



NI NATIVE INSTRUMENTS

THE FUTURE OF SOUND

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1. DISCLAIMER

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Document authored by: Christian Schulz

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Hardware version: TRAKTOR KONTROL MK3

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

2. WELCOME TO TRAKTOR KONTROL S2

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

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

2.1. Document Conventions

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



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



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



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

Furthermore, the following formatting is used:

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

Pet Names for Software and Hardware

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

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

2.2. Documentation Resources

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

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

2.3. In this Document

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

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

3. CONCEPTS

This section quickly introduces you to TRAKTOR KONTROL S2's main areas and concepts both on your TRAKTOR KONTROL S2 hardware controller and in the TRAKTOR PRO software.



TRAKTOR KONTROL S2.

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

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

In combination with the TRAKTOR KONTROL S2 controller, the software's upper Decks should always be Track Decks or STEM Decks, whereas the software's lower Decks should always be Remix Decks.

(2) **Mixer:** Sitting in the middle of the TRAKTOR software as well as on your TRAKTOR KONTROL S2 controller, the Mixer receives the audio signals coming from the TRAKTOR Decks. The Mixer's purpose is to adjust the relative level of each channel, to control the channels' frequency content and possibly modulate them with Mixer FX, before it sends the overall result to the MASTER output. On the S2 there is one channel for each Deck **A** and **B**, and one combined channel, controlling both Remix Decks **C** and **D**.

3.1. About Automatic Synchronization of Decks

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

3.1.1. Tempo Master and Master Clock

The Tempo Master represents the reference tempo to which all other elements can synchronize. The Tempo Master can either be TRAKTOR's internal Master Clock, or one of the Decks. The Tempo Master does not have to be the same throughout your mix, but there can only be one Tempo Master. When activating the Sync function on a Deck, TRAKTOR synchronizes the Deck to the Tempo Master.

3.1.2. Beatgrid

For a Deck to provide reliable tempo and beats as a Tempo Master or for syncing, the loaded track must first be analyzed by TRAKTOR. This analysis will determine the tempo (BPM) as well as the position of the beats; the result is the so-called Beatgrid. There is a specific Beatgrid for each of your tracks.

3.1.3. Automatic Syncing

Samples playing in Looped mode and time-evolving FX are always automatically synced to the current tempo master.

For Track Decks, you can decide whether to use the automatic Sync function or not — for example if you want to beat match tracks manually, or if you don't want any beat matching at all.

3.1.4. Automatic Tempo Master Mode

With **AUTO** mode activated in the Master Control panel, TRAKTOR can automatically switch the Tempo Master between Track Decks. This happens when the Track Deck currently set as Tempo Master is stopped or when you load a new track onto it. This way, you don't have to worry about setting the Tempo Master yourself. If there is no other Track Deck playing, the Master Clock would automatically become the Tempo Master indicated by the MASTER button in the Master Control panel.

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

3.2. About the Track Collection

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

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

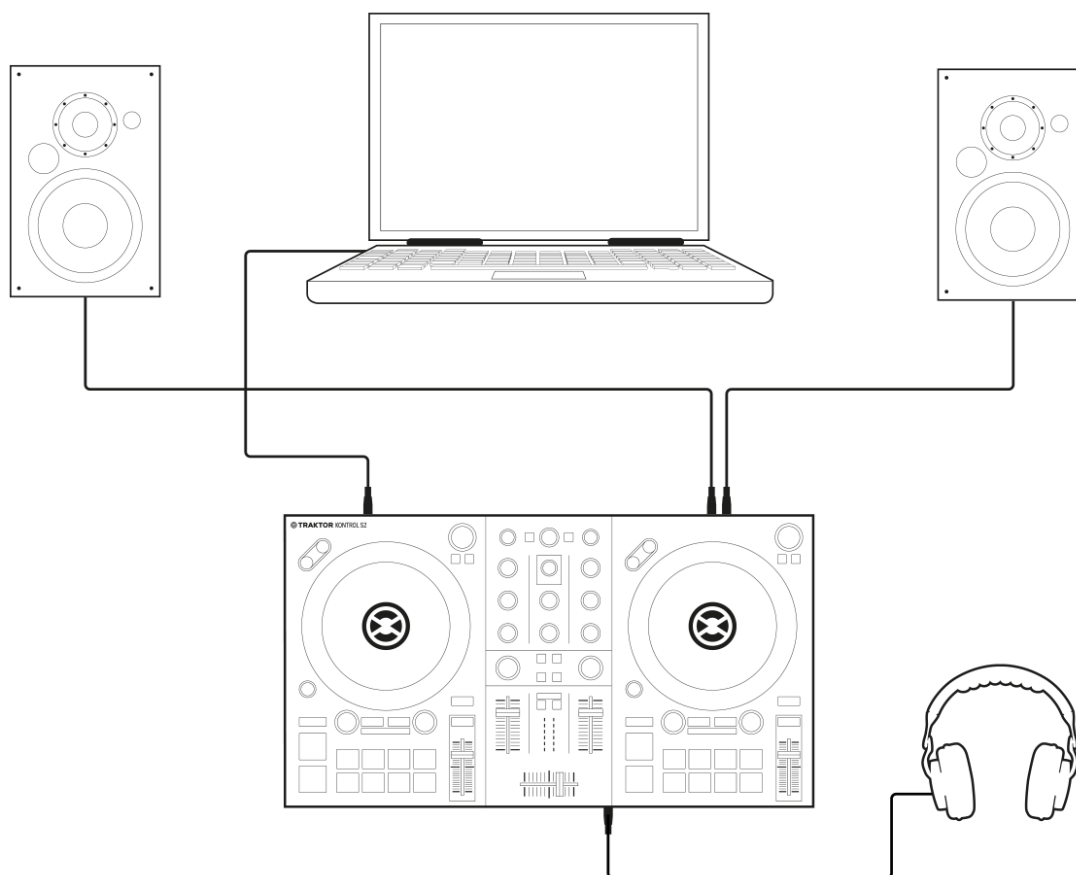
3.3. STEM File Playback

Generally, the S2 is designed to control tracks using Track Decks. However, you can also load STEM Files into the Decks. In this case the Decks in TRAKTOR switches to Deck Type STEM Deck showing the individual STEM Part waveforms and additional controls. The S2 does let you playback the STEM Files like a normal track but does not allow you to further control the STEM Files.

4. SETTING UP TRAKTOR KONTROL S2

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

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

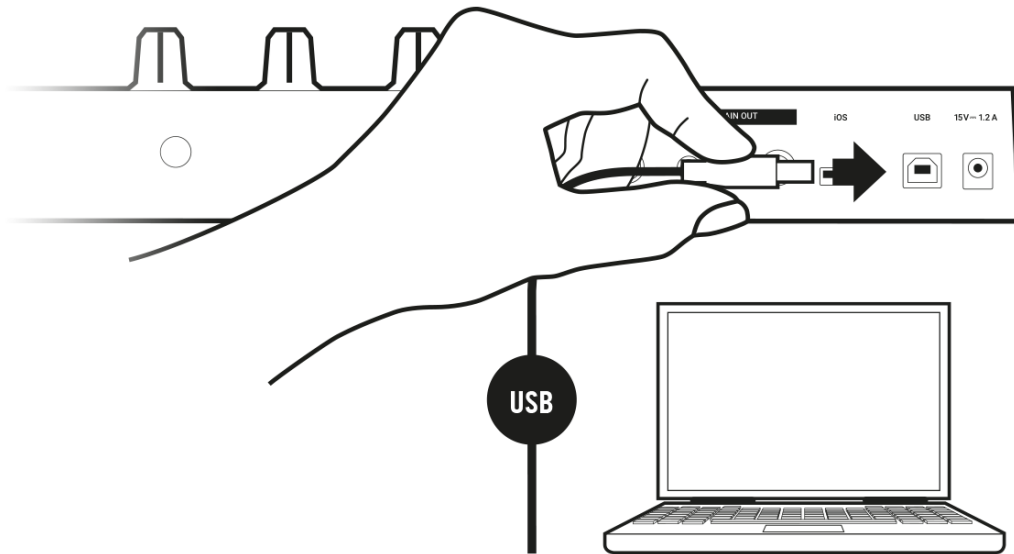


TRAKTOR KONTROL S2 setup.

