

Joe Easton

Traktor S4 Screen Hack

Version 4.0



For Traktor Pro v3.10.0 and Above

Introduction

Thank you so much for purchasing this screen hack. Every user that subscribes or donates allows me to create a better and more efficient product for everyone.

This work has been created by Joe Easton over the past 4 years. It has been a pleasure taking part in this project.

Custom Screen Hacks

If you are interested in a custom layout, custom functions or anything else which is not included as part of this hack, get in contact with me and I will give you a very reasonable quote for the work. I have had many happy customers in the past and I am able to show you some previous projects on request.



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Installation

These are the instructions for installation. For Windows users, you only have to use one method.

MacOS

1. Open Finder and navigate to /Applications/Native Instruments/Traktor Pro 3
2. Right click Traktor.app, then click Show Package Contents
3. Navigate to Contents/Resources/qml
4. Rename the 'qml' folder to 'qml-old'
5. Create a new folder called 'qml'
6. Paste the CSI, Defines and Screens folders from the zip you downloaded to the new 'qml' folder.

Windows Installer

1. Run the installer for your version of traktor. Make sure you right click and 'Open as Administrator'
2. Confirm that you are using the correct version of Traktor listed on the install window
3. Press 'yes' and the install should be complete

Windows

1. Navigate to C://Program Files/Native Instruments/Traktor Pro 3/Resources64
2. Rename the 'qml' folder to 'qml-old'
3. Create a new folder called 'qml'
4. Paste the CSI, Defines and Screens folders from the zip you downloaded to the new 'qml' folder

Uninstallation

1. Delete the 'qml' folder.
2. Rename the 'qml-old' folder to 'qml'.

Effects File

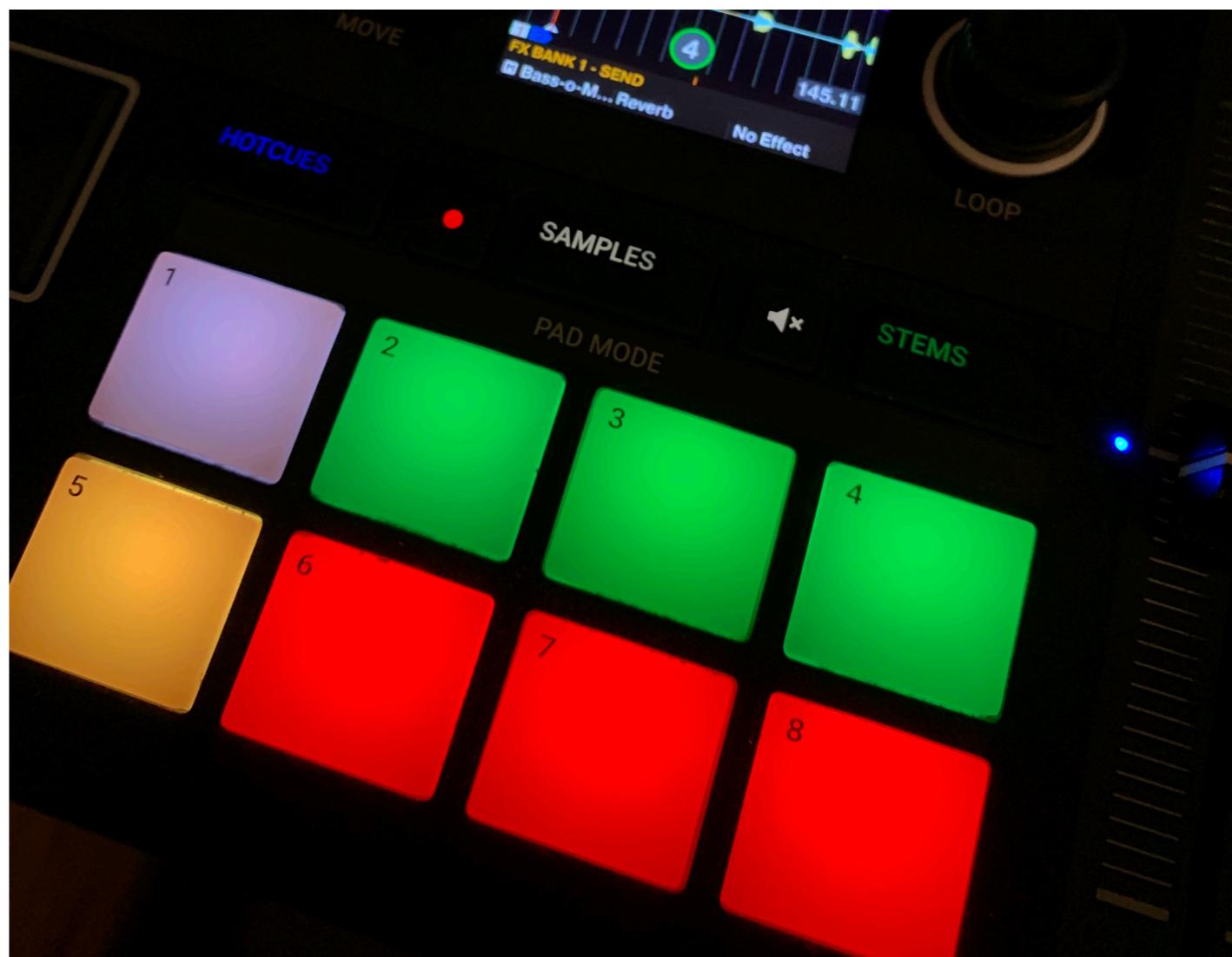
The effects pads have been preset in the settings file. This means that effects pads are ready to go from the moment you install the hack.

Installing the Effects TSI file will ensure that your list of effects is in the same order as hack was during development. This will ensure that the correct effects will always be selected and will also solve any issues of the Break mode selecting the wrong effect.

Note: This file contains only the effect settings within Traktor so this will not interfere with any other settings that you have.

Effects Installation

1. Open Traktor Pro 3
2. Open the preferences window. Gear/Cog icon at the top right.
3. Click 'Import' at the bottom of the Preferences window.
4. Select the 'Screen Hack Effect Settings.tsi' file from the zip that you downloaded.



Settings File

The settings file is used for modifying several parts of the hack including deck colours, cue colours and much much more. All settings should be self explanatory but each has been labeled also to help you understand what each option does.

When modifying the settings file, it is highly recommended that you use Notepad++ (Windows) or Brackets (MacOS).



Windows

1. Navigate to C://Program Files/Native Instruments/Traktor Pro 3/Resources64/qml/Screens/Defines/
2. Open the Settings.qml file with Notepad++ ([Link](#)).
3. Read the instructions for each setting and change the values accordingly.

MacOS

1. Open Finder and navigate to /Applications/Native Instruments/Traktor Pro 3
2. Right click Traktor.app, then click Show Package Contents
3. Navigate to Contents/Resources/qml/Screens/Defines
4. Open the Settings.qml file with Brackets ([Link](#))
5. Read the instructions for each setting and change the values accordingly.

