

TRAKTOR KONTROL S5



Manual



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Table of Contents

1	Welcome to the World of TRAKTOR KONTROL S5!	10
1.1	Document Conventions	10
1.2	Where to Start	11
2	Using Your S5—Getting Started	14
2.1	Using the Browser	15
2.1.1	Opening the Browser	16
2.1.2	Scrolling through Music Folders	16
2.1.3	Browsing using Touch Interactions	18
2.1.4	Preview Tracks	18
2.1.5	Sorting Tracks	19
2.2	Playing Your First Track	21
2.2.1	Loading a Track	22
2.2.2	Playing a Track	24
2.2.3	If You Don't Hear the Track	27
2.3	Mixing In a Second Track	30
2.3.1	Loading a Second Track	31
2.3.2	Playing the Second Track	33
2.3.3	Using Headphones to Prepare the Mix	34
2.3.4	Synchronizing the Second Track	36
2.3.5	Interlude: In case the Left Track has finished	37
2.3.6	Mixing In the Track by Using the Channel EQ and Filter	38
2.4	Adjusting Levels	43
2.4.1	The Theory	43
2.4.2	In Practice	43
2.5	Switching Deck Focus	46
2.6	Switching Deck View and Zooming	47

2.7	Using Cue Points	51
2.7.1	Setting and Deleting Cue Points (HotCues)	52
2.7.2	Aligning Tracks using HotCues	54
2.8	Adjusting Tempo	54
2.8.1	Global Tempo Adjustments	55
2.8.2	Deck-specific tempo adjustments	57
2.9	Using Keylock	59
3	Using Your S5—Getting Advanced	66
3.1	Using Touch Strip	66
3.1.1	Using Touch Strip to Seek	67
3.1.2	Using Touch Strip to Nudge/Pitchbend	70
3.1.3	Using the Touch Strip to Scratch and Backspin	73
3.2	Playing with Loops in HOTCUE Mode	79
3.2.1	Engaging and Disengaging a Loop	79
3.2.2	Moving a Loop	82
3.2.3	Storing a Loop	83
3.3	Using FREEZE Mode	84
3.3.1	Engaging Freeze mode on a track	85
3.3.2	Adjusting the Freeze Slice Size	87
3.3.3	Slicer Mode	89
3.4	Using FLUX Mode	93
3.5	Remixing with Remix Decks	94
3.5.1	Loading a Remix Set	95
3.5.2	Triggering Samples	96
3.5.3	Triggering Samples using Different Quantize Sizes	101
3.5.4	Muting Remix Slots	103
3.5.5	Using the Touch Strip on a Remix Deck	103
3.6	Capturing Samples from Track Decks (Using Remix Mode)	104

3.7	Adding FX	109
3.7.1	Assigning Decks to the FX Units	109
3.7.2	Setting up an FX Unit to Group FX Mode	110
3.7.3	Exchanging effects in the Group FX	114
3.7.4	Storing a Snapshot	115
3.7.5	Routing FX	116
3.8	Mixing Stem Files using Stem Decks	116
3.8.1	Loading and Playing a Stem File	119
3.8.2	Switching between Track View and Stem View	120
3.8.3	Performing with Stem Decks	122
3.8.4	Adding another Stem File to the Mix	129
	3.8.4.1 Loading a Stem File into Deck B	129
	3.8.4.2 Combining Sounds of different Stem Decks	131
3.9	Working with Beatgrids	131
3.9.1	Checking a Beatgrid	131
3.9.2	Correcting a Beatgrid Manually	133
3.9.3	Additional Help Actions	138
4	Hardware Reference	142
4.1	Overview of the Controller	142
4.2	The Deck	144
4.2.1	Display Area and Controls	146
	4.2.1.1 Settings Button	148
	4.2.1.2 Display Buttons	148
	4.2.1.3 Display	150
	4.2.1.4 View Button	153
	4.2.1.5 Performance Mode Button	153
4.2.2	BROWSE Controls	153
4.2.3	Mode Select Buttons	155

4.2.3.1	HOTCUE Button	155
4.2.3.2	FREEZE Button	155
4.2.3.3	REMIX Button	157
4.2.4	Pads	158
4.2.5	Touch Strip	159
4.2.6	Transport Controls	160
4.2.7	FLUX Button	162
4.2.8	Loop Encoder	163
4.2.9	DECK Button	163
4.3	The FX Unit	164
4.3.1	FX Unit Assignment	166
4.4	The Mixer	167
4.4.1	Mixer Channel	169
4.4.1.1	GAIN Knob	170
4.4.1.2	FX Assign Buttons	171
4.4.1.3	EQ Knobs	171
4.4.1.4	Channel Fader	172
4.4.1.5	Channel Meter	173
4.4.1.6	FILTER Button and FILTER Knob	174
4.4.1.7	CUE Button	175
4.4.2	Mixer Main Section	175
4.4.2.1	Crossfader	177
4.4.2.2	CUE VOL Knob	178
4.4.2.3	CUE MIX Knob	178
4.4.2.4	TEMPO Encoder	179
4.4.2.5	BOOTH Knob	180
4.4.2.6	GLOBAL Section	181
4.4.2.7	MAIN Knob	181

4.4.2.8	AUX Button	182
4.5	The Rear Panel	182
4.5.1	MAIN OUT Section	183
4.5.2	BOOTH OUT Section	184
4.5.3	AUX Section	185
4.5.4	Kensington Lock Slot	185
4.5.5	USB Connector	186
4.5.6	POWER Section	187
4.6	The Front Panel	187
5	Adding External Audio Devices	189
5.1	Adding a Microphone	189
5.2	Adding a Line Level Audio Device	190
6	Preferences Pane in TRAKTOR	192
6.1	Restore Default	193
6.2	Touch Controls	193
6.3	Touchstrip	193
6.4	Calibrate	194
6.5	LEDs	194
6.6	Stem Control	195
7	The S5 Audio Interface and Control Panel	196
7.1	Settings on Mac OS X	196
7.2	Settings on Windows: The Control Panel	196
7.2.1	Opening the Control Panel	197
7.2.2	Audio Settings Panel	197
7.2.3	Diagnostics Panel	199
7.3	Using the S5 Audio Interface for Other Music Applications	201
7.4	Setting up S5 as your Default Audio Interface	202
7.4.1	Windows	202

7.4.2	Mac OS X	202
8	Troubleshooting - Getting Help	204
8.1	Troubleshooting	204
8.1.1	TRAKTOR Won't Start	204
8.1.2	TRAKTOR Crashes	204
8.1.3	TRAKTOR Has Performance Issues	205
8.1.4	Updates	206
8.2	Getting Help	206
8.2.1	Knowledge Base	206
8.2.2	Technical Support	206
8.2.3	Registration Support	207
8.2.4	User Forum	207
9	Technical Specification	208

1 Welcome to the World of TRAKTOR KONTROL S5!

Thank you for choosing TRAKTOR KONTROL S5.

What is TRAKTOR KONTROL S5?

TRAKTOR KONTROL S5 provides a direct tactile interface to TRAKTOR PRO's features and allows you to achieve more with the controller hardware so you have to do less on your computer screen.

S5 enables performance in various live situations, combining the power of computer-based DJing with the immediacy and flow you need to focus on your audience.

1.1 Document Conventions

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



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



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



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

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) in the software and paths to locations on your hard disk or other storage devices is printed in *italics*.

- Text appearing elsewhere (labels of buttons, controls, text next to checkboxes etc.) in the software is printed in **blue**. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.
 - Text appearing on the displays of the controller is printed in **light grey**. Whenever you see this formatting applied, you will find the same text on a controller display.
 - Text appearing on labels of the hardware controller is printed in **orange**. Whenever you see this formatting applied, you will find the same text on the controller.
 - Important names and concepts are printed in **bold**.
 - References to keys on your computer's keyboard you'll find put in square brackets (e.g., "Press [Shift] + [Enter]").
- ▶ Single instructions are introduced by this play button type arrow.
- Results of actions are introduced by this smaller arrow.

1.2 Where to Start

TRAKTOR KONTROL S5 installation provides you with many information sources. These are intended to be read in the following sequence to ensure easy access for users of all skill levels:

- TRAKTOR Getting Started
- TRAKTOR Manual
- TRAKTOR KONTROL S5 Manual (this document)

Your First Stop: Getting Started

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

TRAKTOR Manual

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



Access the TRAKTOR manual via TRAKTOR's [Help](#) menu. The '*Open Manual...*' entry will open the Documentation sub-folder inside TRAKTOR's application folder.

TRAKTOR KONTROL S5 Manual

The S5 Manual picks up where controlling TRAKTOR features from the S5 are concerned. A detailed tutorial section guides you through accessing the basics like loading tracks, mixing, setting cue points, looping, and using Remix Decks from S5.

Next, a comprehensive Hardware Reference details each and every component you will encounter on the TRAKTOR KONTROL S5 controller. The later chapters of this manual provide additional information on solving common issues, and the device's full technical specification.

CONTROLLER EDITOR Manual

Besides using S5 with the dedicated TRAKTOR software, you can also use it as a powerful and highly versatile MIDI controller with any other MIDI-capable application or device. This is made possible by the CONTROLLER EDITOR software, an application which allows you to assign MIDI controller messages to S5's pads, knobs, faders and encoders. The CONTROLLER EDITOR is usually automatically installed during TRAKTOR's installation. For more information on this, please refer to the CONTROLLER EDITOR Manual available as a PDF file in the Documentation subfolder of the CONTROLLER EDITOR installation folder on your hard disk.

Other Online Resources

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

- Knowledge Base
- User Forum

- Technical Support
- Registration Support

You will find more information on these in chapters [↑8.1, Troubleshooting](#) and [↑8.2, Getting Help](#).

2 Using Your S5—Getting Started

This section will guide you through the most common tasks you will encounter during your work with TRAKTOR KONTROL S5. Most of the tutorials included are workflow-oriented. They start with the simplest tasks and progressively lead you to more complex operation, helping you to become familiar with TRAKTOR KONTROL S5.

The tutorials presented here make use of the included demo tracks, which were automatically copied to your hard disk during the TRAKTOR KONTROL S5 installation procedure. Therefore, you can follow these tutorials even if you haven't imported your own music.

General Prerequisites

We assume here that your TRAKTOR KONTROL S5 system is already up and running. If that's not the case, please follow the instructions in the separate Setup Guide and return to this chapter when you are ready.

In case you already changed some settings in TRAKTOR KONTROL S5 before you start with these tutorials, we strongly recommend you to reset your TRAKTOR KONTROL S5 system to the factory settings by doing the following:

1. In the TRAKTOR software, click the [Help](#) menu in the menu bar at the top of your screen (on Mac OS X) or at the top of the window (on Windows), and select *Help > Start Setup Wizard*.
2. In the window that opens, click [Next](#) to skip the setup screens.
3. On the [YOUR TRAKTOR SETUP](#) screen, click [Finish](#) at the bottom right corner without selecting anything else.

⇒ Your TRAKTOR KONTROL S5 is now reset to the factory settings.

The tutorials presented here assume that TRAKTOR KONTROL S5 is in its default factory state. If it's not the case, we cannot guarantee that you will experience what is described here, and as a result you might find it difficult to follow the instructions.

2.1 Using the Browser

This tutorial explains how to use the Browser to access your music library. You will learn how to sort and preview your tracks in the Browser, and how to load tracks into Decks.



It is not possible to open the Browser on S5's left and right Decks simultaneously.

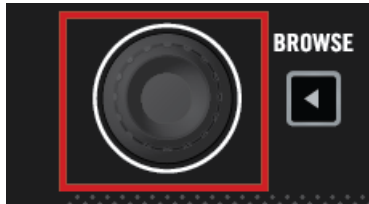


BROWSE Encoder, BACK Button, and Display section

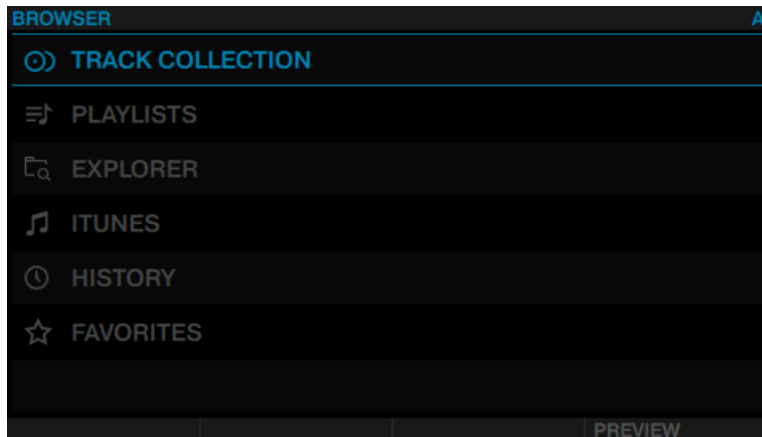
2.1.1 Opening the Browser

To open the Browser:

- ▶ Push the **BROWSE** encoder.



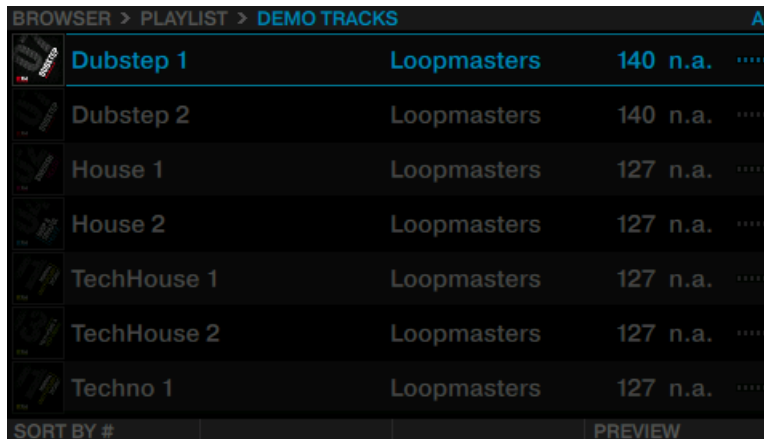
The Browser will be displayed in the display.



2.1.2 Scrolling through Music Folders

To scroll through music folders:

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



To open folders and load tracks:

- ▶ Press the **BROWSE** encoder to open a folder.
- ▶ Press the **BROWSE** encoder to load a track.

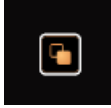
To return to the previous folder:

- ▶ Press the **BACK** button.



To exit the Browser:

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



2.1.3 Browsing using Touch Interactions

In addition to regular interactions with S5, you can perform touch interactions. However, to use touch interactions when browsing, the touch sensitivity for the **BROWSE** encoder has to be enabled:

1. Open the TRAKTOR Preferences.
2. Select the tab **TRAKTOR KONTROL S5**.
3. Enable the Touch Control **Auto Open Browser on Touch**.

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

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

To open the Browser:

- ▶ Touch the **BROWSE** encoder. The Browser will be displayed in the respective display.

To exit the Browser:

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

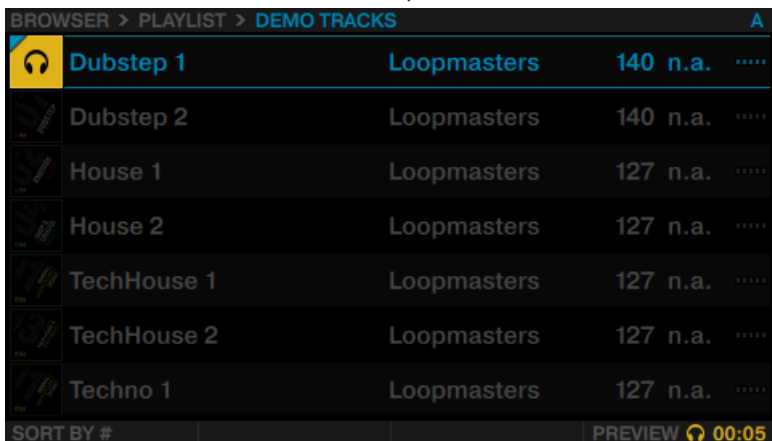
2.1.4 Preview Tracks

In the Browser of the TRAKTOR KONTROL S5 it is possible to preview tracks directly.

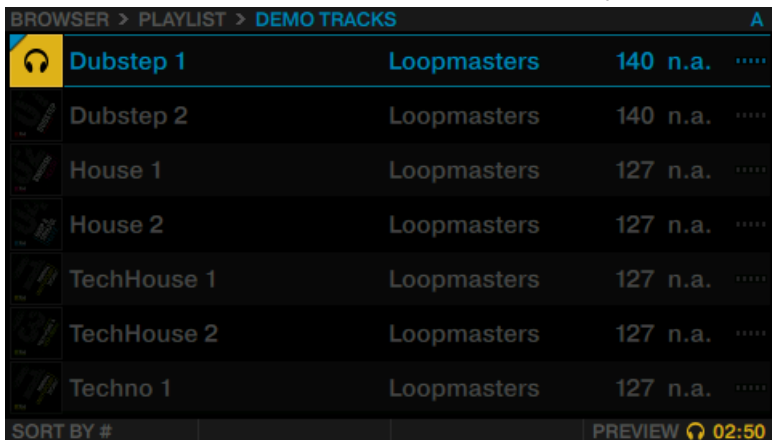
To preview a selected track:

1. Press the right Performance Mode button to enable **PREVIEW** in the right bottom on the display.

2. Press the **LOOP** encoder to start preview of the selected track.



3. Rotate **LOOP** encoder to seek within the track in preview.

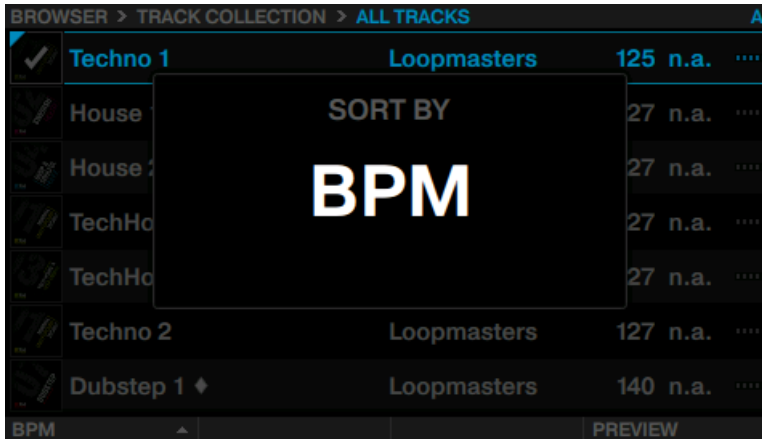


2.1.5 Sorting Tracks

To speed up scrolling through folders including a very large number of tracks, you can sort the tracks by categories TITLE, ARTIST, BPM, IMPORT DATE, #, and KEY. The selected category is displayed at the bottom-left in the Browser.

To sort your tracks by another category:

1. Press the left Performance Mode button to enable SORT BY in the left bottom on the display.
2. Rotate the LOOP encoder until the desired category is selected in the SORT BY pop-up window. The tracks will then be resorted.

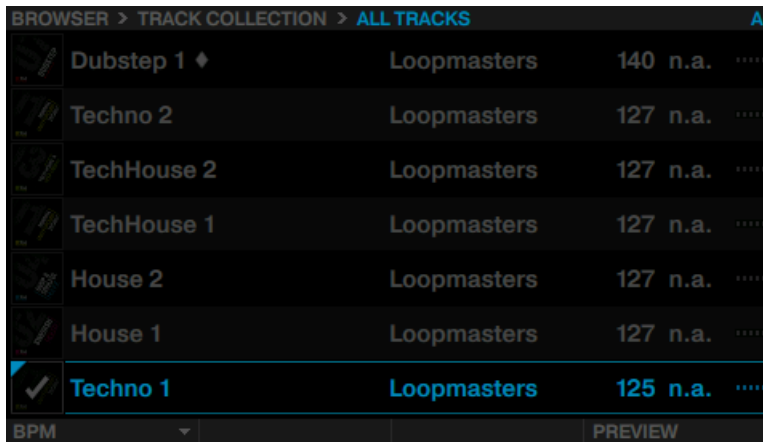


Additionally, you can display the tracks in ascending or descending order:

- ▶ Press the LOOP encoder to switch between ascending and descending order.



The Browser displaying tracks in descending order.



The Browser displaying tracks in ascending order.

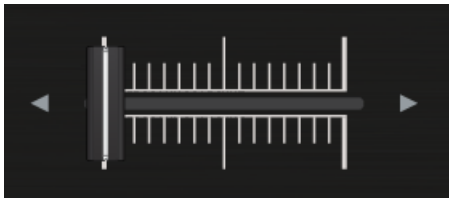
2.2 Playing Your First Track

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

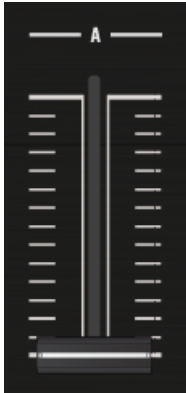
Prerequisites

We assume your S5 is in the following state:

- The left Deck is focused on Track Deck A.
- The Crossfader is set all the way to the left.



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



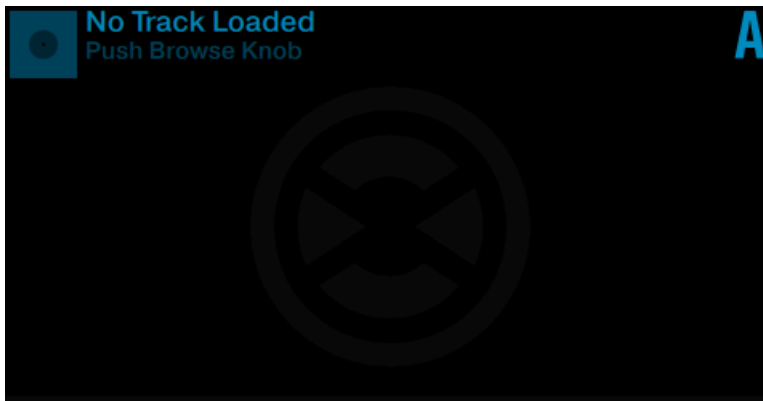
- The **MAIN** knob is set to minimum.



2.2.1 Loading a Track

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

Since Deck A is in the top-left part of the TRAKTOR window, we will use the left Deck on your S5. You can check this by looking at the left Deck's display: you should see a blue indicator reading A:



The Deck Display with DECK A indicator.

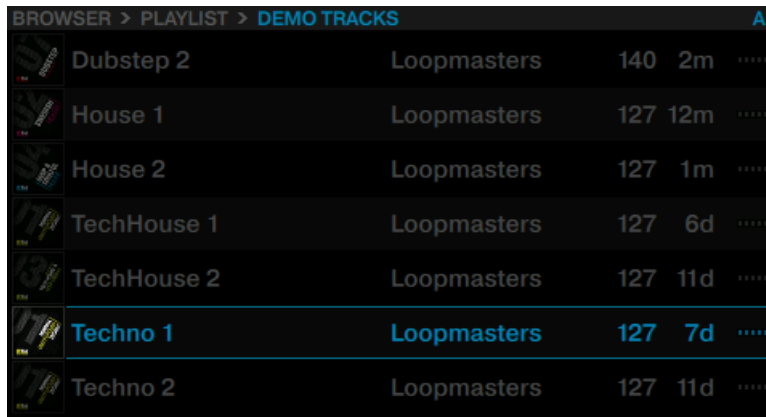
While looking at the left Deck's display reading No Track Loaded. Push Browse Knob, do the following:

1. Press the **BROWSE** encoder of the left Deck to open the Browser.
2. Navigate to the folder **FAVORITES > Demo Tracks**.

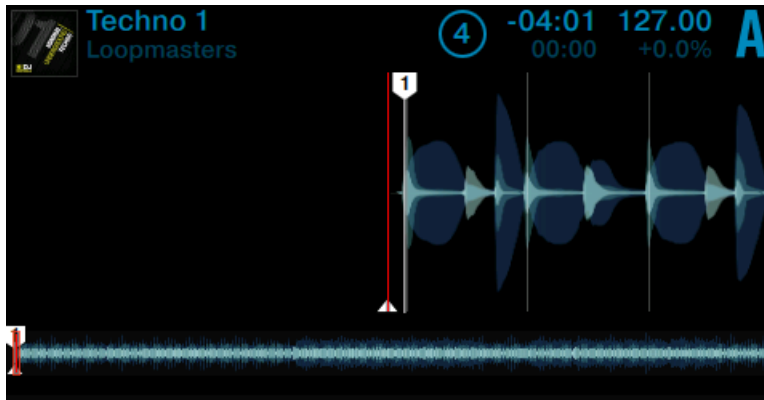
A screenshot of the Traktor Kontrol S5 Browser display. The display shows a playlist titled "DEMO TRACKS" under the "FAVORITES" folder. The playlist contains seven tracks, each with a cover image, title, artist, duration, and a menu icon.

BROWSER > PLAYLIST > DEMO TRACKS					
	Dubstep 1	Loopmasters	140	1m
	Dubstep 2	Loopmasters	140	2m
	House 1	Loopmasters	127	12m
	House 2	Loopmasters	127	1m
	TechHouse 1	Loopmasters	127	6d
	TechHouse 2	Loopmasters	127	11d
	Techno 1	Loopmasters	127	7d

3. Scroll to track Techno 1.



4. Press the **BROWSE** encoder to load the track into Deck A.
→ The track is loaded. Its waveform and info appear in the display.



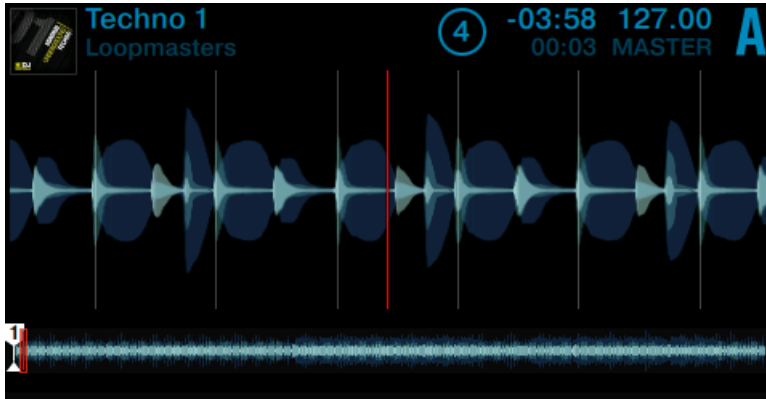
2.2.2 Playing a Track

Once a track is loaded:

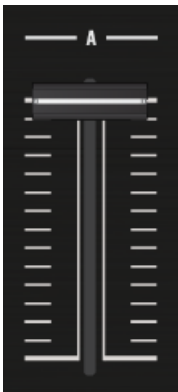
1. Press the **PLAY** button at the bottom of the left Deck. The **PLAY** button lights up.



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



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



3. Gradually turn the **MAIN** knob clockwise.



- You will hear the track **Techno 1** playing back through your speakers. If not, please check [↑2.2.3, If You Don't Hear the Track](#).

Each Deck Has Its Own Channel

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

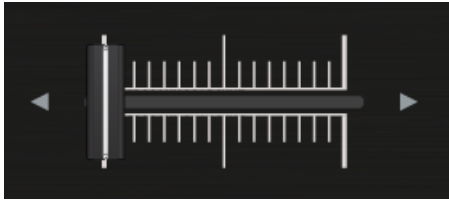


The Channel A.

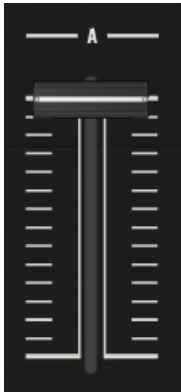
2.2.3 If You Don't Hear the Track

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

- At the bottom of your S5, verify that the Crossfader is moved all the way to the left:



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



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



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



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



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

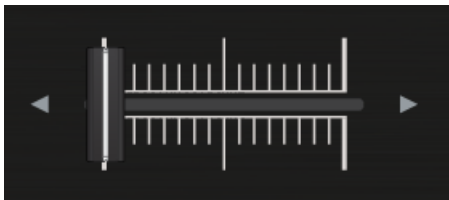
2.3 Mixing In a Second Track

Now that you have learned how to load and play a track from the S5, let's mix in a second track on Deck B. By doing so, you will learn a few mixing basics which are essential for every DJ: how to cue tracks, synchronize tracks, start the playback at the right position, and mix the tracks together using the Crossfader.

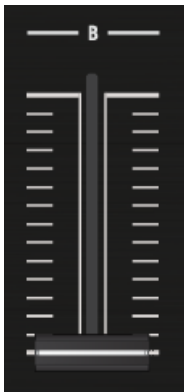
Prerequisites

We assume here that your S5 is in the following state:

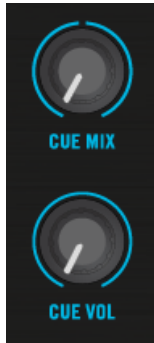
- The track “Techno 1” is loaded into Deck A. The track is playing and audible.
- The right Deck is focused on Track Deck B.
- The Crossfader is all way to the left.