4.1. Connecting to the Computer

To connect the TRAKTOR KONTROL S2 to your computer:

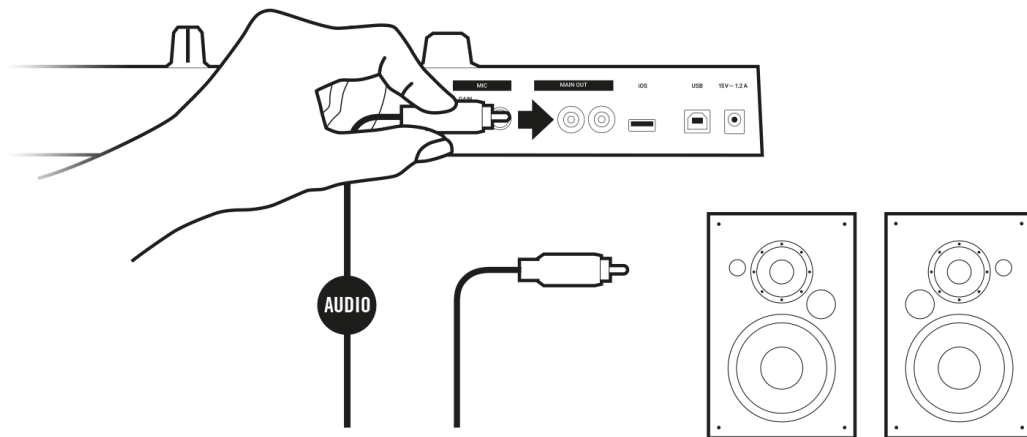
1. Connect the device end (square plug) of the included USB cable to the USB socket on the rear panel of your S2.
2. Connect the computer end (flat rectangle plug) of the USB cable to an available USB 2.0 port (or later) on your computer.

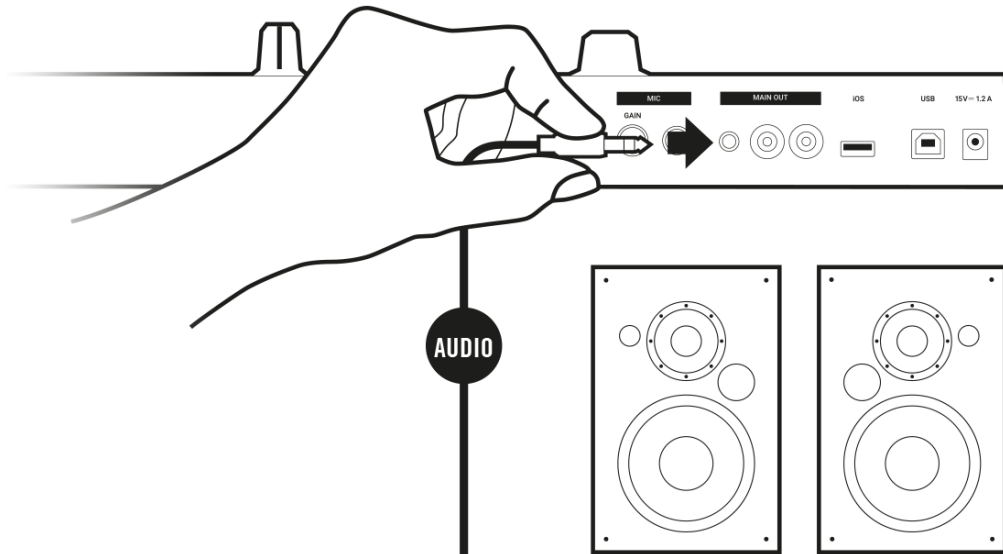


4.2. Connecting Active Speakers

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

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





4.3. Connecting Headphones

To connect headphones to the TRAKTOR KONTROL S2:

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

4.4. Final Preparation

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

Switching on Devices and Starting TRAKTOR

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

Importing Data from Your Previous TRAKTOR Version

When you start TRAKTOR for the first time, TRAKTOR will ask if you want to import your previous data by copying the existing user content to a new folder in your user folder. Your previous data will not be altered if you copy it to the new default folder.

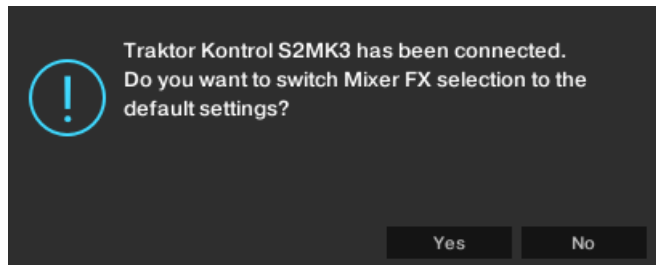
If you want to import data from your previous TRAKTOR installation:

- Click **Yes** to confirm.

The data is imported.

Switching Mixer FX to Default Pre-Selection

TRAKTOR recognizes the S2 is connected to the computer, and asks you to switch Mixer FX selection to default values:

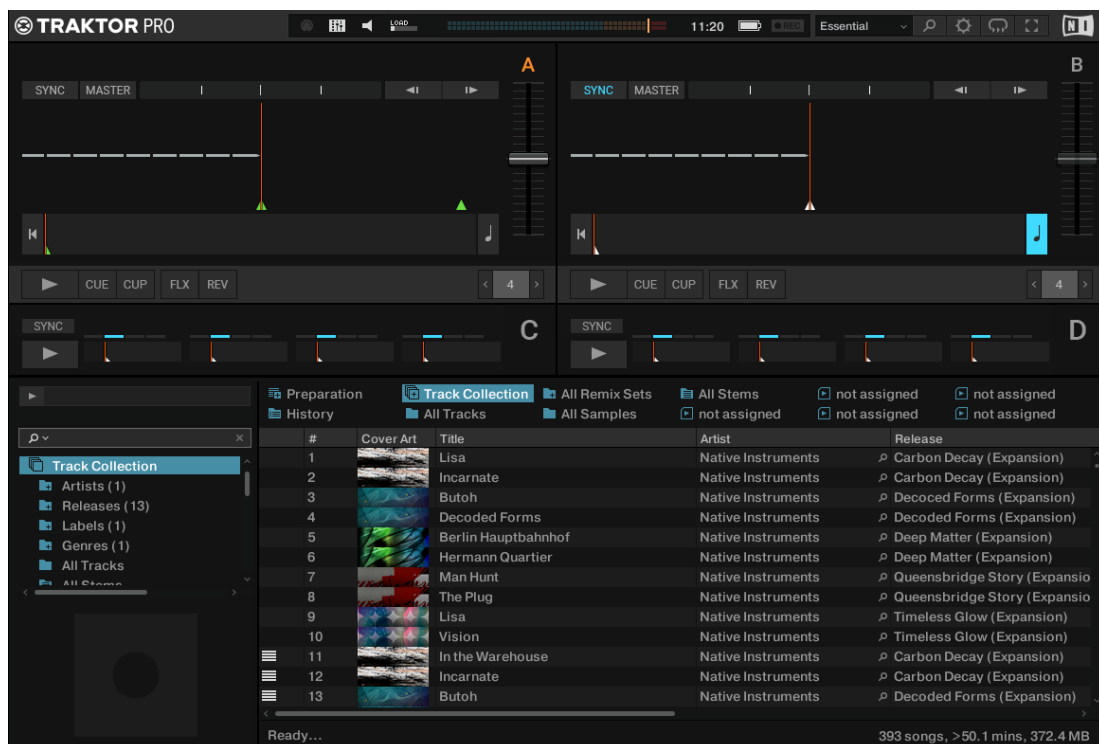


TRAKTOR alert for switching Mixer FX pre-selection to default.

