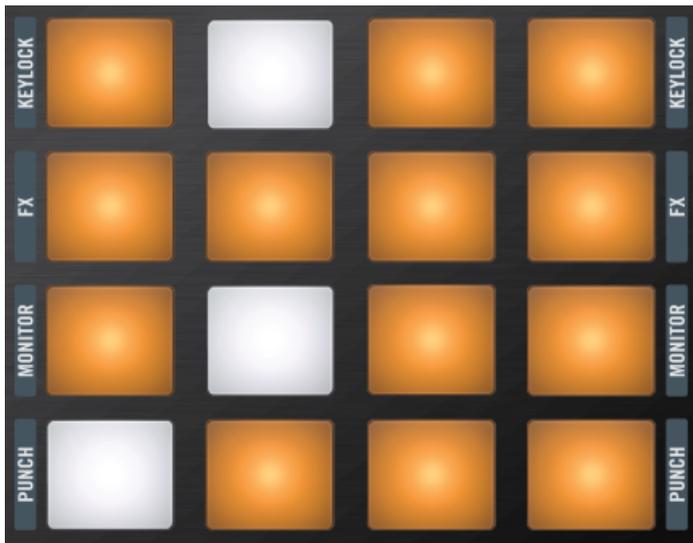
- ▶ To enter Sync Type sub-mode, press and release the TYPE (PITCH) button and turn the encoder knob until you see "SY" on the Display.



When you select the Sync Type sub-mode, the pads light up to show the Sync Type of the Samples:

- **Synced:** pad is orange.
- **Unsynced:** pad is white.
- **Empty Cell:** pad is off.

As with the other sub-modes, tapping an occupied pad will toggle the sync state.



This time you can see several pads which are white — they will not be affected by sync.

4.7.6 Quick Type Function

You can quickly change the Type without having to enter Type mode first by pressing and holding the TYPE (PITCH) button. The most-recently selected sub-mode appears on the Display and the pads will light up according to the sub-type state. You can then tap the pads to toggle them between the two states of the active sub-type. Releasing the TYPE (PITCH) button returns the F1 to Performance mode.

You can also change the sub-type when using the Quick Type function. Just turn the encoder knob while holding the TYPE (PITCH) button and the new sub-mode appears on the Display, with the pads lighting up according to the new sub-mode (see above).

4.7.7 Quick Type Function with Gate Override Mode

The Quick Type function also works with the Gate Override sub-mode. When you have this sub-mode selected, holding the TYPE (PITCH) button causes all Samples to be subsequently triggered in Gate mode. When you release the TYPE (PITCH) button, the normal Sample trigger behavior is restored.

4.8 Pitch Mode

Pitch mode lets you match (or mismatch!) the keys of your Samples to other Samples or songs playing in other Decks. It only works when Keylock is enabled for the Slot (see also [↑4.13.3, Keylock](#)).

Not only a fundamental tool for digital DJing, you can also be very creative using Pitch mode. For example, by using the same vocal riff Sample on a number of different Sample Cells, you can tune each one to a different key. You can even play melodies on your F1 with a battery of differently-pitched Samples in One-shot mode mapped out over your Remix Deck.

When Pitch mode is active, the following controls will not be affected:

- Filter knobs
- Volume faders
- Mute (STOP) buttons

The following controls will be disabled when Pitch mode is active:

- SYNC (MASTER)
- QUANT (EDIT)
- CAPTURE (DELETE)
- REVERSE (COLOR)
- TYPE
- SIZE (SPEED)
- BROWSE (MIDI)



In order for Pitch mode to work, make sure Keylock is enabled for the Slot ([↑4.13.3, Keylock](#)).

4.8.1 Activating Pitch Mode

To activate Pitch mode:

- ▶ Press and hold SHIFT, then press and release TYPE (PITCH).

When Pitch mode is active, both the SHIFT and the TYPE (PITCH) buttons will blink on and off.

You can exit Pitch mode by pressing both the SHIFT and TYPE (PITCH) buttons or by pressing TYPE (PITCH) button alone.



Activate Pitch mode by pressing SHIFT and TYPE (PITCH).

4.8.2 Setting the Pitch with the Encoder

To change the pitch of a Sample:

1. Enter Pitch mode by pressing SHIFT + TYPE (PITCH).
2. Press and hold the pad you wish to change — you'll see the current pitch value on the display.

3. While holding the pad, turn the encoder knob clockwise to raise the pitch or counter-clockwise to lower the pitch.
4. Release the pad and press and hold another pad to repeat the process, if desired.

Each tick of the encoder knob moves the value up or down one semitone. The maximum pitch range is +/- 12 semitones.



If Keylock is not enabled in the Slot, turning the encoder knob (to change pitch) will automatically enable it so that the pitch change can take effect.