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

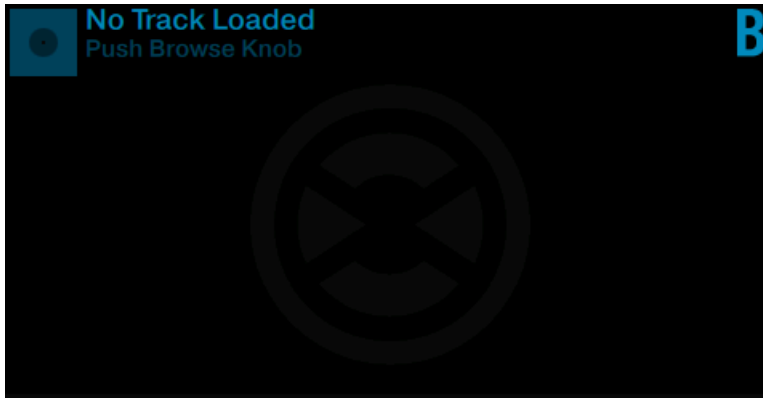


- The **CUE VOL** knob and the **CUE MIX** knob are set to minimum.



2.3.1 Loading a Second Track

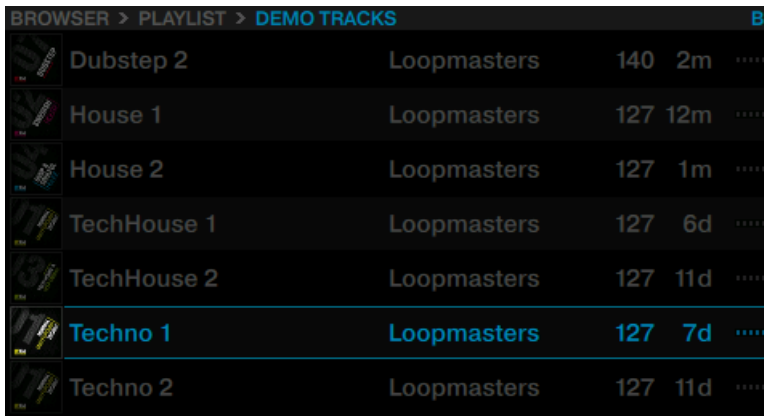
We will choose the track “Techno 2” and load it into the right Deck B, as we did for Deck A in the previous tutorial.



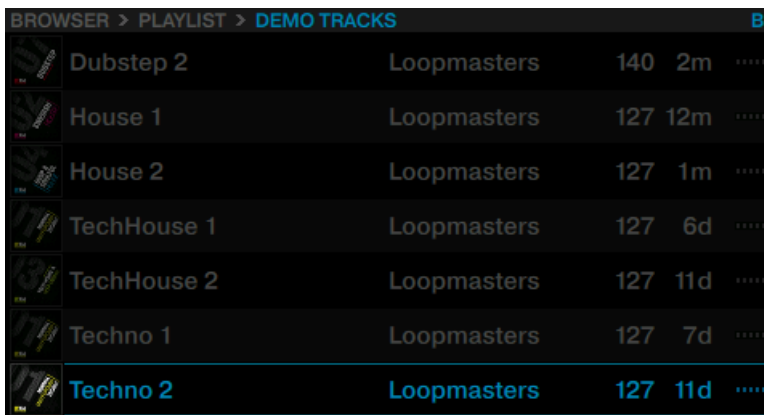
Track Deck B in its empty state.

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

1. Press the **BROWSE** encoder of the right Deck to open the Browser. The Browser resumes at the last selected item.

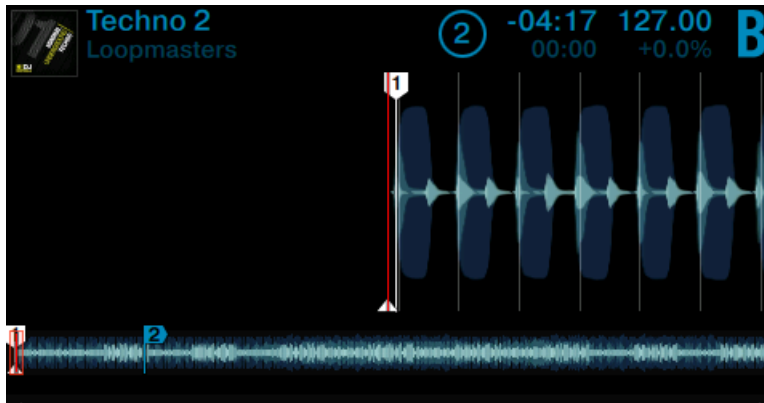


2. Scroll to the track Techno 2.



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

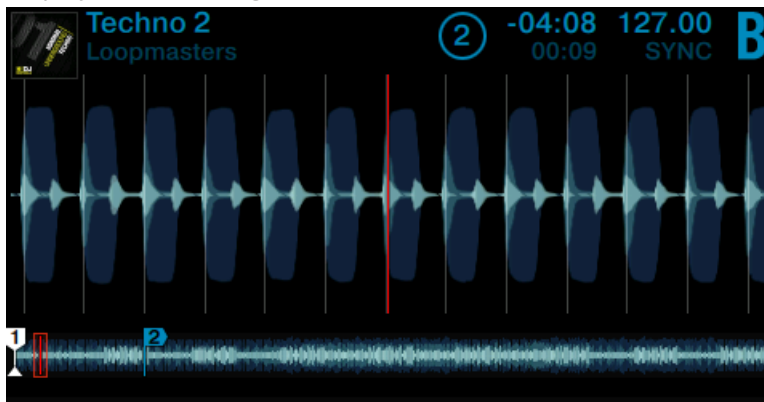
→ The track is loaded. Its waveform and info appear in the display.



2.3.2 Playing the Second Track

▶ Press the **PLAY** button on the right Deck to start the playback.

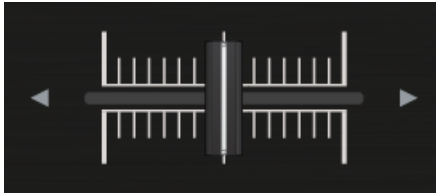
→ The track “Techno 2” starts playing. The **PLAY** button lights up and the waveform in the display starts moving.



You don't hear anything from Deck B through the speakers yet because the Crossfader on the S5 is all the way to the left.

To mix in the track “Techno 2” on Deck B:

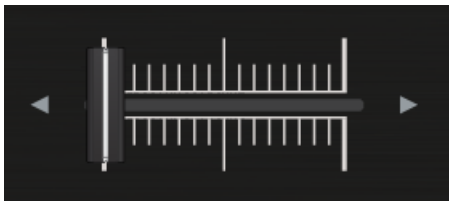
- ▶ Slowly move the Crossfader from left to right.



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

If you followed the instructions above, the two tracks won't mix well, as they're not in sync. To mitigate this, we have to beat-match the track in Deck B to the track playing on Deck A as described in the following section. So for now:

- ▶ Pull the Crossfader all the way back to the left.



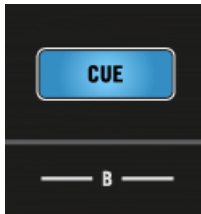
If you still don't hear any sound coming from Deck B even with the Crossfader all the way to the right, check the troubleshooting guidelines in section [↑2.2.3, If You Don't Hear the Track](#).

2.3.3 Using Headphones to Prepare the Mix

Typically, a DJ needs to be able to prepare a mix on the headphone cue before committing to it and sending it to the main out. This is how you use your headphones for the preparation on S5:

1. Put on your headphones.

2. On your S5, press the **CUE** button on channel B. The button lights up, indicating that Deck B is now sent to the **CUE** channel.



3. Gradually raise the **CUE VOL** knob.



→ You will hear the cued track in your headphones.

Adjusting the balance between the cued track and main mix

For a great mix, you need to sync the affected Decks, match their levels and make sure that the result sounds good. Use the Cue controls to adjust the balance between the cued track (in this case Deck B) and the main mix (in this case Deck A) in your headphones:

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



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

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

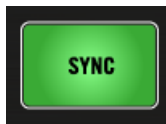


For smooth transitions, set the CUE MIX to the center position and adjust the cued Deck's GAIN knob so that both sound equally loud.

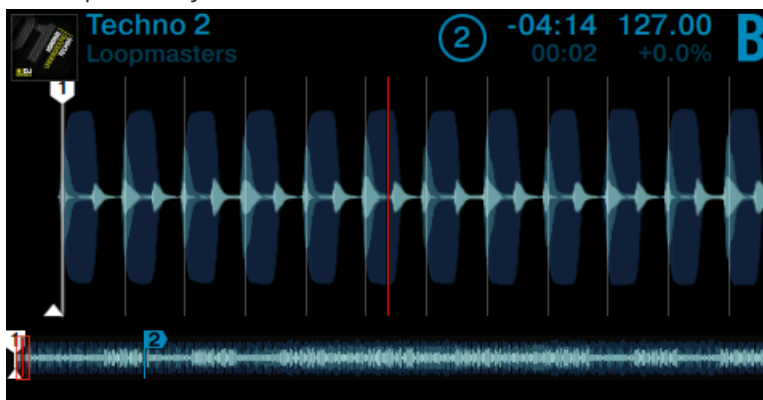
2.3.4 Synchronizing the Second Track

Before mixing in the track playing on Deck B, we will use TRAKTOR's automatic Sync feature to adjust its tempo to that of Deck A. Since playback of Deck A was started first, it is automatically assigned the role of Tempo MASTER. To sync Deck B to it:

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



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



Cue the Track

- ▶ Slowly turn the **CUE MIX** knob clockwise.



→ You will hear the second track fade into the mix with both tracks in sync.



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

Mixing In the Second Track

When your track is ready for mixing:

- ▶ Slowly move the Crossfader from the left to the right.

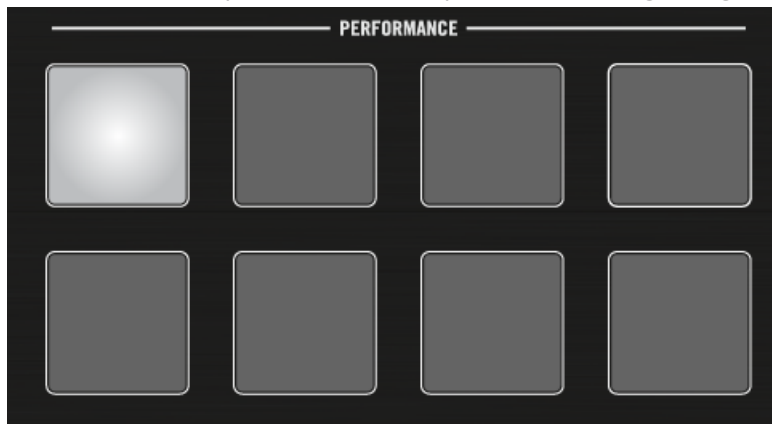


→ You just did your first mix with S5.

2.3.5 Interlude: In case the Left Track has finished

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

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



You can then resume from where you left off.

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

Besides simply using the Crossfader or channel volume faders to mix tracks, you can use TRAKTOR KONTROL S5's EQs and filters to make the mixes smoother and more interesting.



The EQ and FILTER knobs on channel B.

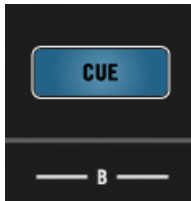
Prerequisites

We assume here that you have already followed the instructions in the previous tutorials and the S5 is in the following state:

- The track “Techno 1” is loaded on Deck A. The track is playing and audible.
- The track “Techno 2” is loaded on Deck B. The track is playing and audible.
- Both tracks are synced.
- The Crossfader is all the way to the left.
- On channel B, the channel fader is set to minimum, the EQ knobs, the **GAIN** knob, and the Filter knob are set to center position.

To prepare the cued track with EQ or Filter:

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



3. Press the **FILTER** button on Deck B.



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



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



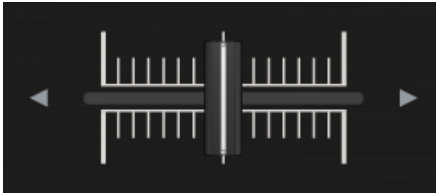
We will now carry out a first version of the mix “for real.” Thus, turn the **CUE MIX** knob fully clockwise to hear the main mix in your headphones (or put off your phones and listen to your mix coming through your amplification system).

Do the following:

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



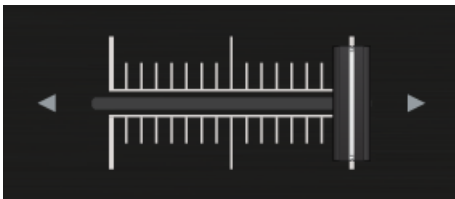
2. Progressively mix in channel B by gradually moving the Crossfader from the left to the center position.



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



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



→ You did your first mix using EQs and Filters of your TRAKTOR KONTROL S5.

2.4 Adjusting Levels

Before we continue with the tutorials, let's talk about the importance of setting your mix levels correctly. We will provide a few simple hints which help you achieve the best sound with your mix.

Even if this section looks a bit technical at first, please take the time to read these few pages, as this knowledge will help you later on, especially in a live situation!

2.4.1 The Theory

By mixing, you blend together (and process) signals coming from multiple sound sources. The mix is almost always louder than a single source. So it's important to keep levels within a safe range.

As a basic rule, you will want to avoid signal clipping, while keeping them loud enough so you use the full dynamic range available.

- If your signal exceeds the specified limits, it can't get any louder, but the sound quality is degraded by digital distortion, called clipping. Clipping leads to scratchy, unpleasant noises being added to the loudest signals in your mix. Although the music may appear louder overall, it will lose its impact. Speakers will suffer from this—and so will your audience! (Also, be prepared for some annoyed sound technician or club owner coming down on you.)
- If, on the other hand, you mix with very low levels, you will encounter the other extreme; an elevated noise floor, especially apparent in quiet sections of your performance.

Hence, you should always make sure that your signals stay in the safe range.

2.4.2 In Practice

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



A channel meter clipping

In each channel, ensure that its channel meter shows a level in the upper range of the blue LEDs when playing the loudest section of a track, only occasionally reaching the orange LEDs. Letting your levels go “in the red” (or orange in this case) and using signal clipping to make your mix sound dirtier is definitely not recommended: to do this, make use of TRAKTOR's great FX selection instead!

Checking the Level on Each Channel

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



The GAIN knob sits at the top of each channel

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

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

To get a good idea of the right levels to choose, we recommend you get to know the songs in your set - for tracks with a variable level over time (e.g. a track starting with a soft intro), you should base the level settings on the loudest section of the track.

Matching Levels Between Channels

Moreover, in order to avoid an audible level jump when cross-fading between two channels, the perceived channel levels should match:

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



TRAKTOR already does this for you by automatically applying a level balance value for each newly loaded track. This so-called “Autogain” feature relies on the gain values extracted from your tracks. Despite this automatism, depending on the particular EQ, filter and FX applied to the cued track, you may want to double-check the level consistency before you mix in the track. Moreover, what is important here is the perceived loudness of the specific part of the track that you're about to mix in.

Checking the Main Level in TRAKTOR

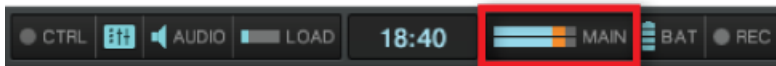
The signals coming from all channels are mixed together according to the relative levels determined by the channel faders and by the Crossfader. This mix is then sent from TRAKTOR's main output to the Main section:



The Main section on your S5

In this section, the MAIN LEVEL meters show you the (left and right) overall level of your mix *after* adjustment by the **MAIN** knob. Here, again, make sure not to exceed the safe range indicated by blue LEDs too often.

For checking the level at the output of the TRAKTOR software, please refer to the meter in TRAKTOR's header. Set the channel levels so that the mix mostly stays in the blue safe range on the MAIN meter.



The MAIN meter showing too high levels in TRAKTOR's header.

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

Setting the correct level on S5

Once correct levels are set in TRAKTOR, you can concentrate on working on the S5. Use the **MAIN** knob to set the volume going to the speakers, again, so that your mix isn't clipping.



If turning up S5's MAIN knob doesn't give you satisfying levels, please check the channel faders—they are probably set too low.

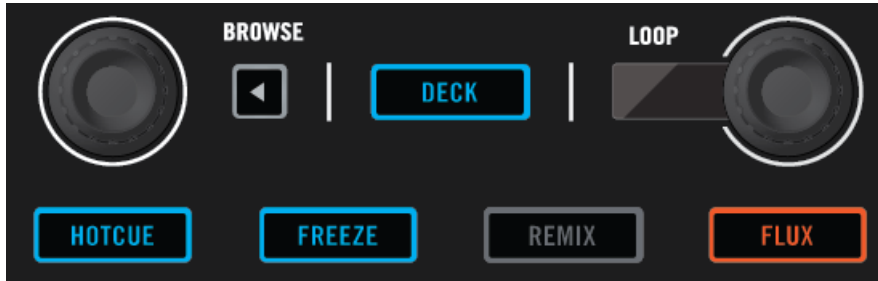
2.5 Switching Deck Focus

Although you can mix four TRAKTOR Decks with the S5, it is only possible to have the focus on two of the Decks simultaneously. To access the respective other Decks, you have to switch the Deck focus. In this example, toggle between Decks A and C by the following action:

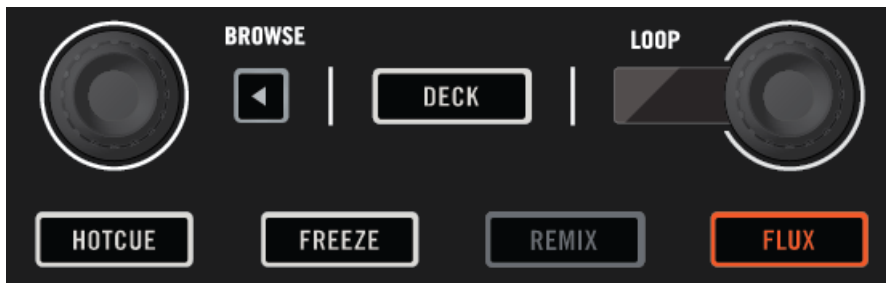
- ▶ Press the left **DECK** button to toggle between Deck A and Deck C.



- If Deck A is focused, the **DECK** button, the **HOTCUE** button, the **FREEZE** button will be lit in blue.

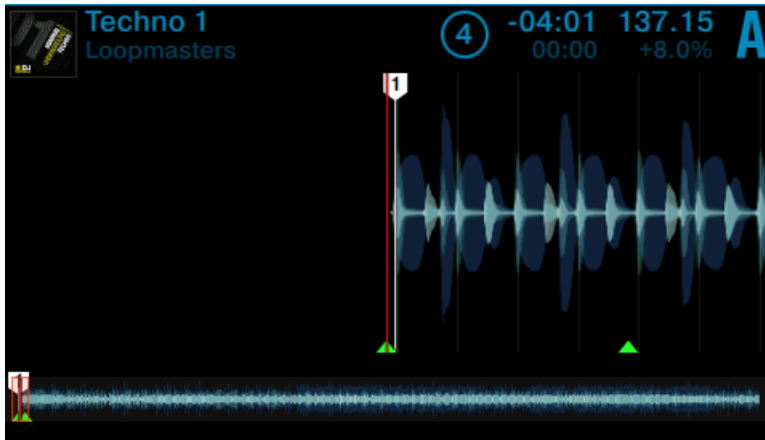


- If Deck C is focused, the **DECK** button, the **HOTCUE** button, the **FREEZE** button will be lit in white.



2.6 Switching Deck View and Zooming

By default, the display shows only the focused Deck. This is called Single View. Additionally, you can switch to Spilt View to show both Decks together in the display - Decks A and C on the left side, Decks B and D on the right side. The display focused on just one Deck has the following appearance:



Deck A in Single View

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

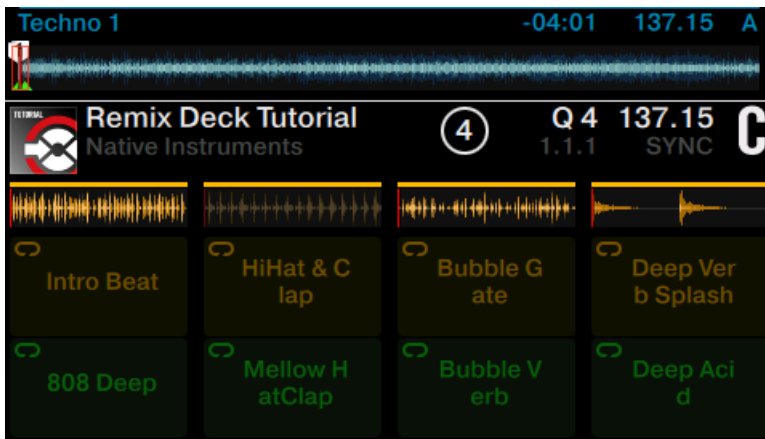


→ The display now shows both Decks in Split View.

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



Split View with focus on Deck A.



Split View with focus on Deck C.



Changing Deck View does not change the Deck's focus.

Zooming

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

To zoom into the waveform:

- ▶ Press Display button 3 repeatedly until you reach the desired zoom level.



To zoom out of the waveform:

- ▶ Press Display button 4 several times until you reach the desired zoom level.



2.7 Using Cue Points

This tutorial will explain how to work with HotCues for jumping directly to certain points within a track. HotCues can be assigned to the pads when the Track Deck is in HOTCUE mode.

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



Pad 1 as Start Cue Point.

Prerequisites

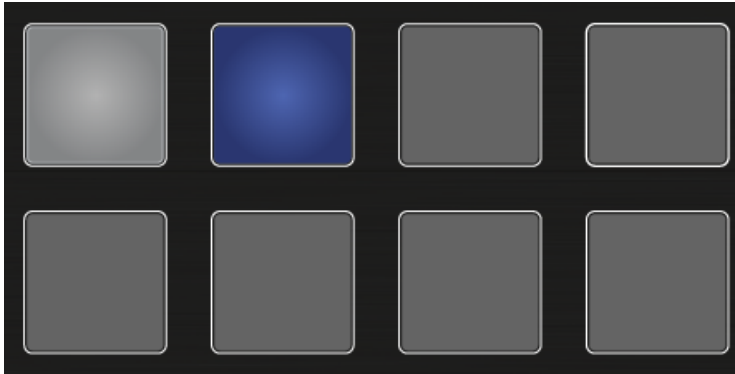
We assume here that you already followed the instructions in the previous tutorials (see Enabling Decks). TRAKTOR KONTROL S5 is in the following state:

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

2.7.1 Setting and Deleting Cue Points (HotCues)

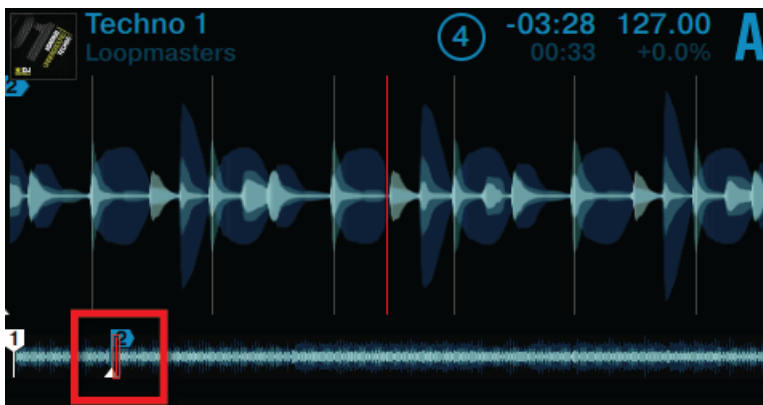
To set Cue Points within a track:

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



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

- ▶ In the display, a CuePoint will be highlighted by a blue indicator and the pad number. You can store up to eight CuePoints per track, including the first which is automatically set to the track start.



The highlighted CuePoint in the display.

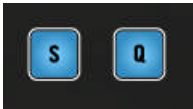
To delete a Cue Point:

- ▶ Press **SHIFT** + the pad assigned with a Cue Point.

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

Snapping to the Beats

You don't have to worry about being precise enough to set a HotCue directly on a beat; by default, TRAKTOR will make sure this happens automatically. This is because the Snap mode is on, indicated by the lit **S** button located in the top-mid on the S8:



The S button on the Mixer.

With Snap mode on, any HotCue you set in the track will snap to the closest beat, thus ensuring that recalling a CuePoint will always trigger a downbeat.

2.7.2 Aligning Tracks using HotCues

1. When you hear a downbeat in the other track, press the pad with the HotCue you just used to store the downbeat position.

2.8 Adjusting Tempo

In this tutorial you will learn how to adjust the tempo of a track and the global tempo. The S5 doesn't feature a dedicated tempo fader per Deck which you might expect of a conventional DJ controller. Instead, the S5 offers a new approach to controlling the tempo of your mixes described in the following section.

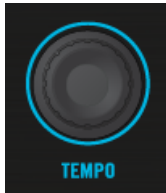
Prerequisites

We assume here that S5 is in the following state:

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

2.8.1 Global Tempo Adjustments

Global tempo adjustments are made using the **TEMPO** encoder located in the center of the S5.

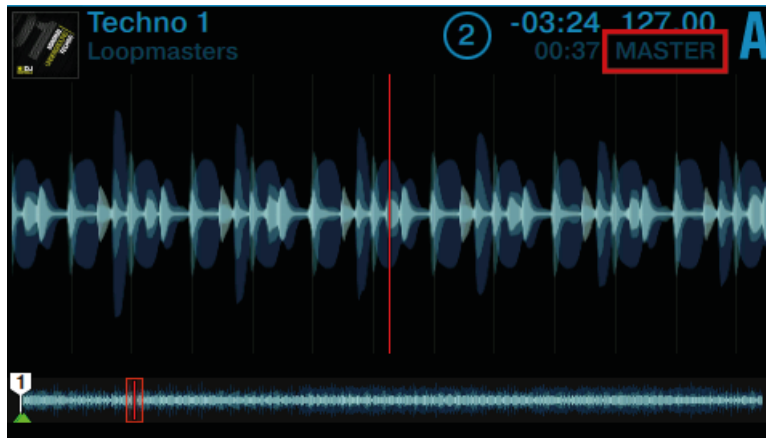


The TEMPO encoder on the S5

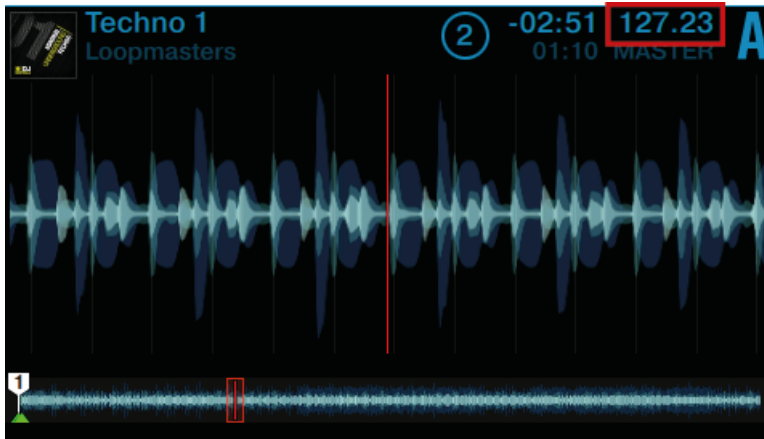
Turning the **TEMPO** encoder will adjust the tempo of the assigned **MASTER** deck, along with any other decks that have their **SYNC** buttons active. You can adjust the tempo in whole steps or in decimal steps.

Adjusting the Global Tempo

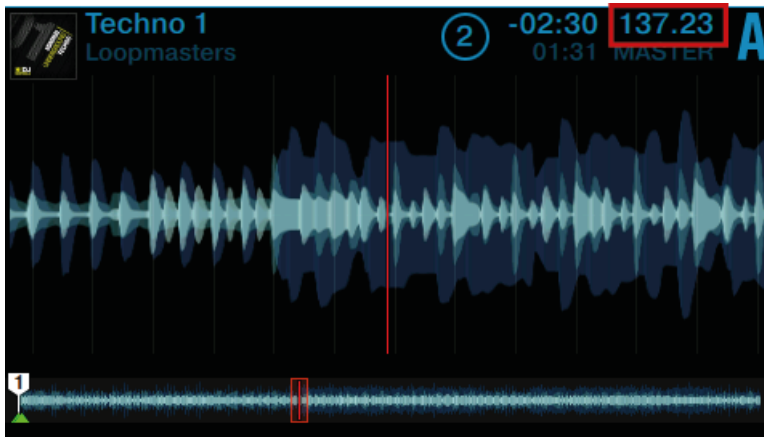
1. Press the **PLAY** button on Deck A. The Deck will be assigned to **MASTER**.



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



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



- Release the Deck's **SHIFT** button.
→ The global tempo has changed.

2.8.2 Deck-specific tempo adjustments

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

Adjusting the Deck-specific Tempo

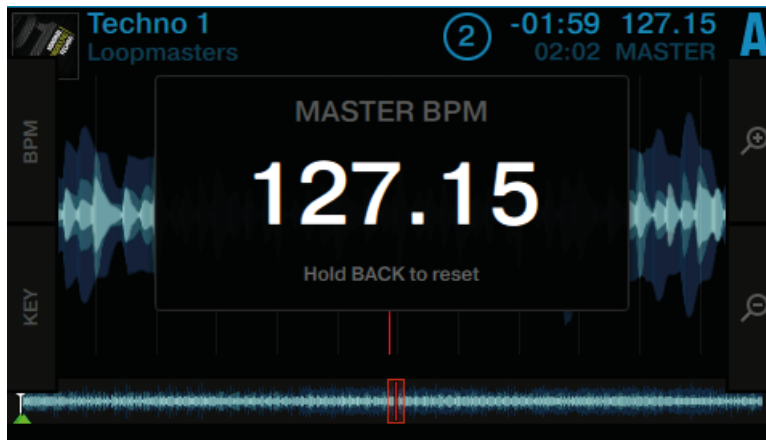
1. On a Deck press the Display Button 1.



