

— Mapping Pressure sensitive pads —

Native Instruments Maschine controllers have pressure and velocity sensitive pads.



mk1



mk2



Mikro mk1



Mikro mk2

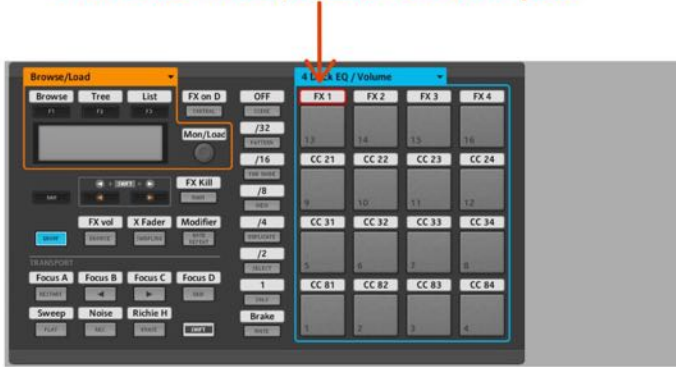


Studio

The pads can be used as buttons to trigger functions in Traktor.

They can also be used as knobs or faders to adjust parameters in traktor, like volume or effects.

In controller editor, double – click on a pad.



The "Hit" tab sets up the pad behavior as a button.

You can assign the channel and control change numbers.

Gate mode is the most useful. This means the button will send a 127 to Traktor when you "Hit" the pad, and a 0 when you release it.

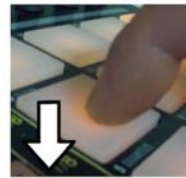
The LED On function is linked to the Channel / CC number in the "Hit" tab.

Let's start by defining "Hit" and "Press."



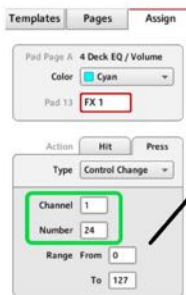
Hitting a pad means your finger must have an initial velocity before touching the pad.

There must be an impact with the pad for it to respond.



Pressing a pad does not require any velocity.

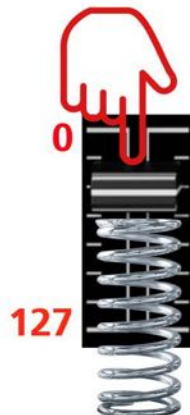
You can keep your finger on the pad and vary how hard you're pushing on it.



In controller editor, select the "Press" tab.

You can assign a different channel and control change number if you want.

You can also set the minimum and maximum control values.



Think of a pressure – sensitive pad as a fader with a spring behind it.

When you don't push it down, it stays at 0.

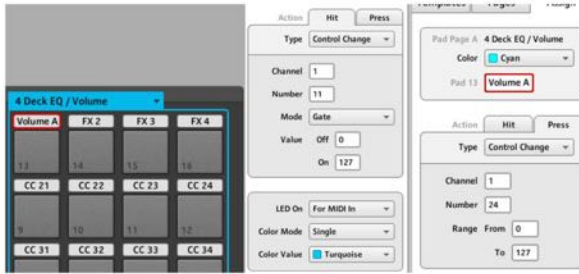
Holding it halfway is 64.

Maximum pressure gives you 127.

When you let go, it goes back to 0.

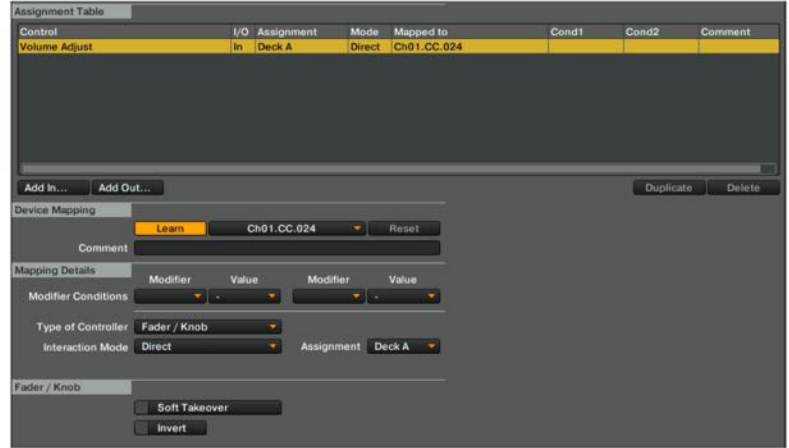
The min and max values can be changed.

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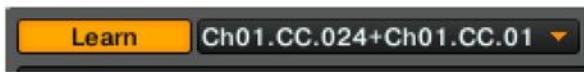
Let's start by mapping deck volume for deck A.

Notice the "Hit" and "Press" functions have different CC numbers.



Hit learn, and gently press the first pad.

If you hit the pad, you may get this:

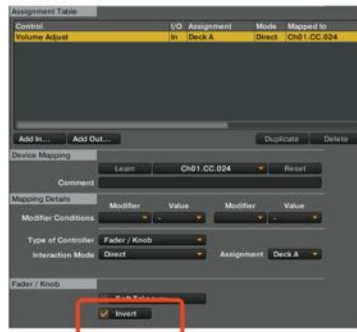


That's because the pads can send multiple signals. This can be useful. Pay attention to make sure the right number gets assigned.



