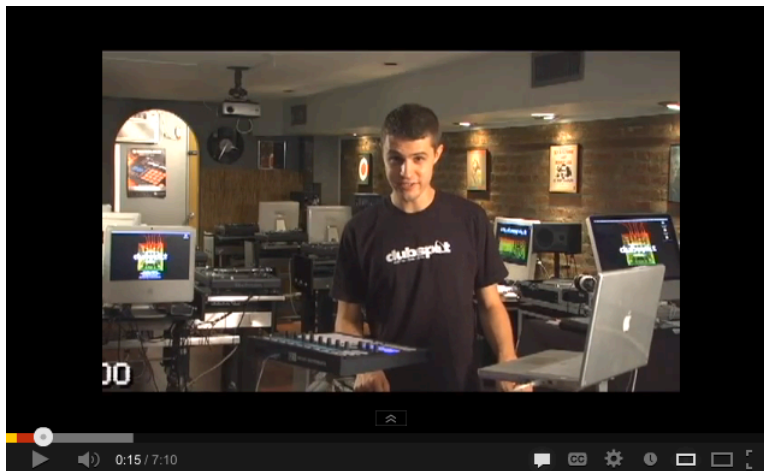What's up fellow party rocker!!

Endo here!

Thanks for buying my Maschine mapping! I've spent countless hours making this mapping perfect and make sense from a DJ and musician's standpoint. I hope that it helps speed up your workflow as a DJ and helps you rock the house! Feel free to tweet me pictures and videos of you using the mapping live to @DJEndoLive and I will retweet!

For more mappings, visit www.djendo.com

For a video tutorial on how this mapping works check out these video tutorials on the Dubspot youtube.

Part 1 - http://youtu.be/FzU33p6fmcQ
Part 2 - http://youtu.be/wUAq0ILBX4o
Part 3 - http://youtu.be/wJ9HD7zw18s

*Please keep in mind however that these videos were done using the old version of Maschine and also the old version of Traktor Pro, so do NOT follow the installation instructions in these videos because they will overwrite your MIDI Mappings. Use the installation instructions below to properly load the Maschine mapping.

Here are some instructions on how to install my Maschine mapping, and how to make sure everything is working properly.

Before loading my mapping, I would make sure that you're on the latest version of Traktor Pro 2 or Traktor Scratch Pro 2, and also make sure your running the latest version of the Native Instruments Controller Editor.

You can download the latest update of Traktor and the Controller Editor by going to Applications / Native Instruments / Service Center and then download the latest updates from the "Update" Tab. You can also download the latest update of any

registered Native Instruments software by going to www.native-instruments.com - support – downloads – updates.

Now that your software is up to date, the first thing you're going to want to do is load the controller editor file. WITHOUT DOING THIS, MY MAPPING WILL NOT WORK CORRECTLY.

To load the controller editor file, open the controller editor application located in Applications / Native Instruments / Controller Editor.

With the controller Editor open, click on the dropdown menu in the upper left hand corner and choose Maschine Controller MKII.

Now that you've selected Maschine MKII, you can load the Controller Editor template by clicking on the templates tab and choosing "Edit" - "Append" - "Open" and load the file MaschineTPRO2.ncm2.
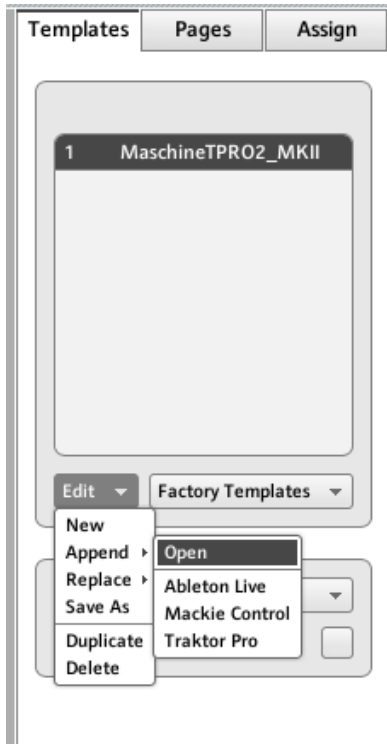
Your Controller Manager should now look something like this. Notice how every button is labeled.
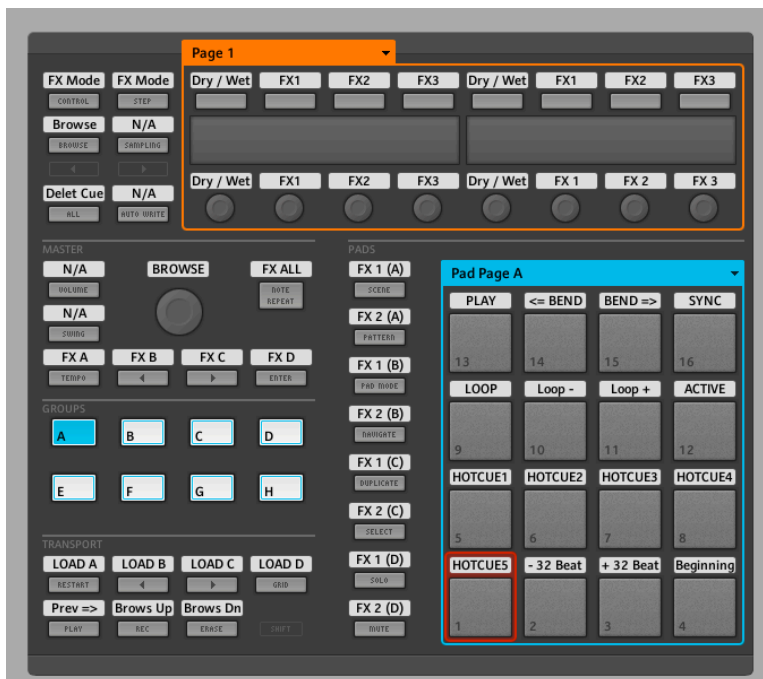