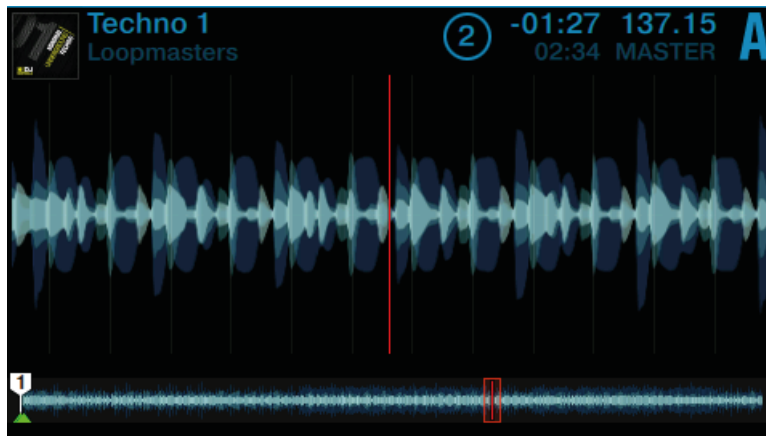
The BPM pop-up becomes visible on the display.



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



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



- Press the Display Button 1 again or press the View Button to close the BMP pop-up.
→ The Deck-specific tempo has changed.

In this scenario, the **BROWSE** encoder has the same effect as the **TEMPO** encoder when making tempo adjustments. If the Deck is assigned as the **MASTER**, tempo adjustments made with the **BROWSE** encoder will also be applied to any other Deck with their **SYNC** button activated.



In scenarios where automatic Deck synchronization isn't possible, e.g. syncing a TRAKTOR Deck with an external audio source, you can use this method to manually dial in a Deck's BPM.

2.9 Using Keylock

When synchronizing tracks, you end up altering at least one track's tempo, which consequently changes their pitch (or key). For small tempo adjustments, this mostly isn't going to be an issue; but when the tempo is changed more significantly, the resulting pitch change might sound unsuitable: kick sounds would lose their impact, vocals would sound unrealistic, harmonic instruments would become dissonant when mixed, etc. To avoid issues like these, TRAKTOR provides the **Keylock** feature which uncouples the pitch and the tempo of a track. This allows you to basically lock the pitch while adjusting the tempo or vice versa. In order to activate Keylock from the S5, do the following:

Prerequisites

We assume here that the S5 is in the following state:

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

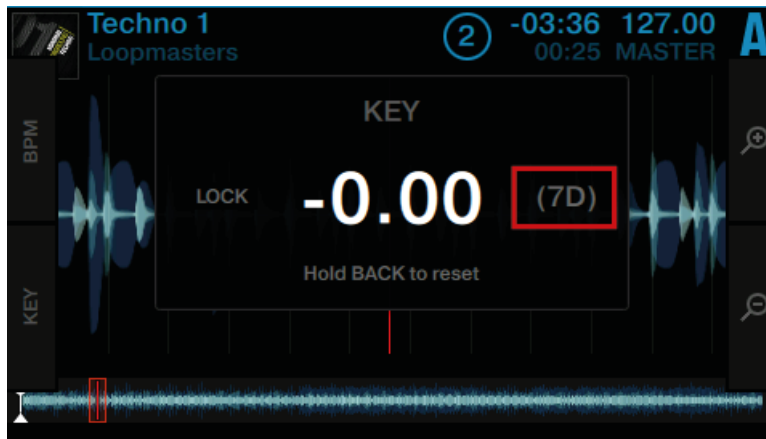
Adjusting the Tempo and preserving the Original Pitch

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

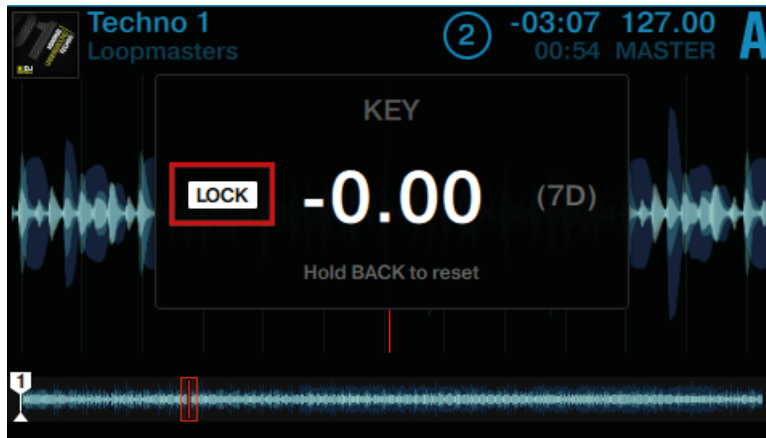
1. On a Deck, press the Display Button 2.



The KEY pop-up opens on the display. For tracks which have been analyzed by TRAKTOR, their key is displayed here.



- Press the Deck's **BROWSE** encoder to enable Keylock on the track. **LOCK** is now lit in white.



- Press the Display Button 2 again to exit the KEY pop-up in the display.

- Now press Display Button 1 to open the BPM pop-up and adjust the track's tempo by turning the **BROWSE** encoder.



→ You can hear the tempo change, but the track's key remains intact.

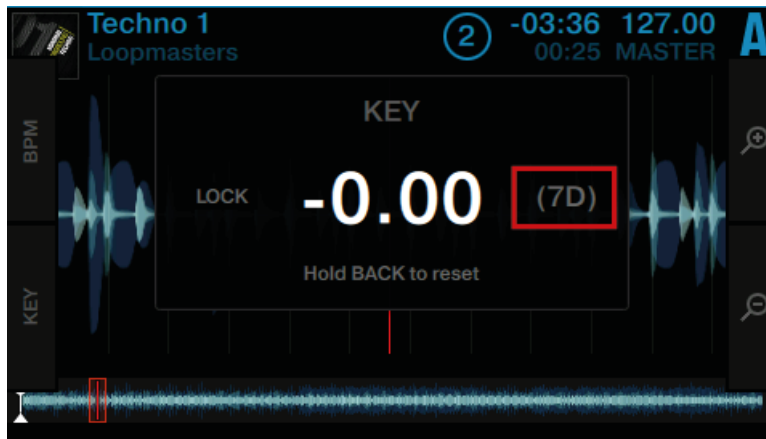
Adjusting the Key without changing Original Tempo

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

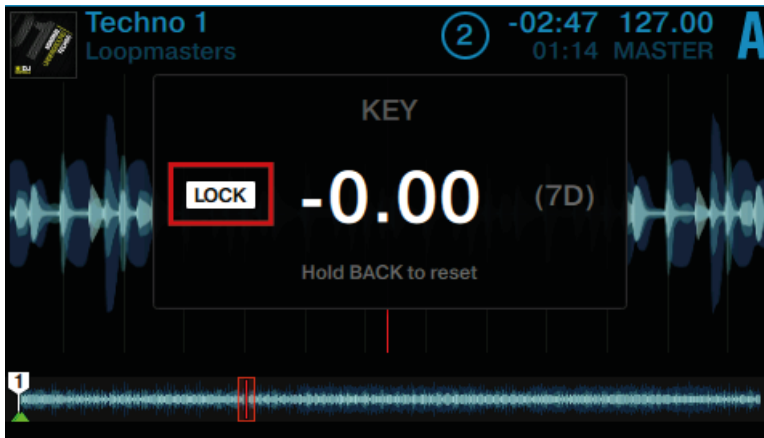
1. On a Deck, press the Display Button 2.



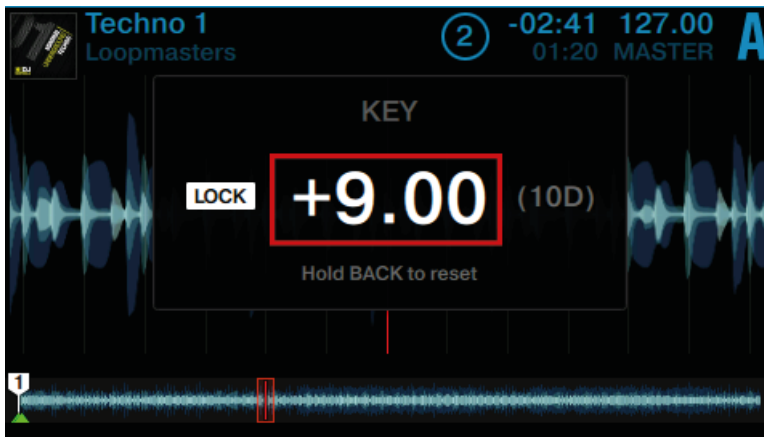
The KEY pop-up opens on the display. If the track has been analyzed by TRAKTOR, its key will be displayed here.



- Press the Deck's **BROWSE** encoder to enable Keylock on the track. **LOCK** is now lit in white.



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



- Press the Display Button 2 again to exit the **KEY** window in the display.
→ You will hear that the track's key has changed, while the tempo is preserved.

Resetting Your Edits

In order to reset your edits:

- ▶ Hold the **BROWSE** Back button for a few seconds.
- The value will reset.

3 Using Your S5—Getting Advanced

3.1 Using Touch Strip

- Seek/navigate through the entire track.
- Tempo bend (nudge).
- Scratching, backspinning and holding.

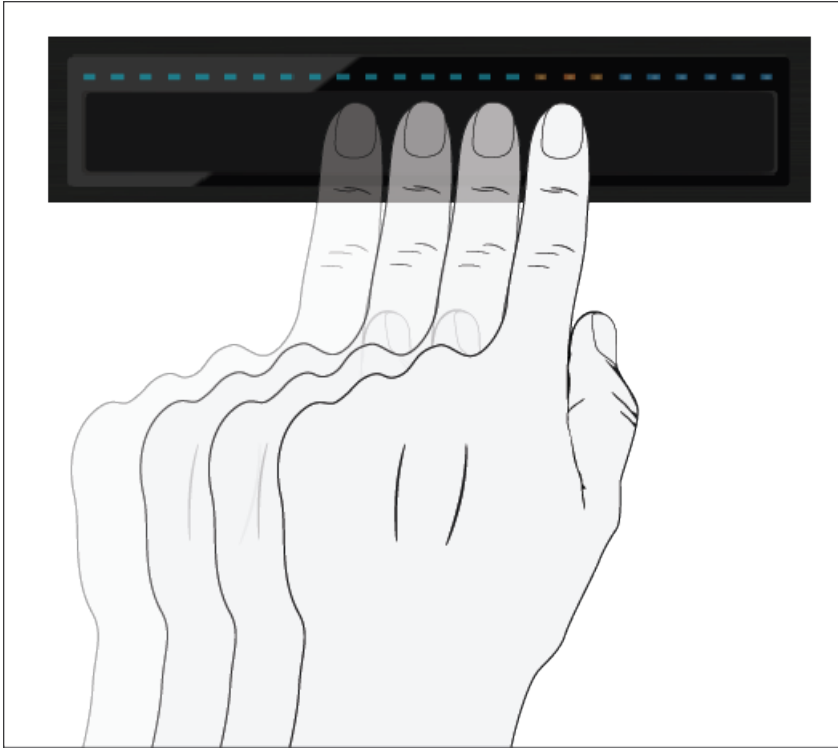
Prerequisites

We assume here that the S5 is in the following state:

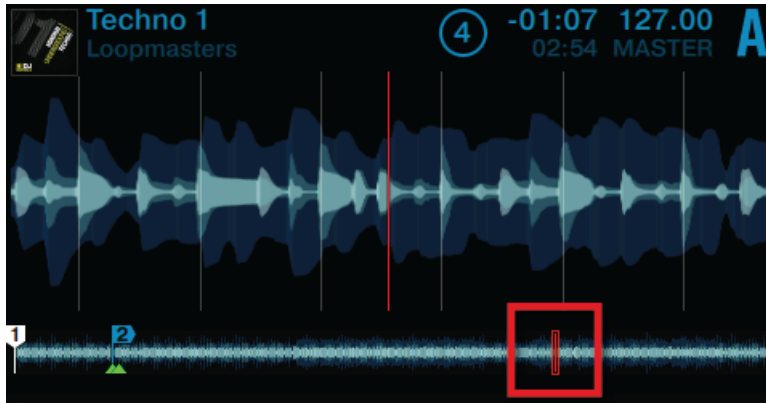
- The track “Techno 1” is loaded on Deck A and is not playing.

3.1.1 Using Touch Strip to Seek

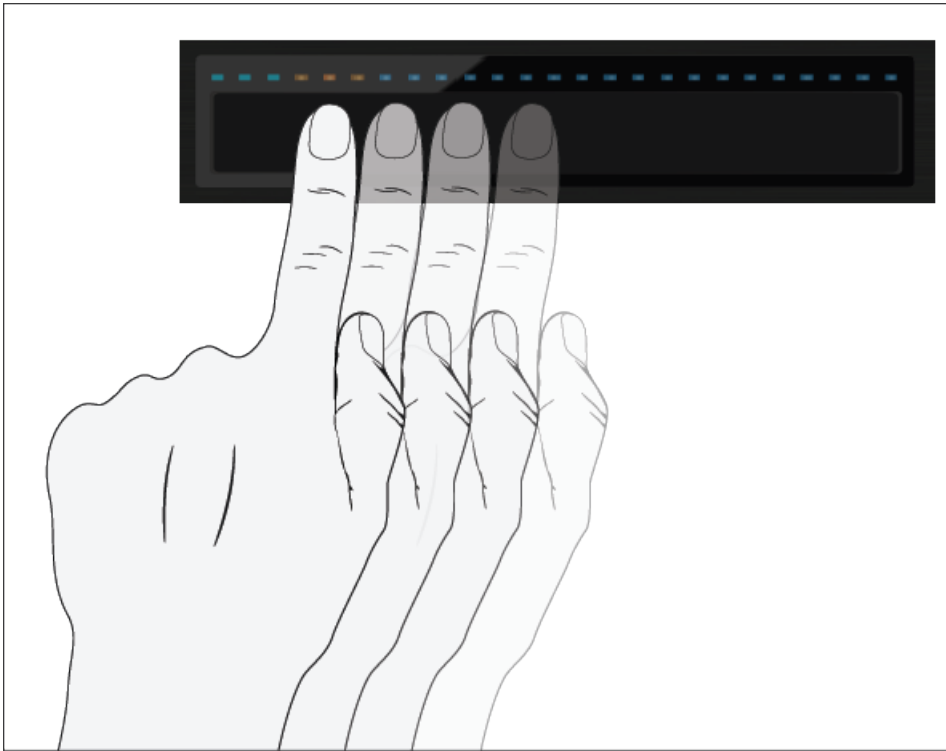
1. While holding **SHIFT**, place your finger on the Touch Strip beneath the orange LEDs and swipe to the right to move forwards in the track's waveform.



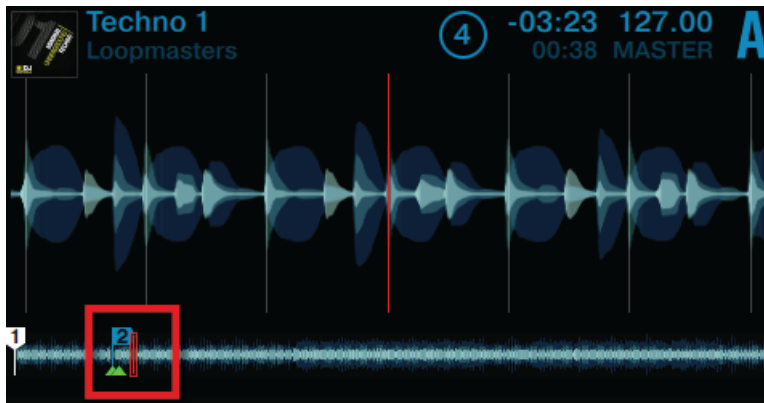
⇒ The three orange LEDs will follow your finger movement to the right, as does the playhead in the waveform.



2. Swipe your finger to the left to move backwards in the track's waveform.



⇒ The three orange LEDs will follow your finger movement to the left, just as the playhead in the waveform.



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

3.1.2 Using Touch Strip to Nudge/Pitchbend

Traditional DJ's who don't have an automatic Sync function at hand are used to physically nudging, twisting, and tweaking a conventional turntable with either Timecode vinyl or traditional vinyl to temporarily speed up or slow down a track and align the beats manually. The S5 allows you to work in a similar way by using the Touch Strip:

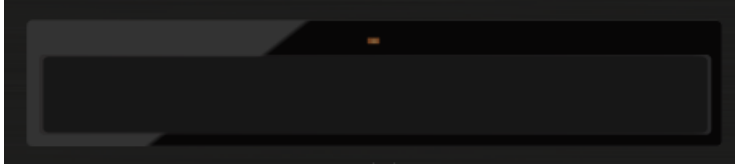
The LEDs above the Touch Strip provide visual information about a Deck's phase alignment. They help you make the necessary tempo bend adjustments to get your tracks aligned.

The following tutorial will demonstrate how to manually beatmatch the two demo tracks "Techno 1" loaded on Deck A and "Techno 2" loaded on Deck B by means of the Touch Strip, without using the Sync function.

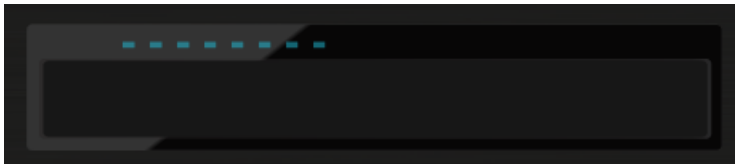
First step: Playing the Tracks

1. On Deck A press the **PLAY** button to start playback. The Deck will be assigned to **MASTER**.
2. On Deck B press the **SYNC** button to disable Sync. The **SYNC** button's backlight goes dim.

3. Listen to the track playing in Deck A, and press the **PLAY** button of deck B on an appropriate downbeat to start playback.
 - If your timing was perfect, a single orange LED at the center of the LED strip lights up, indicating the phase-alignment of both tracks is correct.



If your timing was a little off, a few blue LEDs above the Touch Strip light up, indicating the amount of phase-misalignment.



Second Step: Correcting phase-alignment

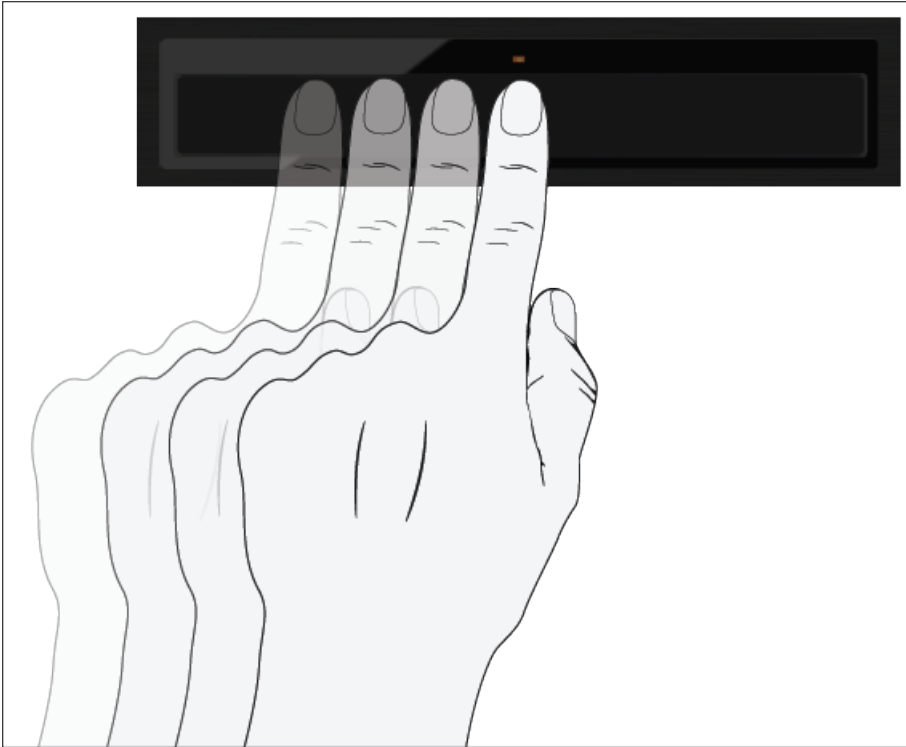
To correct the phase-alignment of both tracks, proceed as follows:

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

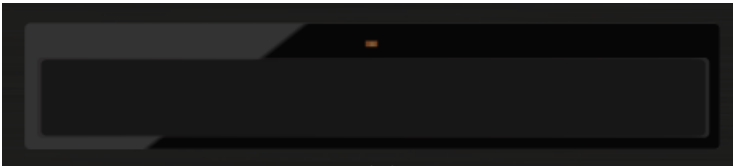
- ▶ Swipe your finger toward the left side of the Touch Strip until the blue LEDs disappear and a single orange LED is shown.

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

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



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



3.1.3 Using the Touch Strip to Scratch and Backspin

Similar to manually turning a vinyl on a turntable, swiping a finger over the recessed Touch Strip area allows you to create a scratch effect on a Track Deck or Remix Deck. This feature is not enabled by default and requires some configuration as follows:

Enabling the preference Touch to Scratch

To enable the preference Touch to Scratch for the S5:

1. In the TRAKTOR window click *File*, then *Preferences* to open the preferences window.

2. Navigate to the [Traktor Kontrol S5](#) page, check the [Shift + Touch to Scratch](#) preference in the [Touchstrip](#) section.

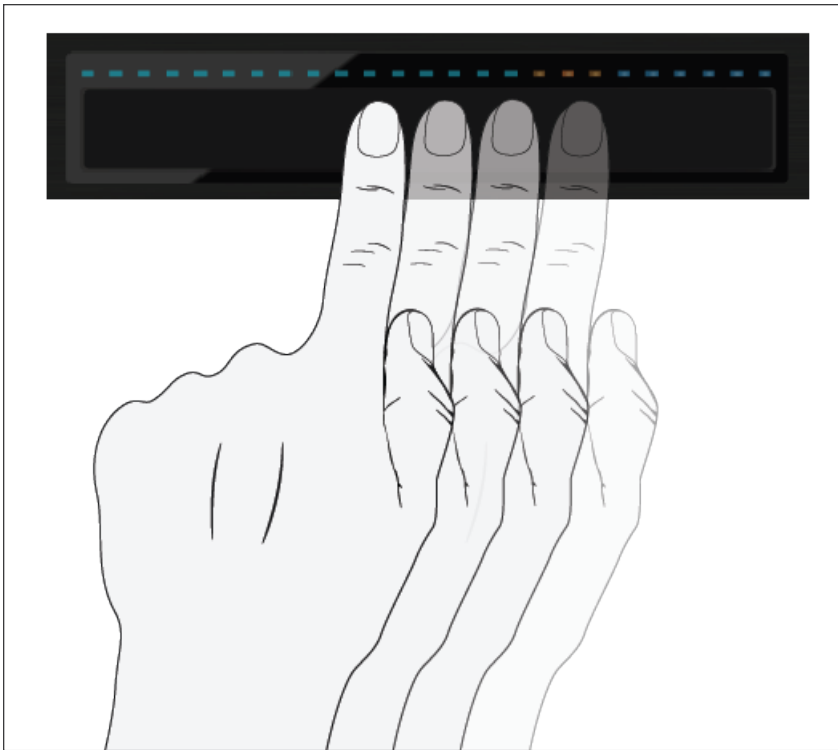


3. Click **Close** to exit the Preferences window.

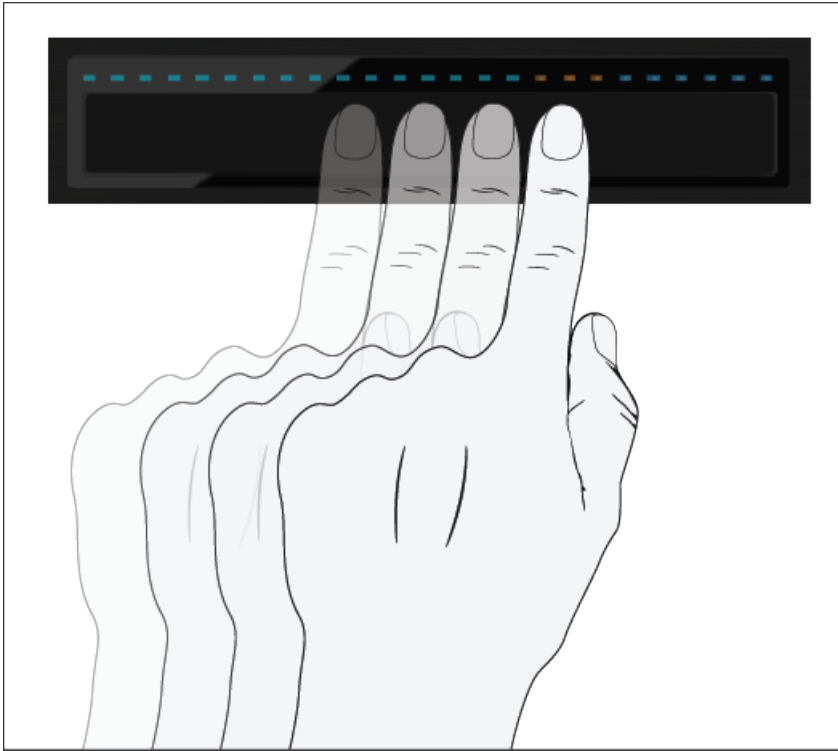
Performing Scratching

On the Deck:

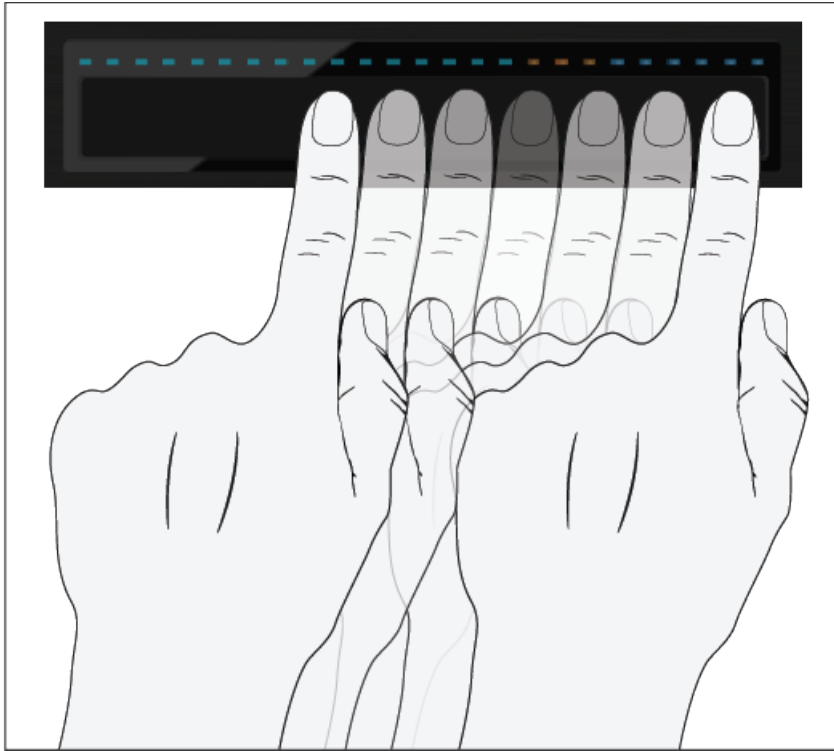
1. Hold the **SHIFT** button.
2. On the Touch Strip swipe to the left. This will move the playhead slightly forwards in the track's waveform, and you will hear the typical scratch effect.



3. On the Touch Strip swipe to the right. This will move the playhead slightly backwards in the track's waveform and you will hear the typical scratch effect.



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



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



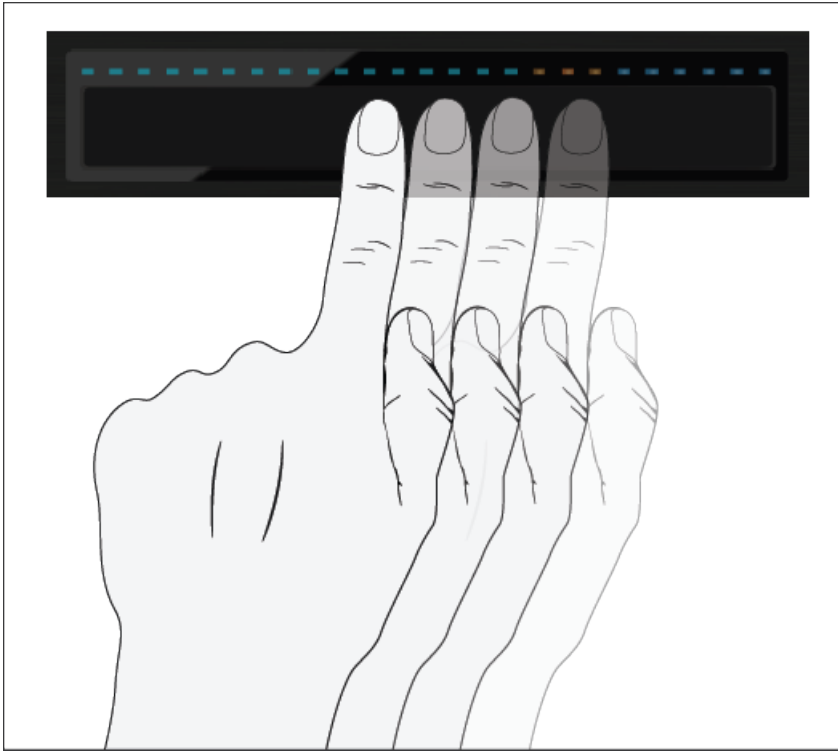
A scratch effect can only be created when the track is stopped.