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

Configuring TRAKTOR using the Setup Wizard

1. The **WELCOME** page asks you to connect any controllers and devices to your computer. Click **Next** to proceed.
2. On the **DECK LAYOUT** page select the Deck setup to control with your S2, i.e. **2 Track Decks + 2 Remix Decks**.
3. Click **Next** to proceed.
The **SUMMARY** Page shows you the configuration of TRAKTOR.
4. Click **Finish** to confirm your configuration.
The TRAKTOR window now appears in the Essential Layout.



4.5. Importing Music to the Track Collection

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

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

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

5. TRAKTOR KONTROL S2 OVERVIEW

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



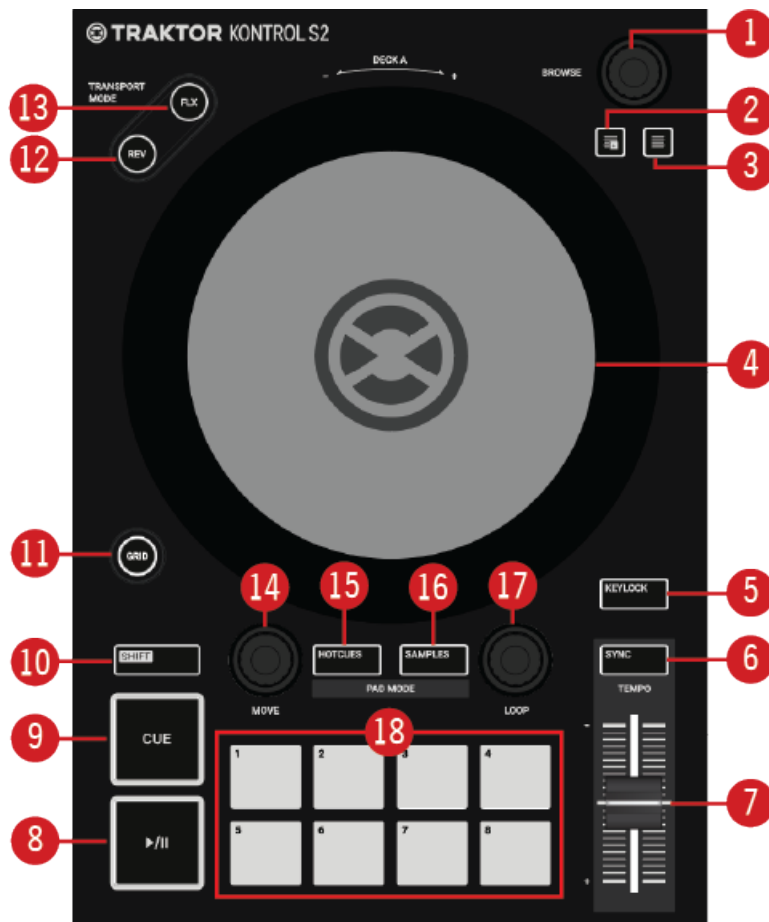
TRAKTOR KONTROL S2.

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

(2) **Mixer:** The Mixer receives the audio signals coming from TRAKTOR software Decks A and B; there is one channel for each Track Deck A and B, and one combined channel that controls both Remix Decks C and D. The Mixer adjusts the relative level of each channel, controls the channels' frequency content, adds Mixer FX, and sends the overall result to the audience via the Master output. For more information on the control elements, refer to [Mixer](#), and [Mixer Channel](#).

5.1. Decks

This section introduces you all Deck elements of the S2.



S2 Deck.

- (1) **BROWSE encoder:** Navigates through the Track Collection for selecting and loading music content.
- (2) **Preparation button:** Assigns a track to the Preparation List.
- (3) **BROWSE View button:** Maximizes the Browser view in the TRAKTOR software.
- (4) **Jog Wheel:** The Jog Wheel gives you advanced control on track transport. As with a conventional CD player or turntable, you can manually hold playback, nudge and bend, and start scratching by touching and turning the Jog Wheel and the outer rim. Furthermore, you can manually correct tracks' Beatgrids.
- (5) **KEYLOCK :** Locks the Key for the track on the Deck.
- (6) **SYNC:** Syncs the Deck to the Tempo Master.
- (7) **TEMPO Fader:** Manually adjusts the tempo for the track.
- (8) **Play/Pause:** Starts/stops the playback of the Deck.
- (9) **CUE:** Starts playback from the Floating Cue Point and moves the playback position back to the Cue Point during playback.
- (10) **SHIFT:** The **SHIFT** button is a modifier. Holding **SHIFT** depressed gives you access to secondary functions of other control elements.
- (11) **GRID:** Enables the Beatgrid Adjust mode. In this mode the Jog Wheel can be used to correct the Beatgrid for the current track.

(12) **REV button**: When in Flux mode, the **REV** button lets the track play reversely.

(13) **FLX button**: Enables Flux Mode for the focused Deck.

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

(15) **HOTCUES button**: Enables **HOTCUES** Mode. When enabled, the eight Pads are used for storing and triggering Cue Points and Loops.

(16) **SAMPLES button**: Enables **SAMPLES** Mode. When enabled, the eight Pads are used for controlling the first four Sample Cells of Sample Slots in Remix Decks C or D, respectively.

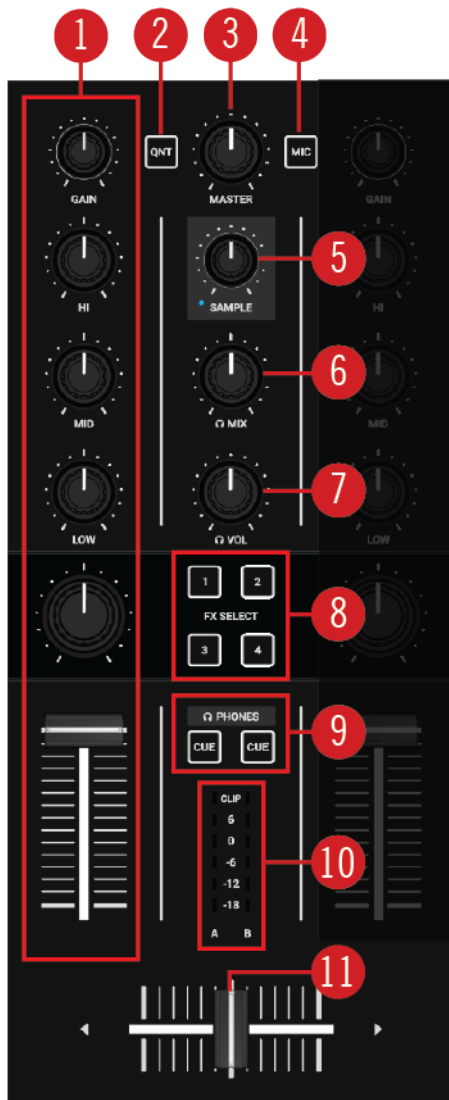
(17) **LOOP encoder**: Allows you to enable/disable Looping as well as change the Loop size.