Images



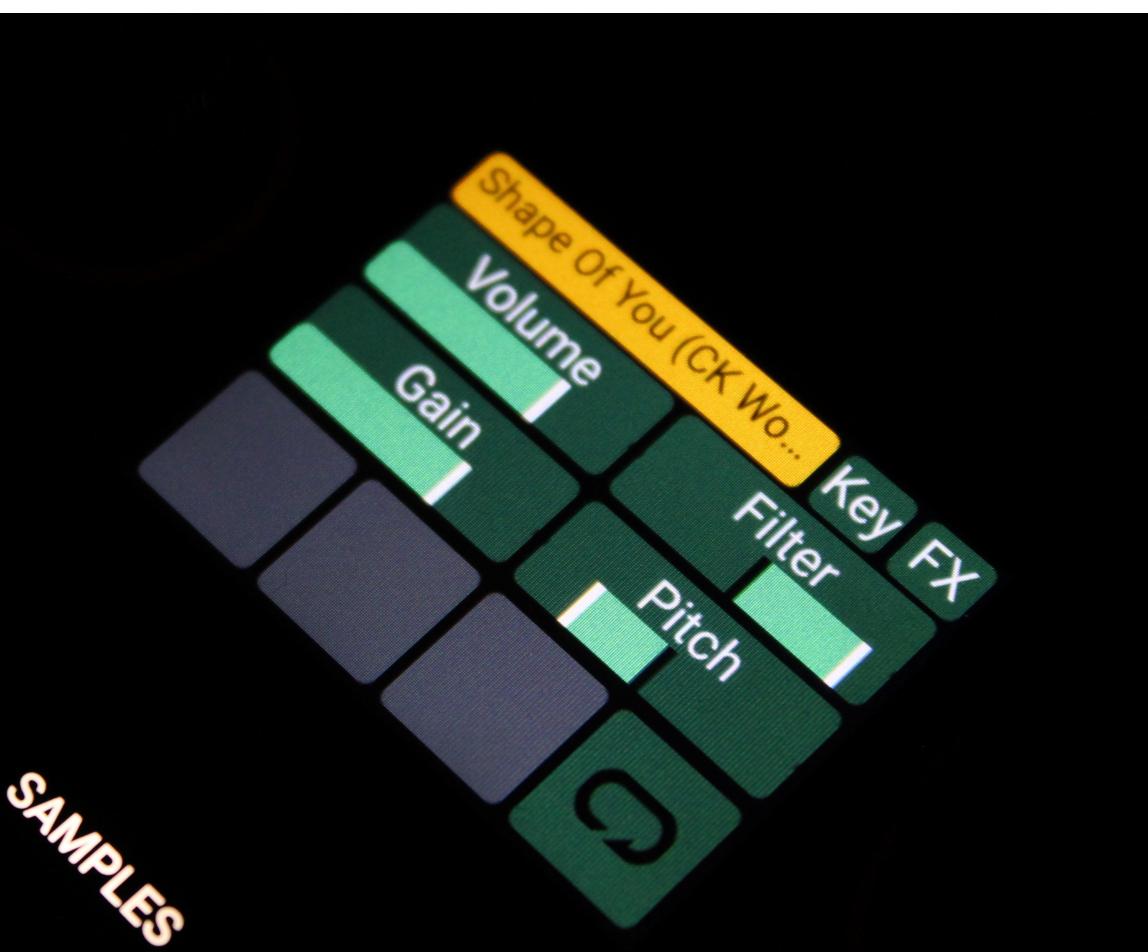


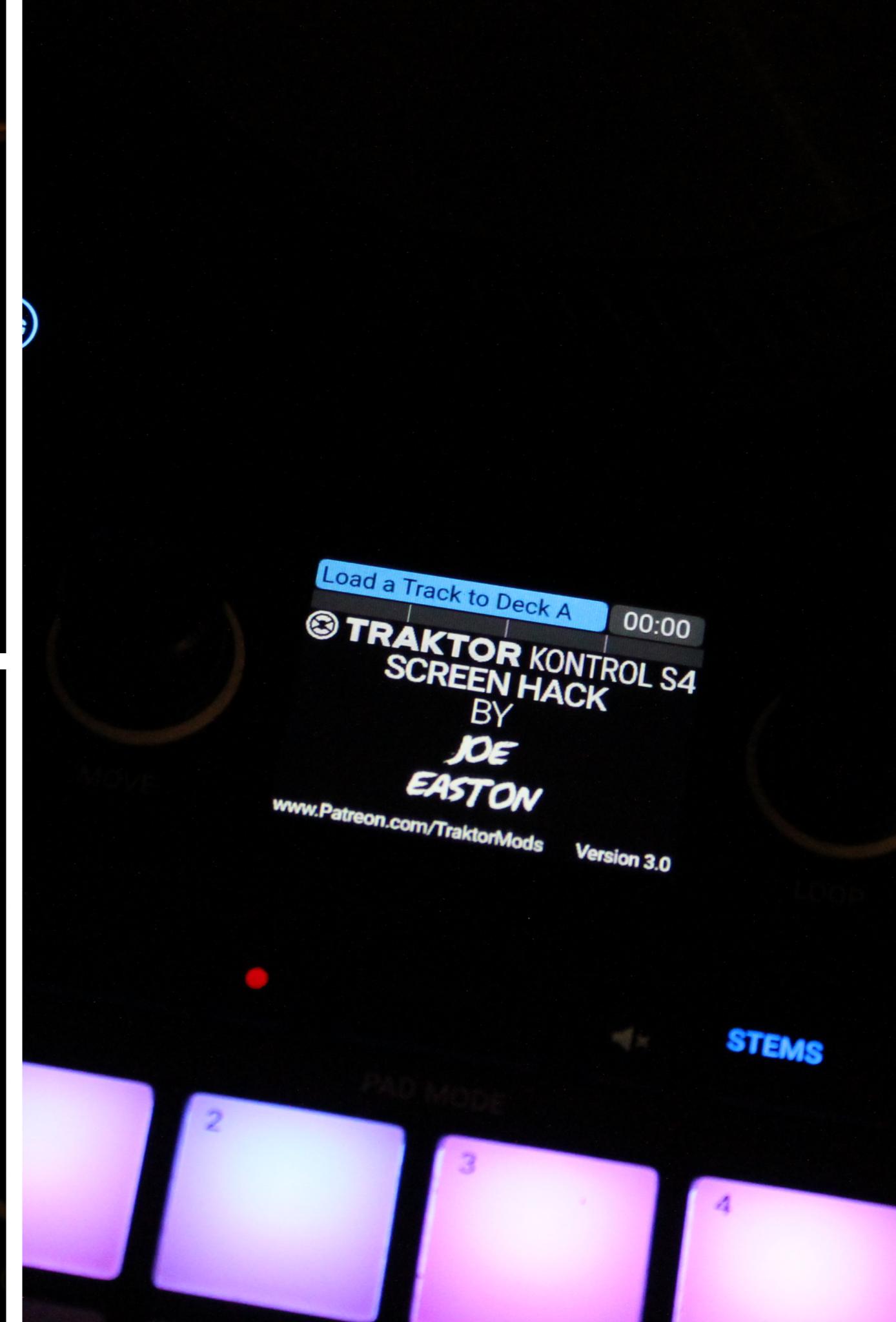