Performing a Backspin

On the Deck:

1. Hold the **SHIFT** button.

2. On the Touch Strip swipe quickly from the very right to the very left. This will move the playhead backward in the track's waveform, and you will hear the backspin effect.



- As soon as you lift your finger from the Touch Strip, the playhead remains at that position.



Backspins are enhanced by the fact that TRAKTOR will stop the spin as soon as you release the **SHIFT** button.

3.2 Playing with Loops in HOTCUE Mode

Now that we've covered all basic mixing techniques and how to use the Touch Strip, we will focus on S5's looping facilities in HOTCUE mode.

Prerequisites

We assume here that the S5 is in the following state:

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

3.2.1 Engaging and Disengaging a Loop

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

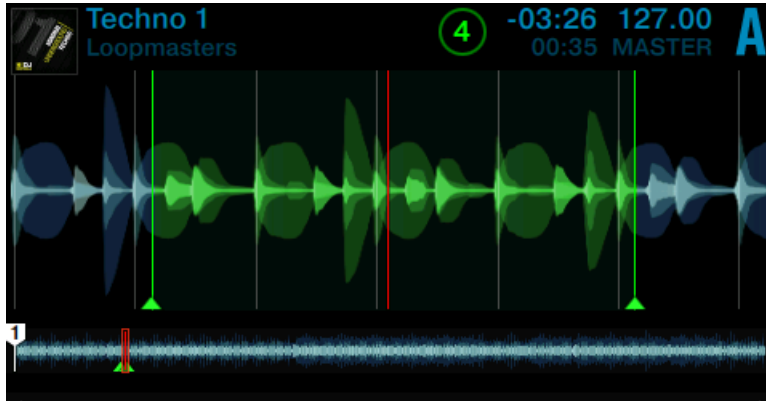
To engage a loop on a Deck:

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



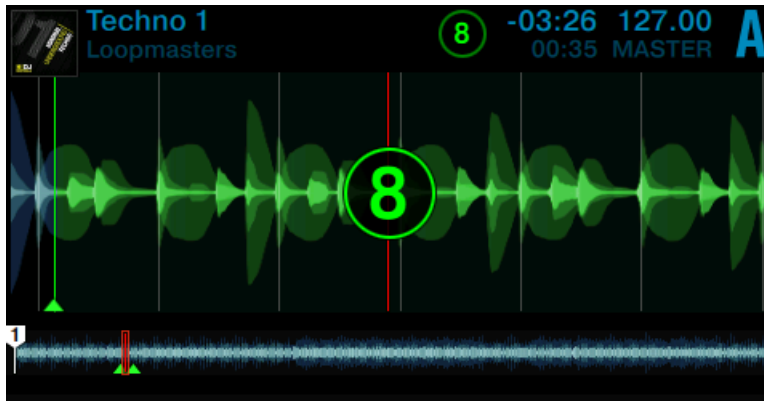
3. Press the Deck's **LOOP** encoder. The LED next to the **LOOP** encoder flashes to indicate the loop is activated.

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

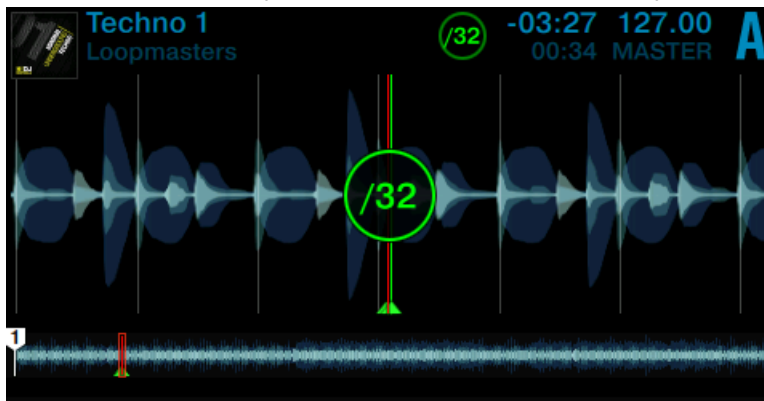


The example above shows an engaged loop of four beats. You can change the loop size while the loop is active:

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



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



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

To deactivate the Loop:

- ▶ Press the Loop encoder again.

→ Playback continues as normal.



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

To deactivate the Loop:

▶ Press the **LOOP** encoder again.

→ Playback continues as normal.



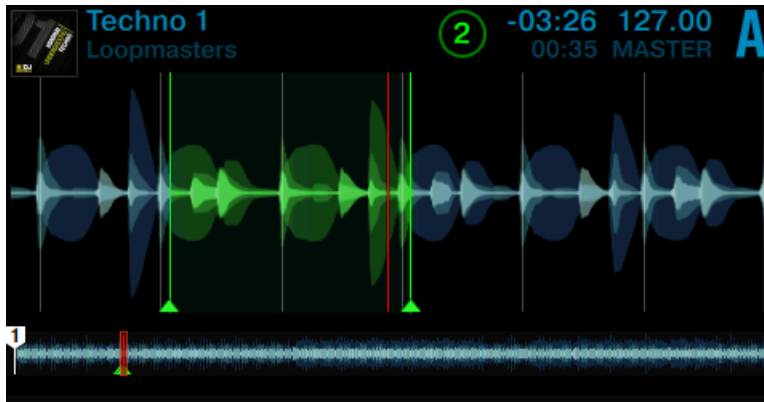
By pushing the **LOOP** encoder when there is no Loop active, you activate looping: the next Loop in the track will be activated.

3.2.2 Moving a Loop

With a loop size selected, you can move the Loop selection to another position within your track.

To move the Loop:

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



The step size you move the selection by is the same as the loop size, which is shown in the display.



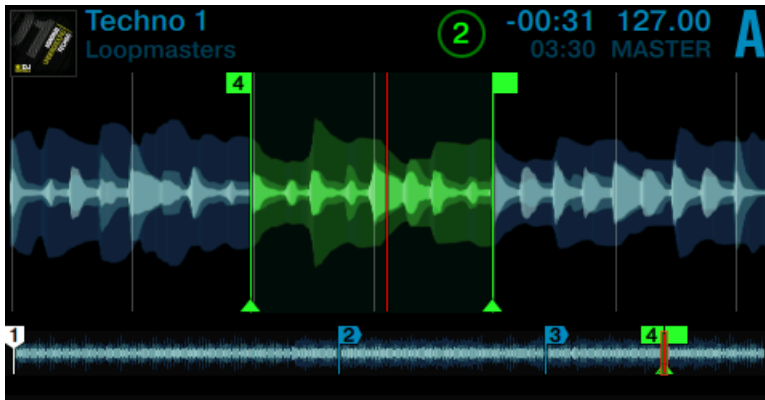
Turning the **LOOP** encoder when there is no Loop active lets you jump backward/forward through the track by the same step size.

3.2.3 Storing a Loop

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

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

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



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

Deleting a Loop

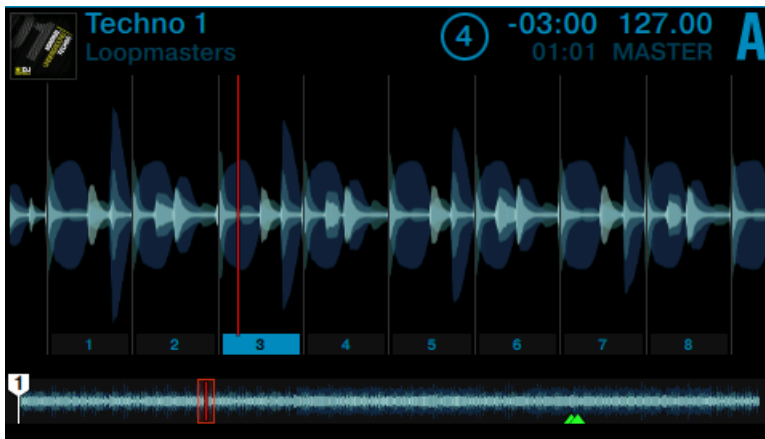
To delete a Loop:

- ▶ Press the Deck's **SHIFT** button and the pad assigned to the Loop you want to delete.

3.3 Using FREEZE Mode

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

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



FREEZE overlay in the display.

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



Deck A in Freeze Mode.

Prerequisites

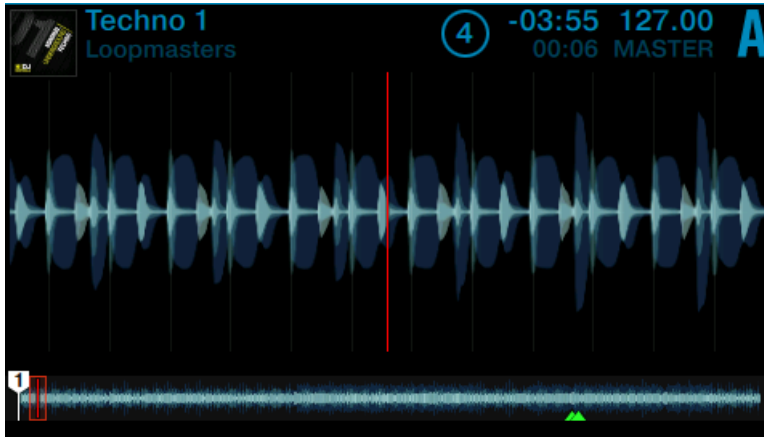
We assume here that the S5 is in the following state:

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

3.3.1 Engaging Freeze mode on a track

On Deck A:

1. Press **PLAY** to trigger playback.



2. Press the **FREEZE** button.



The current playback position is "frozen" and a section defined by the loop size on the display is automatically split into eight slices.



3. Press any of the eight pads to trigger playback and get a feel for the slices.



4. Press the **HOTCUE** button to exit Freeze mode.
If no further slice is triggered, the Playhead position will leave the frozen area and playback continues towards the end of the track.

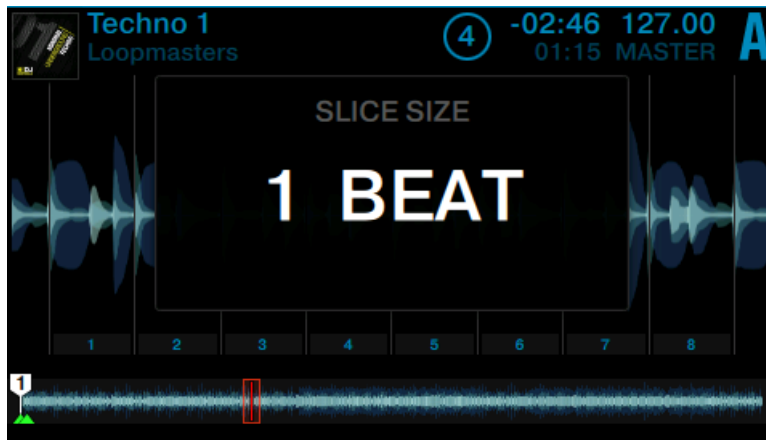
3.3.2 Adjusting the Freeze Slice Size

1. Hold the **FREEZE** button and touch the **LOOP** encoder.



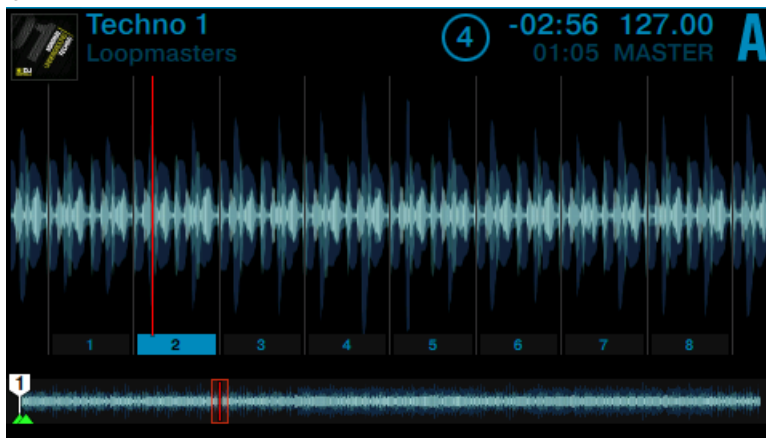
The **SLICE SIZE** window pops up in the display.

- Turn the Loop encoder to increase or decrease the slice size from a 1/4 of a beat to a range of 4 beats.



- Release the **FREEZE** and the **LOOP** encoder button.

→ The **SLICE SIZE** window pops up closes and the Slice size and zoom will change accordingly.

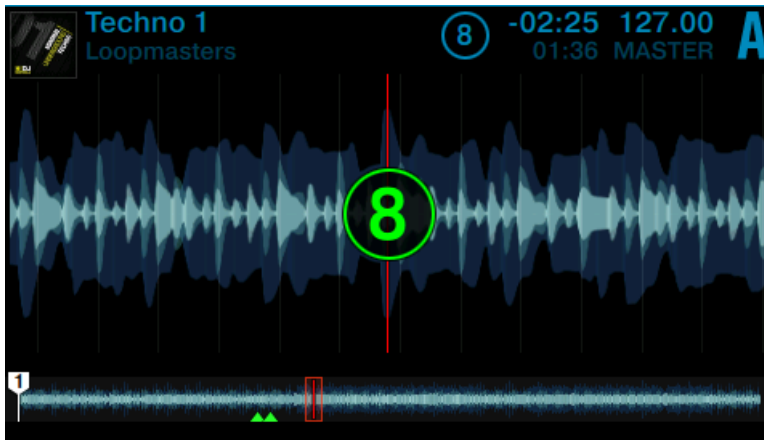


3.3.3 Slicer Mode

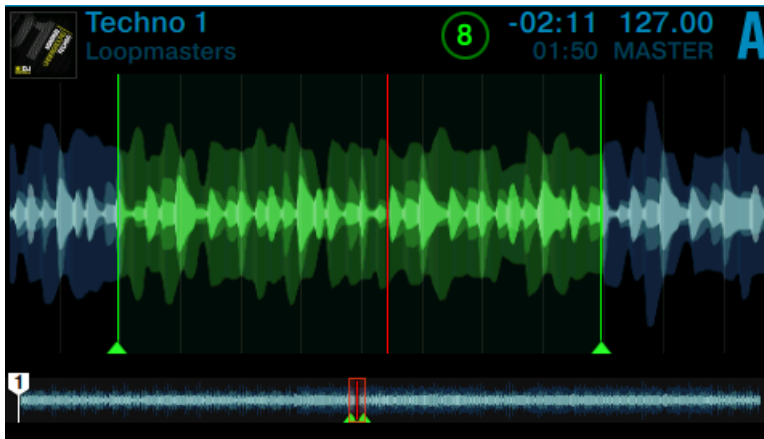
There's an extension of Freeze mode's functionality, called Slicer Mode. Press the Loop encoder while in Freeze mode and the playback behavior of the pads changes. Instead of playing from the slice start to the end of the entire track, pressing and holding a pad in Slicer Mode will play back just the corresponding slice repeatedly.

To enable Slicer Mode on a Deck:

1. Turn the **LOOP** encoder to define the desired Loop size.



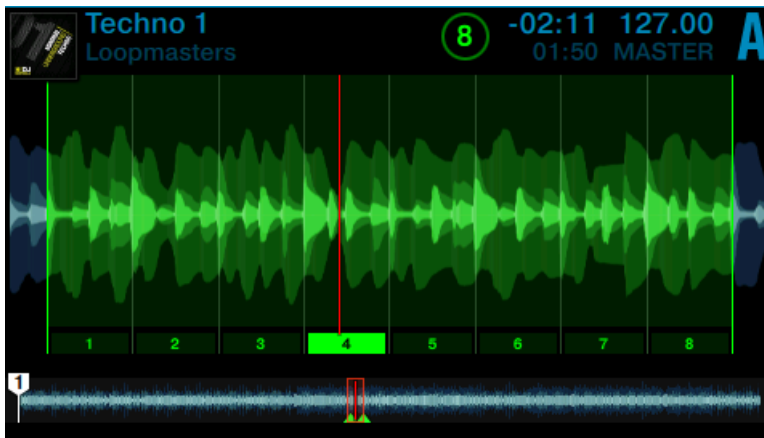
- Press the **LOOP** encoder to engage a loop.



- Press the **FREEZE** button to engage Slicer mode to the active loop.

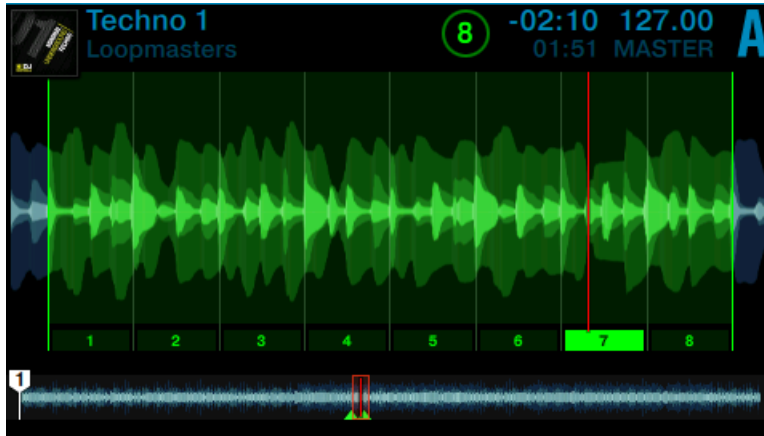


The Slices appear in green.

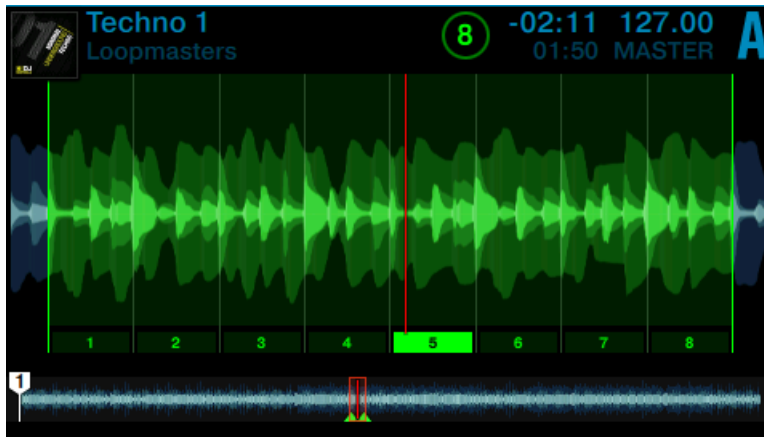


While Slicer mode is engaged you can perform the following actions:

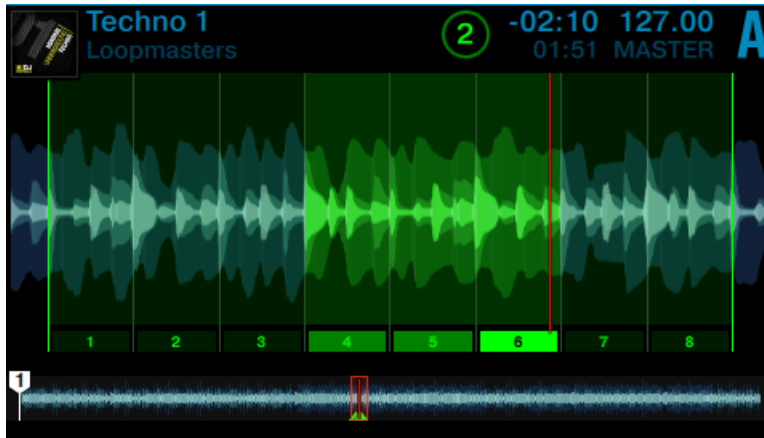
- ▶ Press any of the pads to jump between the Slices.



- ▶ Hold a pad to retrigger its slice.



- ▶ Hold two pads simultaneously to loop the entire area between the first and last selected slice.



- ▶ Turn the **LOOP** encoder to change the Loop size. The slice size will be changed on the fly and the waveform in the display adjusts its zoom accordingly.



- ▶ Press the **LOOP** encoder or the **HOTCUE** button to exit Slicer mode. Playback continues as normal.

3.4 Using FLUX Mode

With FLUX mode activated, for every Deck, a second Playhead continues playing along the natural progression of a track, even if you loop a section, temporarily jump back to a cue point, skip forward or backward, etc. That way, the beat of a track keeps flowing, no matter what you do. These are the changes in FLUX mode compared to regular operation:

- **HOTCUE mode:** press and hold a pad to play back from a cue point. When you let go, playback resumes at the second Playhead's position instead of continuing from the cue point.
- **FREEZE mode:** press and hold a pad to play back from a cue point. When you let go, playback resumes at the second Playhead's position instead of continuing playback from the cue point.

Prerequisites

We assume here that the S5 is in the following state:

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

Enabling Flux Mode

To enable Flux mode within HOTCUE mode or FREEZE mode on Deck A:

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



3. Perform on the pads as usual. As soon as a pad is released, playback continues at the second Playhead's position to preserve the musical phrasing.
4. Press the **FLUX** button again to exit FLUX mode.



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

Perform a backspin effect for two Beats using FLUX mode

If the option Touch to Scratch is enabled in the TRAKTOR Preferences you can perform a backspin effect for two beats by using FLUX mode:

1. Press the **FLUX** button to enable FLUX mode.
 2. Hold the **SHIFT** button, and swipe quickly from the very right to the very left on the Touch Strip.
 3. Two beats later, release the **SHIFT** button.
- The Backspin will stop and normal playback will resume right on the beat you desire.

3.5 Remixing with Remix Decks

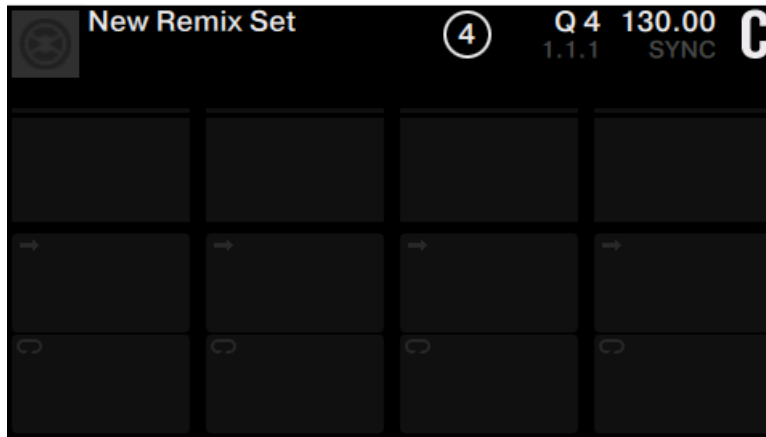
In the previous tutorials you learned how to mix using the Track Decks and how to work with some advanced functionalities of the S5. In this tutorial, you will learn how to use the Remix Decks. With the Remix Decks you can play and perform with pre-defined Remix Sets as well as create your own Remix Sets by capturing samples of tracks.

Prerequisites

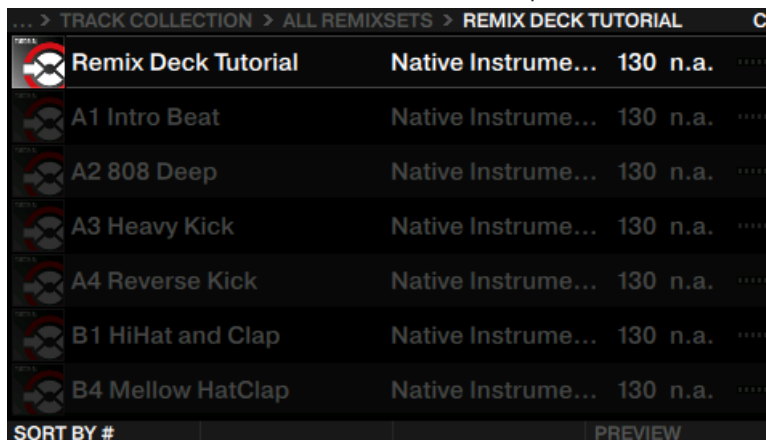
- Deck C is enabled.
- Channel C fader is set to minimum.
- The EQ knobs of channel C are set to center position.
- The **MAIN** knob is set to an adequate output level.
- The Crossfader is all the way to the left.

3.5.1 Loading a Remix Set

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



1. Press the **BROWSE** encoder to open the Browser.
2. Navigate to the folder **TRACK COLLECTION > All Remix Sets > Remix Deck Tutorial**.
3. Select the Remix Set **Remix Deck Tutorial** and press the **BROWSE** encoder to load it.



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



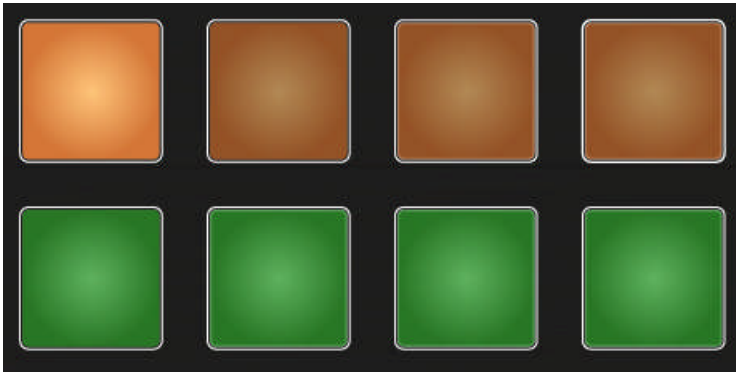
The pads now illuminate orange and green, corresponding to the Remix Deck page shown in the display.



3.5.2 Triggering Samples

For a demonstration of how a Remix Deck works, please perform the actions listed below in the following order:

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

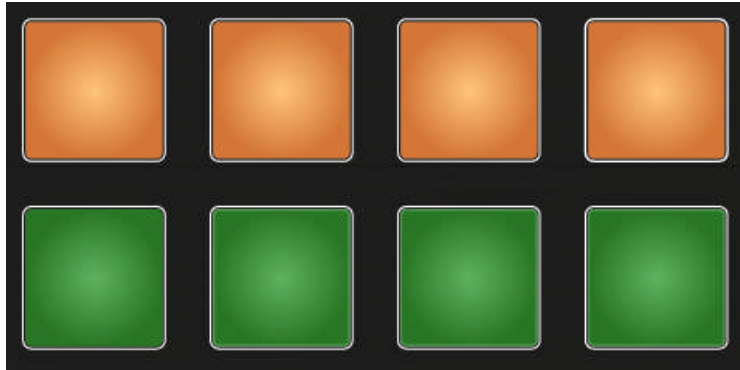


The Sample is highlighted, the Playhead of its waveform moves, and the Sample will loop.



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

→ The first four pads light up.



The Samples play back.

Select another Sample of a Remix Slot

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

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



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



Note that only one Sample per Remix Slot (column in the display) can play at a time.

Select other Pages of a Remix Set

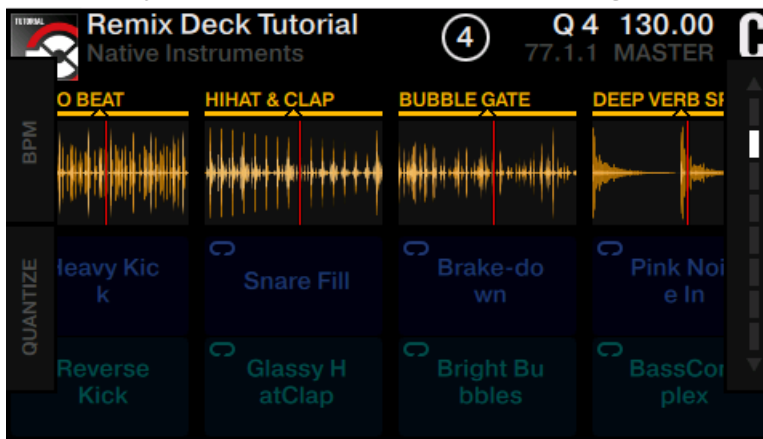
A Remix Set can include up to 64 samples. On the S5 controller, the Remix Set is split into eight pages where each set of eight samples is stored.

To select another page of a Remix Set:

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



Alternatively, hold the REMIX button while turning the Deck's LOOP encoder.



Muting Remix Slots

In order to mute or unmute a Remix Slot:

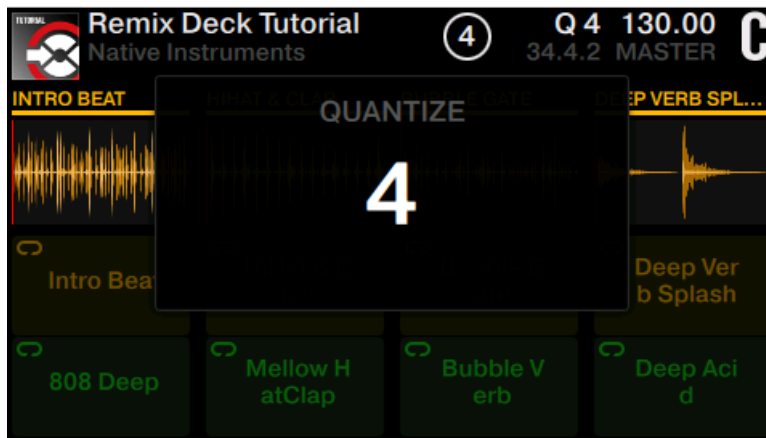
1. Hold the **REMIX** button. The Pads' colors turn white.
2. Press a Pad that refers to the Remix Slot you want to mute. The Remix Slot is muted and the respective Pads are now dim.
3. Press the Pad again to unmute the Remix Slot. The Pads turn back to lit white brightly.
4. Release the **REMIX** button.