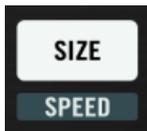
4.8.3 Resetting the Pitch Value of a Sample

To reset the pitch setting of a Sample — in other words, to bring the pitch change back to zero:

1. Hold the pad to be reset and press the encoder knob.
2. The Display will update to show "0" for the pitch value. Release the pad, and if desired, hold another pad to repeat the process.

4.9 Size Mode

Size mode lets you change the *playable area* of a Sample by moving the Sample end marker. To make musical sense, the movement of the marker is constrained so that the length of the playable area is always in multiples (or divisions) of 2 with respect to the full length of the Sample. For example, possible lengths are: full length, 1/2 length, 1/4 length, 1/8 length, and so on, or larger lengths like 2x length, 4x length, and so on.



Press the SIZE (SPEED) button to enter Size mode.

When Size mode is active, the following controls remain enabled:

- Filter knobs
- Volume faders

- Mute (STOP) buttons

The following controls will not be accessible when Size mode is active:

- SYNC (MASTER)
- QUANT (EDIT)
- CAPTURE (DELETE)
- REVERSE (COLOR)
- TYPE (PITCH)
- (SPEED)
- BROWSE (MIDI)

▶ To activate Size mode, simply press the SIZE (SPEED) button.

→ When activated, the button blinks and all other mode buttons turn off.

4.9.1 Setting a Sample to Full Length Playback

If you wish to quickly set a Sample to play at its full length:

1. Enter Size mode by pressing the SIZE (SPEED) button.
2. Press and hold the desired pad.
3. Press and release the encoder knob.

→ Setting a Sample to full length playback in this way simply sets the end marker to the end.

4.9.2 Adjusting the Sample End Position

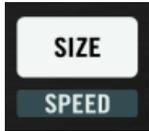
To change the End Marker position:

1. Enter Size mode by pressing the SIZE (SPEED) button.
2. Press and hold the pad representing the Sample you want to edit.
3. Move the Sample End position by turning the encoder knob one tick to the left (counter-clockwise) to cut the Sample length by half or one tick to the right (clockwise) to double the Sample length.

→ The display shows you the current length divider or multiplier.

4.10 Speed Mode

As its name implies, Speed mode lets you change the playback speed of your Samples.



Press SHIFT + the SIZE (SPEED) button to enter Speed mode.

When Speed mode is active, the following controls remain enabled:

- Filter knobs
- Volume faders
- Mute (STOP) buttons

The following controls will not be available when Speed mode is active:

- SYNC (MASTER)
- QUANT (EDIT)
- CAPTURE (DELETE)
- REVERSE (COLOR)
- TYPE (PITCH)
- SIZE
- BROWSE (MIDI)

4.10.1 Activating Speed Mode

To activate Speed mode:

- ▶ Hold SHIFT and then press the SIZE (SPEED) button.

When Speed mode is activated, both the SHIFT and the SIZE (SPEED) buttons will blink on and off. The two buttons become dim when you deactivate Speed mode.

4.10.2 Adjusting the Playback Speed of a Sample

To adjust the playback speed of a Sample:

1. Activate Speed mode by holding SHIFT + SIZE (SPEED).
2. Press and hold a pad — the current speed multiplier or divisor will appear on the Display.
3. Turn the encoder knob one tick to the right (clockwise) to double the speed.
4. Turn the encoder knob one tick to the left (counterclockwise) to halve the speed.
5. Release the pad when you have reached the desired speed.



You can change the speed from 1/4 to 4x the original speed.

4.10.3 Resetting the Playback Speed of a Sample

To quickly reset the speed to "1" (the original Sample playback speed) when in Speed mode:

- ▶ Press and hold the desired pad and press the encoder knob.

4.11 Edit Mode

The Edit mode is where you'll be doing your bread-and-butter global Sample editing like copying and pasting within your Remix Sets. But Edit mode also includes the sub-modes Sample Start Offset and Sample Nudge.



Press SHIFT and the QUANT (EDIT) button to enter Edit mode.

Like most other F1 modes, when you activate Edit mode only a portion of the controls are affected. The unaffected controls are:

- The Filter knobs
- The Volume faders
- The Mute (STOP) buttons

The following controls are disabled when you enter Edit mode:

- SYNC (MASTER)
- QUANT
- CAPTURE (DELETE)
- REVERSE (COLOR)
- TYPE (PITCH)
- SIZE (SPEED)
- BROWSE (MIDI)

4.11.1 Activating Edit Mode and Selecting Sub-Modes

To toggle Edit mode on and off:

- ▶ Hold SHIFT and press the QUANT (EDIT) button.

When active, both the SHIFT and QUANT (EDIT) buttons will blink on and off. When you deactivate Edit mode, SHIFT and QUANT (EDIT) will be dim.

As mentioned above, Edit mode has sub-modes for selecting its various functions. Select the sub-modes with the encoder knob when Edit mode is active; the Display then shows the current mode.