Now lets go to Traktor and organize our MIDI Mappings and load my Maschine Mapping. To get to the Traktor preferences, click on the gear icon in the upper right hand side of the screen in Traktor.

Now click on the "Controller Manager" Tab on the left to go to the Controller Manager. This is where you can load, delete and edit your mappings.

While in the controller manager, click on the Device Dropdown menu to see what mappings you have currently loaded into Traktor.
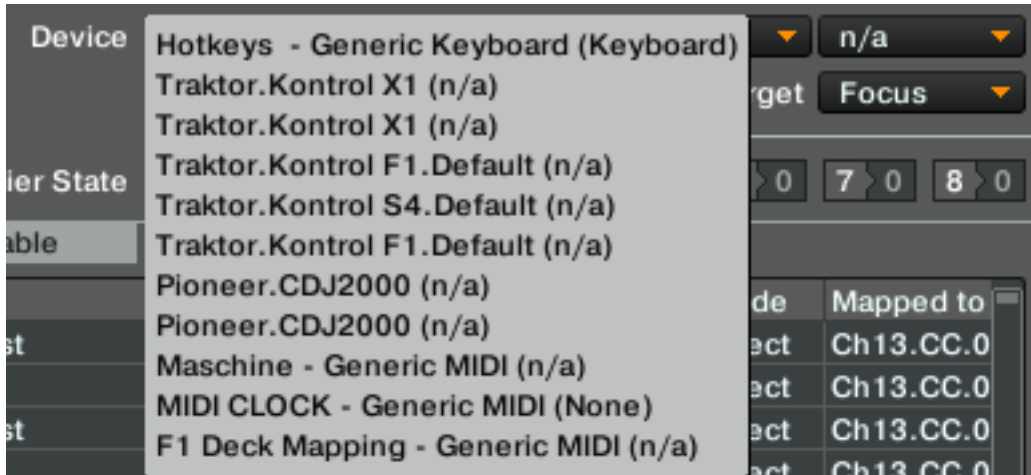
For each mapping, you will want to make sure the IN PORTS and the OUT PORTS are set correctly. You will want to make sure that no mappings are set to "All Ports". The reason for this is because if you have a mapping set to "All Ports" you might get mappings interfering with each other and this will cause your mappings to not work correctly since one key on a keyboard could trigger something in a different mapping.

Just a quick note on In Ports and Out Ports:

In-Ports are where Traktor is getting MIDI FROM. So if you are using Maschine MKII as a MIDI controller you would set In-Port to Maschine MK2 Virtual.
Out-Ports are where Traktor is sending LED Output TO. This is how Traktor makes your buttons blink and light up.

Here is how to set the ports for each mapping:

Select the Mapping by clicking the Device Dropdown Menu in the controller manager. Set the IN and OUT ports to the device. For example if I was setting the ports for my Maschine MKII Mapping, I'd set the In-Port to Maschine MKII Virtual and the Out-Port to Maschine MKII Virtual. If the device isn't plugged in, the name of the device won't show up in the ports. Now the only thing this mapping can get midi from and send midi to is my Maschine mapping.
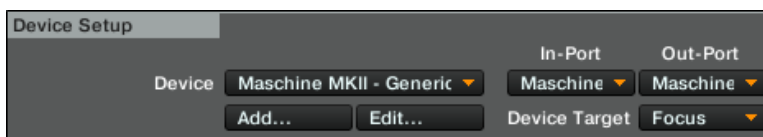

For EACH Mapping you have loaded assign the in and out ports to that specific device. This will prevent issues of mappings "talking to each other"

If you have an older Maschine mapping already loaded, your going to want to delete it. That way you don't have duplicate mappings that will confuse each other loaded. Before deleting the mapping, you might want to back up your old mapping in case you want to use it later. Here are instructions on how to save a mapping and how to delete a mapping.