3.5.3 Triggering Samples using Different Quantize Sizes

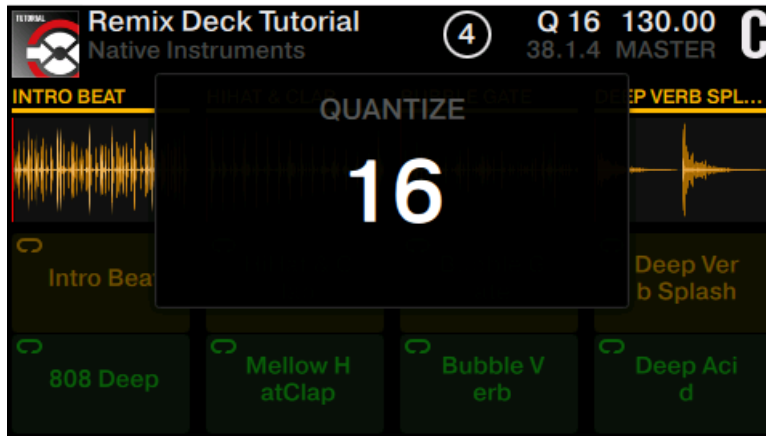
1. Press Display Button 2.



The QUANTIZE window opens in the display.



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



3. Press Display Button 2 again to close the QUANTIZE window. The quantize value is visible in the display.



4. Now press the pads to trigger samples.
- After you press a pad, TRAKTOR will play out the currently playing sample to the end of the 16 beats segment and then start playing back the sample assigned to the pad you pressed. If you selected a quantize size of 8 beats, TRAKTOR will finish the currently playing 8 beats segment before playback of the new sample commences.



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

3.5.4 Muting Remix Slots

Muting Remix Slots

In order to mute or unmute a Remix Slot:

1. Hold the **REMIX** button. The Pads' colors turn white.
2. Press a Pad that refers to the Remix Slot you want to mute. The Remix Slot is muted and the respective Pads are now dim.
3. Press the Pad again to unmute the Remix Slot. The Pads turn back to lit white brightly.
4. Release the **REMIX** button.

3.5.5 Using the Touch Strip on a Remix Deck

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

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

- ▶ Swipe on the Touch Strip to move the playhead positions within the active Samples. Swiping toward the right will move the Remix Slot playhead position in the current Remix Deck row backward; swiping toward the left will move the Remix Slot playhead position forward.



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



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

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

- ▶ Swipe along the Touch Strip to tempo bend.
- ▶ Hold the **SHIFT** button, and swipe from right to left to backspin the Samples.
- ▶ Hold the **SHIFT** button, and hold your finger on the Touch Strip to hold the Samples.

The **SHIFT**-behavior is always the same on Remix Decks regardless if the option Touch to Scratch is disabled in TRAKTOR's Preferences.

3.6 Capturing Samples from Track Decks (Using Remix Mode)

You can create your own Remix Sets by capturing (or sampling) parts of a track playing back on a Track Deck.



Note: in Remix mode, you can only capture Samples to the current Remix Set Page. Before you start capturing select another Remix Set Page.

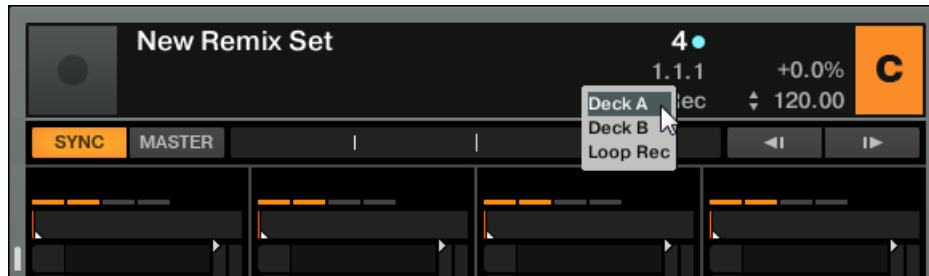


The Capture Source must always be a Track Deck.

Prerequisites

- The track “Techno 1” is loaded on Deck A and stopped.
- Deck C is set up as an empty Remix Deck.
- The Crossfader is set to center position.
- Channel faders A and C are raised to the top.
- The EQ knobs are set to center position.

- On Deck C, the Capture Source is set to Deck A.



Capturing a Sample and Playback

1. Press the **REMIX** button to enable REMIX Mode.



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



- Press the View button to switch to Split View.



Both Decks A and C are shown in the display.



- Turn the Loop encoder to define the capture size.



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

→ You have captured a Sample of the track.



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



Playback of Captured Samples from a Track Deck

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

- ▶ Capture further Samples from another Capture Source and/or using another Capture size.



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



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



- ▶ Hold the **SHIFT** button and press the illuminated pad to stop playing.



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

3.7 Adding FX

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

3.7.1 Assigning Decks to the FX Units

To assign FX Unit 1 to a Deck:

- ▶ On the mixer press the left FX Assign button of a channel to assign FX Unit 1 to a Deck. The FX Assign button lights up brightly.



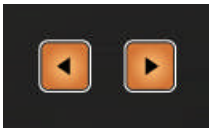
- ▶ Press it again to unassign the Deck from FX Unit 1.

To assign FX Unit 2 to a Deck:

- ▶ On the mixer press the left FX Assign button of a channel to assign FX Unit 2 to a Deck. Press it again to unassign the Deck from FX Unit 2.



FX Unit 1 and 2 can be assigned to all four Decks simultaneously:



3.7.2 Setting up an FX Unit to Group FX Mode

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

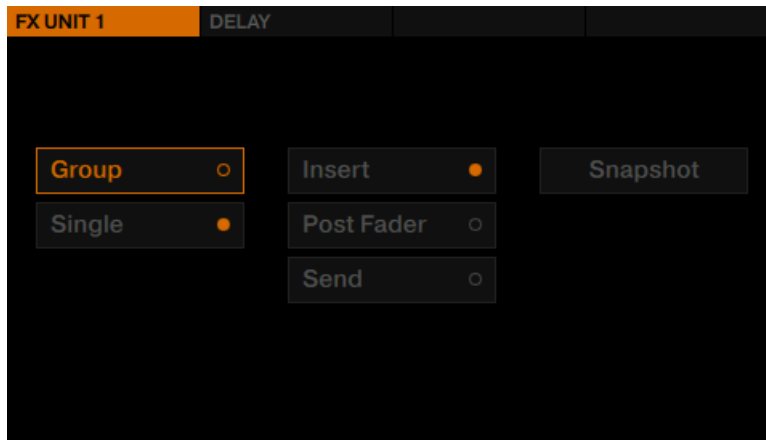
Prerequisites

- The track "Techno 1" is loaded on Deck A. The track is playing and audible.

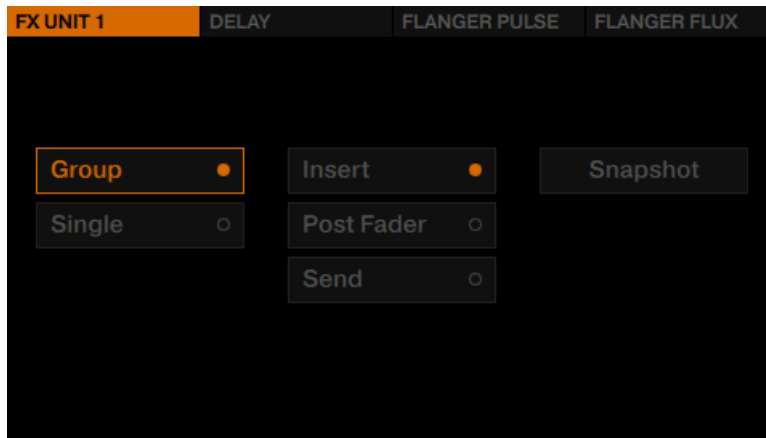
Setting up an FX Unit to Group FX Mode

To load a Group FX into FX Unit 1:

1. On the left Deck press the **SHIFT** button + Button 1 of FX Unit 1 at the top left of the S5. The FX Unit 1 menu opens displaying the FX Unit 1 options.



2. Turn the **BROWSE** encoder to select Group, and press the **BROWSE** encoder to enable Group FX mode. Three default effects are loaded into the Group FX and the FX Unit is set up as Insert.



3. Press the **SHIFT** button + Button 1 of FX Unit 1 again to exit the FX Unit 1 menu.

Apply the Group FX to the Track

In order to apply the Group FX to the Track and control the parameters of each effect you can now perform the following actions:

- ▶ Activate the effects slots with the FX buttons.



- ▶ As soon you touch any FX knob, the FX panel will drop down in the display.



- ▶ Experiment with the FX Knobs 1 to 4 and listen to the resulting changes. The parameter adjustments are also visible in the FX panel.



- ▶ You can activate/deactivate each effect slot individually by pressing the corresponding FX buttons 2 to 4 below.

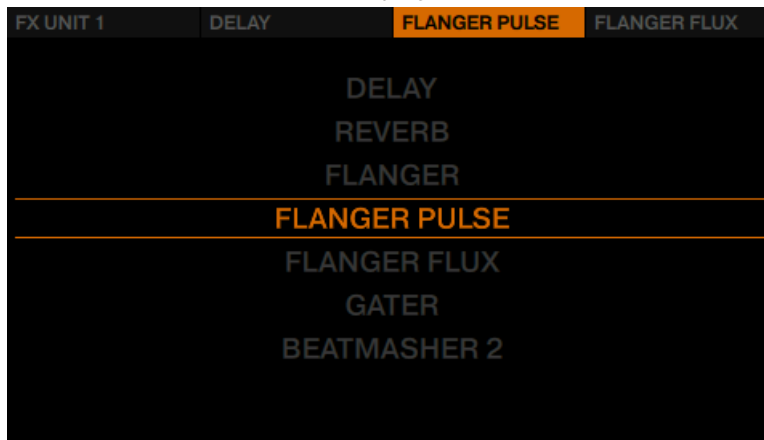


3.7.3 Exchanging effects in the Group FX

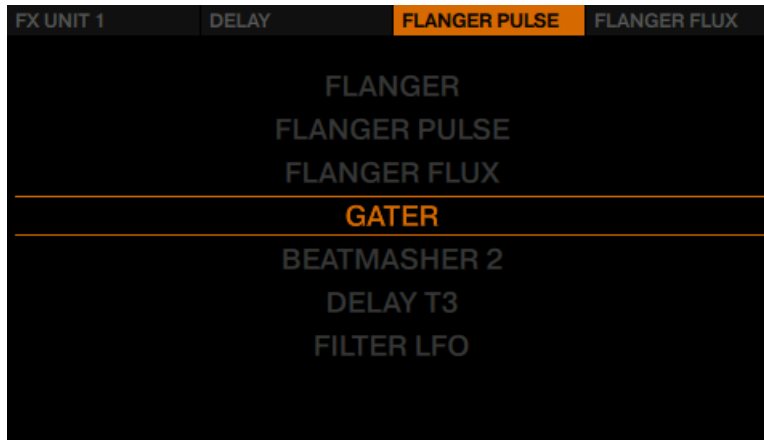
To exchange any of the effects slots in a Group FX setup:

To load a Group FX into FX Unit 1:

1. On the left Deck press the **SHIFT** button + Button 1 of FX Unit 1 at the top left of the S5. The FX Unit 1 menu opens displaying the FX Unit 1 options.
2. In the FX Unit menu, press FX Button 3 to exchange the effect in effects slot 2. An overview of available FX will be displayed.



- Turn the **BROWSE** encoder to select the Gater effect and press the **BROWSE** encoder to load it.



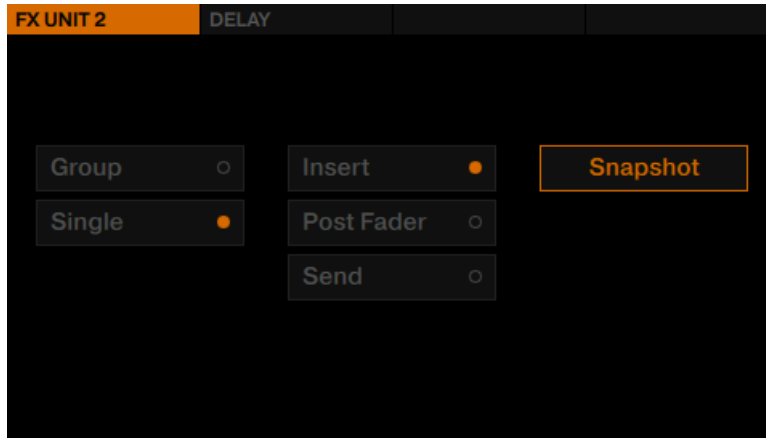
- You have exchanged effects slot 2 in the Group FX. Repeat this process for any of the remaining effects in the Group FX.



3.7.4 Storing a Snapshot

You can save a default state for any of the effects by doing the following:

1. Adjust the FX knobs and buttons to your liking.
2. Press the FX button 1 to display the FX Unit's options.
3. Turn the **BROWSE** encoder to select **Snapshot**.



4. Press the **BROWSE** encoder to save the Snapshot.
→ The next time you press FX Button 1 with this effect loaded, its parameters will assume the values you stored.

3.7.5 Routing FX

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

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

3.8 Mixing Stem Files using Stem Decks

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 S5, 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.



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.

The Stem Deck

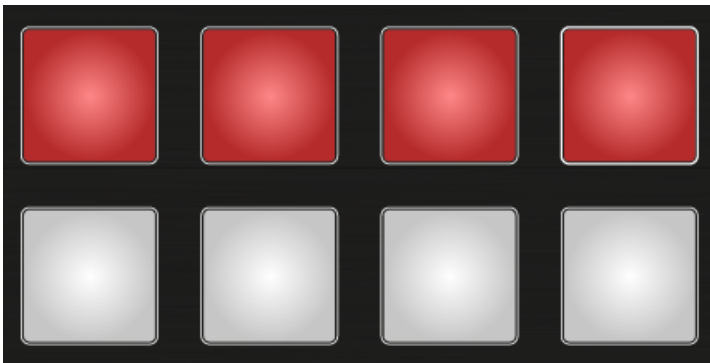
On the display of the TRAKTOR KONTROL S5 the Stem Deck looks identical to a conventional Track Deck but showing the additional identifier `STEM`. Furthermore, the titles of the Stem Parts are visible in the Performance mode pane.

On the controller when the Deck Flavor is a Stem Deck, the upper row of pads represent the Stem Parts and reflect the corresponding Stem Part color. These Pads can be used to mute or unmute Stem Parts. The lower row of Pads (blue) now operate as **Stem Selectors**. These Stem Selectors in combination the **BROWSE** encoder and **LOOP** encoder enable you to adjust volumes of Stem Parts as well as applying **FILTER** effects to any Stem Part. By default, the behavior of the Stem Selectors is toggle, but the behavior can be changed into hold.



The Pads' colors when a Stem File is loaded on a Stem Deck

Additionally, the Pads also have a secondary functionality which can be accessed by pressing the **SHIFT** button. When **SHIFT** is pressed, the upper row of Pads (red) operate as FX SEND On buttons, whereas the lower row of Pads (white) resets the volume and Filter adjustments of the corresponding Stem Parts.



When SHIFT button is hold Pads function as FX Send On and Reset buttons

3.8.1 Loading and Playing a Stem File

Prerequisites

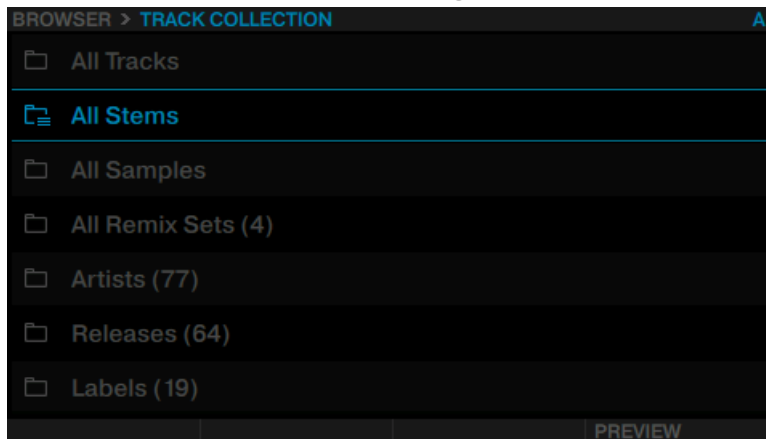
We assume here you already have imported and analyzed your Stem Files in your Track Collection and your TRAKTOR KONTROL S5 is in the following state:

- Decks A and B are focused and stopped.
- Channel faders A is set to the maximum level.
- Channel fader B are set to the minimum level.
- The Crossfader is set to center position.

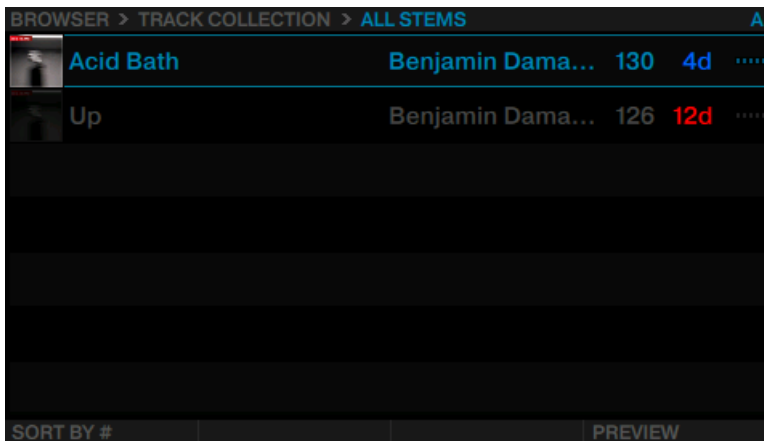
Loading a Stem File

To load a Stem File into the left Deck A:

1. Press the **BROWSE** encoder to open the Browser.
2. Rotate the **BROWSE** encoder to navigate to **TRACK COLLECTION > All Stems >**.



3. Select a Stem File.



4. Press the **BROWSE** encoder again to load the Stem File.
 - The Deck Flavor automatically switches to Stem Deck and the upper row of the Pads reflect the colors of the Stem Parts.

Playback the Stem File

- ▶ Press the **PLAY** button to start playback.
 - The Stem File is playing back and the waveform is moving in the display.
 - The Stem File is playing back and the waveforms are moving in the display.

3.8.2 Switching between Track View and Stem View

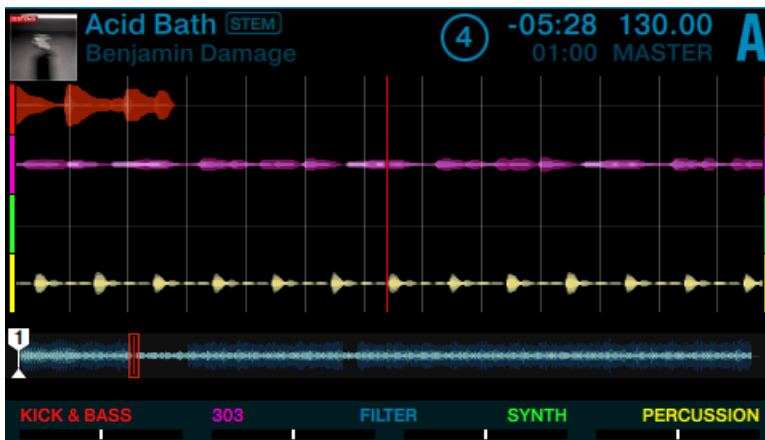
To have an individual view of the Stem Parts' waveforms switch the view in the display from Track View to Stem View.

In Track View the display shows the waveform of the entire Stem File.



Stem Deck in Track View.

In Stem View the display shows the four colored waveforms of the Stem Parts.



Stem Deck in Stem View.

To switch the view:

1. Hold the **SHIFT** button. Depending on current view either Display Button 3 or 4 will light up.
2. Press the unlit Display button to switch the view in the display.

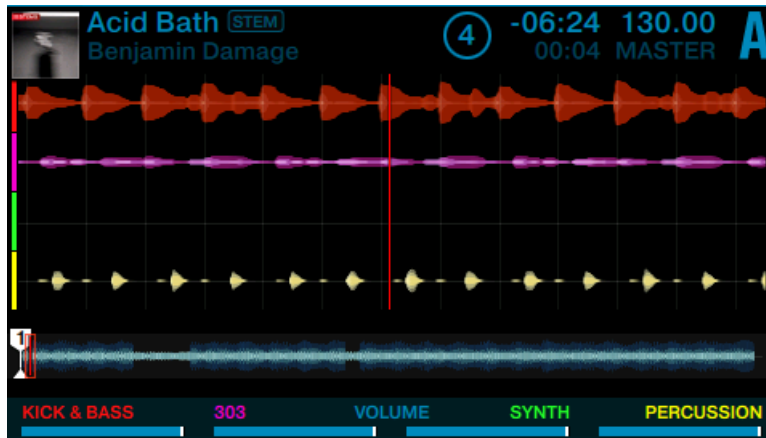
3.8.3 Performing with Stem Decks

While the Stem File is playing back you can perform the following actions on the Stem Deck:

Adjusting Volumes of Stem Parts

In order to adjust the volume of e.g. Stem Part 1:

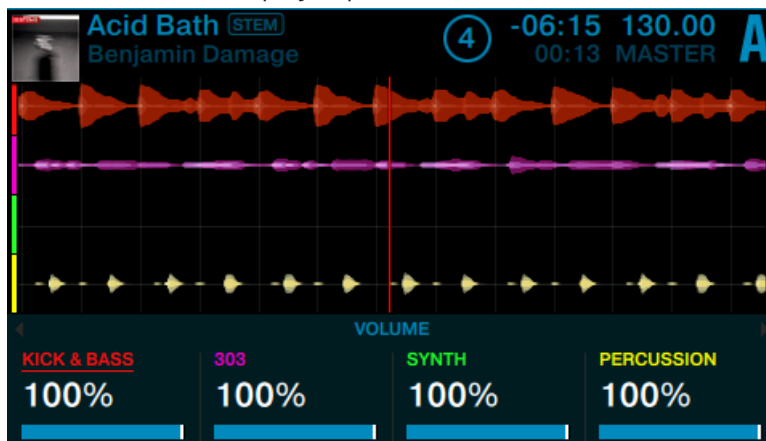
1. Press the Performance Mode buttons until the **VOLUME** page is selected in the Performance Mode pane.



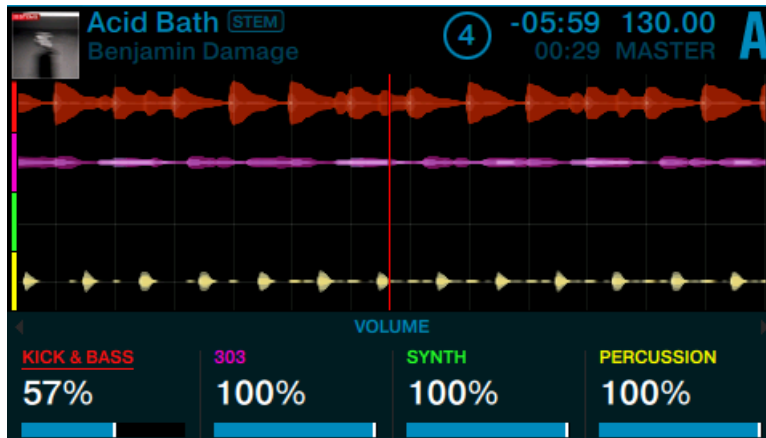
- Press Stem Selector 1 (the most left Pad) to select the corresponding Stem Part 1. The Stem Selector Pad flashes indicating Stem Part 1 is selected.



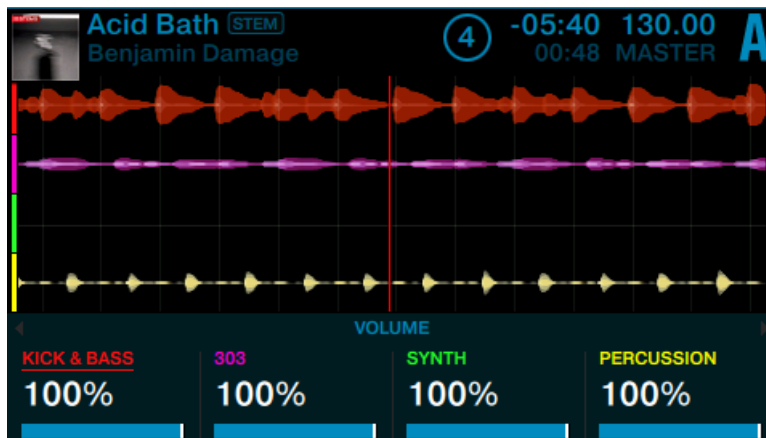
The Footer in the display expands and the selected Stem Part name is underlined.



3. Rotate the **BROWSE** encoder to adjust the volume of Stem Part 1.



4. Press the **BROWSE** encoder to reset the volume to maximum level.



5. Press Stem Selector 1 again to unselect the corresponding Stem Part 1. The Stem Selector Pad is dim. The Footer in the display diminishes.

When all Stem Parts are selected you can adjust and reset the volumes of all Stem Parts simultaneously.

Muting Stem Parts

To mute key elements from the music:

- ▶ Press the Pads corresponding to the Stem Parts.
- You will hear the audio of the Stem Parts are muted and the Pads are dim.



Applying FILTER Effect to Stem Parts

In order to apply the FILTER e.g. to Stem Part 1:

1. Press the Performance Mode buttons until the FILTER page is selected in the Performance Mode pane.

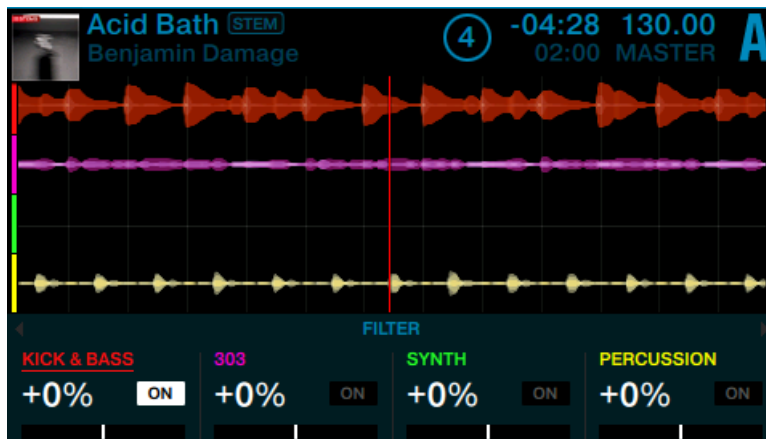


- Press Stem Selector 1 (the most left Pad) to select the corresponding Stem Part 1. The Stem Selector Pad flashes indicating Stem Part 1 is selected.

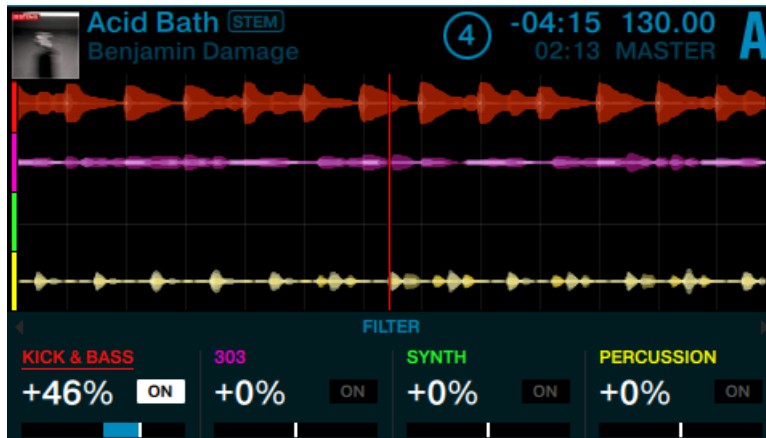


The Footer in the display expands and the selected Stem Part name is underlined.

- Press the **LOOP** encoder to activate **FILTER** on the Stem Part.



4. Rotate the **LOOP** encoder to apply a high-pass or a low-pass filter.



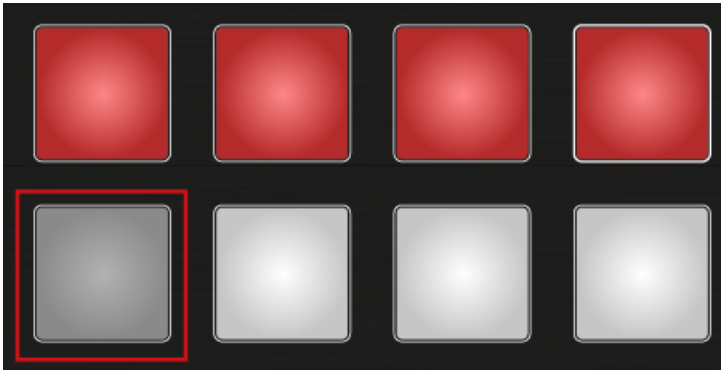
5. Press Stem Selector 1 again to unselect the corresponding Stem Part 1. The Stem Selector Pad is dim. The Footer in the display diminishes.
When all Stem Parts are selected you can apply **FILTER** effects to all Stem Parts simultaneously.

Simultaneous Reset of VOLUME and FILTER Settings

In order to reset **VOLUME** and **FILTER** settings on a Stem Part simultaneously:

1. Hold the **SHIFT** button to access the Pads' secondary functions. The lower row of Pads now lit white. The Stem Part where volume and **FILTER** settings are changed the corresponding pad is dim.