The Edit Sub-modes

- **Copy & Paste:** Shown as "CP" on the Display. This is for *making copies* of a Sample.



- **Cut & Paste:** Shown as "Ct" on the Display and used for *moving* a Sample to a new location in the Sample Grid.



- **Offset:** Shown as "OF" on the Display. Offset shifts the playback position of the Sample by 1/16th note increments.



- **Nudge:** Shown as "nU" on the Display. This shifts the playback position of the Sample by very small amounts (fractions of a 1/16th note) to correct alignment problems.



4.11.2 Sample Copy & Paste

Sample Copy & Paste is the way to duplicate your Samples so that you have multiples copies in the same Remix Deck:

1. Activate Edit mode by pressing and holding SHIFT while pressing QUANT (EDIT).
2. Turn the encoder knob until "CP" ("Copy Paste") is visible on the Display.
3. Hit the pad you want to copy from. The Display now shows "PA" for "paste."
4. Hit the pad you want to copy to.
5. Either repeat steps 3 and 4 for further copying and pasting or exit Edit mode by pressing SHIFT or QUANT (EDIT). Both buttons stop blinking and the F1 returns to Performance mode.



If you have started copying and pasting, but decide that you want to cancel the operation, just press either SHIFT or QUANT (EDIT) to exit Edit mode and return to Performance mode.



With Sample Copy & Paste, you can copy a single Sample across multiple Sample Cells (either in the same Sample Slot or across different Slots). By using different parameters on each Sample, you can then create mash-ups using different trigger and speed combinations or play melodies by pitching short one-shots differently.



With Sample Copy & Paste, you can copy a single Sample across multiple Sample Cells (either in the same Sample Slot or across different Slots). By using different parameters on each Sample, you can then create mash-ups using different trigger and speed combinations or play melodies by pitching short one-shots differently.

4.11.3 Sample Cut & Paste

Sample Cut & Paste is the way to arrange and re-arrange your Remix Set exactly how you want. You can think of it as a way of simply moving your Samples around the Sample Grid to put them where it makes most sense to you:

1. Activate Edit mode by pressing and holding SHIFT while pressing QUANT (EDIT).
2. Turn the encoder knob until "Ct" ("Cut") is visible on the Display.
3. Hit the pad you want to cut (i.e., remove the Sample and store it temporarily for pasting). The Display now shows "PA" for "paste."
4. Hit the pad you want to paste to.
5. Either repeat steps 3 and 4 for further cutting and pasting or exit Edit mode by pressing SHIFT or QUANT (EDIT). Both buttons stop blinking and the F1 returns to Performance mode.

You can perform both Sample Copy & Paste, and Sample Cut & Paste between Sample Grid pages as well as within a single page:

- ▶ After choosing the Sample to copy or cut (after Step 3 in both operations above, when the Display shows "PA"), turn the encoder knob to change Sample Grid pages. As soon as you turn the encoder knob, the Display will temporarily revert to showing the page number (as is the case in Performance mode) and you can then continue turning the encoder knob until you have reached the desired page. Then continue the operation with Steps 4 and 5 in the operations above.



If you have started cutting and pasting, but decide that you want to cancel the operation, just press either SHIFT or QUANT (EDIT) to exit Edit mode and return to Performance mode.



It might help to think of both Sample Copy & Paste and Sample Cut & Paste as operations where there is always a *source* pad and a *target* pad.

4.11.4 Sample Start Offset

The Sample Start Offset sub-mode lets you move a Sample by 16th-note beat-divisions so that it falls right where you want it. A classic use for Sample Start Offset would be to move a steady closed hi-hat loop just to the right part of the beat. To perform the Sample Start Offset operation:

1. Activate Edit mode by pressing and holding SHIFT while pressing QUANT (EDIT).
2. Turn the encoder knob until "OF" ("Offset") is visible on the display.
3. Press and hold the pad you want to offset. The display shows the current Offset Value, which is 0 by default.
4. While continuing to hold the pad, rotate the encoder knob. Each tick of the encoder knob offsets by an increment of one 16th-note.
5. Either repeat steps 3 and 4 for further cutting and pasting or exit Edit mode by pressing SHIFT or QUANT (EDIT). Both buttons stop blinking and the F1 returns to Performance mode.



Note that your Sample Start Offset value is always shown as a positive number. If you want your Sample to start right on the downbeat, then Sample Start Offset will be at zero. A Sample which is one bar long is $4 \times 4 = 16$ sixteenth notes long. That means that there the maximum Offset Value can only be 15, since you start at zero! Once the maximum value is reached on the Display (by turning the encoder knob), the Value wraps back around, starting again at zero.



Used with Sample Copy & Paste, Sample Start Offset lets you move duplicated Samples off-beat from each other. For example, instead of doubling the speed of a steady four-on-the-floor kick loop, you could make a copy and then move the copy two 16th-notes forward, thickening the sound and accelerating the pace.



