

VERSION

8

# Operation Guide



AUDIO & VIDEO MIXING  
DJ SOFTWARE



**TRAKTOR KONTROL S4 MK2**



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# INSTALLATION

## Firmware & Drivers

**Firmware:** Update the firmware of the unit to the latest version from <http://www.native-instruments.com/en/support/downloads/drivers-other-files/>

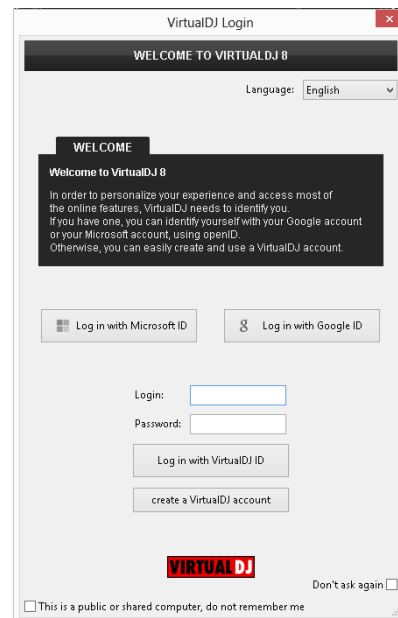
**Drivers:** Install the latest drivers from <http://www.native-instruments.com/en/support/downloads/drivers-other-files/>

## VirtualDJ 8 Setup

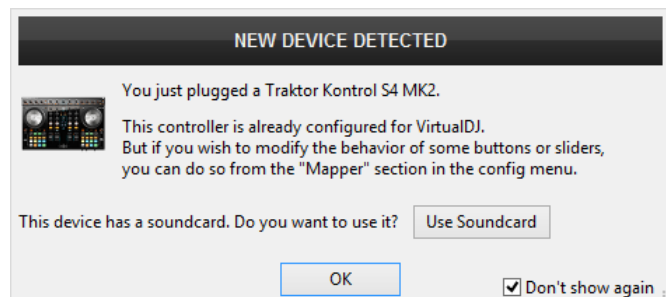
Download and install VirtualDJ 8 from <http://www.virtualdj.com/download/index.html> (in case you have not done already)

Once VirtualDJ 8 is launched, a Login Window will appear. Login with your virtualdj.com account. A **Pro Infinity**, **PRO Subscriber** or **PLUS License** is required to fully use the Native Instruments Traktor Kontrol S4 MK2. Without any of the above Licenses, the controller will operate for 10 minutes each time you restart VirtualDJ.

<http://www.virtualdj.com/buy/index.html>



A **detection** window will appear next asking to use or not the **pre-defined audio setup** with the built-in sound card of Kontrol S4 MK2. You can still change that from Settings->AUDIO tab.



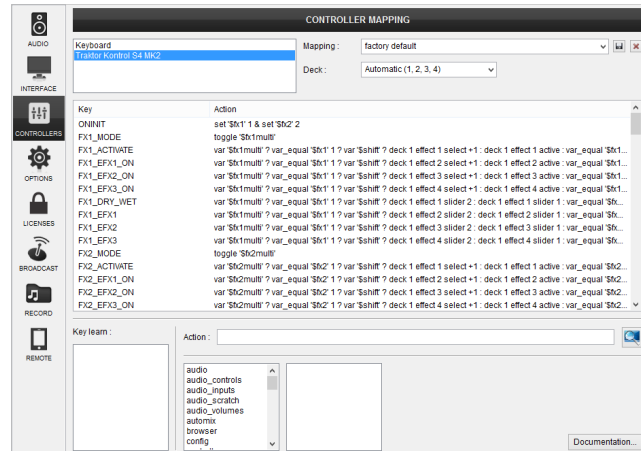
The unit is now **ready** to operate with VirtualDJ.