2. Press the dim Pad to reset the Stem Part's volume and FILTER settings.



→ The VOLUME and FILTER are reset and the Pad now lit brightly.

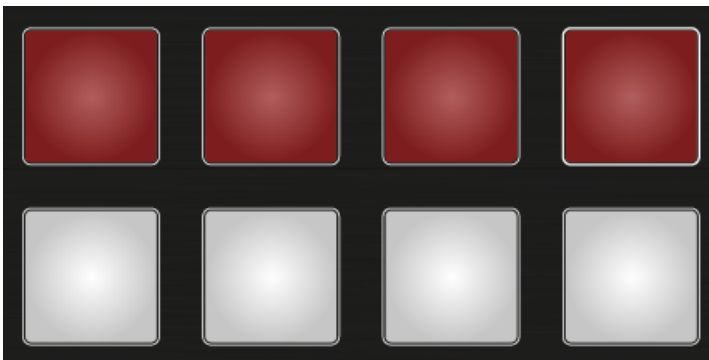
The simultaneous reset of VOLUME and FILTER settings can be done to all Stem Parts at once.

Applying FX SEND to Stem Parts

You can also apply FX SEND to any of the Stem Parts.

In order to activate the FX Unit's FX on Stem Parts:

1. On Channel A press the right FX Assign button to assign the Stem Deck to FX Unit 2.
2. On the left Deck hold the SHIFT button to access the Pads secondary functions. The upper row of Pads now dim red.



3. Press the red Pads to activate the FX SEND on the Stem Parts.

Additional Information about Performing with Stem Decks

Besides the aforementioned actions for performing on Stem Decks you can also make use of setting Hotcues, applying Loops, using FREEZE mode, using FLUX mode, and using the Touch Strip as you learned in previous tutorials.



It is not possible to capture Samples from Stem Files.

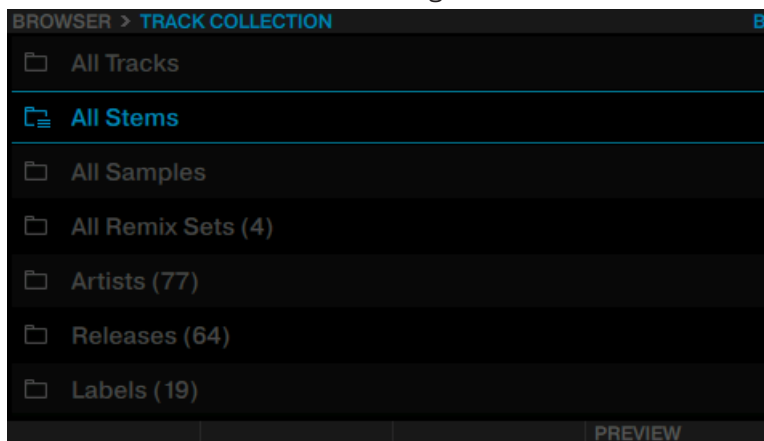
3.8.4 Adding another Stem File to the Mix

Equipped with the fundamental knowledge about performing on a Stem Deck you will now learn to mix Stem File on Deck A into another Stem File on Deck B.

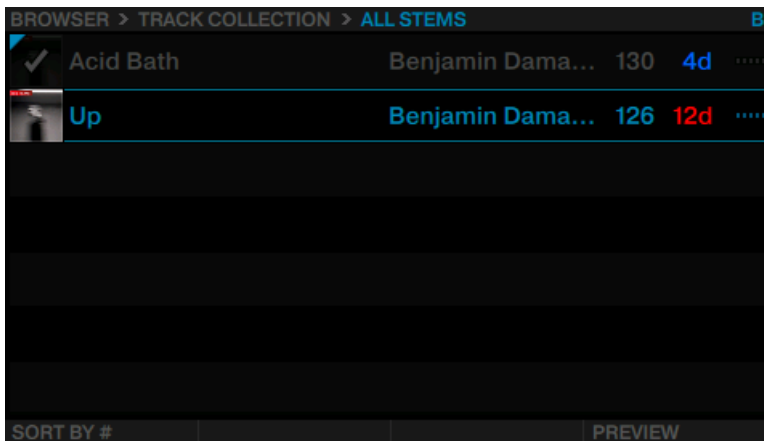
3.8.4.1 Loading a Stem File into Deck B

To load a Stem File into the right Deck B:

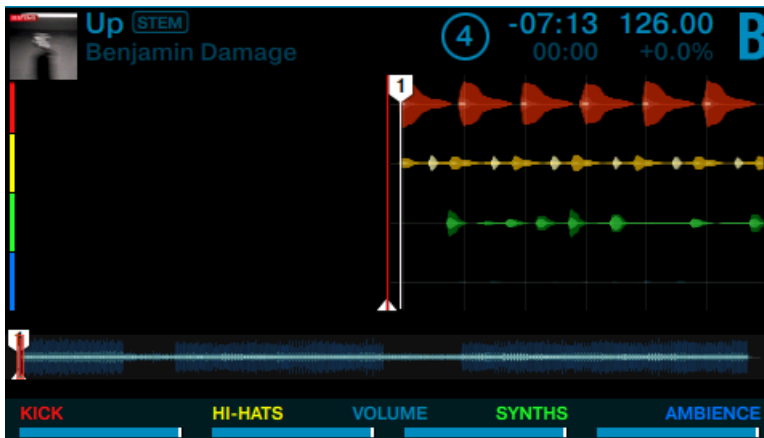
1. Press the **BROWSE** encoder to open the Browser.
2. Turn the **BROWSE** encoder to navigate to **TRACK COLLECTION > All Stems >**.



3. Select a Stem File.



4. Press the **BROWSE** encoder to load the Stem File. The Deck Flavor automatically switches to Stem Deck and is set to SYNC.



5. Press the **PLAY** button to start playback.

→ The Stem File is playing back on Deck B and in sync with the Stem File on Deck A.

After channel fader B is set to minimum position, you should not hear any audio from the Stem File of Deck B.

3.8.4.2 Combining Sounds of different Stem Decks

While the Stem Files are playing back on Deck A and Deck B, you can now perform the following actions for mixing both Stem Files. We assume here that the Stem Parts of both of your chosen Stem Files are using the same naming and coloring scheme e.g. Stem Part 1 for drums, Stem Part 2 for bass, Stem Part 3 for melody, and Stem Part 4 for vocals.

Combining Sounds

To combine the Sounds of the Stem File on Deck A with the Sounds of the Stem File on Deck B:

Slowly move Channel fader B to maximum position. Both Stem Files are now audible in the mix.

1. Lower and raise the Stem Part volumes of both Stem Decks to combine the sounds of both Stem Files.
2. Slowly move Channel fader A to the minimum position. You now hear the sounds of Stem File on Deck B only.

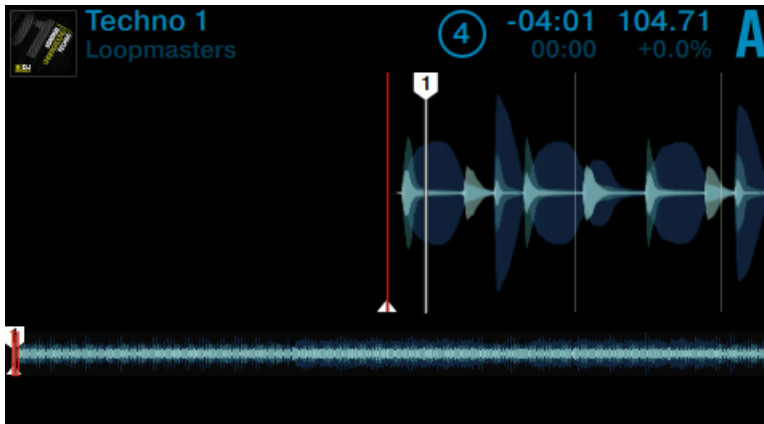
3.9 Working with Beatgrids

TRAKTOR recognizes a track's BPM precisely and sets the Beatgrid. Some tracks, however, need manual correction e.g. a track with a complex rhythm or with uneven timing, coming from a tape machine or warped vinyl, and the S5 provides you with the controls to do this.

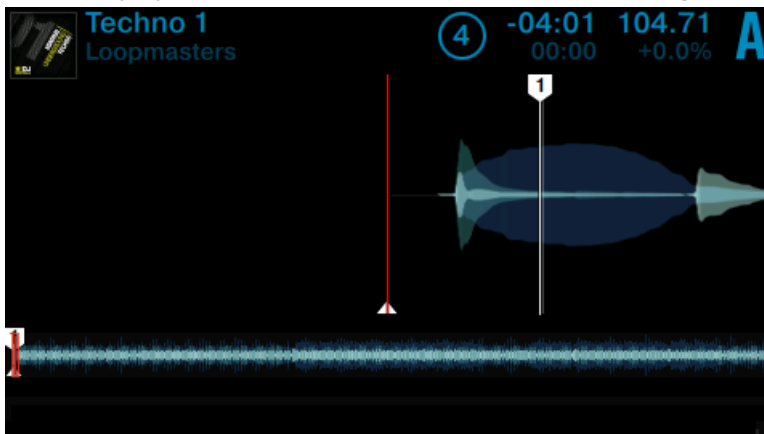
3.9.1 Checking a Beatgrid

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

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

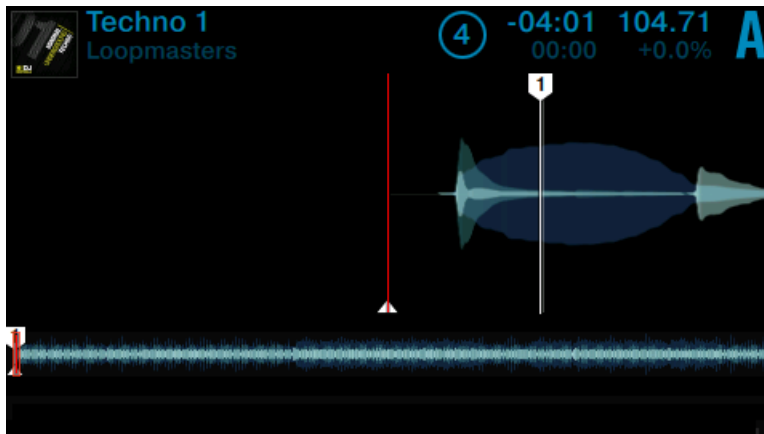


2. Press Display Button 3 to zoom into the waveform and get a more precise view.



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

→ In this example, you can see the Beatmarker isn't aligned with the very beginning of the waveform. As a result, the track will not sync with others.



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

3.9.2 Correcting a Beatgrid Manually

If it a track is not correctly aligned to the beat, use Beatgrid mode to fix it. The following section will explain the required steps.

Enabling the Beatgrid Mode

To enable the Beatgrid mode:

1. Press the **SHIFT** button and the Display Button 1. The Beatgrid mode opens in the display. A four beat loop at the current playback position is displayed.



2. Press the Deck's **PLAY** button to trigger playback of the track. On the display, you'll see a four beat loop, based on the detected BPM value, which serves as a reference for manual Beatgrid adjustments. While playing back the track, a white position pointer cycles through, indicating the relative sync position within the loop. In the background, the entire track is played back and the red playhead travels across the waveform displayed below the loop.

Beatgrid Interactions

While the track is playing with Beatgrid Mode enabled:

- ▶ Rotate Performance knob 1 (**OFFSET**) to shift the entire waveform underneath the Beatgrid. Align the first Beatmarker with the first peak in the loop's waveform.

- ▶ Rotate Performance knob 2 (BPM) to correct the detected BPM value in coarse steps. Try to align the second, third and fourth beat (in most cases indicated by the biggest peaks in the waveform) with the second, third and fourth Beatmarker.



- ▶ Rotate Performance knob 3 (FINE) to fine-adjust the BPM value.



- ▶ Press **SHIFT** and turn Performance knob 2 (BPM) to double or halve the current BPM value.

- ▶ Rotate Performance knob 4 (SCAN) to scroll through the track. Check if the Beatgrid stays aligned over the course of the track.

Beatgrid Interactions

While the track is playing with Beatgrid Mode enabled:

- ▶ Press the Performance Mode buttons to select the desired parameter **OFFSET**, **BPM**, **FINE**, or **SCAN** in the Footer.
- ▶ When **OFFSET** is selected rotate the **LOOP** encoder to shift the entire waveform underneath the Beatgrid. Align the first Beatmarker with the first peak in the loop's waveform.
- ▶ When **BPM** is selected rotate the **LOOP** encoder to correct the detected BPM value in coarse steps. Try to align the second, third and fourth beat (in most cases indicated by the biggest peaks in the waveform) with the second, third and fourth Beatmarker.



- ▶ When FINE is selected rotate the LOOP encoder to correct the detected BPM value in fine steps.



- ▶ When SCAN is selected rotate the LOOP encoder to scroll through the track. Check if the Beatgrid stays aligned over the course of the track.

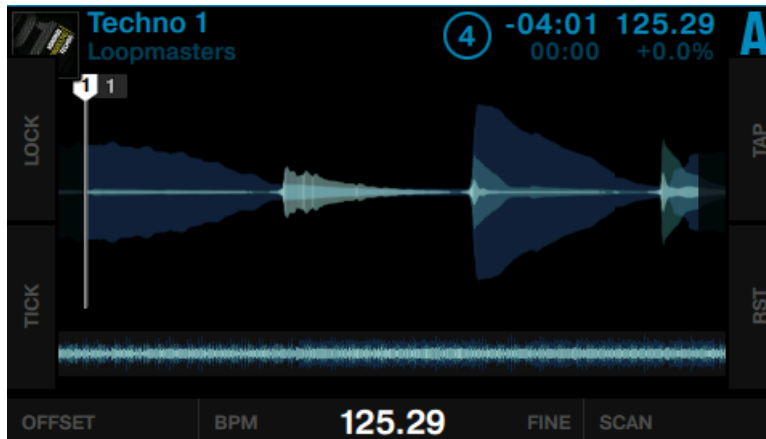
Position-aware Beatgrid Tempo Adjustment

Performance knobs 3 and 4 (BPM) are scaled based on the viewing position of Beatgrid mode so that adjustments made far away from the Beatmarker don't result in abrupt changes to the waveform position. For example, if you are near the Beatmarker at the start of a track and change the tempo of the Beatgrid, you will see the waveform move under the Beatgrid by a particular amount. If you then scan later into the track, adjusting the tempo will create a similar amount of motion on the waveform (rather than a large amount of motion) thus allowing for precise setting of the Beatgrid tempo over the length of the track.

Beatgrid Zoom Mode

To set the position of the Beatgrid with greater precision you can use the Beatgrid Zoom mode:

1. Press the **ON** button 1 to zoom in the first beat.



2. Rotate Performance knob 3 and 4 to adjust the Beatgrid.
3. Press the **ON** button 1 again to exit Beatgrid Zoom mode.

3.9.3 Additional Help Actions

Tap the Tempo

Tap allows you to manually set the tempo by tapping along the playing track:

- ▶ Press Display Button 3 (TAP) four times in sync with the playback.



→ The tempo is calculated and the Beatgrid adapts to the tempo.

Tick (Audible Beatgrid)

The Tick works like a metronome, giving you an audible pulse for every beat. Align the Tick and the beats in your track for perfect sync.



You can only hear the Tick on the CUE (headphones), not the MAIN (audience).

- ▶ Press Display Button 2 to enable Tick.



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

Reset your edits

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

- ▶ Press Display Button 4 (RST).



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

Lock the Beatgrid

Once the Beatgrid is correctly aligned with the beat throughout the whole track:

- ▶ Press Display Button 1 (LOCK).



→ All buttons in the Beatgrid panel are deactivated.

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

4 Hardware Reference

This chapter details the interface elements on your S5 and explains how they interact with the TRAKTOR software. This includes an overview of the main areas of the user interface, as well as a full reference for every button, knob, fader, and the color displays.

4.1 Overview of the Controller

This section provides you with an overview of the different areas of the controller's user interface.



Sections on S5's Top side

The top panel of the TRAKTOR KONTROL S5 is divided into three main areas:

- (1) Decks:** The Decks are the place where tracks, Stem Files, and Samples are played back. For more information on the Decks and its elements refer to section [↑4.2, The Deck](#).
- (2) FX Units:** Adding effects to playing audio can tremendously expand the sonic possibilities of your mix. For that purpose, TRAKTOR provides you with a great selection of high-quality FX. These FX can be loaded into the so-called FX Units. For more information on FX Units, refer to section [↑4.3, The FX Unit](#).
- (3) Mixer:** The mixer receives the audio signals coming from the Decks. As any DJ mixer, the Mixer's purpose basically is to adjust the relative level of each channel, to control the channels' frequency content, possibly feeding them into the FX Units before sending the overall result to the Main section and in the end, to generate the mix that is sent to your audience. For more information on the mixer and on its elements, refer to section [↑4.4, The Mixer](#).

4.2 The Deck

This chapter provides a detailed description of how the knobs and buttons on S5's Decks relate to the TRAKTOR workflow.

S5 features two identically equipped Deck sections at the far left and right sides of the unit. These give you hardware control over the software Decks in the TRAKTOR software. Active TRAKTOR Decks always work in one of the Deck modes, as Track Deck, Stem Deck or Remix Deck.

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

The left-hand Deck controls TRAKTOR's Decks A and C. The entire section can be focused on either the primary (A) or secondary (C) Deck. The positions of Decks on S5 are consistent with the Deck layout in TRAKTOR:

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

The following image and table give a detailed overview of the Deck's elements and provide links referring to sections with further information.



Interface elements on the Left Deck

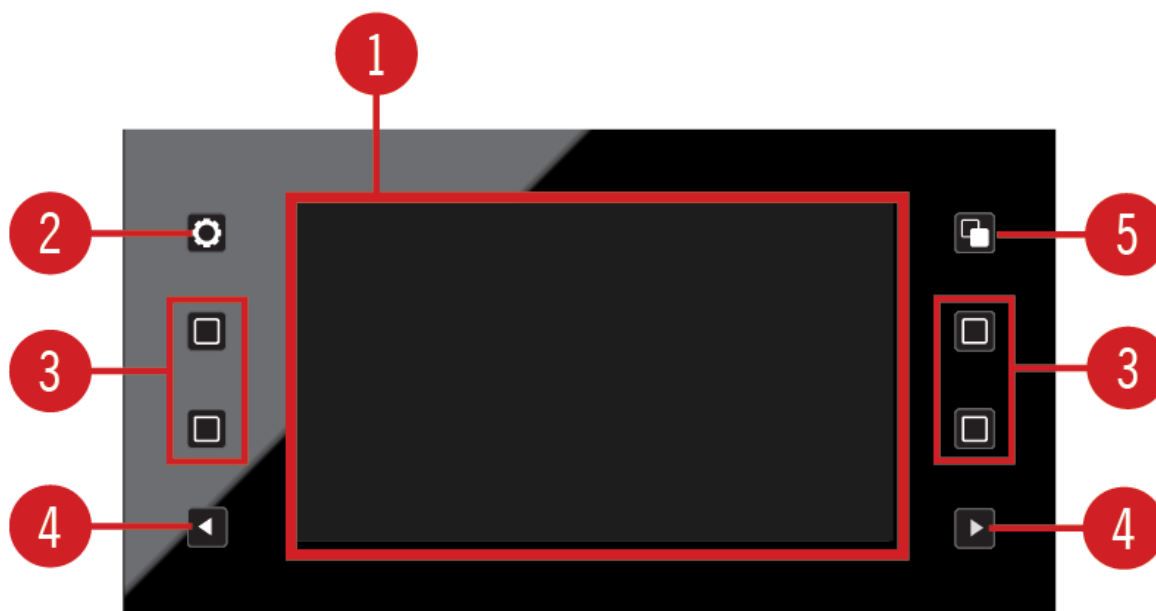
(1) **Display Area and Controls:** The display reflects the information of TRAKTOR's Decks and provides further display controls as well as **BROWSE** controls. For more information, refer to section [↑4.2.1, Display Area and Controls](#).

(2) **BROWSE controls:** These controls let you open the Browser and navigate through your Track Collection. For more information, refer to section [↑4.2.2, BROWSE Controls](#).

- (3) **Mode Select Buttons:** The Deck can operate in several modes which can be easily enabled by the Mode Select Buttons. For more information, refer to section [↑4.2.3, Mode Select Buttons](#).
- (4) **Pads:** The Deck comes with a set of eight pads. Depending on the mode selected via the Mode Select buttons, these pads are assigned different functions. For more information, refer to section [↑4.2.4, Pads](#).
- (5) **Touch Strip:** The Touch Strip reflects the behavior of Jog Wheels of traditional DJ controllers. For more information, refer to section [↑4.2.5, Touch Strip](#).
- (6) **TRANSPORT controls:** The **TRANSPORT** controls control playback of the Deck. It also provides the **SHIFT** button to access secondary functions of other buttons. For more information, refer to section [↑4.2.6, Transport Controls](#).
- (7) **FLUX button:** The **FLUX** button enables Flux Mode for the focused Deck. For more information, refer to section [↑4.2.7, FLUX Button](#).
- (8) **Loop encoder:** Primarily, the Loop encoder is dedicated to looping functions but it also for determining values in other preferences. For more information, refer to section [↑4.2.8, Loop Encoder](#).
- (9) **DECK button:** The **DECK** Button allows you to switch the focus (and controls) between the primary and secondary Decks in a Deck section. For more information, refer to section [↑4.2.9, DECK Button](#).

4.2.1 Display Area and Controls

On the S5's graphic color displays, some functionality is dynamically shown or hidden by means of the Display buttons adjacent to the display. The following image gives a detailed overview of the Display area and its controls, as well as a table with links referring to sections with further information.



Display Area and Controls

(1) **Display:** By means of the 4.3-inch color displays, you can use a lot of TRAKTOR's features without looking at your computer's display. For more information, refer to section [↑4.2.1.3, Display](#).

(2) **Settings Button:** The Settings button opens the device settings, allowing you to adjust RGB calibration (color rendition) and screen brightness, as well as TOUCH sensitivity of the knobs. For more information, refer to section [↑4.2.1.1, Settings Button](#).

(3) **Display Buttons:** The function of these four buttons depends on context - whether the display is currently showing a Track Deck, Remix Deck or Beat Grid Edit. For more information, refer to section [↑4.2.1.2, Display Buttons](#).

(4) **Performance Mode Buttons:** These two buttons are used to select the **Performance Mode**. These modes apply to Remix Decks and Stem Decks. For more information, refer to section [↑4.2.1.5, Performance Mode Button](#).

(5) **View Button:** This button toggles between Single View and Split view, which gives you a very basic overview of the corresponding secondary Deck. For more information, refer to section [↑4.2.1.4, View Button](#).

4.2.1.1 Settings Button

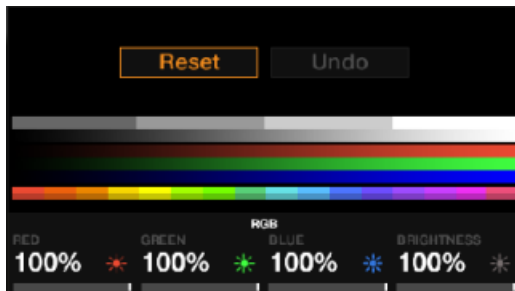
The Settings button opens S5's device settings screen.



Settings Button

Display Settings (RGB)

Within the settings, you can adjust the screens' color rendition (saturation of RED, GREEN and BLUE colors), as well as the screen's BRIGHTNESS. The rotation of the Performance knobs beneath the display adjust the parameters.



Display Settings View

4.2.1.2 Display Buttons

The Display buttons provide different functionality depending on current view.



Display Buttons

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

Track Deck View

- (1) **Display Button 1:** Opens the **BPM** pop-up.
- (2) **Display Button 2:** Opens the **KEY** window.
- (3) **Display Button 3:** Zooms into the waveform.
- (4) **Display Button 4:** Zooms out of the waveform.

Stem Deck View

- (1) **Display Button 1:** Opens the **BPM** pop-up.
- (2) **Display Button 2:** Opens the **KEY** window.
- (3) **Display Button 3:** Zooms into the waveform. Secondary function: When in Stem view and holding **SHIFT** and pressing Display button 3 will show Full Track view.
- (4) **Display Button 4:** Zooms out of the waveform. Secondary function: When in Full Track view and holding **SHIFT** and pressing Display button 4 will show Stem view.

Remix Deck View

- (1) **Display Button 1:** Opens the **BPM** pop-up.
- (2) **Display Button 2:** Opens the **QUANTIZE** pop-up.
- (3) **Display Button 3:** Scrolls up in the Sample Grid in steps of two.
- (4) **Display Button 4:** Scrolls down in the Sample Grid in steps of two.

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

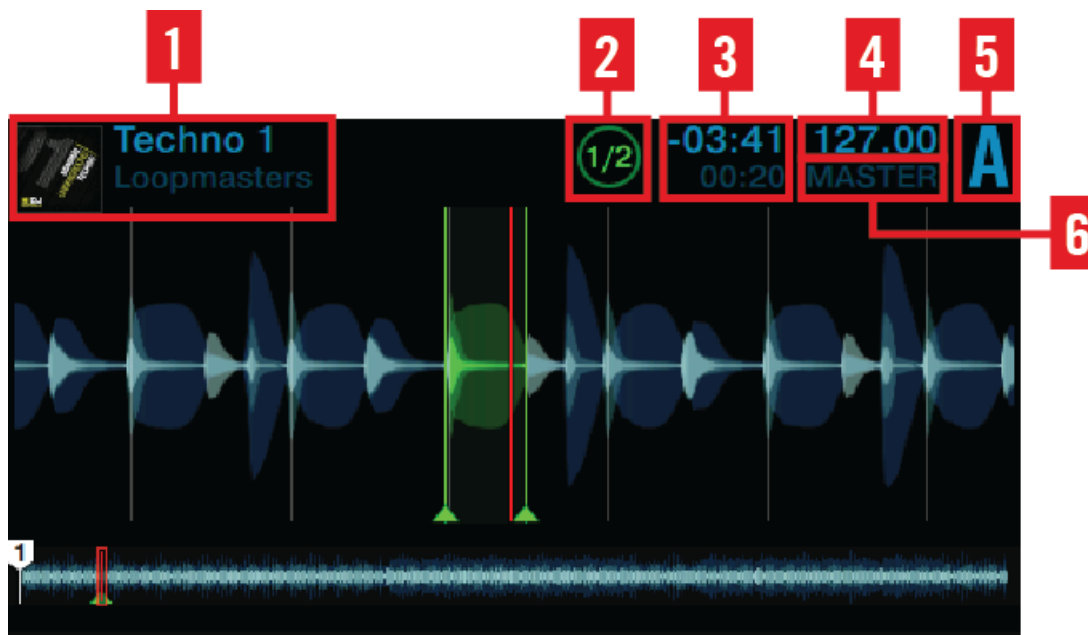
4.2.1.3 Display

TRAKTOR's default layout is *2 Track + 2 Remix Decks (Scratch)*. This means that S5's two upper Decks (A and B) are **Track Decks**, and the lower Decks (C and D) **Remix Decks**.

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

Every active TRAKTOR Deck is a Track Deck, Stem Deck, Remix Deck or Live Input Deck. Here's an overview of the information S5's displays provide for each of these:

Track Deck and Stem Deck



Track Deck or Stem Deck View

The Track Deck or the Stem Deck view on S5 provides information about:

- (1) **Artwork, Song title and Artist name.**
- (2) **Loop size:** From 1/32 - 32 beats.
- (3) **Playhead position:** time played and time remaining.
- (4) **Deck tempo** in BPM.
- (5) **Deck Focus:** Deck A - D.
- (6) **Sync state:** If a Deck is assigned **Tempo Master**, **MASTER** is displayed underneath the BPM value. **SYNC** indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.

Remix Deck



Remix Deck View

The Remix Deck view on S5 provides information about:

- (1) **Artwork graphic, Set title** and **Artist name**.
- (2) **Loop size**: from 1/32 - 32 beats.
- (3) **Quantize Value**.
- (4) **Deck tempo** in BPM.
- (5) **Deck Focus**: Deck A - D.
- (6) **Sync state**: If a Deck is assigned **Tempo Master**, **MASTER** is displayed underneath the BPM value. **SYNC** indicates that the Deck is synchronized to a Tempo Master. If a Deck isn't synchronized at all, the Deck header shows tempo deviation in percent from the file's original tempo.
- (7) **The absolute position on TRAKTOR's timeline** measured in Bars.Beats.Phrases.

4.2.1.4 View Button

The View button switches between view types in the display.



View Button

It switches between view types:

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



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

4.2.1.5 Performance Mode Button

The Performance Mode buttons marked with left and right arrows let you cycle through the Performance modes **FILTER**, **PITCH**, **FX SEND** and, if enabled, **MIDI**.

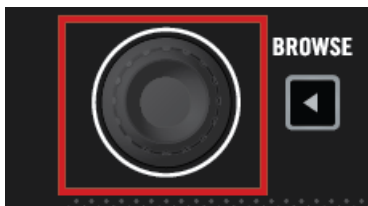


Left Performance Mode Button

4.2.2 BROWSE Controls

BROWSE Encoder

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



BROWSE Encoder

The BROWSE encoder can be pressed and rotated. Primarily it has following functionalities:

- Pressing the **BROWSE** encoder opens the Browser in the display.
- Turning the **BROWSE** encoder lets you scroll through the list items. Pressing it again enters a sub folder and again loads an item.