Used with Sample Copy & Paste, Sample Start Offset lets you move duplicated Samples off-beat from each other. For example, instead of doubling the speed of a steady four-on-the-floor kick loop, you could make a copy and then move the copy two 16th-notes forward, thickening the sound and accelerating the pace.

4.11.5 Sample Nudge

Sample Nudge works together with Sample Start Offset (above) to fine-tune the start position of a Sample. For example, if you have moved the Sample Start Offset to 6, then your Sample will start one and a half beats "late." If you now use Sample Nudge, the Nudge amount will be in relation to that offset position 6, or one and a half beats. To nudge Samples:

1. Activate Edit mode by pressing and holding SHIFT while pressing QUANT (EDIT).
2. Turn the encoder knob until "nU" ("Nudge") is visible on the display.
3. Press and hold the pad you want to nudge. The Display shows the current nudge amount in percentage of a sixteenth note. The maximum values are +/-99%.
4. Turning the encoder knob to the right (clockwise) will increase the nudge amount. Turning to the left (counterclockwise) will decrease the nudge amount.
5. Either repeat steps 3 and 4 for nudging or exit Edit mode by pressing SHIFT or QUANT (EDIT). Both buttons stop blinking and the F1 returns to Performance mode.



Use Sample Nudge to correct small changes in timing for precise beat-matching. You can also use Sample Nudge to move slightly out of the beat. This might be the case if you want snares on beats two and four to be slightly "late" with relation to a steady hi-hat stream. Experiment with Sample Nudge to humanize your remixes.

4.12 MIDI Mode

The default mode of the F1 when pressing SHIFT + BROWSE (MIDI) with TRAKTOR connected uses the high-resolution, high-speed NHL protocol, offering a great deal of interactivity and "playability" specifically designed for using TRAKTOR's Remix Decks (User Map mode); however, there may be situations where you would like to use the F1 as a MIDI controller for controlling other MIDI-compatible software. In MIDI mode, the F1 will send ordinary MIDI-standard signals.