(18) **PADS**: The functions depend on the current Pad Mode:

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

5.2. Mixer

The Mixer is sitting in the middle of your TRAKTOR KONTROL S2 controller and contains the following control elements:



Mixer.

(1) **Mixer channel A and B:** Receives the incoming audio signals from the Decks, modulates the audio signal, and adjusts the output level with its control elements. For more information, refer to [Mixer Channel](#).

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

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

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

(5) **SAMPLE knob:** Adjusts the channel volume for Remix Deck C or D added to the Master output signal.

(6) **Headphone Cue Mix control:** Adjusts the signal mix between Master output signal and the Cue Channel signal in the headphones.

(7) **Headphone Cue Volume control:** Adjusts the Headphone CUE level.

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

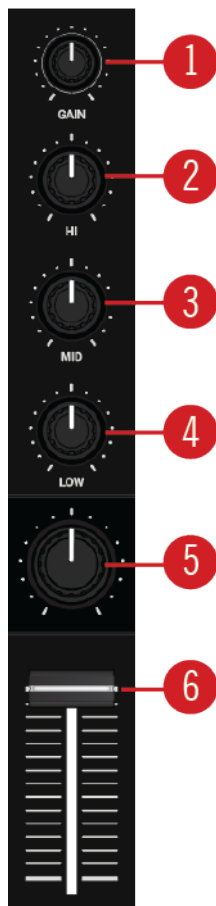
(9) **Headphone CUE button:** Sends the Mixer channel's audio signal to the CUE channel for preparing the next transition and previewing tracks.

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

(11) **Crossfader:** Lets you transition between the loaded tracks. It controls the mix between the Mixer channels' audio signals assigned to its left and right side. At each crossfader end, the opposite signals are totally cut. Moving the crossfader gradually fades in and fades out the relevant audio signal in the Master output. At the center position, both audio signals are fully audible.

5.3. Mixer Channel

The left and right Mixer channels provide you with the following control elements:



Mixer Channel.

(1) **GAIN knob:** Adjusts the input level of the signal coming from the corresponding Deck.

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

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

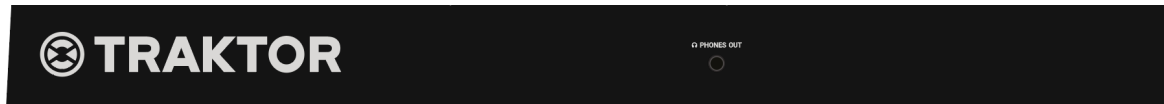
(4) **LOW knob:** Emphasizes, or attenuates, or removes the low frequency band of the audio signal.

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

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

5.4. Front View

The front panel of your S2 hosts the Heaphones socket (**PHONES OUT**) for the CUE channel, using a stereo 1/4" jack.



Front view.

5.5. Rear View

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



Rear view.

- (1) **Kensington Lock slot:** Attaches a Kensington Lock to protect your S2 against theft.
- (2) **MIC GAIN:** Adjusts the level for the incoming microphone signal.
- (3) **MIC 1/4" socket:** Connects a microphone using a 1/4" jack.
- (4) **MAIN OUT 1/8" socket:** Connects the S2 to active speakers.
- (5) **MAIN OUT RCA R / L:** Connects the S2 to a power amplifier.
- (6) **iOS:** Connects an iOS device for future iOS compatibility.
- (7) **USB:** Connects your S2 with your computer using the included USB cable.
- (8) **Power Supply socket:** Connects the optional Native Instruments Power Supply to be purchased separately on the Native Instruments online shop.

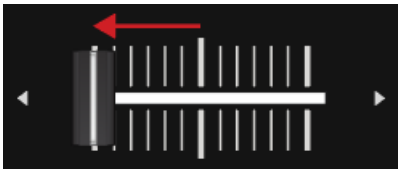
6. MIXING YOUR FIRST TRACKS USING SYNC

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

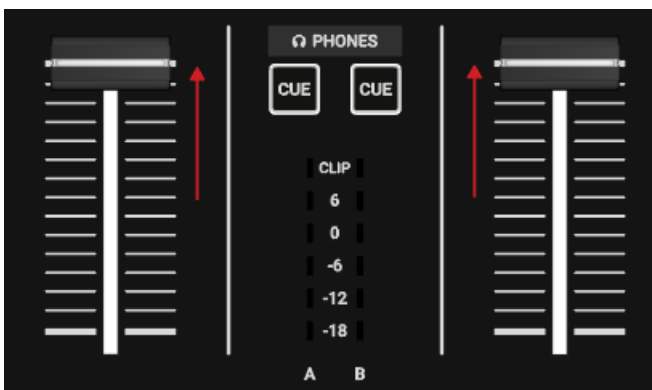
At first you will prepare the Mixer by adjusting the control elements for mixing, from Deck A to B. Then you will load the first track into Deck A, and begin to perform step by step.

6.1. Prerequisites

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



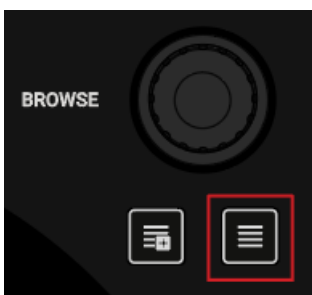
2. Set Channel fader A and Channel fader B to maximum position.



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

6.2. Loading the First Track into Deck A

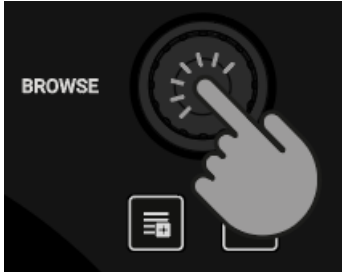
1. Press the **Browser View** button to open the Browser view in the software.



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

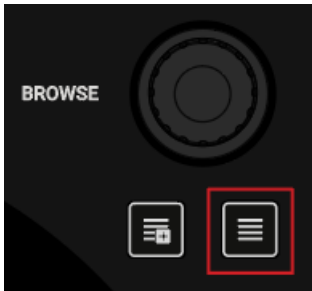


3. Press the **BROWSE** encoder to load the track into the Deck.



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

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



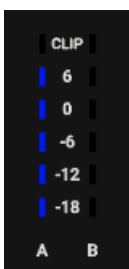
6.3. Starting Playback of Deck A

To start playback on Deck A:

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



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



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

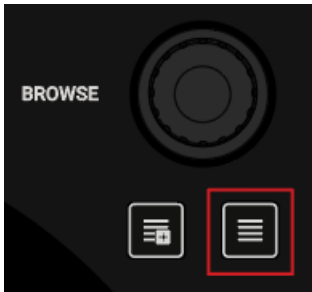
You now hear the audio of the track in your speakers.