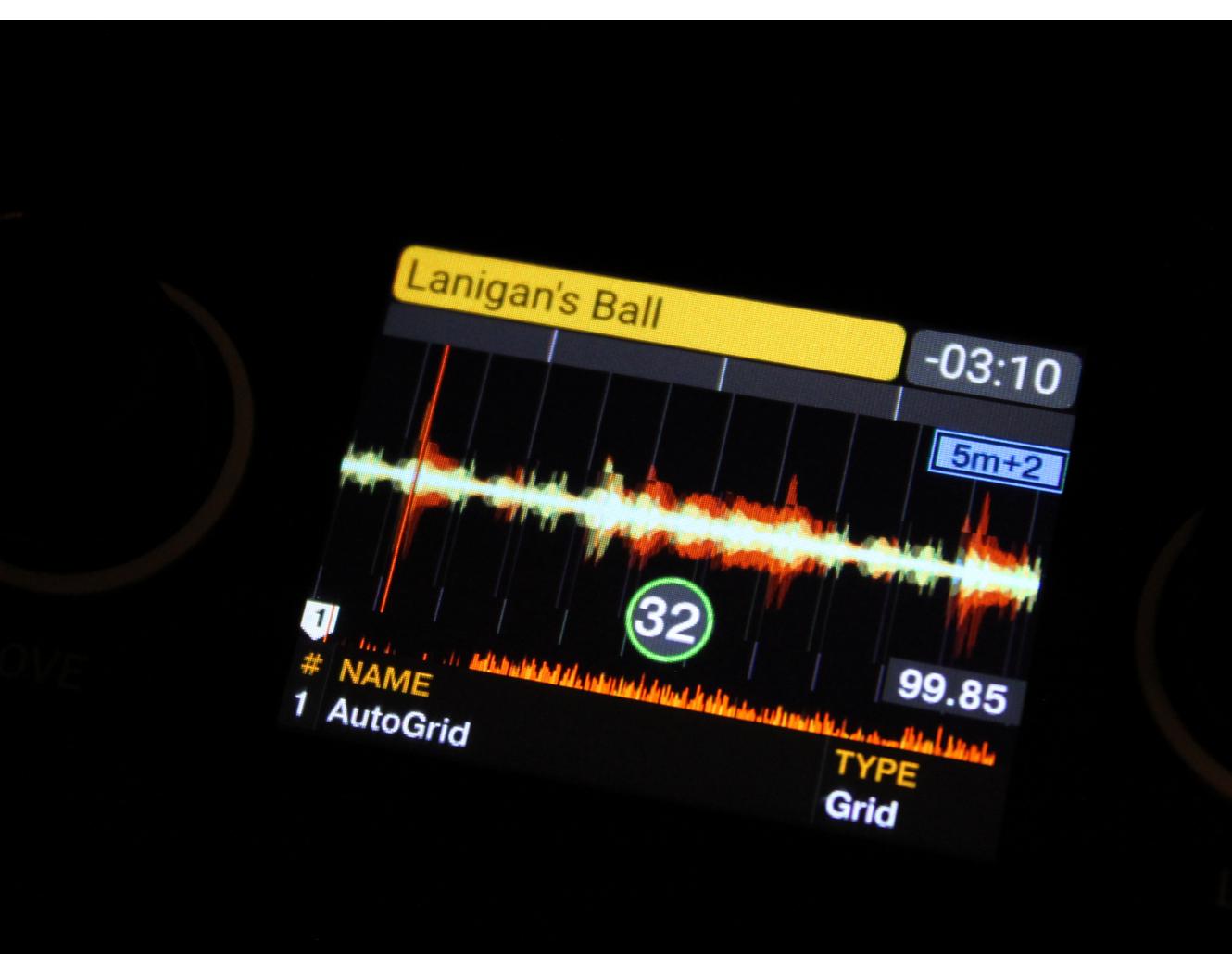
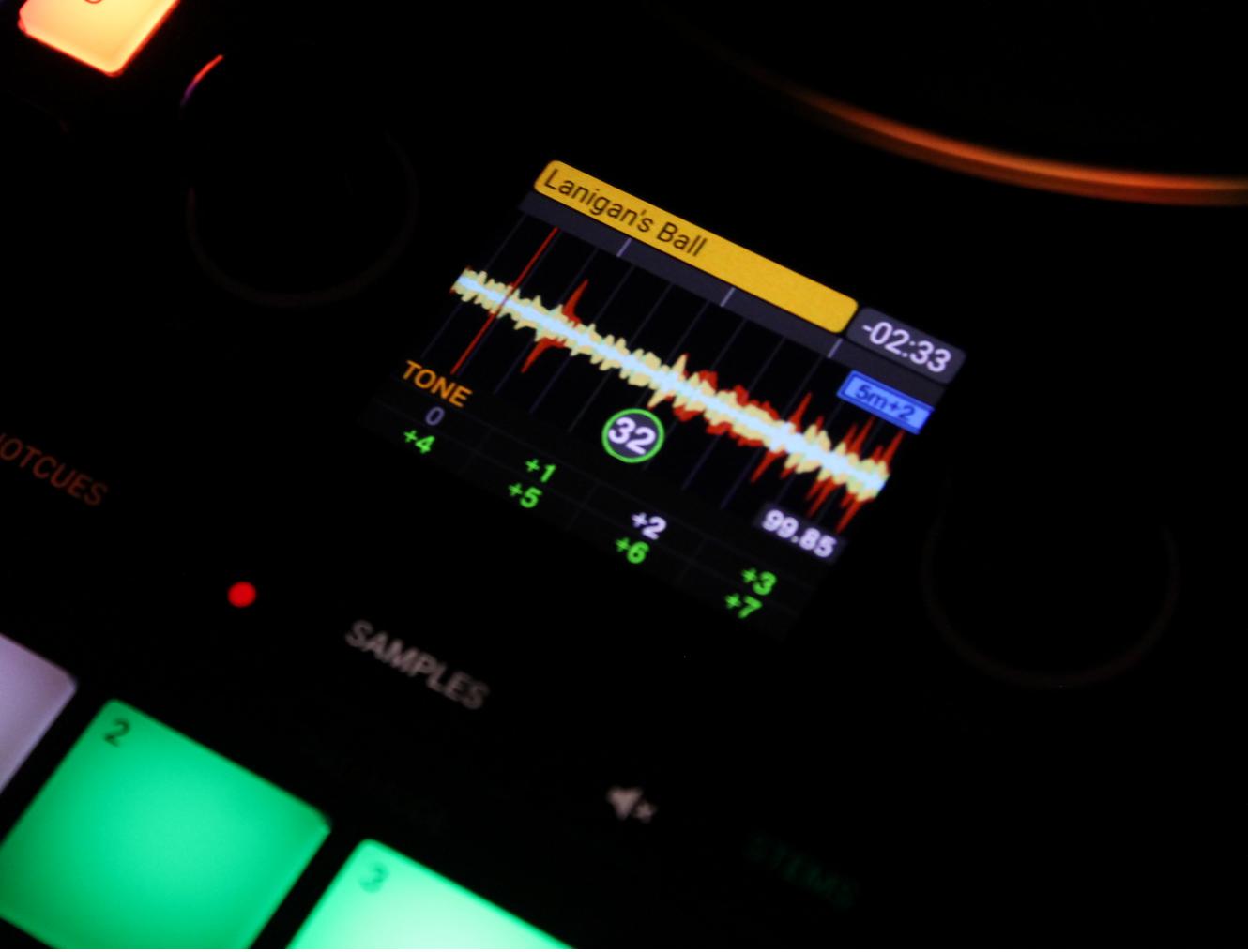
SAMPLES



