

# Supreme Edition

## S8 Controls

**Snap**  
Enable Snap  
**Snap (Shift)**  
Toggle Scratch Mode

**Quantize**  
Enable Quantize  
**Quantize (Shift)**  
Enable Metronome

**FX Assign Left/Right**  
Assign FX Unit 1/2 to channel

**FX Assign Left/Right (Shift)**  
Assign FX Unit 3/4 to channel  
**Note:** Only if 4 FX Units Mode is enabled

**FX Assign Left/Right (Shift)**  
Cycle Mixer FX of the channel  
**Note:** Only if 4 FX Units Mode is disabled

**Hotcue / Hotcue (Shift)**  
Hotcue Mode / Tone Play Mode

**Loop / Loop (Shift)**  
Default Loop Mode / Advanced Loop Mode / Loop Roll Mode

**Freeze / Freeze (Shift)**  
Freeze Mode / Effects Mode

**Remix**  
Legacy Remix Mode / Remix Mode

**Remix (Shift)**  
Sequencer Mode

**Loop Mode (Default)**

**Turn**  
Loop Size

**Push**  
Set AutoLoop

**Turn (Shift)**  
Move

**Push (Shift)**  
Active

**Sequencer Mode** (Enabled when you enter Sequencer Mode)

**Turn**  
Modify current slot Pattern Size

**Push**  
Enable Step Sequencer

**Turn (Shift)**  
Modify all Patterns sizes

**Push (Shift)**

**Slicer Mode** (Enabled when you hold **Freeze** Button)

**Turn**  
Modify beats per slice on current deck

**Remix Mode** (Enabled when you hold **Remix** Button)

**Turn**  
Modify Remix Capture Source on current Remix Deck

**Browse Mode** (Enabled in Browser View)

**Turn**  
Browse through your favourite playlists

**FX Controls**  
FX Controls of the selected FX Unit  
**Note:** Select the FX Unit you want to control n the FX Settings View

**FX Select / FX Select (Shift)**  
FX Settings View / Mixer FX Overlay

**Browse / Browse (Shift)**  
1 BPM / 0.01 BPM / Waveform Zoom / Traktor Pro WF Zoom

**Back (Hold)**  
Reset tempo (**Note:** Only if Browse is BPM)

**Capture**  
Set Grid (Track/Stem) (**Note:** Only if Grid isn't locked)  
Start Recording (Remix) (**Note:** Only in Remix Mode)