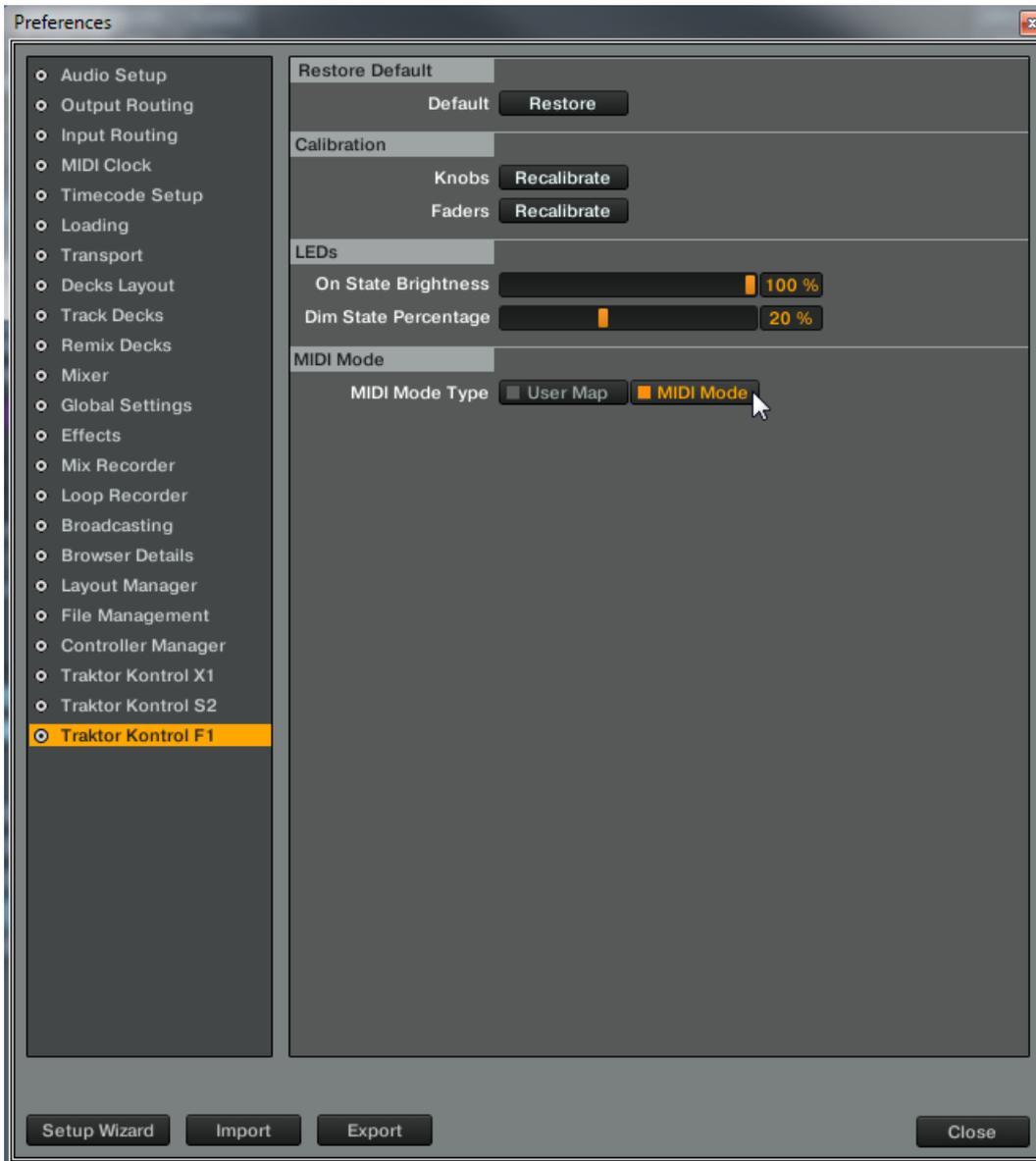
4.12.1 Activating MIDI Mode

By default, the F1 uses a proprietary, NHL-based mapping when activating MIDI mode with TRAKTOR (see [↑4.12.2, Using MIDI Mode with TRAKTOR \(User Map Mode\)](#) for further information). To activate ordinary MIDI mode **with** TRAKTOR, you need to first change TRAKTOR's preferences:

1. Open TRAKTOR's Preferences via *File > Preferences...*, or click the cog wheel symbol in TRAKTOR's Header.



2. Check the **MIDI Mode** radio button in the **Traktor Kontrol F1** section of the Preferences window.



3. Close the Preferences window.

To now activate MIDI mode with TRAKTOR:

- ▶ Press SHIFT + BROWSE (MIDI) on your F1.

When you wish to return to Performance mode:

- ▶ Press SHIFT + BROWSE (MIDI) again.

4.12.2 Using MIDI Mode with TRAKTOR (User Map Mode)

When using the F1 with the TRAKTOR software, there is really no need to have it communicate via MIDI. This is why activating MIDI mode with TRAKTOR by default activates an alternative, NHL-based mapping for your F1 (which is also included as a .tsi file).

The alternate mapping gives you Hotcue, Loop, Beatjump, Browsing, and Loading controls and is aimed for use by turntablists. It is mapped to Decks A and B only.

To activate User Map mode:

- ▶ Press SHIFT + BROWSE (MIDI) on your F1.

When you wish to return to the standard Performance mode:

- ▶ Press SHIFT + BROWSE (MIDI) again.

4.13 Sample Slot Parameters

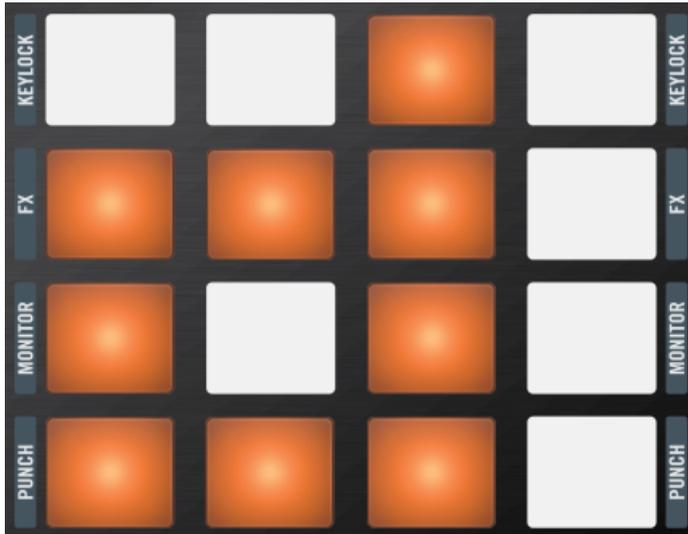
The 64 Sample Cells of TRAKTOR's Remix Decks are organized in a Sample Grid of four vertical Slots (columns) and sixteen rows, split into four pages. Each Sample Slot holds a Slot Player with a number of parameters that can be assigned to it. The Sample Slot parameters are:

- KEYLOCK
- FX (Enable)
- MONITOR
- PUNCH

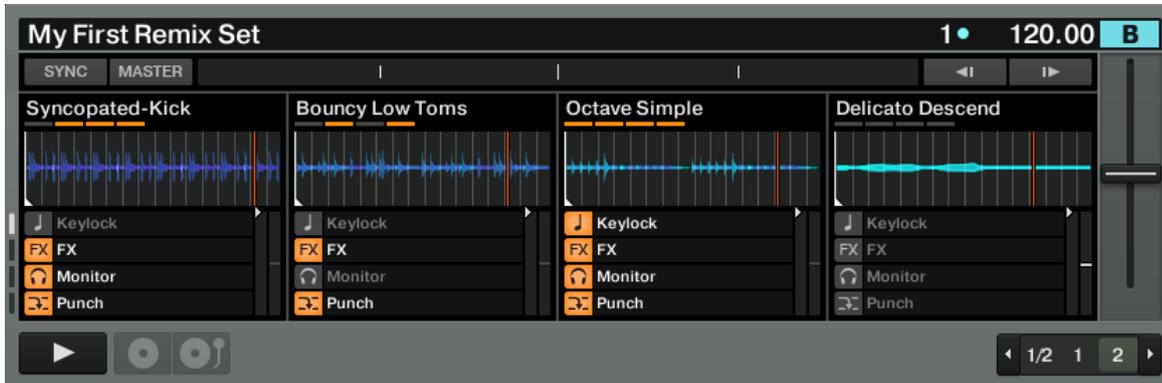
4.13.1 Viewing the Sample Slot Parameter States

To view Sample Slot Parameter states:

- ▶ Push and hold SHIFT on your controller.
- You can see the Sample Slot parameter states of the four Sample Slots at a glance on both your F1 and in the software.



If a Sample Slot parameter is on, the corresponding pad lights up orange.



The Sample Slot parameters also become visible in the software when pressing SHIFT on the F1.

4.13.2 Toggling the Slot Parameter States

To toggle the state of the Sample Slot parameters:

- ▶ Press and hold SHIFT and then tap the pads corresponding to the Slots and parameters you wish to toggle.



Note that you don't have to hit one pad at a time to toggle Sample Slot parameter states. Experiment using two, three, or four fingers to toggle multiple Sample Slot parameters at a time.

4.13.3 Keylock

Keylock has the same function as a normal TRAKTOR Deck Keylock: the pitch of the Sample will be "locked" so that it won't change when its playback speed changes. Furthermore, the Sample's pitch parameter also affects playback when Keylock is enabled.



Pitch (used in Pitch mode) will only work when Keylock is enabled for the Sample Slot containing the Sample.

4.13.4 FX

When FX (Enable) is active, Samples playing in this Sample Slot will be routed through the FX Unit assigned to the Remix Deck's channel in TRAKTOR's mixer. Note that this is independent of the Remix Deck's filter parameters, which are controlled by the Filter knobs at the upper part of the F1.

4.13.5 Monitor

When you enable Monitor, Samples in the Sample Slot are routed to the Mixer's Monitor Input.



Use Monitor to pre-listen to a Sample with your headphones before playing it live to an audience.

4.13.6 Punch

When a Sample, either in One-shot or Loop mode, is triggered in a Sample Slot, the position of that Sample is fixed to the Remix Deck's internal timeline. This is most noticeable when using One-shot Samples since you can trigger the Sample, let it play, then wind the Deck backwards to the original location of the Sample and play it again. Since only one Sample can be played in a Slot at a time, triggering a new One-shot Sample will remove the previous Sample from the Deck's internal timeline and will fix the new Sample to the current location.

This behavior is changed, however, when Punch mode is enabled. **With Punch enabled**, every Sample you trigger will be placed in the same location as the previous Sample in the Deck's internal timeline. What this means is that you can trigger a One-shot Sample, let it play, trigger a different One-shot Sample in the Sample Slot, then wind the Deck backwards to the location of the first Sample and you will hear the new Sample instead.

Punch mode is also beneficial when using Loops because it allows musical phrasing to be maintained when switching Loops. Just as with One-shots, triggering a Loop while Punch mode is enabled will place the Loop back at the location of the previous Loop. Because Loops repeat themselves infinitely into the future and past of the Deck's internal timeline, you'll hear the new Sample playing at your current playback location, but the Loop will be playing in the correct position as if it had been triggered back at the position of the first Loop.

5 F1 Preferences

Although the F1 is pretty straightforward right out of the box, you do have some important options to get things working exactly how you want.

- ▶ You can open TRAKTOR's Preferences via *File > Preferences...*, or click the cog wheel symbol in TRAKTOR's Header.