## Advanced Setup

### MIDI Operation

The unit should be visible in the CONTROLLERS tab of Config and the “**factory default**” available/selected from the Mappings drop-down list. The factory default Mapping offers the functions described in this Manual, however those can be adjusted to your needs via VDJ Script actions. Find more details at

<http://www.virtualdj.com/wiki/VDJscript.html>

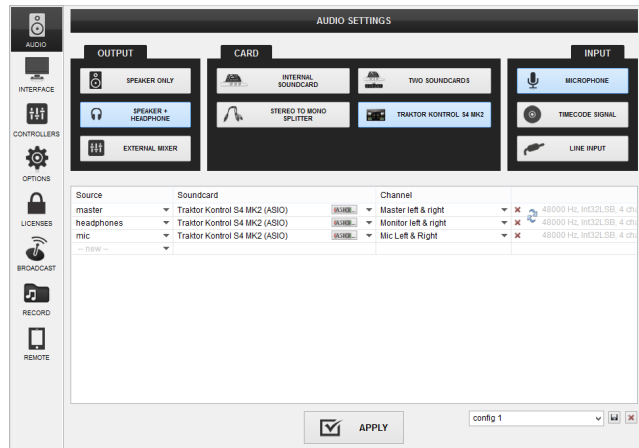


### AUDIO Setup

The unit has a **pre-defined** Audio setup and a **special button** in the AUDIO tab of Config to provide that.

Please read the installation guide and the manual of Kontrol S4 MK2 for further Audio capabilities-setups.

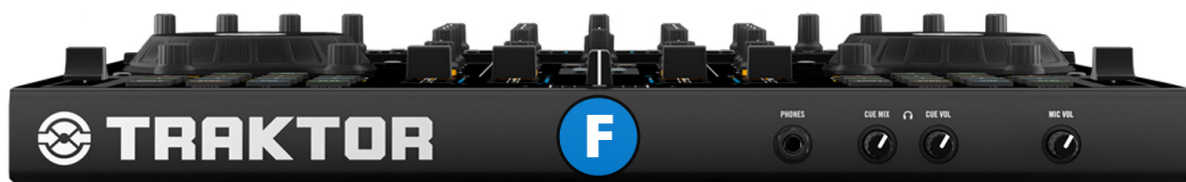
<http://www.native-instruments.com/en/products/traktor/dj-controllers/traktor-kontrol-s4/downloads/>