To SAVE a mapping, select the device from the dropdown menu that you want to save (ex. an old Maschine mapping). Then click "Edit" – "Export" then name and save the file to your hard drive.
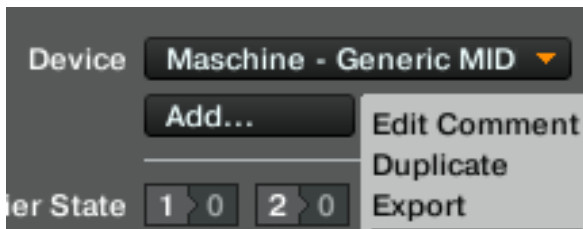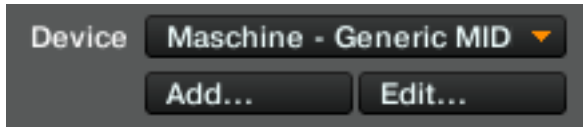
To Delete a mapping, select the device in the dropdown menu, and then choose "Edit" – Delete
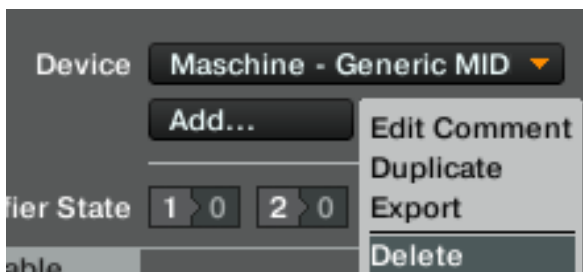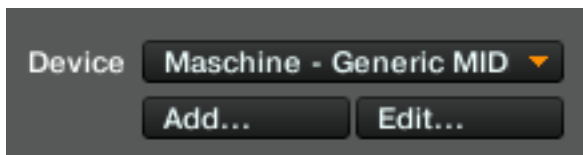

OK, so now that we've organized all of our MIDI Devices lets load that new mapping!!

The Traktor MIDI Mapping file is the .TSI file that's inside the folder you've downloaded.

To load the file, go to the Traktor Preferences window by clicking on the gear icon in

the upper right hand corner of the screen

Then go to the "Controller Manager" tab on the left.

Then under the device dropdown menu select "Add" - "Import" and load the TSI file that you downloaded from my website.
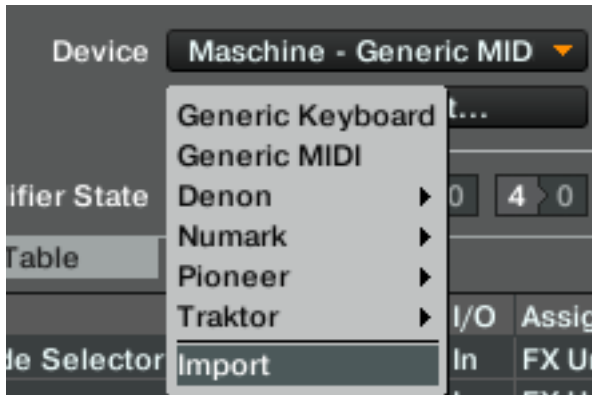

Now that you've loaded the mapping, stay in the same window in the Traktor Preferences and plug in your MIDI controller. Now set the In-Port and Out-port to Maschine MKII Virtual.
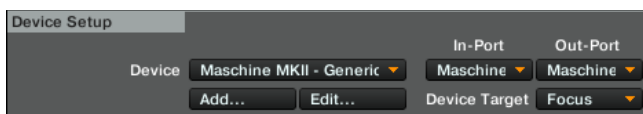
Now here is an explanation of what all of the buttons and knobs do:

First of all its important to note that groups A,B,C, and D are only for <u>INTERNAL PLAYBACK</u> which means that if you push any of the buttons in these groups it will disable timecode playback.
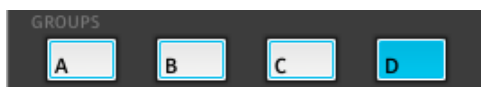
If you want to use timecode, you will use groups E,F,G and H. Just note that every button in these groups will turn snap, sync and quantize off since these groups are for those who like to "Keep it real".
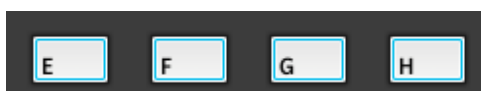
To choose your deck, click on the Deck Letter that you want to control (Example, Group A selects Deck A). Now all of the pads will correspond to that deck.