6.4. Loading the Second Track into Deck B

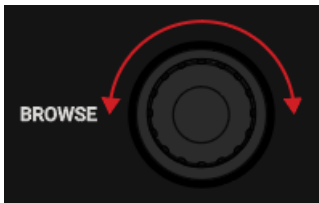


The next track you want to mix must have a similar tempo like the playing track.

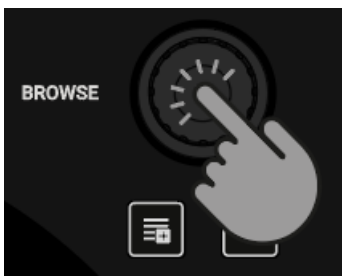
1. Press the **Browser View** button to open the Browse View in the software.



2. Turn the **BROWSE** encoder to select one of your tracks, or a demo track i.e. **Lisa** by Native Instruments.



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

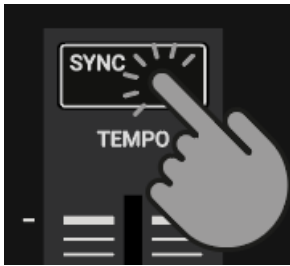


TRAKTOR now analyzes the Track to determine its tempo, and to create the Beatgrid and the Waveform.

6.5. Syncing the Track Tempos

In order to sync the tempos of both tracks:

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



The tempos of both tracks are now synced, indicated by the equal tempo value in the software's Deck Header. The **SYNC** button lights up on Deck B.

6.6. Starting Playback of the Second Track

When the track in Deck A is almost over:

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



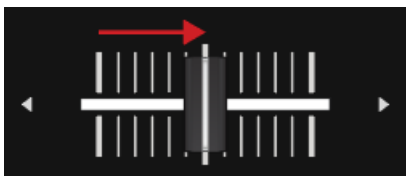
The waveform starts moving and the Channel Volume Meter LEDs in Mixer channel B illuminate. The tracks in Deck A and Deck B play in sync.



6.7. Mixing in the Audio Signal

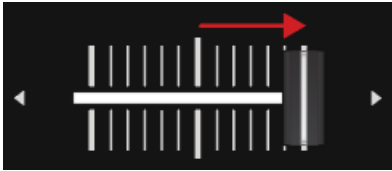
You can now mix the audio signal of Mixer channel B into the Master signal:

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



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

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



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

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

7. TUTORIALS

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

- **Browsing and Loading Tracks:** By having your music imported in TRAKTOR, you can use the Browse controls on the S2 to find tracks for your mix. When loading a track into a Deck, TRAKTOR starts to analyze the track, calculating its exact tempo and key information. From this analysis, TRAKTOR creates the Beatgrid and the Waveform. This information is then stored for the track in the Track Collection. For more information, refer to [Browsing and Loading Tracks](#).
- **Controlling Track Playback:** The S2 lets you control the playback of your tracks using transport controls and the Jog Wheels. For more information, refer to [Controlling Track Playback](#).
- **Adjusting Levels:** The Mixer lets you adjust volumes of your tracks and tweak the frequency bands of the audio signals using the equalizer. For more information, refer to [Adjusting Volume Levels](#), and [Using the Equalizer to Tweak Your Sound](#).
- **Adjusting Tempo:** you can use the Tempo faders on each Deck to adjust the tempo. The Tempo faders can be operated in two modes. For more information, refer to [Adjusting Track Tempo](#).
- **Locking Key of Tracks:** When adjusting the tempo of a track, the pitch of the key changes accordingly. Using Keylock you can adjust the tempo without altering the current pitch. For more information, refer to [Locking Key of Tracks](#).
- **Working with Mixer FX:** You can modulate the sound of your tracks using Mixer FX. For more information, refer to [Working with Mixer FX](#).
- **Working with Cue Points:** By triggering stored Hotcues from the Pads, you are able to jump to specific sections within the track. For more information, refer to [Playing with Cue Points](#).
- **Working with Loops:** To extend the playback of tracks or to loop a specific part in a track, you can make use of the looping functions on your S2. For more information, refer to [Playing with Loops](#).
- **Snap Mode and Quantize Mode:** In order to precisely place Cue Points, Loops and jumps within tracks without losing the sync, use Snap mode and Quantize mode. For more information, refer to [Snap Mode and Quantize Mode](#).
- **Using Flux and Reverse mode:** Flux mode and Reverse mode allows you to create a parallel playhead that you can use to perform with Hotcues and Loops. This additional playhead can be used without losing the original track playhead position. For more information, refer to [Using Flux and Reverse Modes](#).
- **Previewing Tracks using the CUE Channel:** The Headphones CUE channel and its controls on the Mixer enables you to preview your tracks and your sound adjustments before you transition to the next track. For more information, refer [Previewing Tracks using the CUE Channel](#).
- **Working with the Preparation List:** The Preparation List in TRAKTOR's Browser lets you to prepare for your next mix. The S2 has a dedicated control so you can easily add tracks to the list. For more information, refer to [Working with the Preparation List](#).
- **Adding Samples to Your Mix:** You can perform and remix your music by triggering the first four Loops or One-shot Samples of Remix Decks C and D, via the Pads. For more information, refer to [Adding Samples to Your Mix](#).

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

7.1. Browsing and Loading Tracks

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

Opening the Browser View

You can maximize the Browser by opening the Browser view in TRAKTOR:

1. Press the **Browser View** button.
The TRAKTOR Layout switches to Browser view.
2. Press the **Browser View** button again to close the Browser view in TRAKTOR.

Finding a Track

On the Deck you want load a track:

1. Turn the **BROWSE** encoder to scroll through the Track List for selecting a track.
2. Press and hold **SHIFT** + turn the **BROWSE** encoder to select another favorite folder.
The Track List content changes accordingly.

Loading the Track into the Deck

To load the selected track into the Deck:

- Push the **BROWSE** encoder.
The track is loaded into the Deck. Depending on the loaded track, the Deck Type switches accordingly.

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

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

7.2. Controlling Track Playback

The Transport Controls and the Jog wheels on the S2 let you control the playback behavior of tracks. This section describes the several interactions you can perform to control the playing track, as well as previewing tracks for the next transition in the CUE channel.

Starting/Pausing Playback

To start the playback of the loaded track:

- Press the Play/Pause button.

To pause the playback:

- Press the Play/Pause button again.

Holding Track Playback

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

1. Touch the top plate of the Jog Wheel and keep it hold.
The playback of the track holds immediately.
2. Release the top plate to let go playback.

Scratching the Track

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

1. Touch and hold the top plate of the Jog Wheel + quickly turn it clockwise and counter-clockwise in slight movements.
You will noticeably hear the typical vinyl scratch sound.
2. Release the top plate to let go of playback.

Seeking in the Track

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

- Touch the top plate of the Jog Wheel + turn it clockwise or counter-clockwise.
Upon turning the Jog Wheel the track now quickly winds forward or backward, respectively.

To seek in bigger steps through the track:

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

Cueing the Track using the CUE Button

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

7.3. Adjusting Volume Levels

When mixing tracks you need to make sure that the volumes of both tracks are at the same level for flawless transitions. For this, you can define the volume level for the incoming audio signal into

the Mixer channel (GAIN) on the one side, and you can define the volume for the outgoing signal to the MASTER output on the other side.

Adjusting the GAIN Levels for Incoming Audio Signals

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

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

Adjusting Channel Volume Levels

To adjust the volume of the mixer channels:

- Move the channel faders up or down.