SAMPLES







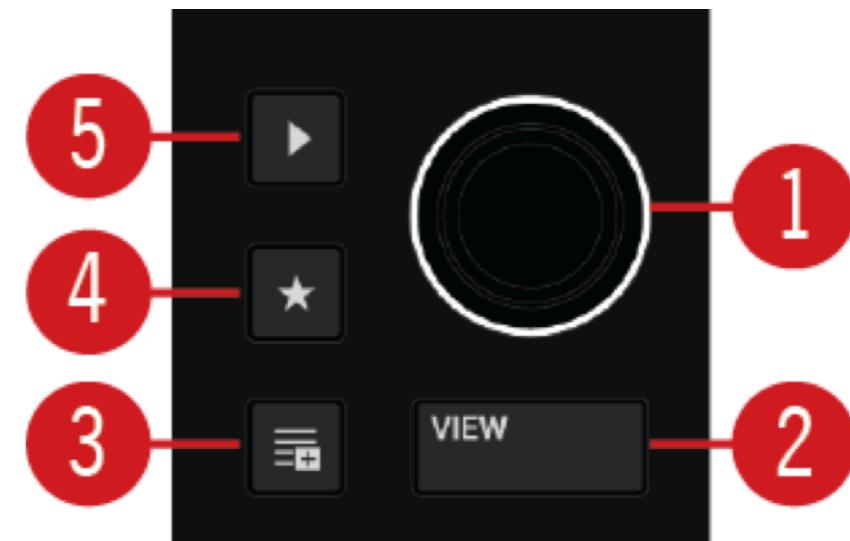
Button Functions



Browser Control

Browser Module

1. The browser **encoder** functions as default. When the preview player is loaded, pushing in the encoder will load the track the the selected deck.
2. The **view** button is used to load the single deck browser view. This mode enables the browser view on just one deck screen, leaving other screens and the laptop free to see waveforms and other info.
3. The **Prep** button is used to load the full screen browser mode. With this mode enabled, the browser will be displayed on both deck screens (with a more detailed track view on the right screen) and also on the laptop screen. When the browser view is enabled (both the full screen and single deck), this button will function as the 'add to prep list as normal.'
4. The **favourites** button is used to navigate the list of Traktor's favourites. With this button held you can select between your favourites using either the pads or with the browser encoder. When the button is held, the browser view will also be visible on the deck screen.
5. The **preview player** button functions as default with one small difference. This button now no longer needs to be held to keep the track playing in the preview player. Simply press to load the track to the preview player and again to unload it.



Available Settings

For the functions of this part of the controller, there are a couple of options available for customisation.

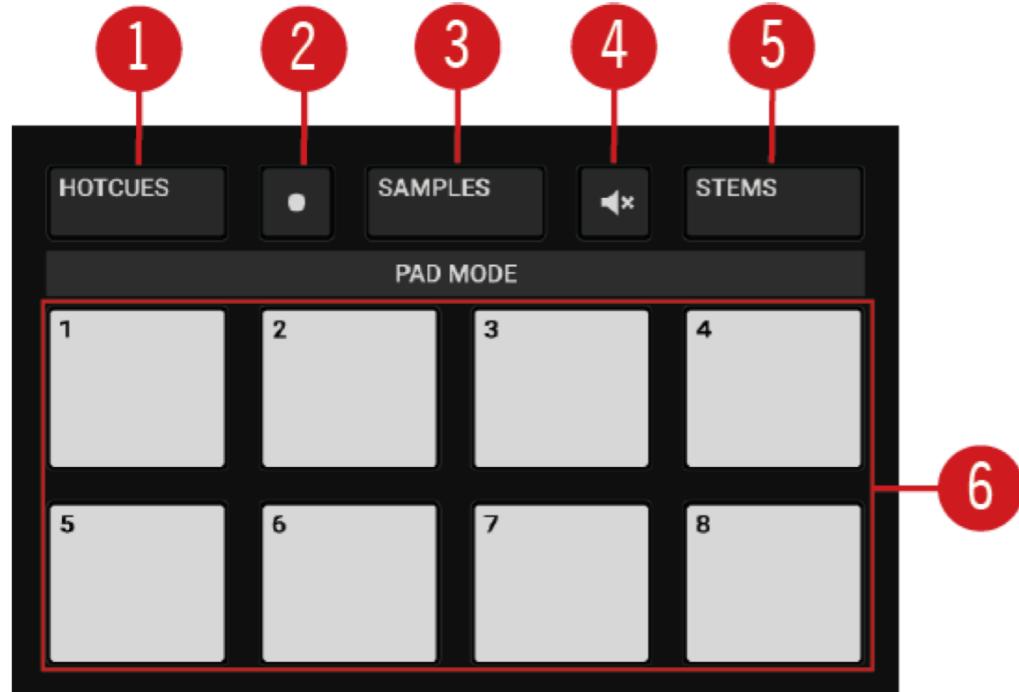
1. **enableBrowserMode** - This setting is used to enable the browser view on the screens. Disable this to remove the browser.
2. **showBrowserOnFavourites** - This setting is used to disable the browser being displayed when holding the settings button.
3. **disableKnobFullBrowserCloser** and **disableKnobSingleBrowserCloser** - These are used to disable the browser automatically closing when loading a track from each browser type.
4. **browserEncoderShiftScroll** - This can be enabled to have the browser encoder (1) scroll between pages/multiple songs at a time.

The **view** and **prep** buttons can also be swapped around.

Extended Browser Controls

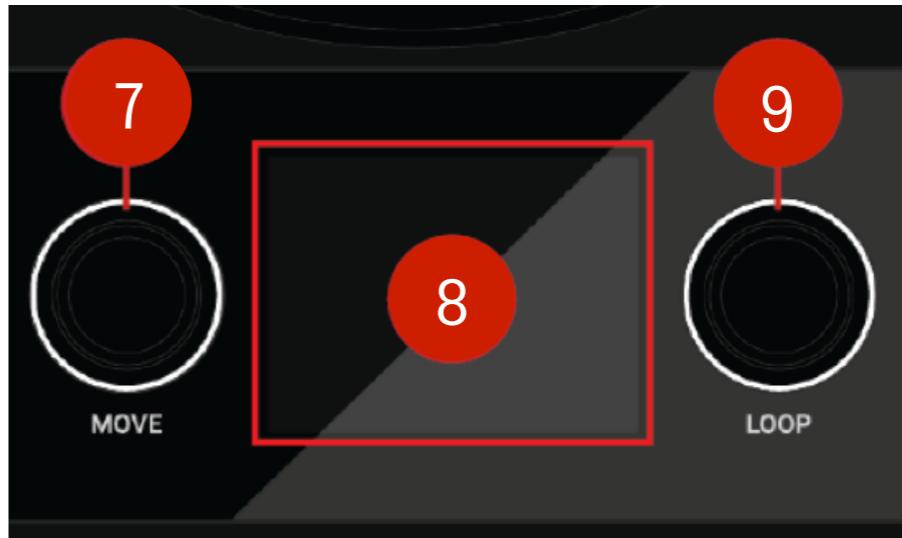
Only enabled when in browser view.