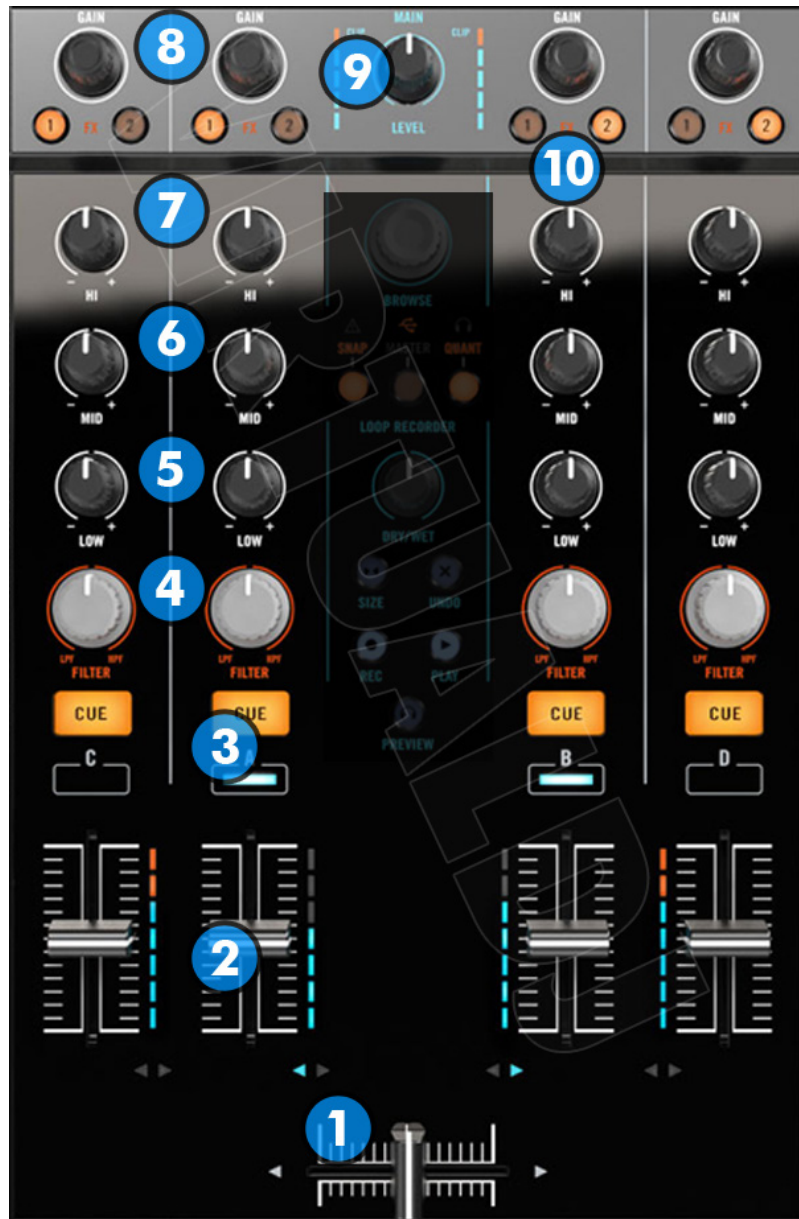
For further software settings please refer to the User Guides of VirtualDJ 8.

<http://www.virtualdj.com/wiki/PDFManuals.html>

# CONTROLLER OVERVIEW



## A. MIXER



1. **CROSSFADER:** Blends audio between the left and right channels
2. **VOLUME:** Alter the sound of each deck.
3. **PFL:** Press this button to send this channel's pre-fader signal to the Cue Channel for monitoring. When engaged, the button will be lit
4. **FILTER:** Applies a High Pass / Low Pass filter on the sound of the corresponding deck.
5. **EQ-LOW:** Adjust the low (bass) frequencies of the corresponding deck



6. **EQ-MID:** Adjust the middle (mid) frequencies of the corresponding deck
7. **EQ-HI:** Adjust the high (treble) frequencies of the corresponding deck
8. **GAIN:** Adjusts the audio level (gain) of the corresponding deck.  
Press the knob down to reset the gain back to 0db adjustment.
9. **MASTER VOLUME.** Adjust the level of the Master Output..
10. **FX ASSIGN.** Define the Channels that will be controlled by the FX1 and FX2 units.  
(see [EFFECTS](#))