Top Row:

Pad 13 Turns Play on / off. Press it once to play a track. Press it again to pause the track.

Pad 14 & 15 are Pitch Bends. Pushing these buttons will nudge the track forwards or backwards, kind of like pushing the outer wheel of a turntable or CDJ to nudge a track forward
Pad 16 will turn Sync on or off

Second Row:

Pad 9 will engage a loop based on the size that's chosen with pads 10 and 11.
Pads 10 and 11 will make your loop either bigger or smaller
Pad 12 will turn the loop active button on, so if you have a saved loop in a track, this will activate the loop when the track reaches your saved loop point.

Third Row:

Pad 5,6,7,8 and 1 will trigger Hotcues 1,2,3,4 and 5. If you hold down the "All" button and push any of these cue points, it will delete the cue point.

Fourth Row:

Pads 2&3 will let you beat jump by 32 beats (8 bars) forwards or backwards. Trigger pad 2 to jump 32 beats backwards and trigger pad 3 to jump 32 beats forwards.

Pad 4 will jump to the beginning of the track.

To Browse through your tracks use the browse knob. Once you've found the track you want to play, you can load the tracks into any deck using the four buttons in the transport section.

Restart – Load into Deck A
<= Load into Deck B
=> Load into Deck C
Grid Load into Deck D

If you want to see more tracks and minimize the decks by going into "Browse" mode, you can click the "Browse" button and it will engage Browser Only mode in Traktor. Click the "Browse" button again to get out of Browse only mode.

Another way to browse through your tracks, which is a handy little trick I figured out is by using the Rec and Erase buttons. These will scroll up and down through your songs, while at the same time loading and playing each song in Traktor's preview player. This will let you pre listen to any of your songs into whatever channel your preview player is set to in Traktor's Audio preferences.
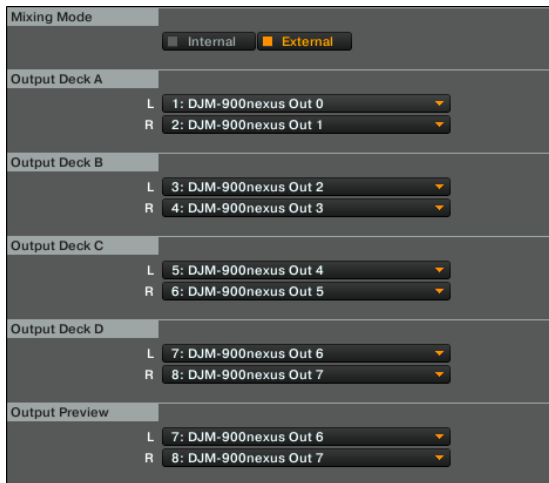
If you want to jump to the middle of the track that's playing in the preview player, push the "Play" button. This will let you pre listen to the main part of a song to see how it's going to sound with what's playing.

To use the Traktor effects with the Maschine controller, I have the top section of the controller, where the LED screen is mapped out to control the Traktor effects. There are 8 knobs and 8 buttons in this section. The first four knobs control FX panel 1 in Traktor. The second four knobs control FX panel 2 in Traktor.

If you want to assign the Effects individually for each deck, you can do so by using the row of pads to the left of the main 16 pads. Here's how these work

Scene and Pattern turn FX 1 and FX 2 on for Deck A
Pad Mode and Navigate turn FX 1 and FX 2 on for Deck B
Duplicate and Select turn FX 1 and FX 2 on for Deck C
Solo and Mute turn FX 1 and FX 2 on for Deck D

If you want to turn both FX panels on for all decks, click on "Note Repeat" and it will turn on FX1 and FX2 for every deck.

If you want to turn on FX1 and FX2 for only one deck at a time, you can use the bottom four buttons in the Master section.

Tempo turns FX1 and FX2 on only for Deck A
<= turns FX1 and FX2 on only for Deck B
=> turns FX1 and FX2 on only for Deck C
Enter turns FX1 and FX2 on only for Deck D
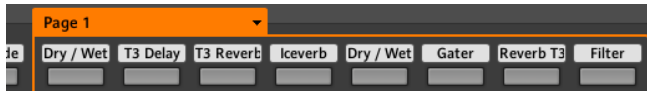
One thing I noticed is that there is actually two pages that can be midi mapped in the effects section, and currently I only have Page 1 mapped. So make sure in your controller manager that the Page at the top is set to "Page 1"

If you want to change the FX Mode from Group to Single, or Single to Group you can use the Control or Step buttons to switch back and forth from Group and Single mode.

And that about does it! You should now be ready to rock with full on 4 deck control over Traktor with your Maschine controller. I hope you enjoyed the mapping, and may it rock many parties for you!

Peace,

Endo
www.djendo.com
Twitter | Facebook | Soundcloud | Instagram