Sorting and Favorites



1 to 5 - These buttons are used to control the sorting of the browser's track list. Each button has a predefined sort type which can be changed in the settings. Simply press each button to toggle between search types. To flip the search, simply hold shift and press the same sort button. To un-sort, hold shift and press any of the other sort buttons, these will be black.

6 - The pads are used to toggle between Traktor's favourites. The pads will toggle between favourites 1 to 8 when not holding shift. To select favourites 9 to 12, simply hold shift and use the top row of pads.



7 - The **move encoder** is used to navigate the browser tree (folder list)

8 - This is the **screen** where the browser view will be visible.

9 - The **loop encoder** is used to scroll through the browser list. Pushing in the encoder will load the track to a deck. When holding shift, you can scroll between multiple items (making scrolling faster), the value for the scroll size can be changed in the settings file.

Available Settings

There are 30 different sort types to choose from in the settings file. The default are: **Title, Artist, BPM, Key and Rating**.

disableSortButtonOutput - The output of the sort buttons can be disabled in case of any clashing with mappings.

The **colour** of each favourites pad can be changed.

The **loop and move encoders** can have their functions reverted to default.

Browser Layout Settings

There are several settings which can be used to control the layout of the browser view.

camelotKey - Changing this setting to true will display all of the keys stored by Traktor in the Camelot format. This change will only be visible on the S4 screens and will replace all on screen key values..

browserShift - By default, the artist column is hidden in the browser view to save space. To view the artist you can hold shift to change the Title text to Artist.

hideBPM - This setting is used to hide the bpm column.

hideKey - This setting is used to hide the key column.

showArtistColumn - This is used to show the artist column in the browser.

showTrackTitleColumn - This is used to show the title column in the browser.

browserFontSize - This controls the font size of the browser view.

raiseBrowserFooter - Some S4 devices have the screens set slightly lower in the device which can cut off the text in the footer (bottom) of the browser. Enabling this setting will move the footer up by 5 pixels making it more visible.



bpmBrowserTextColor - This setting is used to control the colouring of the BPM text in the browser. When the BPM of a track in the browser is within a certain percentage of the master BPM, the text will display as green (when the bpm is very close) or red (when the bpm is near).

browserBpmGreen - This is the percentage in which the BPM text will turn green. By default this is set to 3%.

browserBpmRed - This is the percentage in which the BPM text will turn red. By default this is set to 12%.

adjacentKeys - set this to false to colour all keys instead of just the adjacent ones

Effects

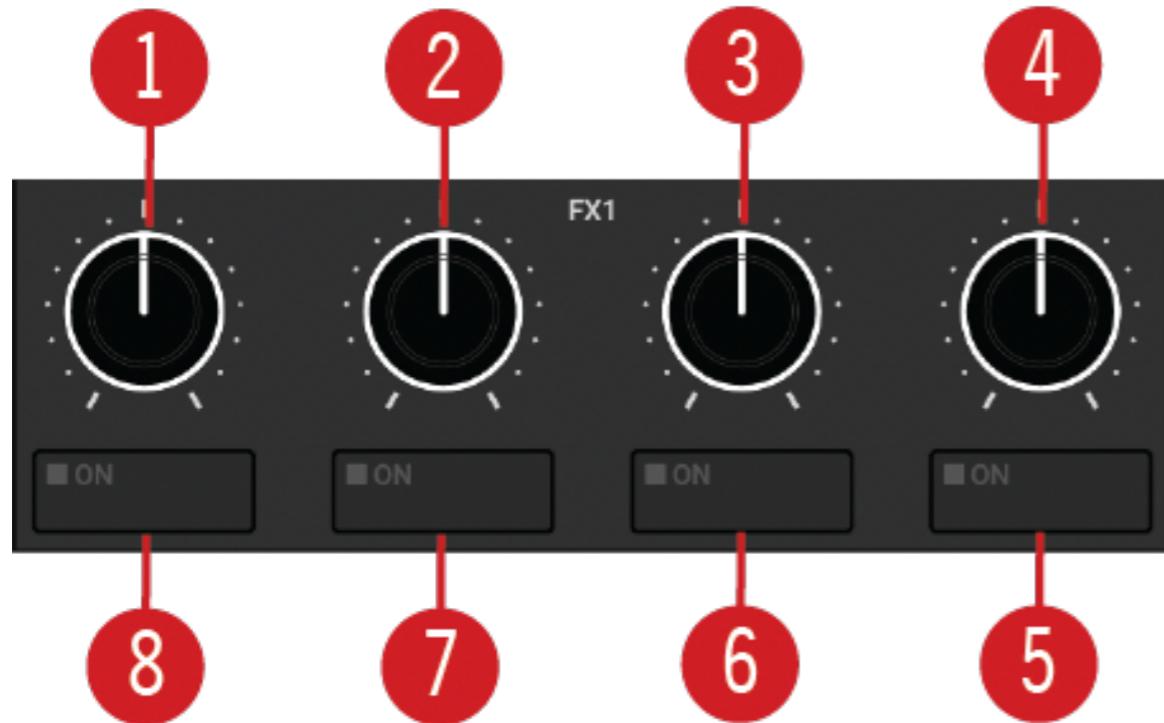
Effects Banks

FX Selector

When using the FX selector buttons. Without shift they will enable FX banks 1 and 2. When shift is held they will enable FX banks 3 and 4.



Effects Module & Effects Select



Effects Module & Effects Select (cont.)

Changing Effects Banks

To toggle between effects banks. Simply hold **shift** and press **button 6** to switch to bank 3/4. Hold **shift** and press **button 5** to switch to bank 1/2. This can only be done when not in effects select mode.

Effects Select Pads Mode

To enable effects **select pad mode**, simply hold **shift** and press effects **button 5** on the bank that you wish to edit.

Pad 1 toggles between group and single mode. This will also cycle to the Pattern Player if the 'traktorPlus' option is enabled in settings.

Pad 5 toggles between Send/Insert/Post Fader.

Pads 2 and 6 are used for selection of effect 1.

Pads 3 and 7 are used for selection of effect 2 (only available in group mode).

Pads 4 and 8 are used for selection of effect 3 (only available in group mode).