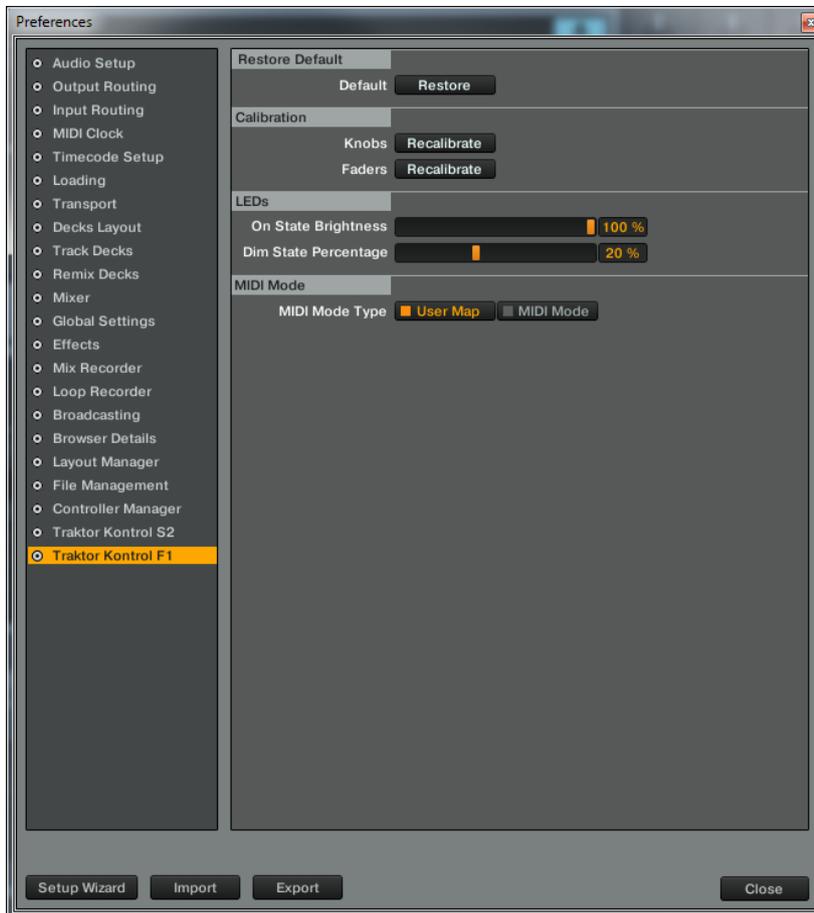
5.1 The F1 Preferences Section

Depending on whether you have one or more other TRAKTOR controllers in your setup — for example, the TRAKTOR KONTROL X1, the TRAKTOR KONTROL S2, or the TRAKTOR KONTROL S4 — the dedicated settings page for the F1 will be located at or near the bottom of the TRAKTOR Preferences window.



For a detailed description of **all** settings available in the Preferences window, please refer to the TRAKTOR 2 Manual.

- ▶ To adjust the F1's settings, click on [Traktor Kontrol F1](#) at the bottom left part of the Preferences window.



The settings for your TRAKTOR KONTROL F1

In this page, settings are grouped into four sections, all of which are explained in the following sub-chapters:

- [Restore Default](#)
- [Calibration](#)
- [LEDs](#)
- [MIDI Mode](#)

5.1.1 Restore Default

The [Restore Default](#) section contains just one element: the [Restore](#) button.



The Restore button.

Clicking on this button opens a warning message window, asking you if you really want to reset TRAKTOR KONTROL F1 to its default factory settings:

- ▶ Click [Yes](#) to confirm resetting the F1 to its default state.
 - ▶ Click [No](#) to go back to the Preferences window without changing anything.
- Upon confirmation, the F1's settings will be restored to default. You are now ready to start again with a fresh TRAKTOR KONTROL F1.



At any time, you can start the Setup Wizard to setup a fresh Deck and Controller selection. Simply select *Start Setup Wizard* in the [Help](#) menu of TRAKTOR PRO 2's menu bar.

5.1.2 Calibration

As the name implies, this section lets you calibrate the Filter knobs and Volume faders on the F1 in order to correct any inaccuracies of center position (for the knobs) and range (for the faders).



The Calibration section.

Since there are only two kinds of control elements which might ever need calibration, this section is very simple:

- [Knobs](#): for recalibrating the four Filter knobs on the F1.
- [Faders](#): for recalibrating the four Volume faders on the F1.

5.1.3 LEDs

You can adjust the brightness of both states of your F1's LEDs in this section.



The LEDs section.

- **On State Brightness:** Sets the brightness for the On state of the LEDs.
- **Dim State Brightness:** Sets the brightness for the Dim state of the LEDs. This value is expressed as a percentage of the On state brightness.

5.1.4 MIDI Mode

These buttons determine what will happen when you press SHIFT+ BROWSE (MIDI) on the F1.



The MIDI Mode section.

- If you have **MIDI Mode** selected here, pressing SHIFT + BROWSE [MIDI] will switch the F1 into ordinary MIDI mode.
- If **User Map** is selected, pressing SHIFT + BROWSE (MIDI) will **not enter MIDI mode**. Instead, it will load the User Mapping for the F1, thus, allowing you to quickly access your own User Map, which still has support for the RGB LEDs and takes advantage of the high-resolution controls on the F1 (which are transmitted via NHL rather than MIDI). See the "Controller Manager" chapter from the TRAKTOR 2 Manual for more information on User Maps.



Also have a look at [↑4.12, MIDI Mode](#) for further information on the difference between MIDI mode and User Map mode.