## B. DECKS



- 11. JOGWHEEL:** Touch sensitive platter for scratching (vinyl mode), bending (CD Mode)
- 12. DECK CHANGE:** Select which deck the controls of this side will act on.
- 13. LOAD:** Press this button to load the selected track of the browser. .  
Hold this button down for more than 1 second in order to unload the deck. .  
Hold down **SHIFT** (17) and press this button to clone the deck.
- 14. SLIP:** Enables Slip Mode. Several software functions (such as Jogwheel movements, HotCues and Loops) will apply temporarily on the track, and the track will return to the position it would have been if those functions were not triggered. Hold down **SHIFT** (17) and press this button to lower the pitch range of the pitch slider (16). Possible values are: 6%,10%, 33%, 50% and 100%
- 15. PITCH RESET:** Press this button to return the track's playback speed back to 100% gradually (pitch 0%). .  
Hold down **SHIFT** (17) and press this button to raise the pitch range of the pitch slider (16)
- 16. PITCH:** Controls the track's playback speed (tempo/pitch)
- 17. SHIFT:** Press and hold this button to access secondary functions of other controls on the Kontrol S4 MK2
- 18. SYNC:** Press this button to automatically match the corresponding Deck's tempo with the opposite Deck's (or the Master Deck's if using a 4 decks Skin) tempo and phase. Hold down **SHIFT** (17) and press this button to set this deck as Master Deck (for 4 decks skins)
- 19. CUE:** When the Deck is paused, you can set a temporary Cue Point by moving the Platter to place the Audio Pointer at the desired location and then pressing the Cue Button. During playback, you can press the Cue Button to return the track to this Cue Point. (If you did not set a Cue Point, then it will return to the beginning of the track.). If the Deck is paused, you can press and hold the Cue Button to play the track from the Temporary Cue Point. Releasing the Cue Button will return the track to the temporary Cue Point and pause it. To continue playback without returning to the Temporary Cue Point, press and hold the Cue Button, then press and hold the Play Button, and then release both buttons. Hold down **SHIFT** (17) and then press this button to return to the cue point.
- 20. PLAY/PAUSE:** Plays / Pauses the track. Hold down **SHIFT** (17) and then press this button to toggle "Key Lock" on/off. When "Key Lock" is engaged the track's pitch will lock to the current key when you move the Pitch Slider (16) to alter the tempo of the song.



- 21. HOTCUES:** Each one of the 4 buttons assigns a Hot Cue Point or jumps the track to that Hot Cue Point (if assigned). When a Hot Cue Button is unlit, you can assign a Hot Cue Point by pressing it at the desired point in your track. Once it is assigned, the Hot Cue Button will light on. Hold **SHIFT** (17) and then press a button to **delete** its assigned Hot Cue Point.
- 22. SAMPLER:** Each one of buttons pads triggers a sample from the selected Sampler Bank of VirtualDJ. If a bank has less than 5 samples, both sides will control the same samples. If a bank has 5 or more samples, the left side will control samples 1 to 4 and the right side samples 5 to 8. Press the buttons to **trigger a sample**. Hold **SHIFT** (17) and press a button if you want to stop playing the selected sample.
- 23. LOOP MOVE:** Turn this knob clockwise (while in a loop) to move the loop forward in the track. The loop will move as many beats as the current loop. Turn the knob counter clockwise to move the loop backwards in time. The track playing position will jump in order to remain inside the loop at the same position. Press the knob down to activate/deactivate an automatic loop.
- 24. LOOP IN/OUT:** Use these buttons to set a Loop In and a Loop Out point (for manual looping). If “Smart Loop” is enabled in VirtualDj GUI, the Loop Out point will be automatically adjusted so that it creates a perfect seamless loop. While in a loop press the Loop Out button again to exit the loop .  
While the deck is in a loop hold down **SHIFT** (17) and press **Loop In** button in order to toggle the jogwheel between “*Loop In Adjust*” and “*Jog*” mode. When the jogwheel is in “*Loop In Adjust*” mode the led of Loop In button will blink. While in “*Loop In Adjust*” mode, you can use the JOGWHEEL (11) to fine tune the loop in point. Hold down **SHIFT** (17) and press Loop In button again to return normal “*Jog*” mode.  
Hold down **SHIFT** (17) and press the **Loop Out** button (while in a loop) in order to toggle the jogwheel between “*Loop Out Adjust*” and “*Jog*” mode. When the jogwheel is in “*Loop Out Adjust*” mode the led of Loop Out button will blink. While in “*Loop Out Adjust*” mode, you can use the JOGWHEEL (11) to fine tune the loop out point of your loop.
- 25. LOOP SIZE:** Turn this knob to adjust the size used by automatic loops, or to change the length of the current loop. Press the knob down to activate a momentary Loop Roll effect.