Effects Pads Mode

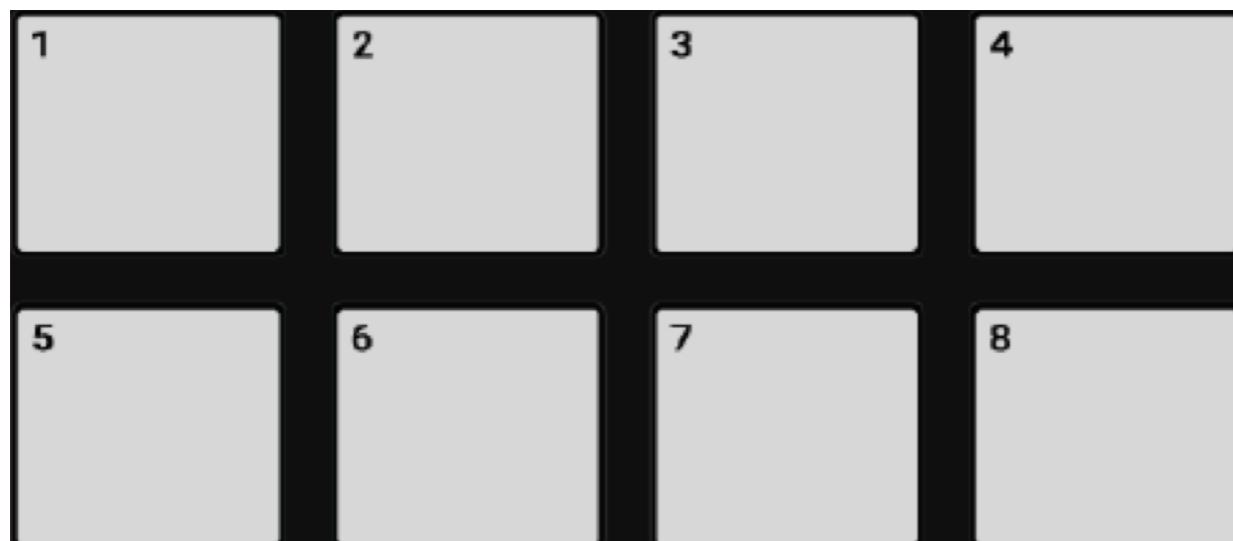
To enable the effect pads mode, hold **shift** on the deck that you want to enable the pads mode, then press **button 8** (see above) on the left effects bank (effects pads mode 1) or on the right effects bank (effects pads mode 2).

When enabling the effects pads, the corresponding effects bank will automatically be enabled for that deck. When exiting it will then be disabled again.

Each pad represents an effect, hold down on the **pad** to enable that effect on the selected effect bank. Each effect, effect label and effect bank can be changed in the settings file.

If you want an effect to stay on, hold **shift** and press the **pad** that you want to keep enabled.

Whilst in this mode, you can use the parameter knobs on the fx unit that you are currently controlling.



Effects Settings

resetFXFunctions - This setting is used to revert all effects bank functions to default. This is used when using mapping on the effects banks.

autoEnableFX1 & autoEnableFX2 - These are used to enable the effects assign for the corresponding effects pads mode.

fx1unit & fx2unit - These are the effects units that are used by each pads mode.

There are several options for each pad on each effects pads mode. These are as follows:

fx#pad# - This is the ID of the desired effect that you want to use. This can be found in the effects window in the preferences page of Traktor.

fx#pad#label - This is the text that is displayed on screen for that effect.

fx#pad#set - If you want to define a parameter for each effect, set this value to true and then modify the next setting for the parameter value.

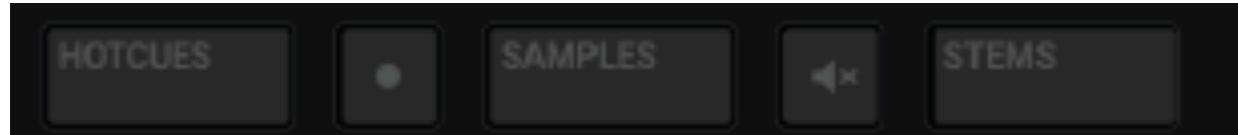
fx#pad#value - This is the setting for the parameter value for the selected effect pad. This value is stored between 0 and 100

toggleOnly1 & toggleOnly2 - These settings are used to change the enabling of effects on each pad mode to a toggle instead of a hold without holding shift.

Pads Modes

Apart from the effects pads modes mentioned above, there are several more pads modes that can be used.

Pads Mode Selector



The pads selector buttons can be modified in the settings file. The values displayed are the default values for the buttons.

Hotcues - The hotcues button is used to enable the hotcue pads mode. When in a remix deck, this button is used to enable the Beat Roll pads mode.

Record - When not using the sample pads mode, this button will enable the Beatjump/Move pads mode. To enable this mode when in a remix deck or when in the sample pads mode, press this button whilst holding shift.

Samples - When in a remix deck, this button will enable the sample pads mode.

When not in a remix deck, this button will enable the freeze pads mode.

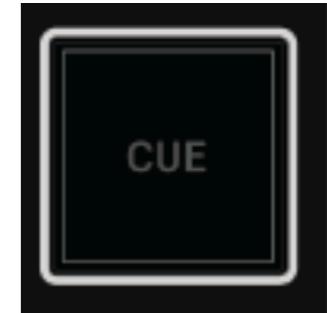
When in the freeze pads mode. Press the same button again or one of the pads to enable an 8 step freeze mode. Pressing the samples button with shift will enable a 4 step freeze. Pressing the samples button again will stop freeze mode.

Mute - When not in the sample pads mode, this button will enable the Beat Roll pads mode.

Stems - When in a stems deck, pressing this button will enable the stems pads mode. Combining it with shift will enable Loop pads mode.

When not in a stems deck, pressing this button will enable the Loop pads mode. When in the loop pads mode, pressing this button again will set a loop.

Cue - When holding shift and pressing the cue button, this will enable the tone pads mode.



Hotcue Pads

When hotcue pad one is not set, pressing it will set a beat marker. This can be disabled in the settings. When pressing a hotcue, it will display the cue info at the bottom of the deck screen, this can also be disabled.

There are options in settings to change the default colour for each cue type. Doing so will change the colour of the cue marker on the device screens and will also change the colour of the pad.

There are additional colour options in the settings for users who name all of their cues. For example, It's possible to have all cues named 'Vocal' as green.

When holding a hotcue, it is possible to change its type by holding down on the pad and using the deck selector/letter buttons.

Loop Pads + Loop In/Out

Pads 1 to 8 set a loop size from 1/4 to 32 beat loops (values changeable in settings file).

When pressing **shift** this will toggle the loop mode to backwards and the pads will change colour.

When pad is enabled (loop is active), press the pad again to disable to loop.

It is possible to enable the pads to start the deck if it is not playing. Option is in settings file.

When the loop pads mode is enabled, pushing in the **move/size encoders will set loop in/out**. When a loop is enabled, the encoders will adjust the in/out position. Turning both encoders simultaneously may cause unexpected results. When a loop is not enabled, the knobs will function as normal apart from the push functions.

If instead of the loop indicator size enabling when pressing shift, it is possible to assign a preset loop size every time the **Stems** button is pressed. The settings for this are **customAutoLoop** and **stemButtonLoopSize**.

Beat Roll Pads

Hold each **pad** to enable a beat roll from 1/32 to 4 beats (values changeable in settings file).

It is possible to disable the pads to start the deck if it is not playing. Option is in settings file.

There is also an option to turn on flux when in the roll pads mode.

Slicer/Freeze Pads

Pads cycle between slicer values when slicer mode is enabled.

Pads will cycle to the next page when current slice is more than 8.

When **shift** is held it is possible to change the slicer size. Default values are 1 to 8 but it's possible to change this in the settings file.

Move Pads

Each **pad** in the move pads mode can be customised. **Red pads will move the track backwards and green pads will move the track forward.**

The values of each move are displayed on the screen. Additional move values are available when holding **shift**.