5.2 The Remix Decks Preferences Section

The [Remix Deck](#) section of TRAKTOR's Preferences window holds additional options for influencing the default behavior of TRAKTOR's Remix Decks.

- ▶ To adjust the Remix Deck's settings, click on [Remix Decks](#) entry.



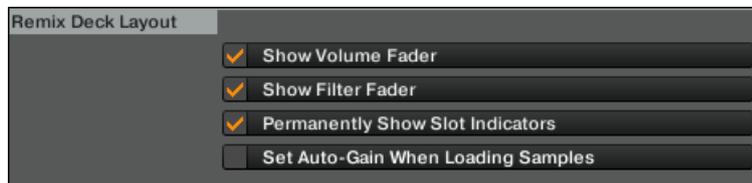
The Remix Deck settings in TRAKTOR's Preferences window.

In this page, settings are grouped into three sections, all of which are explained in the following sub-chapters:

- [Remix Deck Layout](#)
- [Behaviors](#)
- [Saving](#)

5.2.1 Remix Deck Layout

This section lets you change the Remix Deck Flavor's default Display settings.



The Remix Deck Layout section.

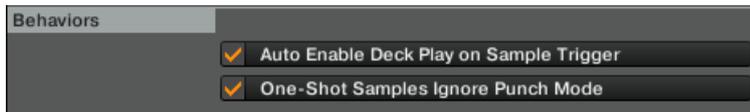
The available entries are:

- [Show Volume Fader](#): This preference determines if the Slot Volume controls should be visible or hidden in the Remix Deck. When unchecked, the Volume faders are hidden.
- [Show Filter Fader](#): This preference determines if the Filter fader controls should be visible or hidden in the Remix Deck. When unchecked, the Filter faders are hidden.
- [Permanently Show Slot Indicators](#): This preference determines if the minimized Slot Parameter indicators will be visible or not in the Remix Deck. When checked, you will see minimized Slot Parameter indicators when not hovering over the Remix Deck's Sample Slots with the mouse pointer. When unchecked, the minimized Slot Parameter indicators will be hidden. In both cases, the Slot Parameter buttons will always appear when hovering over the Sample Slots with the mouse pointer.
- [Set Auto-Gain When Loading Samples](#): This preference determines if TRAKTOR should use the Auto-Gain value stored in a Sample when it is loaded into the Remix Deck. When this option is unchecked, TRAKTOR will leave the Sample's gain at 0.0dB, thus, playing

the Sample at its original level. When checked, TRAKTOR will adjust the gain level as specified by the Auto-Gain level in the Sample so that it plays at an almost maximum volume (matching the level of other Samples that were loaded with Auto-Gain).

5.2.2 Behaviors

This section lets you influence the default behavior of the Remix Decks.



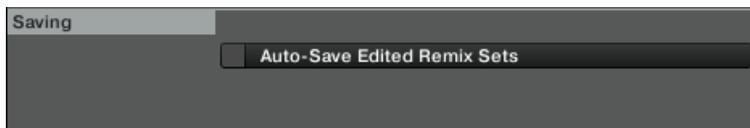
The Behaviors section.

The available entries are:

- **Auto-Enable Deck Play on Sample Trigger:** With this option enabled, TRAKTOR will force the Remix Deck's Play button to the On state whenever you trigger a Sample, even if the Deck had been previously stopped. When this option is unchecked, triggering Samples will have no effect on the Remix Deck's Play button, allowing you to select the Sample before starting the Deck as a whole.
- **One-Shot Samples Ignore Punch Mode:** When this option is checked, Samples in One-shot mode will ignore the setting of Punch mode, they will always play starting from the beginning. When the option is unchecked, Samples in One-shot mode will follow the rules of Punch mode: they will start playing from a location corresponding to the phase/location of the previously playing Sample.

5.2.3 Saving

When this option is enabled, TRAKTOR will automatically save the current Remix Set when you initiate actions that will alter the current contents of the Remix Deck.



The Saving section.

This includes the following actions:

- **Switching the Deck Flavor from Remix Deck to a different type of Deck:** the Remix Set will be saved right before the Deck Flavor is switched.
- **Loading a new Remix Set into the Remix Deck:** the Remix Set will be saved right before the new Remix Set is loaded.
- **Triggering the "Delete All" action from the F1:** the Remix Set will be saved right before the contents of the Remix Deck are cleared.
- **Quitting TRAKTOR:** the Remix Set will be saved before the rest of the Collection is saved.



When initiating Auto-Save, you will not be presented with any dialogs. If the Remix Set already exists in the Collection, the older version will be automatically overwritten!

When this option is unchecked, TRAKTOR will not attempt to save edited Remix Sets in the above conditions. Instead, TRAKTOR will simply discard all changes made. This can be the preferred workflow if you want your Remix Sets to always start from the same state for each performance, regardless of what you did to them during a previous performance.

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