Adjusting the MASTER Output Level

To adjust the **MASTER** volume level:

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



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

7.4. Using the Equalizer to Tweak Your Sound

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

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

Taking out Frequency Bands of the Audio Signal

- Turn the **EQ** knobs counter-clockwise to take out the individual frequency band. Turning the **EQ** knobs entirely counter-clockwise would kill/mute the individual frequency band from the audio signal.



Taking out frequencies can avoid clipping that can easily occur when two tracks play together with full volume.

Attenuating Frequency Bands in the Audio Signal

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

Using the equalizer while cueing a track can support manual alignment of the tempos.

7.5. Adjusting Track Tempo

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

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

Relative mode

In this mode, each TEMPO fader on your S2 affects the Tempo fader of the software Deck relatively to its current position, even if this position does not match the position of the TEMPO fader on your S2. This notably resolves possible conflicts between the Tempo fader and the Deck synchronization.

Absolute Mode

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

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

7.6. Locking Key of Tracks

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

To avoid this, you can use the **KEYLOCK** function that uncouples the pitch (key) and the tempo (BPM) of a track. This means if you lock the key of a track at original tempo, and you then drag the tempo fader up or down, the tempo changes but the key remains at its original level:

1. Load a track into any Deck.
2. Set the tempo fader to the original tempo position.
3. Press the **KEYLOCK** button on the Deck to lock the key for the track.
4. Drag the Tempo fader up or down to change the tempo.

The tempo changes but the key remains at its original pitch.

7.7. Working with Mixer FX

A Mixer FX is a grouped effect which can be applied to the audio signal in the Mixer channel by just using the Mixer FX Amount knob. You can choose one of four pre-selected Mixer FX using the **FX SELECT** buttons:

- **Filter**: The **FX SELECT 1** button lights up red.
- **Reverb**: The **FX SELECT 2** button lights up green.

- **Dual Delay:** The **FX SELECT 3** button lights up blue.
- **Flanger:** The **FX SELECT 4** button lights up red.

Selecting a Mixer FX

To select a Mixer FX:

- Press the **FX SELECT** button with the individual Mixer FX.
The **FX SELECT** button brightly lights up, indicating the Mixer FX is selected.

Applying the Mixer FX to the Audio Signal

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

- Turn the Mixer FX Amount knob counter-clockwise.

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

- Turn the Mixer FX Amount knob to center position.

7.8. Playing with Cue Points

Starting from a particular point in a track (for mixing in, triggering, etc.) is called “cueing”. The S2 enables you to set points for cueing and for directly jumping to particular positions — Cue Points. You can store Cue Points as Hotcues using the Pads on the Deck. This allows instant access to your Cue Points.

Enabling HOTCUES Mode

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

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

Storing Cue Points on Hotcue Buttons

To store a Cue Point on a Hotcue button.

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

Triggering Cue Points on a Playing Deck

To trigger Cue Points on a playing Deck:

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

Triggering Cue Points on a Stopped Deck

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

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

Removing Cue Points

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

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

7.9. Playing with Loops

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

Enabling a Loop

In order to enable a Loop:

1. Press the **LOOP** encoder.
The playback is looping by the pre-defined Loop size. The Loop appears as the green area in the Waveform.
2. To disable the Loop, press the **LOOP** encoder again.
The playback continues.

Changing the Loop Size

You can instantly change the size for the an enabled or disabled Loop:

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

If there is no Loop enabled, turning the **LOOP** encoder only pre-defines the Loop size.

Storing Loop on Hotcue Buttons

1. Enable a Loop.
2. Press an unlit Pad.
The Loop is stored as Hotcue. The Pad lights up green.

Triggering stored Loops

To trigger a stored Loop:

- Press a green lit Pad.
The playback continues at the position of the stored Loop.

Moving Loops

You can move enabled and disabled Loops forward or backward in the track:

- Turn the **MOVE** encoder clockwise or counter-clockwise.
This instantly moves the Loop in the track.

Removing Cue Points

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

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

7.10. Snap Mode and Quantize Mode

Snap mode and Quantize mode are important tools that can help you when working with Cue Points and Loops, and for jumping in the track:

- **SNAP** mode ensures that any Loop or Cue Point you set in a track will snap to the closest beat.
- **QUANTIZE** mode ensures that you remain in sync and on beat, whenever you jump to a Loop, a Cue Point, or any position in the track.

Examples for Using and not using SNAP Mode

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

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

Enabling/Disabling Quantize Mode

When Quantize mode is enabled, the **QNT** button is brightly lit. When Quantize mode is disabled, the **QNT** button is dimly lit.

To enable or disable Quantize mode:

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

Enabling/Disabling SNAP Mode

To enable or disable SNAP mode:

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

7.11. Using Flux and Reverse Modes

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

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

In addition, you can enable the Reverse mode which lets the track playback reversely from the current playhead position using the same

Enabling Flux Mode

To enable Flux mode for the Deck:

1. Press the **FLX** button.
2. Press and hold a Pad with the Hotcue.
The playback continues from the stored Cue Point or Loop.
3. Release the Pad.
The playback resumes to the original playback position.

Enabling Reverse Mode

Enable the Reverse Mode additionally to the Flux Mode.

1. Press the **REV** mode button.
The track plays back reversely.
2. Press and hold a Pad with a Hotcue.
The playback reversely continues from the stored Cue Point or Loop.
3. Release the Pad.
The playback resumes to the original playback position.



Enabling Reverse mode also enables Flux mode.

7.12. Previewing Tracks using the CUE Channel

To preview the track in your headphones:

1. Put on your headphones.
2. Press the **CUE** button of the individual Mixer channel(s).
3. Adjust the volume and the cue-master-mix signal by turning the **VOL** knob and **MIX** knob, so that you hear both tracks by the desired amount in your headphones.

7.13. Working with the Preparation List

The S2 lets you prepare for your next mix. Using the Preparation List button you can conveniently add the selected track in the Track List to the Preparation List in the Browser:

Adding Tracks to the Preparation List

To add tracks to the Preparation List:

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

Displaying the Preparation List

To display the Preparation List:

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

7.14. Adding Samples to Your Mix

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

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

Step 1 - Enabling Deck C and D in TRAKTOR

To enable Deck C and D:

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

Step 2 - Changing the Deck Type to Remix Deck

In TRAKTOR:

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

Step 3 - Loading Samples or Remix Sets

1. In the Browser Tree in TRAKTOR, expand the **Track Collection** folder.
2. Select the folder **All Samples** to show all Samples in the Track List.
3. In the Track List, drag the Sample and drop it into the first Sample Cell of any Sample Slot in the Remix Deck one-by-one.
The Samples are loaded. The Pads 1 to 4 now reflect the colors of the Samples.
4. Alternatively, you also can load a Remix Set from the **All Remix Sets** folder.

Step 4 - Controlling Samples

1. Press the **SAMPLES** button on the Deck.
2. Press Pad **1** to **4** to trigger the individual Samples.
The Samples are audible. As long as the Samples or One Shot Samples play, the Pad illuminates brightly.
3. Turn the Samples **SAMPLES** volume control to adjust the volume for the Samples.
As long as the Samples or One Shot Samples are audible, the long the LED of the **SAMPLE** volume control illuminates.
4. Mute/un-mute the individual Sample Slots by pressing the white lit Pads 5 to 8.
A muted Sample Slots is reflected by a dimly lit Pad.