There are also options for auto-repeating beatjump/move/seek in the settings file when the pad is being held down.

Tone Pads

When using the tone pads mode, **pad 1** will set the key to default. **Pads 2 to 8** will set the key to between +/- 1 and +/- 7.

To switch between up and down (+/-), press the **shift** buttons.

The pads will be **green to show the key is increasing**, they will be **red to show decreasing**.

Stem Pads

The stem pads are mainly unchanged but with a few extra features added.

When holding **shift** and pressing a **stem pad**, you can now isolate the sound of just that stem. Press it again to enable all stems. (This function can be disabled in settings using the **isolateStemsOnShift** setting)

There are also a few extra setting that have been added for the stem deck:

loadHotcuesOnLoad - will load hot cue pads by default when loading a stem track (enabled by default)

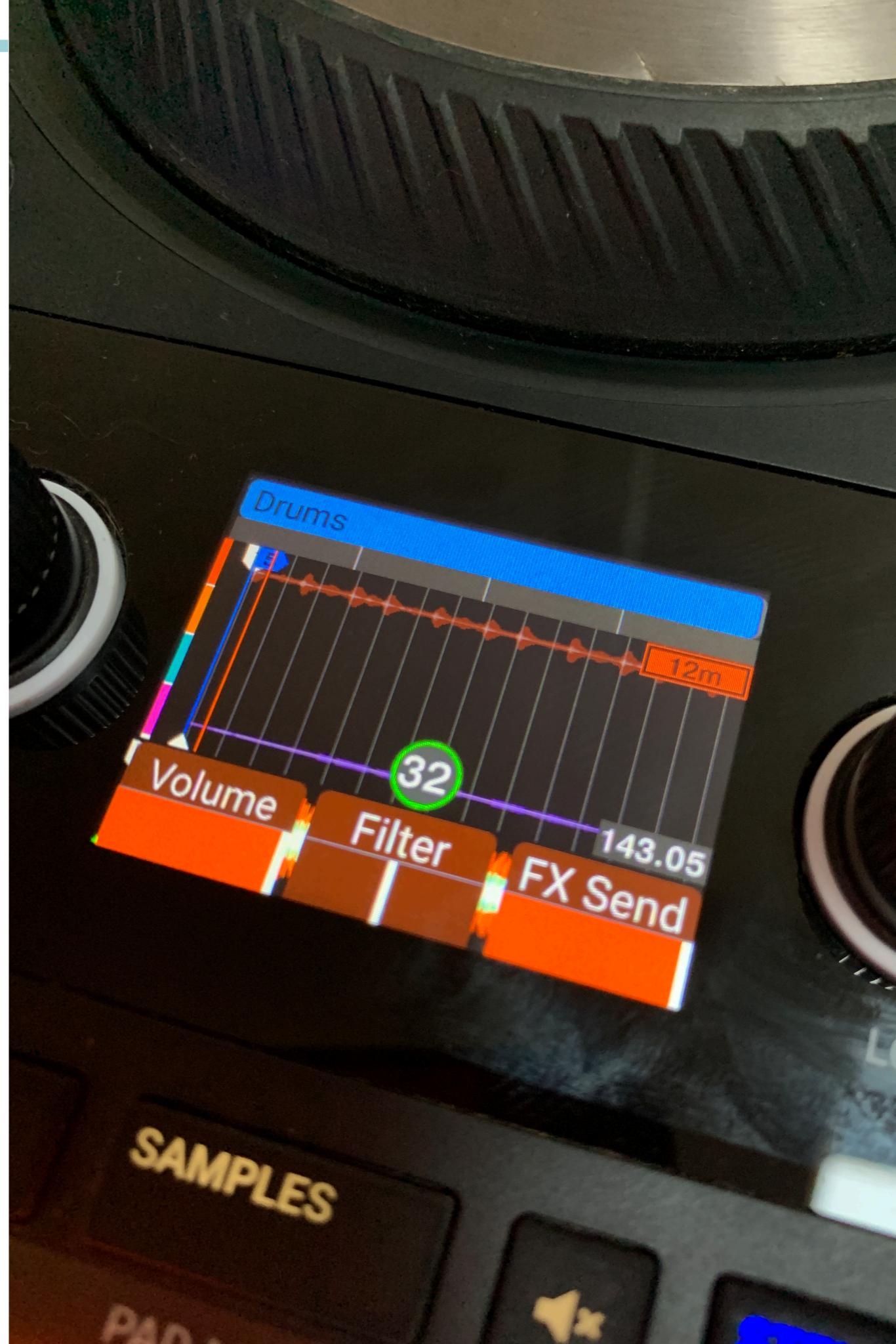
dimMutedStems - this setting can be used to disable the stems from dimming when muted

resetStemControlsOnLoad and **resetStemFXOnLoad** -

These settings are enabled by default and will reset the corresponding filter, volume and fx values to default when loading a stem track.

When holding a stem pad there are additional functions on the browser control buttons as follows:

1. No Function
2. FX Send Up
3. FX Send Down
4. FX Send on/off
5. Filter on/off



Vinyl Break Mode

Vinyl Break mode is used to replicate a turntable being stopped.

To enter/exit this mode simply hold **shift** and press the **play** button. This will bring up an info box and will also set the play button to flashing.

When in vinyl break mode, **wait around 5 seconds** for the effect to build up and then **press the play button** whenever you want to stop the track.

When you are done, exit vinyl break mode by pressing **Shift + Play** again.

If when you enable this mode, a different effect to Turntable FX is enabled, you must go into the settings file and change the effect ID for the vinyl break mode. Alternatively, move the TT FX effect to number 19 in the effects list in Traktor's preferences. Alternatively, you can install the effects tai file which is bundled with this hack.



Fader Start Mode

Fader start mode is used to automatically play the track when the fader is raised from zero.

To enable fader start mode, put the **fader** of the deck you want to bring in at the very bottom. Then **press shift + cue** (the cue above the fader you wish to have fader start enabled on). Then the moment the fader is raised from the bottom the deck will begin to play.

When Fader Start mode is enabled, a warning indicator will appear on screen to let you know that Fader Start has been enabled for that deck (currently not available on remix decks).

Note: this feature is only available on a deck which is not playing.



Beatgrid Edit Mode

With this hack, the grid edit button is used as a toggle instead of a hold. You can simply press the grid button to enter and exit grid edit mode. This can be reverted in the settings.

When not in grid edit mode

The **grid button** will enter grid edit mode. Holding **shift** and pressing **grid** will delete the grid marker and set a new one.

Holding **shift** and pressing **Flux** will set a grid marker.

Holding **shift** and pressing **Reverse** will delete the last grid marker.

When in grid edit mode

Master - The master button will double the bpm of the beat grid. When holding shift, the beat grid will be reset.

Sync - The sync button will half the bpm of the beat grid. When holding shift, the beat grid will be locked.

Move Encoder - This will move the beat grid. Press it in to set an auto grid.

Loop Encoder - This will adjust the bpm. Hold shift to fine adjust. Push in the encoder to reset the bpm



Grid Edit Pads

Pads 1 & 5 - Waveform Zoom - These will zoom in and out of the waveform in steps of 12.5%. In the settings there are values that can be set to define a preset value when pressing one of these pads with the shift button.