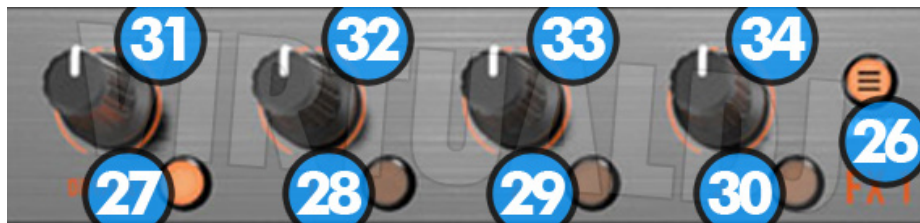
## C. EFFECTS

The Left FX unit (**FX1**) controls by default the effects of the deck 1 and the Right FX unit (**FX2**) controls by default the effects of deck 2. Use the **FX ASSIGN** (10) buttons to assign a different software deck to each one of the FX1 and FX2.

Each one of the FX units offers 2 modes of operation:

- The **Single Effects mode** that offers one effect slot but more parameters controls per effect.
- The **Multi Effects mode** that offers 3 effect slots (to trigger more than 1 effect at the same time – chained effects) but only one parameter per effect.

The selection between those 2 modes is done by pressing **MODE** (26) button.



**26. MODE:** Toggles FX Units operation mode between **Single** and **Multi FX** mode. When Multi FX mode is selected, the button is lit.

**27. DRY/WET Button.** In **Single FX mode**, it activates the current effect.

**28. FX1 Button.** In **Single FX mode**, press this button to enable/disable the the 1<sup>st</sup> button of the selected effect (if available). Hold down SHIFT to control the 4<sup>th</sup> button of the selected effect (if available). In **Multi FX mode**, press this button to activate the effect selected on the 1<sup>st</sup> FX slot. Hold down SHIFT and press this button to select the next available effect for slot 1.

**29. FX2 Button.** In **Single FX mode**, press this button to enable/disable the the 2<sup>nd</sup> button of the selected effect (if available). Hold down SHIFT to control the 5<sup>th</sup> button of the selected effect (if available). In **Multi FX mode**, press this button to activate the effect selected on the 2<sup>nd</sup> FX slot. Hold down SHIFT and press this button to select the next available effect for slot 2.

**30. FX3 Button.** In **Single FX mode**, press this button to enable/disable the the 3<sup>rd</sup> button of the selected effect (if available). Hold down SHIFT to control the 6<sup>th</sup> button of the selected effect (if available). In **Multi FX mode**, press this button to activate the effect selected on the 3<sup>rd</sup> FX slot. Hold down SHIFT and press this button to select the next available effect for slot 3

**31. DRY/WET Knob.** In **Single FX mode**, turn this knob to select the current effect.

**32. FX1 Knob.** In **Single FX mode**, turn this knob to adjust the 1<sup>st</sup> parameter of the current effect (if available). Hold down SHIFT and turn this knob to adjust the 4<sup>th</sup> parameter of the current effect (if available). In **Multi FX mode**, turn this knob to

adjust the 1<sup>st</sup> parameter of the effect in slot 1 (if available). Hold down SHIFT and turn this knob to adjust the 2<sup>nd</sup> parameter of the effect in slot 1 (if available).

**33. FX2 Knob.** In **Single FX mode**, turn this knob to adjust the 2<sup>nd</sup> parameter of the current effect (if available). Hold down SHIFT and turn this knob to adjust the 5<sup>th</sup> parameter of the current effect (if available). In **Multi FX mode**, turn this knob to adjust the 1<sup>st</sup> parameter of the effect in slot 2 (if available). Hold down SHIFT and turn this knob to adjust the 2<sup>nd</sup> parameter of the effect in slot 2 (if available).

**34. FX3 Knob.** In **Single FX mode**, turn this knob to adjust the 3<sup>rd</sup> parameter of the current effect (if available). Hold down SHIFT and turn this knob to adjust the 6<sup>th</sup> parameter of the current effect (if available). In **Multi FX mode**, turn this knob to adjust the 1<sup>st</sup> parameter of the effect in slot 3 (if available). Hold down SHIFT and turn this knob to adjust the 2<sup>nd</sup> parameter of the effect in slot 3 (if available).