7.15. Correcting Beatgrids of Tracks

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

Checking Beatgrid

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

Correcting Beatgrid

To correct the the Beatgrid setting, proceed as follows:

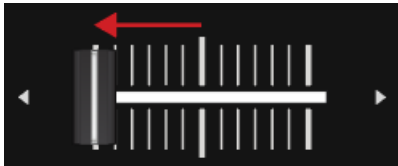
1. While holding the **GRID** button, slightly turn the Jog Wheel clockwise or counter-clockwise to move the Beatgrid forward or backward, respectively.
By turning the Jog Wheel you are able adjust the Beatgrid, so that the Beat tick matches the beat of the track.
2. Release the **GRID** button.
The track's Beatgrid is corrected and saved for the track.

7.16. Mixing Tracks Using Jog Wheels

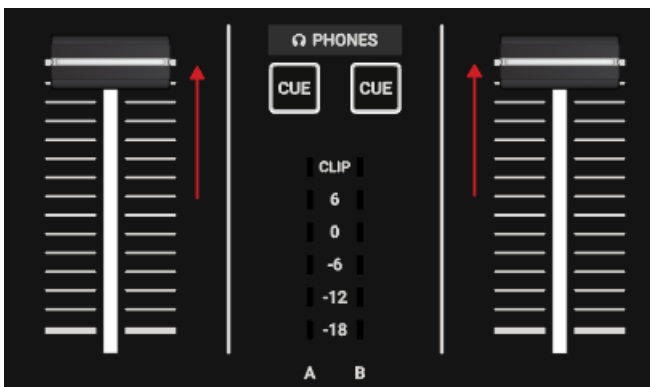
In this section you will learn how to mix your first two tracks using Deck A and Track B, the Jog Wheels and your headphones. At first, you will prepare the Mixer by adjusting the control elements for mixing from Deck A to B. Then you will load the first track into Deck A, and begin to perform step by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

7.16.1. Prerequisites

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



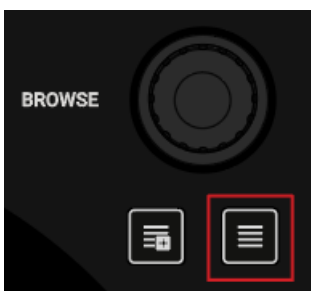
2. Set Channel fader A and Channel fader B to maximum position.



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

7.16.2. Loading the First Track into Deck A

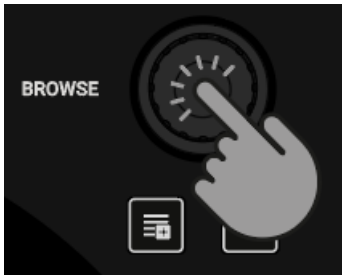
1. Press the **Browser View** button to open the Browser view in the software.



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

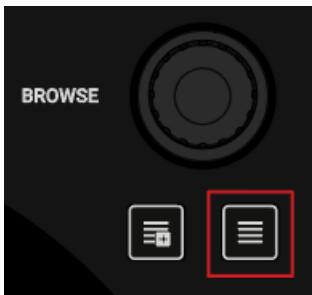


3. Press the **BROWSE** encoder to load the track into the Deck.



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

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



7.16.3. Starting Playback of Deck A

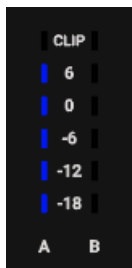
To start playback on Deck A:

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



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

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



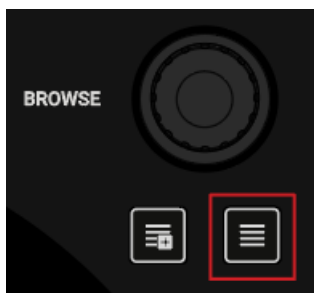
3. Slowly increase the volume of your audio system or active speakers to a moderate listening level.
You will now hear the audio of the track in your speakers.

7.16.4. Loading the Second Track into Deck B

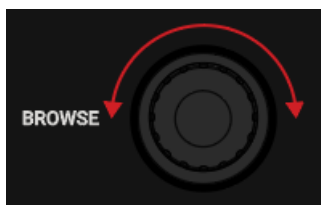


The next track you want to mix must have a similar tempo like the track currently playing.

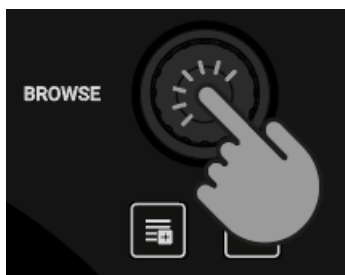
1. Press the **Browser View** button to open the Browse View in the software.



2. Turn the **BROWSE** encoder to select one of your tracks, or a demo track, i.e. **Lisa** by Native Instruments.

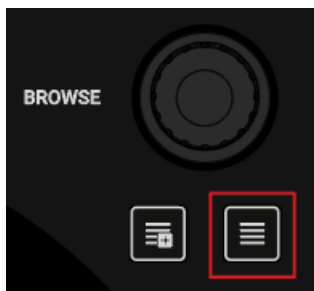


3. Press the **BROWSE** encoder to load the track into the Deck.



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

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



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



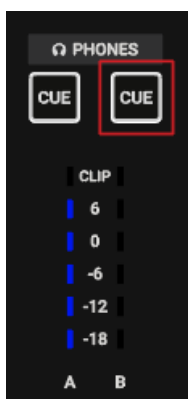
The waveform starts moving and the Channel Volume Meter LEDs in Mixer channel B illuminate. The tracks in Deck A and Deck B play in sync.

7.16.5. Syncing Track Tempos using the Jog Wheels

To manually Sync the track in Deck B to the track in Deck A:

Enabling the CUE Channel

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



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



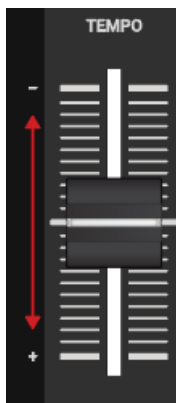
- Adjust the volume and the cue-master-mix signal by turning the **VOL** knob and **MIX** knob, so that you hear both tracks equally in your headphones.



Coarse Adjusting the Tempo

The Deck Headers indicate the current tempos for the tracks. To adjust the tempo of the track in Deck B.

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



Checking the Adjustment using the Jog Wheels

1. Touch and hold the top plate of the jog wheel of Deck B.



The track holds at the current playback position.

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



3. With this beat turn the wheel counter-clockwise to place the playhead position closely before that beat and hold it.
4. Together with the moment of a beat in the playing track, release the top plate.
Ideally the tracks now play in sync. The Phase meters in the Decks also help you to indicate if the track in Deck B still plays faster or slower. If they do not move, the tempos are perfectly synced. If the tracks are not in sync, you need to fine adjust the tempo as explained in the next steps.

Fine Adjusting Tempo

1. To slightly speed it up the tempo, touch the outer rim of the Jog Wheel and slightly turn it clockwise. Simultaneously, move the Tempo fader slightly down.



2. To slightly slow down the tempo, touch the outer rim of the Jog Wheel and turn it counter-clockwise. Simultaneously, move the Tempo fader slightly up.