**Capture (Shift)**  
Delete Grid (Track/Stem) (**Note:** Only if Grid isn't locked)

**Flux**  
Flux Mode

**Flux (Hold) (Shift)**  
Reverse Play / Flux Reverse Play (**Note:** Depends of the Flux State)

**Play (Shift)**  
Time Code / KeyLock (with Reset) / KeyLock (without Reset) /Vinyl Break

**Cue / Cue (Shift)**  
CUE / CUP / Restart

**Sync**  
BeatSync / TempoSync

**Sync (Shift)**  
Set as Master

**Sync (Hold)**  
Key Sync (**Note:** Only if Internal Clock isn't master)

# Supreme Edition

## Screen & Pads

Track Deck View

Screen Settings

BPM Overlay / Edit Mode **(Shift)**

Key Overlay

Prev. Bottom Overlay<sup>1</sup> / Prev. Tone Play **(Shift)**

Switch ScreenView / Preferences Menu **(Shift)**

Zoom In / Traktor Zoom In **(Shift)**

Zoom Out / Traktor Zoom Out **(Shift)**

Next Bottom Overlay<sup>1</sup> / Next Tone Play **(Shift)**

Note: Pads must be on Tone Play Mode

Remix Deck View

Screen Settings

BPM Overlay

Quantize Overlay

Previous Bottom Overlay<sup>1</sup>

Switch ScreenView / Preferences Menu **(Shift)**

Previous 2 Rows / Previous Page **(Shift)**

Next 2 Rows / Next Page **(Shift)**

Next Bottom Overlay<sup>1</sup>

Stem Deck View

Screen Settings

BPM Overlay / Edit Mode **(Shift)**

Key Overlay

Prev. Bottom Overlay<sup>1</sup> / Prev. Tone Play **(Shift)**

Switch ScreenView / Preferences Menu **(Shift)**

Zoom In / Track View Style **(Shift)**

Zoom Out / DAW View Style **(Shift)**

Next Bottom Overlay<sup>1</sup> / Next Tone Play **(Shift)**

Note: Pads must be on Tone Play Mode

Sequencer View

Screen Settings

BPM Overlay

Swing Overlay

Previous Bottom Overlay<sup>1</sup>

Switch ScreenView / Preferences Menu **(Shift)**

1-8 Steps

9-16 Steps

Next Bottom Overlay<sup>1</sup>

<sup>1</sup>Previous and Next Overlay will only work if there are Bottom Overlays to switch to.

Edit View

Screen Settings

Lock Grid

Enable Tick (Metronome)

Half BPM (/2)

Exit Edit View

Auto (Analyze)

Reset BPM

Double BPM (x2)

Browser View

Screen Settings

Exit Browser

Toggle to Preparation List

Go to Preparation List

Grid	Load	Fade In	Hotcue
Loop	Hotcue	Loop	Fade Out

BeatJump -Loop Size	Loop In	Loop Out	BeatJump +Loop Size
BeatJump -4 Beats	BeatJump -1 Beat	BeatJump +1 Beat	BeatJump +4 Beats

Mute Stem	Mute Stem	Mute Stem	Mute Stem
Slot Selector Reset Slot Parameters <b>(Shift)</b>	Slot Selector Reset Slot Parameters <b>(Shift)</b>	Slot Selector Reset Slot Parameters <b>(Shift)</b>	Slot Selector Reset Slot Parameters <b>(Shift)</b>

Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>
Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop/Delete Sample <b>(Shift)</b>

Loop Roll	Loop Roll	Loop Roll	Loop Roll
BeatJump	BeatJump	BeatJump	BeatJump

Loop Roll 1/16 Beat	Loop Roll 1/8 Beat	Loop Roll 1/4 Beat	Loop Roll 1/2 Beat
Loop Roll 1 Beat	Loop Roll 2 Beats	Loop Roll 4 Beats	Loop Roll 8 Beats

Trigger/Capture/ Load Sample Stop + Delete Pattern/ Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop + Delete Pattern/ Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop + Delete Pattern/ Delete Sample <b>(Shift)</b>	Trigger/Capture/ Load Sample Stop + Delete Pattern/ Delete Sample <b>(Shift)</b>
Slot Selector Mute Player <b>(Shift)</b>	Slot Selector Mute Player <b>(Shift)</b>	Slot Selector Mute Player <b>(Shift)</b>	Slot Selector Mute Player <b>(Shift)</b>

Enable Step X Edit Steps 1-8 Slot 1 <b>(Shift)</b>	Enable Step X Edit Steps 1-8 Slot 2 <b>(Shift)</b>	Enable Step X Edit Steps 1-8 Slot 3 <b>(Shift)</b>	Enable Step X Edit Steps 1-8 Slot 4 <b>(Shift)</b>
Enable Step X Edit Steps 9-16 Slot 1 <b>(Shift)</b>	Enable Step X Edit Steps 9-16 Slot 2 <b>(Shift)</b>	Enable Step X Edit Steps 9-16 Slot 3 <b>(Shift)</b>	Enable Step X Edit Steps 9-16 Slot 4 <b>(Shift)</b>

Sizes set in Traktor Settings —> S8 Settings

**Capture:** A Loop Sample of N beats (the Loop Size of the deck will be captured from TrackDeck X/LoopRecorder when an empty cell is pressed and you are not in Browser Mode.

**Load:** If you are in Browser Mode and you press an empty cell, the currently selected track/sample will be loaded to that cell.