## D. BROWSER & OTHER CONTROLS



### 35. BROWSE Knob/push :

**Knob:** Scrolls through files or folders. When **SHIFT** is pressed it changes the focused area between folders, songs and the sideview.

**Push:** Sets focus to the Folders list or opens/closes subfolders if focus is on the folders list. When SHIFT is pressed if focus is on the Folders list, enters the Songs List. If focus is on Songs list it loads the selected track.

**36. SNAP:** This button does not have any function assigned in VirtualDJ 8

**37. MASTER:** This button does not have any function assigned in VirtualDJ 8

- 38. QUANT:** This button does not have any function assigned in VirtualDj 8
- 39. SAMPLER VOLUME:** Turn this knob to adjust the master volume of the sampler.
- 40. SIZE:** This button does not have any function assigned in VirtualDj 8
- 41. UNDO:** Press this button to cancel/abort recording of a sample
- 42. REC:** Press this button to record a sample
- 43. PLAY:** This button does not have any function assigned in VirtualDj 8
- 44. PFL:** This button does not have any function assigned in VirtualDj 8

## E. Rear



- 45. RCA OUTPUTS:** Use these connectors to connect your device on another mixer or consumer grade amplifier
- 46. BALANCED (TRS) OUTPUTS:** Use these connectors to connect your device on a PRO grade amplifier or self-powered (active) speakers
- 47. 4<sup>TH</sup> INPUT GAIN:** Controls the gain of the 4<sup>th</sup> channel input. This control is hardware operated and its movement is not visible in the VirtualDj GUI
- 48. 4<sup>TH</sup> INPUT USB/THROUGH SWITCH:** Use this switch to control whether the sound of the 4<sup>th</sup> channel input should be routed through USB port back to the computer, or directly to the controllers master output.
- 49. 4<sup>TH</sup> INPUT LINE/PHONO SWITCH:** Use this switch to control whether you connect a turntable (phono) or other line level signal on 4<sup>th</sup> channel RCA inputs.
- 50. 4<sup>TH</sup> INPUT RCA CONNECTORS:** Use these connectors to connect your turntable or other line-level signal equipment.
- 51. MIC GAIN:** Controls the gain of the mic. This control is hardware operated and its movement is not visible in the VirtualDj GUI
- 52. MIC INPUT:** Connector for your mic.

- 53. 3<sup>RD</sup> INPUT LINE/PHONO SWITCH:** Use this switch to control whether you connect a turntable (phono) or other line level signal on 3<sup>rd</sup> channel RCA inputs.
- 54. 3<sup>RD</sup> INPUT RCA CONNECTORS:** Use these connectors to connect your turntable or other line-level signal equipment.
- 55. FOOTSWITCH CONNECTOR:** This connector is not supported by VirtualDj 8
- 56. MIDI IN/OUT DIN PORTS:** These ports are not supported by VirtualDj 8
- 57. USB CONNECTOR:** Use a standard USB cable to connect Kontrol S4 MK2 with your computer.
- 58. POWER INPUT:** Connect the supplied power supply unit.
- 59. POWER SWITCH:** Turns on/off the power on the device.

## F. Front



- 60. HEADPHONES CONNECTOR:** Connect your headphones.
- 61. HEADPHONES MIX:** Adjusts the mixing between CUE and MASTER output sound output on your headphones. All the way to the left is CUE sound output only, all the way to the right is MASTER sound output only.
- 62. HEADPHONES LEVEL:** Adjusts the Headphones (CUE) Output Volume (Hardware operation, not visible on the VirtualDJ GUI).
- 63. MIC VOLUME:** Controls the volume of the mic.

Hardware Integration Department



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