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

7.16.6. Cuing the Next Track using the Jog Wheels

Having the tempos perfectly synced, use your headphones and the Jog Wheel to find the right position in the next track for fading it in:

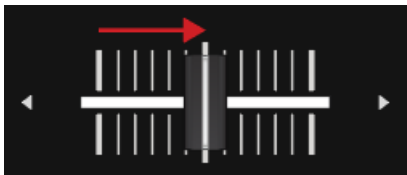
1. Touch and hold the Jog Wheel on its top plate.
The playback holds at the current position.
2. While touching the top plate turn the Jog Wheel clockwise to seek in the track.
While turning the Jog Wheel the playhead moves slightly.
3. To seek in bigger steps, press and hold **SHIFT** + turn the Jog Wheel.
The playhead now moves in bigger steps.
4. When you have found the right position, turn the wheel counter-clockwise to place the play-head position closely before that beat and hold it.
5. Together with the moment of a beat in the playing track, release the top plate.

Ideally the tracks now play in sync. If necessary nudge or bend the tempo by turning the Jog Wheel using its rim.

7.16.7. Mixing in the Audio Signal

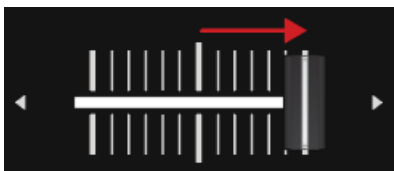
You can now mix the audio signal of Mixer channel B into the Master signal:

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



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

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



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

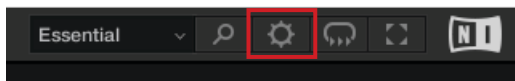
8. PREFERENCES

When opening the Preferences dialog in TRAKTOR you will find an additional page for the S2 controller with configuration settings.

Accessing TRAKTOR Preferences

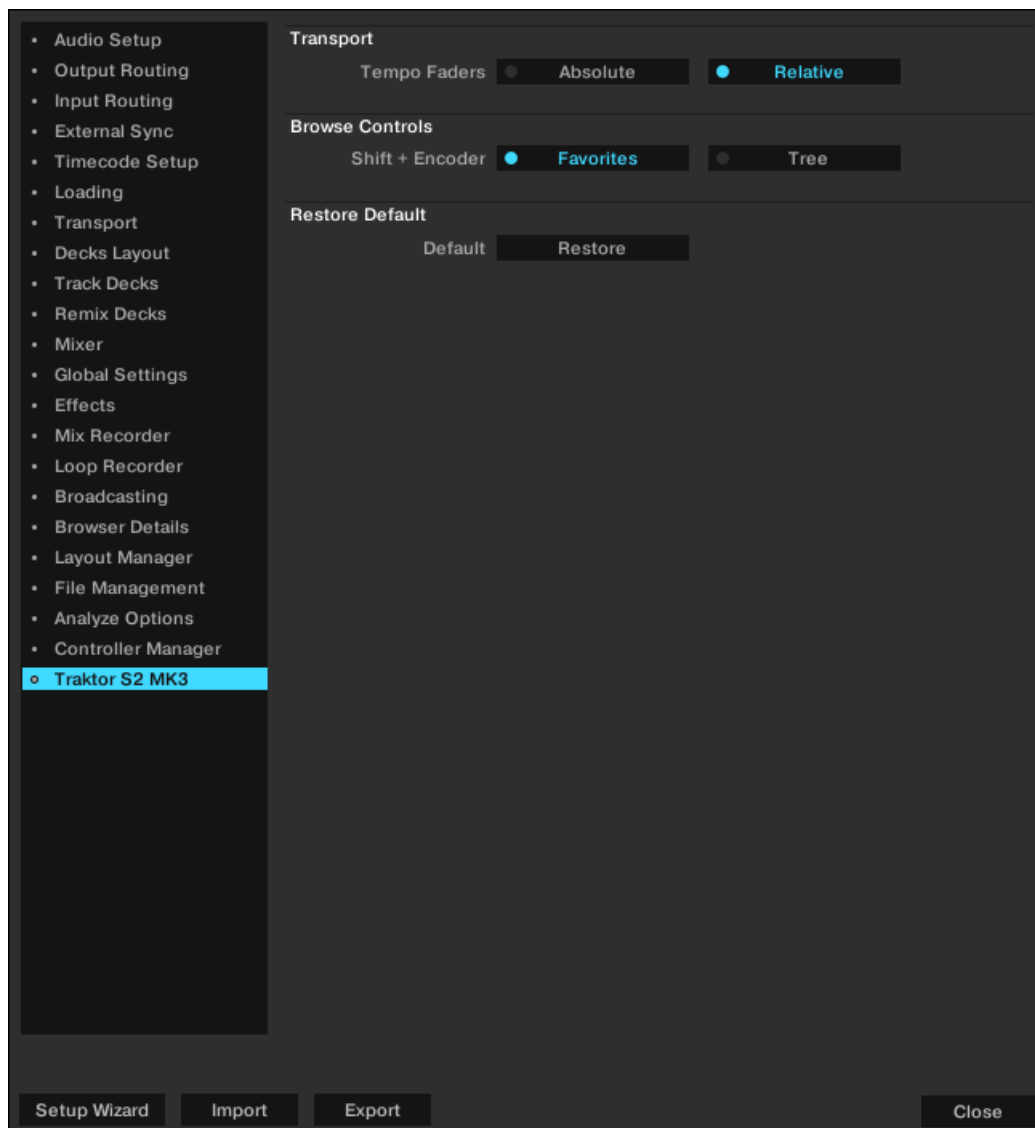
To open the Preferences in TRAKTOR:

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



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

Preferences - Traktor S2 MK3 Page



Preferences - Traktor S2 MK3 Page.

Transport

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

Browse Controls

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

Restore to default

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

9. ADDING A MICROPHONE

To add a microphone to your S2 system:

1. Connect the microphone into the **MIC** input on the rear panel of the S2.
2. Set the microphone input signal to an adequate level by turning the **MIC GAIN** knob on the rear panel of the S2.
3. Press the **MIC** button to add the microphone signal to the MASTER signal.
4. Press the **MIC** button again to remove the signal from the MASTER signal.

10. S2 AS DEFAULT AUDIO INTERFACE

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

Windows

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

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

macOS

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

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

11. SPECIFICATION

System Requirements

For the minimum system requirements your computer needs to meet, see the TRAKTOR specifications section of the Native Instruments website:

<https://www.native-instruments.com/traktor-kontrol-s2/specifications/>

To check the compatibility with several operating systems, please have a look at:

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

Dimensions

Width: 19.13" / 486mm

Height: 2.32" / 59mm

Depth: 10.43" / 265mm

Audio Inputs

Channels: 2

Bit Resolution: 24-bit

Sample Rate: 44.1/48 kHz

Microphone Input: (1/4" / 6.3 mm TRS)

Full Scale Level: -30... -10dBu @ 1 kHz

DNR (a-weighted)@ 1 kHz: 89dB

THD+N @ 1kHz: <0.1 %

Frequency response: 80Hz-20kHz is +0.0 / -1.3 dB low frequency cutoff

Audio Outputs (D/A)

Channels: 4

Bit Resolution: 24-bit

Sample Rate: 44.1/48 kHz

Main Outputs - 2 X Stereo Out (Line and 1/8" / 3.5 mm TRS)

Maximum Output Level: +1.0 dBu

DNR (a-weighted): 90dB

THD+N: <0.03%

Frequency Response: 20Hz-20kHz +/- 1.0 dB

Crosstalk @ 1kHz: -80 dB

Headphone Stereo Output (1/8" / 3.5 mm TRS)

Maximum Output Level: 45 mW @ 33 Ohm load

DNR (a-weighted): 98dB

THD+N: <0.1%

Frequency Response: 20Hz-20kHz +/- 1.0 dB

Crosstalk @ 1kHz: -55 dB