Pads 4 & 8 - Tempo Range - These will increase and decrease the tempo range for that deck in steps of 2 (this value can be changed in the settings. In the settings there are also values that can be set to define a preset value when pressing one of these pads with the shift button.

Pad 2 - Tick - Enables/disables the beat tick/metronome.

Pad 3 - Unload - This pad will unload the deck. (only available when the deck is stopped)

Pad 6 - Tap - This pad is used for the tap function.

Pad 7 - Analyse - This pad is used for the triggering the analysis of the loaded track.

Additional Grid Functions

Flux - This button will set a new grid marker

Reverse - This button will delete the last grid marker.

Additional Grid Settings

shiftFluxReverseSetsMarkers - This setting is used to disable the shift + Flux/Reverse to set/delete a grid marker when not in grid edit mode.

shiftGridSetsMarker - This setting is used to disable the shift + Grid to delete and set a new grid marker.

disableGridEditToggle - Enabling this setting will set the grid button to be a hold instead of a toggle (like by default)

Duplicate

To duplicate a track, go onto the deck that you want to load the track on, hold **Shift**, then press the **deck letter button** of the deck you want to duplicate.

If you have enabled the **duplicateTo** setting, when on the deck that you want to duplicate, hold **Shift**, then press the **deck letter button** of the deck that you want to load to.



Remix Deck

When Remix/Samples pads are selected, the **mute** and **record** buttons will function as default, to access the pad modes normally on these buttons, press them using **Shift**.

When Holding down on a Remix slot (pads 5 to 8)



1. Cell Navigation

2. Pitch Up

3. Pitch Down

4. FX Send

5. Key Lock

When holding down on a slot, you can use the deck letter buttons to **increase/decrease the gain** of the sample.

Sample Capture

When holding down on **pads 5 to 8**, if a sample is not loaded to this player/slot, you may press the above **pad (1 to 4)** to capture a sample. Combine this with the shift button to delete a sample.

You can use **shift + grid** when on a remix deck to toggle between capture sources. This is displayed in the top right of the remix deck on the S4 screens.

Example

When **pad 5** is being held to bring up the cell settings/remix overlay. Press **pad 1** whilst holding **pad 5** to capture a sample on pad 1. To delete a sample, simply hold **shift** and **pad 5** when pressing **pad 1**.

Layout and LED Colour Settings



Logo Settings

This hack supports the use of logos.

To have your own logo on the S4 screens, navigate to **qml/**

Screens/Images and replace the **logo.png** file with your own.

Note: Your logo file must be in the png format and must be named 'logo.png', this is case sensitive so make sure everything is lower case.

If your logo does not fit the screen perfectly, it's possible to change the colour of the background to match your logo. Simply go to [this link](#), upload your logo and use the colour picker to select the background colour of your logo. On the right is a hex value for the selected colour, copy this into the settings file on the **backgroundColour** setting.

If your logo is covered slightly by the deck header, you can move the logo up and down using the **top** and **bottom** settings in the 'logo settings' section.

Time/Beats Box

There are several values that can be displayed in the **Time** box. These are: **elapsed time**, **remaining time**, **time to cue**, **beats (1.1.1)**, **remaining beats (1.1.1)**, **beats to cue (1.1.1)**, **beats (1.1)**, **remaining beats (1.1)** and **beats to cue (1.1)**.

When holding shift there is an alternate time value shown on screen. Both of these values can be changed in the settings file using the **timeBox** and **timeBoxShift** settings.

Waveform Settings

There are a couple of layout and colour settings for the waveforms.

waveformPlaymarkerPosition - This is the position of the playmaker on the waveform. By default it is set to the left.

hideWaveforms - This is used if you want to disable/hide the moving waveforms on the screens.

alwaysShowLoopSize - By default, this setting is set to true so that the loop text icon shows always (apart from when in freeze mode). To have the loop indicator disappear after a certain amount of time after touching the loop knob, simply disable this setting and move on to the following settings.

loopOverlayTimer - this value is used to determine the time that the loop indicator is displayed on screen. The default value is 10000 (ms)/10 seconds.

There are also colour options for the waveforms which I will address in the **LED Colour Settings** section.

There is also an option to hide the beat grid in the settings.

BPM/Tempo Settings

The BPM and Tempo display box is normally displayed on screen when the tempo of a track is changed. This info box will stay on the screen for the amount specified in the **bpmOverlayTimer** setting. If you would like the tempo info to always stay on screen, you will have to enable the **alwaysShowTempoInfo** setting.

There are then several values that can be displayed in the bpm/tempo box. There are 3 values displayed when not holding shift and more when holding shift. These values are as follows: **Master BPM, BPM, Tempo, BPM Offset, Tempo Offset, Master Deck Letter, Key, Original BPM and Tempo Range**. The order of these values can all be changed in the settings file.

There are also **colour mixing aids** that will help you easily be able to tell if the bpm or tempo are close to the master by giving you colour feedback in the text. There are 6 options in the settings to enable this, one option for each value.

Stripe Settings

There are a couple of settings for the stripe that allows you to look at either the master deck's stripe or look at the opposite deck's stripe when holding **shift**. This feature can be enabled by enabling either the **shiftStripe** or **shiftStripeMaster** options.

It's also possible to hide the stripe using the **hideStripe** setting.

LED & Colour Settings

There are many options that control the **LED colours, deck colours, waveform colours, track end flashing** and **mixer FX colours**.

Firstly, the Track End Warning flashing has been added to the hack on both the stripe and on the jogwheel LED's. These can be disabled using the **waveformEndFlashing** and **jogwheelEndFlashing** settings.

The **jogwheel LED** has been modified to move when pressing on the **cue** button. This can be disabled using the **jogwheelLedCue** setting.

There are then several colour options for the **Waveforms, Deck Colour** and **Jogwheel Colour** for each deck and also settings for the colour of each **mixer fx**.

Extra Settings

There are some final settings which do not fit into a category, these are as follows:

shiftTempoFaderEnable - By default the tempo fader is set to not move when holding shift. This setting has been disabled so it is now possible to move the **tempo fader** and hold **shift**.

showOnlyAB & **showOnlyCD** - These settings are used to force either just decks A & B or decks C & D to display.

FX Assign Settings

There are several options available for the fx assign buttons which can be used to auto select an effect, the effect bank type, the button values and also the knob values.

The effects are as so: (# = which fx bank is being changed or the button/knob used.)

fxAssign#SetEffect - This setting is used to enable the changing of the effects when pressing each fx assign button.

fxAssign#Type - The type of the effects bank. 0 = Group and 1 = Single.

fxAssign#Effect#ID - The ID value of the effect that you want to select. Check the effects page in the traktor preferences for the position of each effect.

fxAssign#Enable# - This is the value of each button. True = On, False = Off.

fxAssign#DryWet & fxAssign1Parameter# - These are the values of each knob. 0 = 0%, 100 = 100%.

Phase & Phrase Meter Settings

There are several settings that can be used to customise the phase meter. The **colour** of each deck's phase meter can be changed. It is also possible to **hide** the phase meter all together.

Added in version 3.2 was the phrase meter (beat counter). This will display as green for the master and white for the current deck. This is hidden by default but can be enabled by changing the **hidePhrase** setting to false.