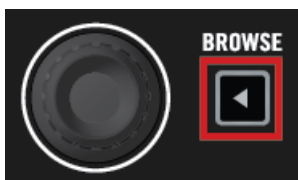
Besides browsing, the **BROWSE** encoder can be used for adjusting parameters and selecting options in other menus and pop-ups.



You can configure the Browse encoder to open the Browser on touch. To do so, activate the [Auto Open Browser on Touch](#) option in TRAKTOR's *TRAKTOR KONTROL S5* Preferences.

BROWSE Back Button

When in the Browser displayed, the **BACK** button lets you navigate a level up in the folder structure, up to the Browser's top level. Pressing the **BACK** button for longer than a second lets you exit the Browser.



BROWSE Back Button

4.2.3 Mode Select Buttons

On any Deck, next to the eight pads, S5 features the four Mode Select buttons HOTCUE, LOOP, FREEZE, and REMIX. Depending on which of the four modes is active the pads' functionality varies as explained in this section.

On any Deck, next to the eight pads, S5 features the four Mode Select buttons HOTCUE, FREEZE, and REMIX. Depending on which of the three modes is active the pads' functionality varies as explained in this section.



Mode Select Buttons

4.2.3.1 HOTCUE Button

The **HOTCUE** button activates HOTCUE mode. While in HOTCUE mode, the pads store and trigger HOTCUE markers in a track. On Decks A and B the button lits blue whereas on Decks C and D it lits white. HOTCUE mode is the default for Track Decks and Stem Decks.



HOTCUE Button



HOTCUE mode is not available for Remix Decks. When a Remix Deck is focused, the HOTCUE button is disabled.

4.2.3.2 FREEZE Button

The **FREEZE** button activates Freeze mode. On Decks A and B the button lits blue whereas on Decks C and D it lits white.



FREEZE Button



FREEZE Button

Freeze Mode

Freeze mode takes the playhead position, adds the number of bars set as loop size and splits this section of a track into eight equally sized slices. These Freeze Slices are then mapped to the adjacent pads, which light up blue. By pressing any of these pads the playback continuous at the mapped Freeze Slice position and will play to the end of the track if no other Freeze Slice is triggered.

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

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



You can vary Freeze Slice sizes between 1/4 of a beat and 4 beats.

Slicer Mode

The Slicer mode extends the Freeze mode's functionality. A press on the **LOOP** button while in Freeze mode the playback behavior of the pads changes: Instead of playing from the slice start to the end of the entire track, pressing and holding a pad in Slicer mode will play back just the corresponding slice in a loop. A further press on the Loop encoder exits Freeze Slicer and playback continuous as normal.



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

4.2.3.3 REMIX Button

When on a Track Deck or Stem Deck the **REMIX** button enables Remix mode to get direct access to the current Remix Set page of the corresponding Remix Deck. The pads reflect the colors of the underlying Remix Cells.



REMIX Button



The Remix mode can only be enabled when the underlying Deck is configured as Remix Deck. Otherwise the **REMIX** button remains unlit.

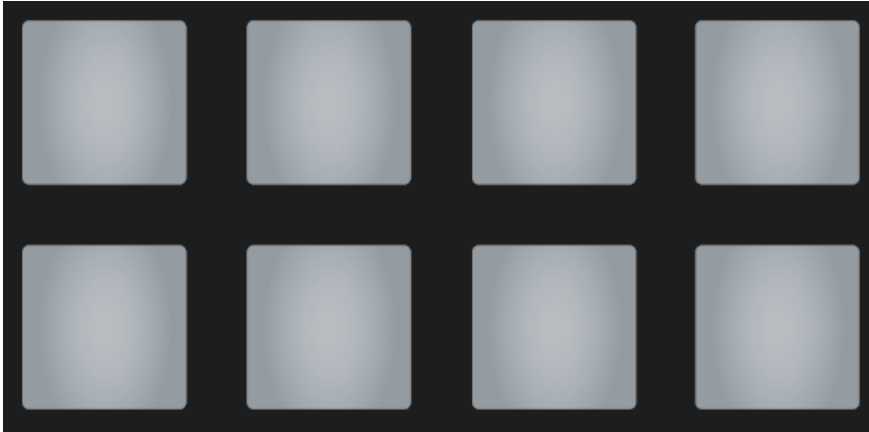
On a Remix Deck, the **REMIX** mode is the default and allows you to capture portions of a track to the Remix Cells by pressing a pad. Furthermore, the **REMIX** button can be used to capture loops.



If the Deck you set as capture source is empty, S5's display shows *Error while copying* in the Deck header.

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

4.2.4 Pads



Pads

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

HOTCUE mode

During playback, pressing in an inactive pad sets a cue point. The pad lights up and the cue point is automatically assigned to this pad. Pressing that pad again let jump back the playhead to the cue point just defined.

FREEZE and Slicer Mode

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

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

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

By pressing the Loop encoder while Freeze mode is active this will enable the Slicer mode. The slices in the display and pad color change from blue to green.

REMIX Mode

In Remix mode, the pads trigger the content of corresponding Remix Cells - the tracks, loops or Samples defined in the Remix Set. After loading a Remix Set, the pads take on the Sample Cells' color. By pressing Display buttons 3 and 4 you can scroll through the rows of Remix Cells in steps of two.

4.2.5 Touch Strip

Utilizing the Touch Strip, you can:

- **Seek/navigate** within the track.
- **Tempo bend (nudge)** for aligning beats.
- **Create a scratch effect**
- **Holding** the track or Samples.
- **Backspinning** the track or the Samples.

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

Phase Meter

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

Direction of Scratching

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

- ▶ Inverse the directional response by unchecking the **Invert** checkbox in TRAKTOR's S5 preferences: *Preferences > Traktor Kontrol S5 > Touchstrip > Scratch Sensitivity*.



For detailed information on the Touch Strip's preferences, refer to section [↑6.3, Touch-strip](#).

Direction of Tempo Bending

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

- Moving to the left speeds up the LP.
- Moving to the right slows down the LP.

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

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

To achieve this, uncheck the [Invert](#) option in: *Preferences > Traktor Kontrol S5 > Touch-strip > Bend Sensitivity*.

Sensitivity

S5 comes with a [Sensitivity](#) setting which should accommodate most users in most situations. You might, however, find that the Touch Strip doesn't react immediate enough to your input or just the opposite, it may recognize input where there was none intended.

You can adjust the Touchstrip's Bend Sensitivity and Scratch Sensitivity separately in: *Preferences > Traktor Kontrol S5 > Touchstrip*.

4.2.6 Transport Controls

PLAY Button

The **PLAY** button starts/stops the playback of a focused Deck. When playback is active the button lights green brightly. When playback is stopped it is dim.



PLAY Button

CUE Button

The **CUE** button is tied to the Hot Cue points workflow in TRAKTOR. When the button is pressed it lights blue brightly. When it is released it is dim.



CUE Button

The **CUE** button functions as follows:

- If a Deck is playing, pressing **CUE** let you jump to the **Floating Cue Point** and stop playback.
- If a Deck is stopped, holding **CUE** starts playback as long the CUE button is hold.
- If a Deck plays while **CUE** is hold, pressing **PLAY** let keep playing after releasing the buttons.
- Press **SHIFT** + **CUE** to skip back to the beginning of the track and playback continuous immediately.

SYNC Button

The **SYNC** button activates/deactivates the synchronization to the Master Deck.



SYNC Button

While playing, pressing **SHIFT + SYNC** sets the Deck as the **Tempo Master**. The Deck's tempo becomes the tempo reference for all other synced Decks and FX. S5's display shows **MASTER** in the Deck header of the Master Deck.

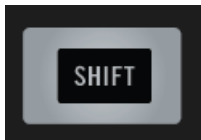
The **SYNC** button takes on different states to provide visual feedback:

- If the **Deck** is BPM-synced and in phase with the Tempo Master, the button is bright green.
- If the **Deck** is BPM-synced but out of phase with the Tempo Master, the button is bright red.
- If the Deck is not in sync, the button is dim green.

If a focused Deck gets out of phase, pressing the **SYNC** button twice let snap back the Deck into sync with the Tempo Master.

SHIFT Button

The **SHIFT** button is a modifier for other control elements on the S5. It allows you to access secondary functions. When the Shift button is pressed it lits white brightly.



SHIFT Button

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

4.2.7 FLUX Button

The S5's **FLUX** button enables Flux Mode for the focused Deck.



FLUX Button

Flux Mode

In Flux mode, for every Deck, a second playhead continues playing the track, even if you loop a section, temporarily jump back to a cue point, skip forward or backward, etc. That way, the track keeps progressing, no matter what you do.

4.2.8 Loop Encoder

The Loop encoder is dedicated to looping functions on Track Decks, Stem Decks or Remix Decks. It has a press function to engage a loop, a rotate function to adjust the loop size, as well as a segmented LED ring indicating that a loop is engaged. When focus is on Deck A or B the LED ring color is blue. When focus is on Deck C or D the LED ring color is white.



Loop Encoder



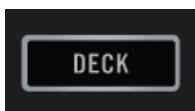
You cannot permanently engage a loop when Flux mode is active. The loop only remains engaged for as long as you hold the Loop encoder and turns off again when released. Adjustments to loop size can be made whether a loop is engaged or not.

Moving the Playhead

When a loop is inactive, the Loop encoder can also be used for moving the playhead in increments of the Loop size by holding **SHIFT** and then turning the loop encoder.

4.2.9 DECK Button

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



DECK Button

The **DECK** button lights blue when a primary Deck (A or B) is focused and white when the secondary Deck (C or D) is focused.

4.3 The FX Unit

Above the Decks, the S5 features two FX Units which can be assigned to any of the Decks. Four knobs and buttons per FX Unit allow you to control effects parameters in real time. Just like in the software, FX Unit 1 is located in the top-left corner, FX Unit 2 in the top-right.



FX Units 1 and 2

FX Units allow you to creatively process a track, ranging anywhere from just adding reverb for a build-up to completely messing up a beat with stutter effects. For that purpose, the TRAKTOR software offers a great selection of high-quality FX. These can easily be configured from S5 and be controlled utilizing the FX Unit controls.



The FX Unit

By default, FX Units 1 and 2 are always active. Assign effects to any mixer channel via the respective channel's FX Assign buttons.

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

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

The following table gives a detailed overview of the parameters controlled by FX buttons and FX knobs and it provides links referring to sections with further information.

Name	Function in Single Mode	Function in Group Mode
FX Button 1	Activate/deactivate the entire FX Unit.	-
FX Button 2	Reset all FX parameters to their default value.	Activate/deactivate FX slot 1.
FX Button 3	Depends on the selected effect.	Activate/deactivate FX slot 2.
FX Button 4	Depends on the selected effect.	Activate/deactivate FX slot 3.

Name	Function in Single Mode	Function in Group Mode
FX Knob 1	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal for the entire FX Unit.	Adjust the ratio between the unprocessed (dry) signal and processed (wet) signal for the entire FX Unit.
FX Knob 2	Controls FX parameter 1.	Control the 1st effect in the FX Unit.
FX Knob 3	Controls FX parameter 2.	Control the 2nd effect in the FX Unit.
FX Knob 4	Controls FX parameter 3.	Control the 3rd effect in the FX Unit.

4.3.1 FX Unit Assignment

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

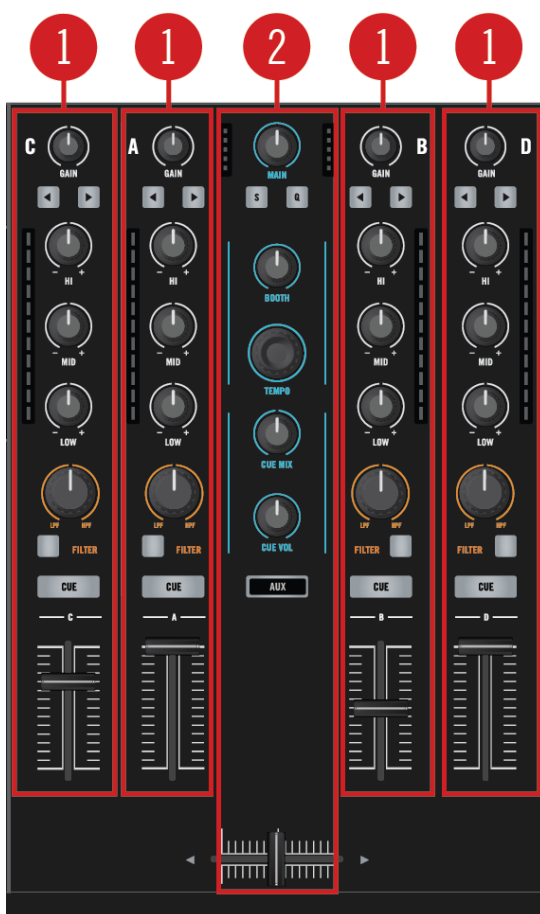


FX Assign Buttons

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

4.4 The Mixer

This is a brief overview of the mixer's layout, its function and operation. After that, the detailed hardware reference explains each and every component found in S5's mixer section. The 4-channel mixer sits at the center of both, S5, as well as TRAKTOR's software interface. When connected to TRAKTOR, the knobs in S5's mixer section control the corresponding knobs on the software mixer.



S5's Mixer

(1) **Mixer channels A, B, C, and D:** Each channel receives its input signal from TRAKTOR's corresponding virtual Deck or, alternatively, from an external source (e.g. a CD player, or a microphone) via the inputs on S5's rear panel. Each channel has dedicated controls such as the channel fader to smoothly fade into and out of the mix. For more information, refer to section [14.4.1, Mixer Channel](#).

(2) **Mixer Main Section:** The Mixer channels feed into the Mixer Main section which routes the signal to **MAIN**, and **BOOTH** outputs. For more information, refer to section [↑4.4.2, Mixer Main Section](#).

4.4.1 Mixer Channel



Mixer Channel Details

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

- (1) **GAIN knob:** The **GAIN** knob controls the level directly after the channel input so you can adjust the relative levels between Decks. For more information, refer to section [↑4.4.1.1, GAIN Knob](#).
- (2) **FX Assign buttons:** The FX Assign buttons assign the channel to the FX Units. For more information, refer to section [↑4.4.1.2, FX Assign Buttons](#).
- (3) **Input level meter:** Each channel has a dedicated Input level meter that displays the signal level before the channel fader. For more information, refer to section [↑4.4.1.5, Channel Meter](#).
- (4) **EQ (HI, MID, LOW) knobs:** These knobs control the frequency balance. For more information, refer to section [↑4.4.1.3, EQ Knobs](#).
- (5) **FILTER button and FILTER knob:** These controls control a Filter (**HPF** or **LPF**) effect once activated via the **FILTER** button. For more information, refer to section [↑4.4.1.6, FILTER Button and FILTER Knob](#).
- (6) **CUE button:** The CUE button allows you to audition the channel's signal on your headphones. For more information, refer to section [↑4.4.1.7, CUE Button](#).
- (7) **Channel fader:** The Channel fader lets you smoothly fade a channel into to the mix. For more information, refer to section [↑4.4.1.4, Channel Fader](#).

4.4.1.1 GAIN Knob

The **GAIN** knob controls the level a channel receives from the corresponding Deck or audio input in order to avoid differences in loudness when mixing.



GAIN knob



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

4.4.1.2 FX Assign Buttons

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



FX Assign Buttons

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



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

4.4.1.3 EQ Knobs

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



EQ knobs

At the center position, the knobs have a detent, marking the position where the EQ doesn't change the frequency balance.



S5's internal EQ sounds identical to the Z ISO which is the default in the TRAKTOR software.



TRAKTOR provides you with various types of EQ, each of them with its own “personality.” You can choose the EQ type in *Preferences > Mixer > EQ Selection*.

4.4.1.4 Channel Fader

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



Channel fader



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

4.4.1.5 Channel Meter



Channel Meter

The channel meter gives visual feedback to set up the optimal signal level. If your source is a TRAKTOR Deck, the level can be adjusted with the **GAIN** knob.



If you connect external turntables or CD Players, use their volume knobs to set the correct channel level. If S5's input starts clipping, lowering GAIN will make the channel quieter, but it won't resolve clipping at the input.

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

4.4.1.6 FILTER Button and FILTER Knob

The **FILTER** button is an on/off switch for the on-board dual-mode filter. The **FILTER** knob either applies a hi-pass or a low-pass-filter depending on of rotating direction. Rotating the knob to the right applies a hi-pass filter and rotating to the left applies a low-pass filter.



FILTER button and FILTER knob



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



TRAKTOR provides you with different types of dual-mode filters. You can choose the filter type in the *Preferences>Mixer>Filter Selection*.

4.4.1.7 CUE Button

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



CUE Button

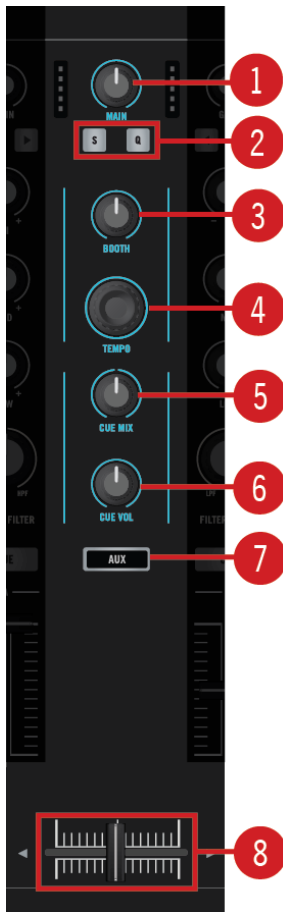


The channel fader doesn't affect the channel volume in the CUE. Keep it down until you are ready to fade the channel into the MAIN mix.

For a practical tutorial on using headphone controls in the mix, please refer to section [↑2.3.3, Using Headphones to Prepare the Mix](#).

4.4.2 Mixer Main Section

This chapter gives a brief overview of the Mixer's Main section first and then an explanation of every control element. The following image and table give a detailed overview of the Mixer Main section's elements and provide links referring to sections with further information.



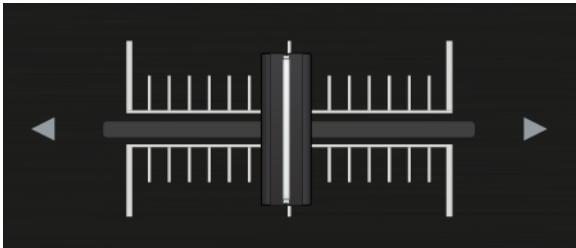
Mixer Main Section Elements

- (1) **MAIN knob:** The **MAIN** knob controls the overall volume of the signal being sent to the **MAIN OUT**. For more information, refer to section [↑4.4.2.7, MAIN Knob](#).
- (2) **GLOBAL section:** The GLOBAL section allows you to enable and disable TRAKTOR's **Snap** and **Quantize** functions. For more information, refer to section [↑4.4.2.6, GLOBAL Section](#).
- (3) **BOOTH knob:** The **BOOTH** knob controls overall volume of the signal being sent to the **BOOTH OUT**. For more information, refer to section [↑4.4.2.5, BOOTH Knob](#).

- (4) **TEMPO encoder:** The **TEMPO** encoder controls the global tempo. For more information, refer to section [↑4.4.2.4, TEMPO Encoder](#).
- (5) **CUE MIX knob:** The **CUE MIX** knob balances your headphone mix between the signal going out to the **MAIN** and the **CUE**. For more information, refer to section [↑4.4.2.3, CUE MIX Knob](#).
- (6) **CUE VOL knob:** The **CUE VOL** knob controls the headphone level for both headphone connectors on the front panel. For more information, refer to section [↑4.4.2.2, CUE VOL Knob](#).
- (7) **AUX button:** The **AUX** button adds the signals from the devices connected at the **AUX** section into the Main mix. For more information, refer to section [↑4.4.2.8, AUX Button](#).
- (8) **Crossfader:** The Crossfader controls the mix between the channel(s) assigned to its left and right side. For more information, refer to section [↑4.4.2.1, Crossfader](#).

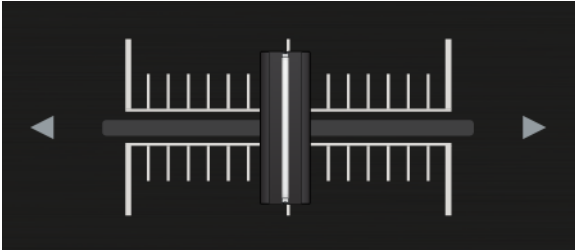
4.4.2.1 Crossfader

The Crossfader controls the mix between the channels assigned to its left and right side via the **Crossfader Assign Switches** on S5's front panel.



The Crossfader

The Crossfader controls the mix between the channels assigned. On the S5 the crossfader follows the assignment made in the TRAKTOR Software. By default, Decks A and C are assigned to the crossfader's left side and Decks B and D are assigned to the right side.



The Crossfader

For information on how to re-assign channels to the crossfader, refer to the TRAKTOR software manual.

4.4.2.2 CUE VOL Knob

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



The CUE VOL Knob



S5's high power headphone amps deliver enough volume even in loud environments. Please be careful and start with a low setting.

4.4.2.3 CUE MIX Knob

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

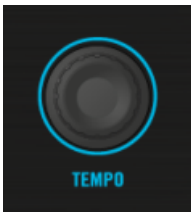


CUE MIX Knob

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

4.4.2.4 TEMPO Encoder

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



TEMPO Encoder



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

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



You can only set an individual tempo for un-synced Decks. If you adjust a synced Deck's tempo, the Tempo Master's BPM change along with it.

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

1. Press **Display Button 1** to open the **BPM** pop-up.

- Turn the **BROWSE** knob to adjust **MASTER** tempo in .01 BPM increments. To adjust in full BPM steps, hold **SHIFT** while turning the knob.

→ The Track/Remix content playback speed is adjusted.

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



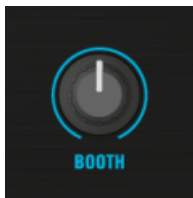
Note that for Decks which are either set as the **MASTER** Deck or are synced to **MASTER**, S5 displays **MASTER CLOCK BPM**. If the Deck in focus is not in sync with TRAKTOR's Master Clock, the **BPM** overlay shows the Track Deck's or Remix Deck's individual **BPM**.



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

4.4.2.5 BOOTH Knob

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



BOOTH Knob



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

4.4.2.6 GLOBAL Section

Snap and **Quantize** modes can be enabled/disabled directly from the S5 by pressing the corresponding buttons **S** and **Q** buttons in the **GLOBAL** section.



GLOBAL Section



These S5 controls only affect TRAKTOR's Decks.

Snap Button

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

Quantize Button

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

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

4.4.2.7 MAIN Knob

The **MAIN** knob controls the overall output level of your mix going to S5's **MAIN OUTS**.



MAIN Knob and MAIN Level meters

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



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

4.4.2.8 AUX Button

With the **AUX** button you can directly access the **AUX** section on the rear panel where a microphone and a line level audio device can be connected.



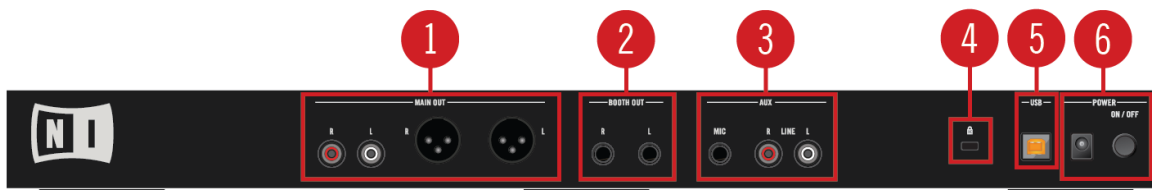
AUX Button

When the AUX button is hold, this will add both AUX channels into the mix as long the button is pressed. The output volumes can be set using the LOOP encoders.

For more information on using...

4.5 The Rear Panel

The rear panel holds the connectors you need to get the S5 running and to connect additional equipment such as active speakers, a microphone, and a line level audio device.



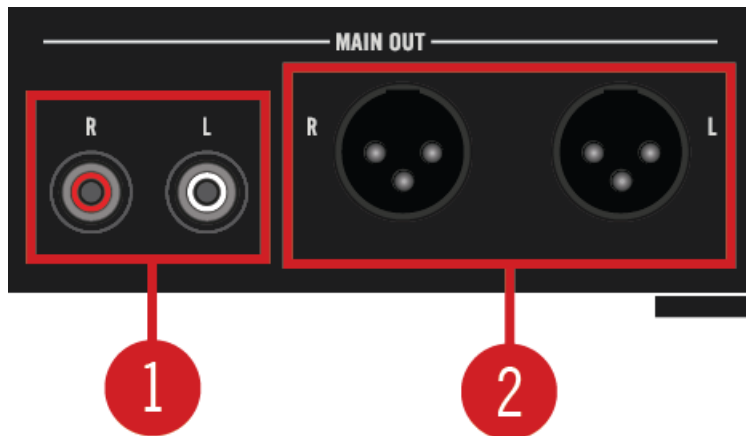
Connections on S5's Rear Panel

(1) **MAIN OUT section:** The **MAIN OUT** section connects to active Speakers or a main P.A.. For more information, refer to section [↑4.5.1, MAIN OUT Section](#).

- (2) **BOOTH OUT section:** The **BOOTH OUT** connects to a second P.A., typically for use on stage. For more information, refer to section [↑4.5.2, BOOTH OUT Section](#).
- (3) **AUX section:** The **AUX** section connects a microphone and a line level audio device. For more information, refer to section [↑4.5.3, AUX Section](#).
- (4) **Kensington Lock slot:** This slot attaches a Kensington lock for protecting your device against theft. For more information, refer to section [↑4.5.4, Kensington Lock Slot](#).
- (5) **USB connector:** The USB connector connects your device to your computer. For more information, refer to section [↑4.5.5, USB Connector](#).
- (6) **POWER section:** The **POWER** section attaches the power supply and switches the S5 on and off. For more information, refer to section [↑4.5.6, POWER Section](#).

For technical details about all the connections see chapter [↑9, Technical Specification](#).

4.5.1 MAIN OUT Section



MAIN OUT Section

The **MAIN OUT** section offers two sets of output sockets:

- (1) **Unbalanced RCA:** connect the RCA outputs to practice with your home stereo or to another DJ mixer or recording device.

(2) **Balanced XLR:** the balanced XLR outputs allow you to connect professional-grade cables which are much more resistant to electrical interferences than unbalanced cables, especially over longer distances. Connect XLR cables from the S5 to your active speakers or power amp.

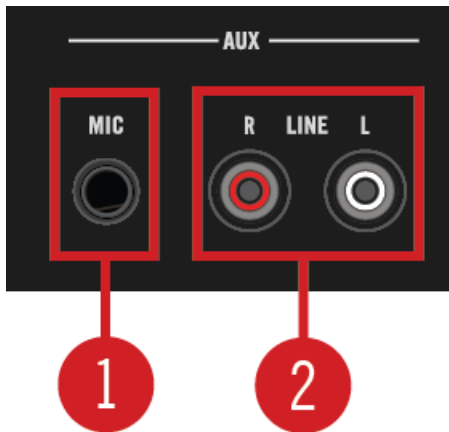
4.5.2 BOOTH OUT Section



BOOTH OUT Section

The 1/4-inch balanced **BOOTH** outputs carry the same signal as the **MAIN OUT** connectors mix. The most common use for these outputs is connecting additional speakers on stage. Adjust the **BOOTH OUT**'s level with the dedicated **BOOTH** knob located in the center of S5's mixer.

4.5.3 AUX Section

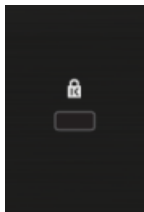


AUX Section

The **AUX** section provides you with connectors allowing you to integrate a microphone and any external line level audio source you want to use during your performance. This section contains:

- (1) **MIC input (balanced TRS)**: connect your microphone to this **MIC** input via a balanced 6.3mm (or 1/4-inch) connector.
- (2) **LINE RCA sockets**: CD players and line level audio sources can be connected to these **LINE** inputs using a stereo-RCA cable.

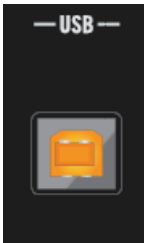
4.5.4 Kensington Lock Slot



Kensington Lock Slot

Use a Kensington-slot compatible lock to lock your S5 to a heavy object like a table to prevent theft.

4.5.5 USB Connector



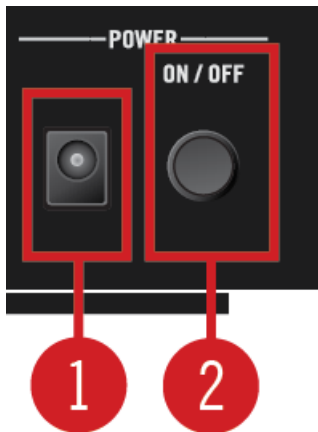
USB Connector

Connect S5 to your computer here, using the included USB cable. The connection is USB 2, but is compatible to USB 3-equipped computers.



Due to the large amounts of data transmitted to the TRAKTOR KONTROL S5, it may not work properly when connected to a USB hub. Make sure to connect S5 directly to a USB port on your computer if possible.

4.5.6 POWER Section



POWER Section

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

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



Do not use the TRAKTOR KONTROL S5 with a power supply other than the one included in delivery. In case of loss or damage, make sure to purchase a replacement power supply approved by Native Instruments for use with the S5.



Before you use the power supply and connect to the S5, please refer to the TRAKTOR KONTROL S5 IMPORTANT SAFETY INSTRUCTIONS leaflet (included in the box). This leaflet explains how to attach the specific adaptor plug for your region.

4.6 The Front Panel

This section gives an overview of the elements on S5's front panel.



S5's Front Panel

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

- **Small Headphone Jack:** Connect 3.5 mm (1/8-inch) stereo headphone plugs.
- **Large Headphone Jack:** Connect 6.3 mm (1/4-inch) stereo headphone plugs.



Adjust the Headphone levels with the **CUE VOL** knob on S5's top panel.

5 Adding External Audio Devices

5.1 Adding a Microphone

Connecting a microphone allows you to expand the scope of your performance. You can talk to your audience or integrate a beat boxing routine.

Connecting the Microphone

In order to connect a microphone to your S5:

- ▶ Connect your microphone using a 6.3 mm connector into the **MIC** socket on the rear panel of the S5.

Integrating the Microphone into Your TRAKTOR Workflow

In order to integrate the connected microphone into the mix:

1. Hold the **AUX** button.



2. While holding the **AUX** button speak into the microphone.
→ Your words are audible to the audience.

The microphone is integrated as long you keep the **AUX** button hold.

Adjusting Volume of Microphone

While holding the **AUX** button the LED rows on the Touch Strips change the illumination and the LEDs next to the **LOOP** encoders flash. The **LOOP** encoders now function as Volume knobs and the LEDs of the Touch Strips indicate the current volumes.

In order to adjust the volume of the microphone:

- ▶ Rotate the **LOOP** encoder on the right Deck.



- The microphone's volume changes and the illumination of the Touch Strip's LEDs indicate the current volume level.



Volume adjustments for the microphone and the external audio devices will not retain when the **AUX** button is released. The volume level of the microphone will reset to 50 % whereas the volume level for the external audio device will reset to maximum.

5.2 Adding a Line Level Audio Device

Connecting a line level audio device allows you to expand the scope of your performance. This can be a device such as an MP3 player, a CD player or any other device with a line level output stage.

Connecting a Line Level Audio Device

In order to connect a line level audio device to your S5:

- ▶ Connect your line level audio device to any of the **LINE L / R** inputs in the **AUX** section on the rear panel of the S5 using a stereo RCA cable.

Integrating a Line Level Audio Device into Your TRAKTOR Workflow

In order to integrate a line level audio device into the mix:

1. Start media playback on the connected audio device.

2. On the S5 Hold the **AUX** button.



→ The audio of the external audio device is now into the main mix.

The audio is integrated in the main mix as long you keep the **AUX** button hold.

Adjusting Volume of Line Level Audio Device

While holding the **AUX** button the LED rows on the Touch Strips change the illumination and the LEDs next to the **LOOP** encoders flash. The **LOOP** encoders now function as Volume knobs and the LEDs of the Touch Strips indicate the current volumes.

In order to adjust the volume of line level audio device:

- ▶ Rotate the **LOOP** encoder on the left Deck.



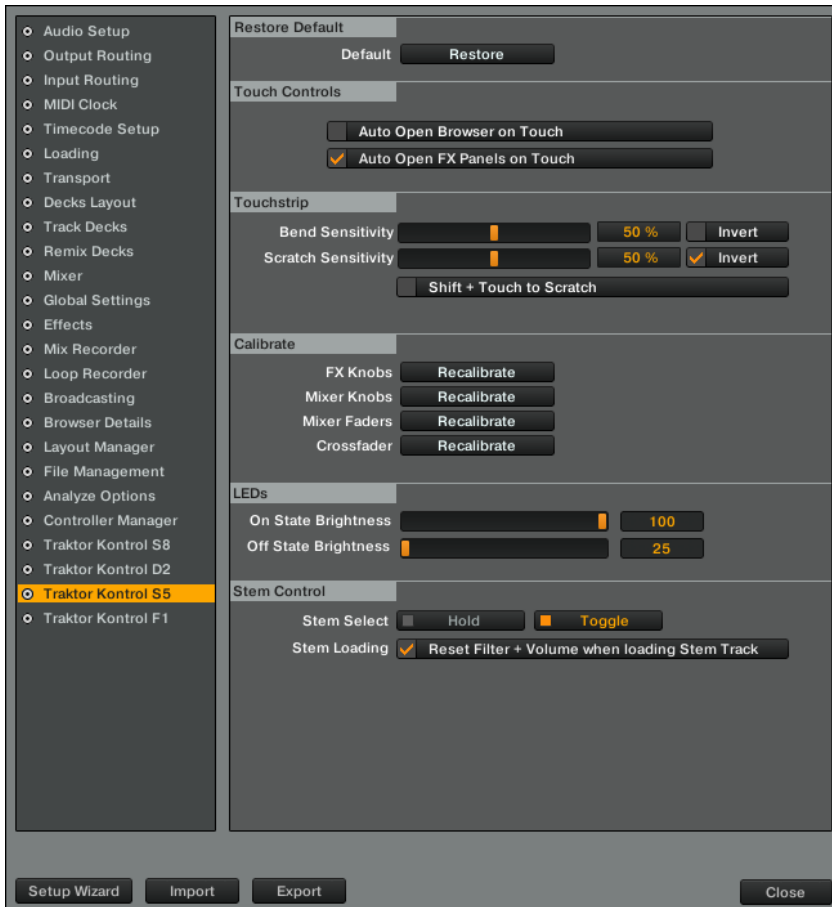
→ The line level audio device's volume changes and the illumination of the Touch Strip's LEDs indicate the current volume level.



Volume adjustments for the microphone and the external audio devices will not retain when the **AUX** button is released. The volume level of the microphone will reset to 50 % whereas the volume level for the external audio device will reset to maximum.

6 Preferences Pane in TRAKTOR

Once configured via the Setup Wizard, a dedicated pane for S5 is added to TRAKTOR's Preferences window, which lets you configure the behavior of the touch controls, as well as overall LED brightness for the back-lit buttons and the Loop and Beatjump Sizes assigned to each Deck's pads.



The S5 pane in TRAKTOR's Preferences

6.1 Restore Default

This button recalls all factory default settings for the TRAKTOR KONTROL S5 and lets you choose its basic deck configuration via the Setup Wizard.

6.2 Touch Controls

A number of controls are sensitive to touch. TRAKTOR lets you activate touch functions, which will save you the dedicated press of a button for a few features.

- **Auto Open Browser on Touch:** If activated, touching a **BROWSE** knob will open the Browser, after letting go, it will automatically close. If deactivated, press the **BROWSE** knob to open the Browser.
- **Auto Open FX Panels on Touch:** If activated, touching the **FX** knobs overlays an FX panel with information about the knobs' parameter values, as well as the adjacent **FX** buttons' functions. If deactivated, you can still control the parameters, but no panel is opened.

6.3 Touchstrip

Touch technology relies on the electrical properties of your skin, which differ from one person to another. The default value will work for most people under most conditions. However, if you feel the touch strips should react more sensitively, or start registering too soon, you can adjust the behavior here.

- **Bend Sensitivity:** by default set to 50%; adjust the Tempo bend sensitivity and check in real time if the change accommodates you better.
- **Scratch Sensitivity:** by default set to 50%; adjust the Scratch sensitivity and check in real time if the change accommodates you better.

- **Bend Invert**: by default deactivated; swiping to the left slows playback down momentarily. If activated, swiping to the left nudges playback forward.
- **Scratch Invert**: by default activated; swiping to the left advances playback position in the track. If deactivated, swiping to the left goes back in a track.
- **Shift + Touch to Scratch**: by default deactivated, holding the **SHIFT** button +swiping within the Touch Strip performs an absolute seek. If activated, holding the **SHIFT** button +swiping within the Touch Strip performs a scratch effect or backspin.

6.4 Calibrate

Calibration ensures that each control allows adjustments over their full range and with maximum precision. These settings are precisely calibrated during production, although they might need to be recalibrated over the lifetime of your S5 unit. Recalibration is necessary when a control ceases to allow you to set actual minimum and maximum values.

Calibration is done in groups of control elements, just click the corresponding **Recalibrate** button:

- **FX Knobs**: for recalibrating the FX knobs on both FX Units 1 and 2.
- **Short Faders**: for recalibrating the Slot Volume Faders.
- **FX Knobs**: for recalibrating the FX knobs on both FX Units 1 and 2.
- **Mixer Knobs**: for recalibrating EQ (**HI**, **MID**, **LOW**) and **FILTER** knobs.
- **Mixer Faders**: for recalibrating the channel faders.
- **Crossfader**: for recalibrating the **Crossfader**.

6.5 LEDs

The pad and button backlights on the S5 offer two distinct brightness levels to indicate On and Off states. Depending on your light conditions during a performance, it can be necessary to adjust these.

On State Brightness: sets the brightness level for engaged buttons and pads.

Dim State Percentage: sets the brightness level for inactive buttons and pads.

6.6 Stem Control

In the Stem Control area you can define the Stem Deck behavior.

- **Stem Select:** This option defines the behaviour of the Stem Selectors (pads on Stem Deck). By default the Stem Selectors' behavior is **Toggle**. When a Stem Selector is pressed the Stem Part stays selected. When the Stem Selectors' behavior is **Hold** the Stem Part(s) is selected as long as you keep the Stem Selector(s) depressed.
- **Stem Loading:** By enabling **Reset Filter + Volume when loading Stem Track** the Stem Parts' volumes will reset to maximum position and Filter adjustments will go back to center position (0 %) when a new Stem File is loaded.

7 The S5 Audio Interface and Control Panel

Your TRAKTOR KONTROL S5 comes with an integrated high-end 24-bit/48 kHz audio interface. You can adjust the audio interface settings to your needs and computer performance. This section covers the setup on Windows and Mac OS X.

7.1 Settings on Mac OS X

On Mac OS X, you can adjust the settings for the S5 audio interface from within each music application. In TRAKTOR:

- ▶ Open *Preferences > Audio Setup* to access the settings for the S5 audio interface.

There, adjust S5's audio interface settings, most importantly the latency:

Latency : Lower this value for a quicker response to hardware interactions like playing a Remix Cell by pressing one of S5's pads.



When converting audio information to digital and vice versa, the audio driver needs to store data in buffers to prevent the audio from cutting off. High buffer size settings will cause a delay between an interaction and the change being audible, called latency. Low buffer sizes will put more strain on the CPU and may lead to audio drop-outs. Find the best balance by setting Latency high, starting playback and lowering it until you encounter the first audible crackles and pops. Now increase the value again until the crackling disappears.

7.2 Settings on Windows: The Control Panel

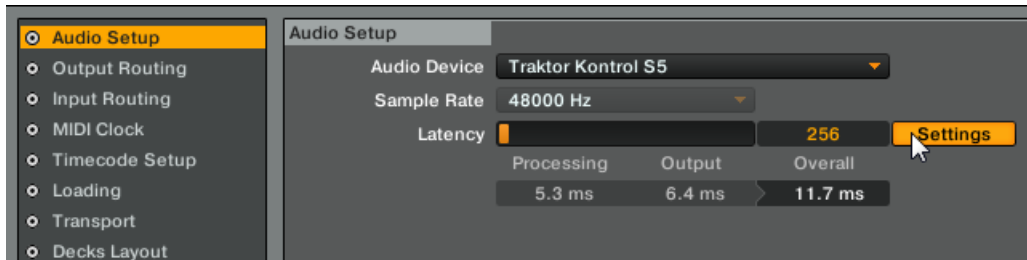
On Windows, access the settings for the TRAKTOR KONTROL S5 audio interface via the TRAKTOR KONTROL S5 Control Panel application. The Control Panel is automatically installed along with the S5 drivers during the TRAKTOR installation procedure.

This section describes the TRAKTOR KONTROL S5 Control Panel user interface.

7.2.1 Opening the Control Panel

You can open the Control Panel in various ways:

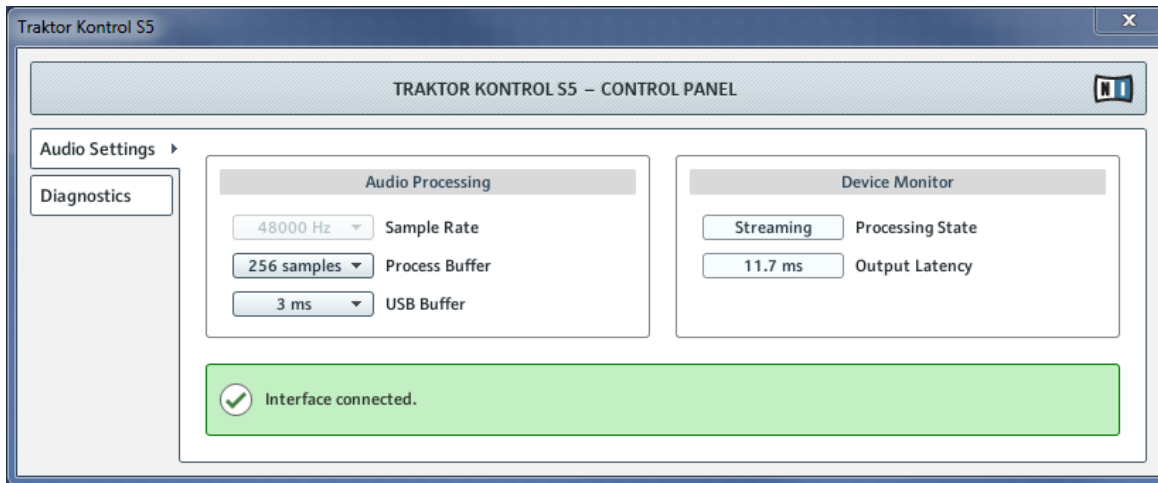
- ▶ From within TRAKTOR: Go to *Preferences > Audio Setup* and click the [Settings](#) button, located at the right of the [Latency](#) slider and display:



If you cannot find the Control Panel, the driver is most likely not installed at all. In this case, please re-install the latest version of TRAKTOR and make sure the S5 driver is selected for installation.

7.2.2 Audio Settings Panel

The [Audio Settings](#) page allows you to adjust the settings of the audio interface.



Audio Settings pane in S5's Control Panel application

Audio Processing Section

This section provides settings for the analog-to-digital/digital-to-analog conversion done by your audio interface.

Process Buffer: Lower this value for a quicker response to hardware interactions like playing a Remix Cell by pressing one of S5's pads.



When converting audio information to digital and vice versa, the audio driver needs to store data in buffers to prevent the audio from cutting off. High buffer size settings will cause a delay between an interaction and the change being audible, called latency. Low buffer sizes will put more strain on the CPU and may lead to audio drop-outs. Find the best balance by setting Latency high, starting playback and lowering it until you encounter the first audible crackles and pops. Now increase the value again until the crackling disappears.

USB Buffer: Use this menu in case you cannot achieve satisfactory Latency settings with the Process Buffer alone. Lower the USB buffer size for smaller USB buffer packaging, which should further reduce the audible latency. If you notice any audio drop-outs, you should raise the buffer size until you have a clear sound.

Device Monitor Section

This section displays information about the audio interface's processing status and your system's output latency.

Processing State: The processing state monitor provides feedback on the current status of the device. There are three possible status messages:

- **Idle:** controller is connected, but no audio data is being streamed.
- **Streaming:** driver is working and processing audio data.
- **Panic:** driver stopped streaming. Too many USB I/O errors occurred in the interface communication.

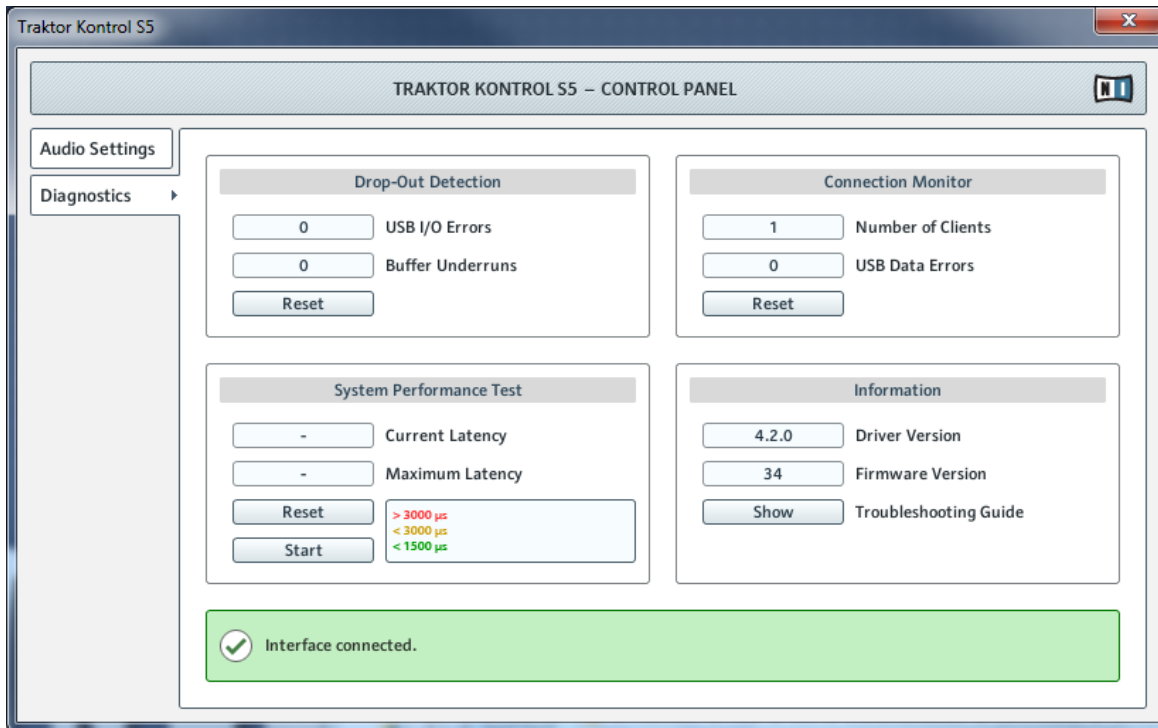
Output Latency : displays your system's output latency in milliseconds.



Please note, when running external sources like turntables or microphones through TRAKTOR, an additional input latency will occur.

7.2.3 Diagnostics Panel

The **Diagnostics** page allows you to monitor the controller's performance and to detect errors. This information can be helpful to see the results of Process Buffer value adjustments and may help troubleshooting in case you need to contact our technical support.



Diagnostics panel in S5's Control Panel application

Drop-Out Detection Section

This section provides data for troubleshooting:

USB I/O Errors: Counts USB data transfer interruptions between your computer and S5.

Buffer Underruns: Buffer underruns occur when your computer isn't able to process an audio stream in time. Reasons for underruns can be too many devices communicating on the USB bus at the same time or too high CPU load.

Reset: Click this button to reset the error count.

Connection Monitor Section

This section provides USB connection information:

Number of Clients: Displays the number of clients connected to the interface. Multiple ASIO applications are counted separately, WDM and WASAPI increase the number by one, no matter how many WDM/WASAPI applications play audio.

USB Data Errors: Counts USB data errors. Poor quality or too long cables, as well as interference, can be the source of data errors on the USB bus.

Reset: A click on this button resets the error count.

System Performance Test Section

This section provides real-time measurements of the latency introduced by Windows itself. This data can give clues about the sources of bad performance.

Current Latency: Displays the real-time value for Windows' internal latency. Monitor this value as you launch and quit applications and connect or disconnect USB devices.

Maximum Latency: Display the maximum value since the last reset. Comparing the difference between Maximum and Current Latency can help find the sources of sudden CPU peaks.

Reset: Resets the Maximum Latency value.

Stop: Pauses the measurement process. Click again to continue measurement.

Information Section

Information: Provides information about whether or not your driver and firmware are up to date.

Driver Version: See the currently installed driver version here.

Firmware Version: See the currently installed firmware version here.

Troubleshooting Guide: Click [Show](#) to open the Troubleshooting Guide.

7.3 Using the S5 Audio Interface for Other Music Applications

S5's on-board audio interface can be used in any other music application installed on your computer. To do this, you need to configure your music applications accordingly. Most music applications offer a setting in their options or preferences allowing you to select the TRAKTOR KONTROL S5 as the audio interface. For more info, please refer to the documentation of your music application.

7.4 Setting up S5 as your Default Audio Interface

S5 can function as your system's default playback device for all sound including system sounds (not only for music software). This section describes how to configure the system settings.

7.4.1 Windows

For Windows 7 (and later) you can define the TRAKTOR KONTROL S5 as your default audio interface as follows:

1. Open *Start > Control Panel > Hardware and Sound > Sound*.
2. Select the [Playback](#) tab.
3. In the device list, select *TRAKTOR KONTROL S5 WDM Audio* and click [Set Default](#).
4. Select the [Recording](#) tab.
5. In the device list, select *TRAKTOR KONTROL S5 WDM Audio* and click [Set Default](#).
6. Click [OK](#) to close the dialog.

7.4.2 Mac OS X

For Mac OS X, you can define the TRAKTOR KONTROL S5 as your default audio interface as follows:

1. From the [Apple](#) menu, select *System Preferences*.
2. In the panel that opens, click [Sound](#).
3. On the [Sound Effects](#) tab, select *TRAKTOR KONTROL S5* in the [Play alerts and sound effects through](#) menu.
4. Click the [Output](#) tab, and select *TRAKTOR KONTROL S5* from the [Select a device for sound output](#) list.

5. Click the [Input](#) tab, and select *TRAKTOR KONTROL S5* from the [Select a device for sound input](#) list.
6. Close the window to confirm your changes.

8 Troubleshooting - Getting Help

This chapter covers the most common issues. Most of what can go wrong when setting up and using TRAKTOR KONTROL S5 should be listed here along with some tried-and-tested ways to solve these issues.

8.1 Troubleshooting

There are a few things you should check in case S5 doesn't work with your system.

8.1.1 TRAKTOR Won't Start

- Check the system requirements for TRAKTOR KONTROL S5. Meeting the minimum requirements ensures that TRAKTOR will work, but advanced use (i.e. Keylock, FX) may require a more powerful system.
- Launch the Service Center application and make sure you have the most recent TRAKTOR version installed.
- Make sure that you haven't double-clicked an outdated application alias/shortcut.
- Try to restart your computer. Disconnect any other audio interfaces and computer peripherals like printers, scanners, and the like to see if that solves the problem.
- Try to rename the file **collection.nml** in the TRAKTOR 2 Root folder and restart TRAKTOR. This way, TRAKTOR will create a blank Collection. Re-import the renamed **.nml** file to restore your Collection.

The Root folder is located in:

Windows: *|My Documents|Native Instruments|Traktor 2|*

Mac OS X: *YourUserFolder/Documents/Native Instruments/Traktor*

8.1.2 TRAKTOR Crashes

In case of a crash during operation, please contact the Native Instruments technical support team and send them your crash log. You will find the crashlog in the following folders:

- **Windows:** *\\My Documents\\Native Instruments\\Traktor 2\\Crashlogs*
- **Mac OS X:** *YourUserFolder/Library/Logs/CrashReporter/*

8.1.3 TRAKTOR Has Performance Issues

Please check if your computer is suited for handling real-time audio processing without dropouts. The TRAKTOR KONTROL S5 Control Panel application offers a tool for measuring System Performance and for monitoring the number of audio dropouts, which cause audible clicking noises.

These steps are recommended to optimize your laptop's audio performance:

- Increase the **Process Buffer** value in TRAKTOR'S *Preferences > Audio Setup > Settings*.
- If possible, don't run the laptop on battery power, as the computer's power management will dynamically adjust the clock rate of the CPU in order to conserve battery.
- If your laptop has a shared memory graphics card, please ensure your system has more RAM than listed in the System Requirements.
- Disconnect all unused hardware (e.g. printer, scanner). This will increase the amount of processing power available for your music software.
- Make sure that S5 is connected directly to the computer via the included USB cable. The use of USB hubs is not recommended.
- A bad USB cable can be responsible for connectivity problems. Try using a different cable bearing the official USB logo to see if your cable is the cause of the issues.
- Laptops are often equipped with built-in devices that disturb audio processing, most commonly a network adapter or a wireless LAN card. You might need to disable these devices while working with S5.

Windows users: The Online Knowledge Base contains additional tuning tips for your operating system. See the following articles:

- Windows 7 tuning tips for audio processing:
<http://www.native-instruments.com/knowledge/questions/847/>
- Windows 8 tuning tips for audio processing:
<http://www.native-instruments.com/knowledge/questions/1395/>

8.1.4 Updates

Whenever you encounter problems, it is recommended that you first download and install any available software updates in Service Center or on our website:

<http://www.native-instruments.com/updates>

Updates are released regularly to fix known problems, maintain compatibility with operating system updates, and to continuously improve the software.

8.2 Getting Help

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

The links in the following sections are also accessible from the Service Center application:

- ▶ Open the Service Center application and click on the Support button in the upper-right corner.

8.2.1 Knowledge Base

The Online Knowledge Base gathers useful information about your Native Instruments product which helps solve issues you may have. You will find the Knowledge Base at:

<http://www.native-instruments.com/knowledge>

8.2.2 Technical Support

If no Knowledge Base entry matches your problem, or if the matching entry does not solve the problem, you can use the Online Support Form to contact the Technical Support team of Native Instruments. The Online Support Form will ask you to enter information about your hardware and software setup. This information is essential for our Support team to be able to provide you with quality assistance. You can reach the Online Support via:

<http://www.native-instruments.com/suppform>

When communicating with the Native Instruments support team, keep in mind that the more details you can provide about your hardware, your operating system, the version of the software you are running, and the problem you are experiencing, the better they will be able to help you. In your description, you should mention:

- How to reproduce the problem
- What you have already tried to fix the problem
- A description of your setup, including all hardware
- The brand and specifications of your computer
- The software version number



The version number of your software is displayed in the TRAKTOR splash screen you see when the application launches. After startup, the same splash screen can be opened by clicking the TRAKTOR logo in the upper right corner of the user interface.

When installing new software or software updates, a Readme file is included that contains last minute information that was not yet included in the documentation. Please open and read this Readme file before contacting Technical Support.

8.2.3 Registration Support

If problems occur during the product activation procedure, please contact our Registration Support team:

<http://www.native-instruments.com/suppform>

8.2.4 User Forum

In the Native Instruments User Forum, you can discuss product features directly with other users and with experts moderating the forum. Please be aware that the Technical Support team does not participate in the forum. If you're encountering an issue that can't be solved by other users, contact Native Instruments' Technical Support team via the online support form as described above. Find the User Forum at:

<http://www.native-instruments.com/forum>

9 Technical Specification

Input/output connectors

A-D: Four pairs of RCA input connectors

MIC: One 6.3 mm (1/4") TRS (balanced) microphone input connector

BOOTH OUT: Two balanced 6.3 mm (1/4") TRS line out connectors

MAIN OUT: Two balanced XLR outputs

MAIN OUT: Two RCA outputs

PHONES: One stereo 6.3 mm (1/4") headphone output

PHONES: One stereo 3.5 mm (1/8") headphone output

K: One Kensington lock slot

USB: One USB 2.0 Type B connector

POWER: One power supply connector

Audio Specifications

Audio Inputs (A/D)	
Channels	4 Stereo
Sample Rate	48 kHz
Bit Resolution	24-bit
Converter	Cirrus Logic

Line Inputs	
Full Scale Level	+13 dBu
DNR (a-weighted)	113 dBu

Line Inputs	
THD+N	0.001%
Frequency Response	20 Hz – 20 kHz (± 0.1 dB)
Cross talk @ 1kHz	-116 dB

Microphone Inputs	
Full Scale Level @ 1 kHz	-7.2 dBu
DNR (a-weighted) @ 1 kHz	104 dB
THD+N @ 1 kHz	0.006%
Frequency Response	20Hz - 20kHz (± 0.6 dB)

Phono Inputs	
Input impedance	47 k Ω
Full Scale Level @ 1 kHz	-23.5 dBu
DNR (a-weighted) @ 1 kHz	84 dB
THD+N @ 1 kHz	0.002%
Crosstalk @ 1kHz	-105 dB

Audio Outputs (D/A)	
Channels	2 Stereo
Sample Rate	48 kHz
Bit Resolution	24-bit
Converter	Cirrus Logic

Line Outputs (XLR & 1/4" Booth)	
Max Output Level	+20 dBu
DNR (a-weighted)	108 dB
THD+N @ 1kHz	0.001%
Frequency Response	20 Hz – 20 kHz (± 0.2 dB)
Crosstalk @ 1kHz	-115 dB

Line Outputs (RCA)	
Max Output Level	+14 dBu
DNR (a-weighted)	108 dBu
THD+N @ 1kHz	0.001%
Frequency Response	20 Hz – 20 kHz (± 0.1 dB)
Crosstalk @ 1kHz	-117 dB

Headphones Outputs	
Load Impedance	16 Ω – 600 Ω
Max Output Level (32 Ω load)	+7.2 dBu
DNR (a-weighted)	109 dB
THD+N @ 1kHz	0.07 %
Frequency response ± 1 dB	20 Hz – 20 kHz (± 0.2 dB)
Crosstalk @ 1kHz	-63 dB

Power Supply

- Input: 100-240VAC, 50/60Hz, 1.5A
- Output: 15VDC, 2660mA

Dimensions and Weight

- Depth: 32.2 cm
- Height: 6.6 cm
- Width: 50 cm
- Weight: 3.7 kg

Environmental Specifications

- **Operating temperature:** +5 to +35 °C (41 to 95 °F), max 85% non-condensing humidity
- **Storage temperature:** 0 to 40 °C (32 to 104 °F), max 85% non-condensing humidity



Do not install this unit in locations exposed to high humidity or direct sunlight.