Press the pad. Volume deck A will go up and down depending on how much pressure you apply.

The volume will return to 0 when you let go.

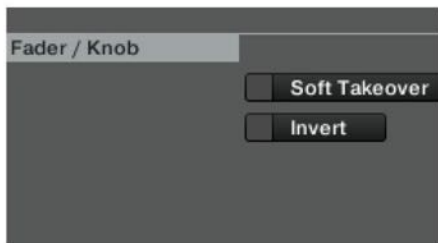


Press the pad. Volume deck A will go up and down depending on how much pressure you apply.

The volume will return to max when you let go.



Now check the invert box.



Un – check "invert" in Traktor.

In Controller editor, change:

From = 127
To = 0

Notice you get the same result as "invert."

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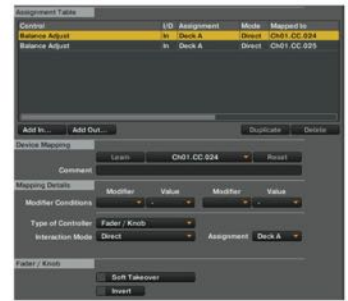
Map balance adjust for deck A with pads.



In controller editor, set the left pad range.

From = 64
To = 0

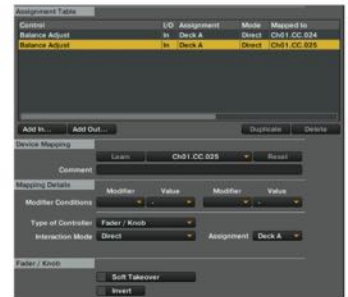
Map balance adjust deck A as a fader : Direct mode



In controller editor, set the right pad range.

From = 64
To = 127

Map balance adjust deck A as a fader : Direct mode

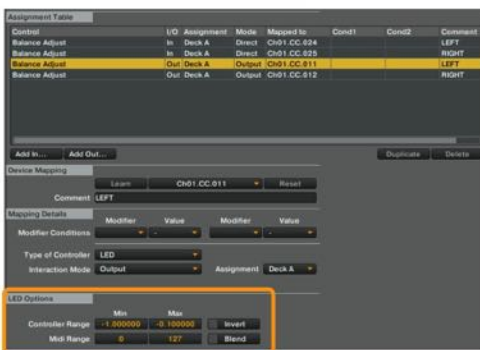


Now when you press the left or right pad, Deck A will pan left or right.

It will return to the center because "From" is set to 64 in controller editor.

This means the pad sends a 64 when you let go. 64 is center for most controls in Traktor.

Add a light.



In Traktor, add a Balance Adjust output.

Map the left one to Ch 1 CC 11 and the right to Ch 1 CC 12.

These are the numbers assigned under the "hit" tab in Controller Editor. The "Press" CC number doesn't accept LED input.

For the left one, set Controller Range Min to -1.0000 and Max to -0.1000 This is just left of center.

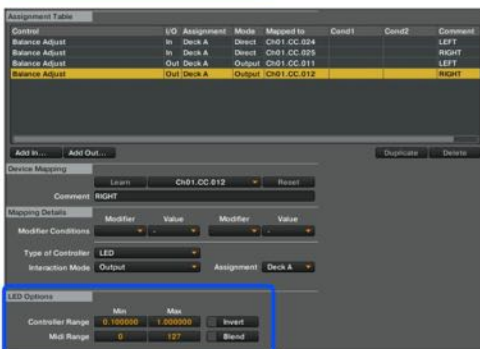
Leave the Midi Range at 0 Min 127 Max.

This means when the Balance is left of center, Traktor will send a 127 to the controller to light up the pad.

For the right one, set Controller Range Min to 0.1000 and Max to 1.0000 This is just right of center.

Leave the Midi Range at 0 Min 127 Max.

This means when the Balance is right of center, Traktor will send a 127 to the controller to light up the pad.



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Use Hit and Press for effects

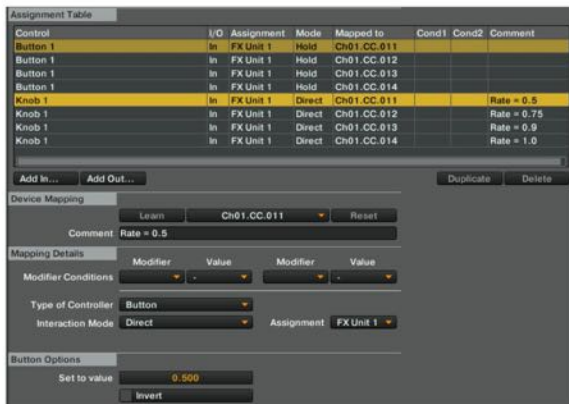


Set up the top 4 pads in Controller Editor. Each pad should have a different number in Hit mode, and another different number in Press mode.



Start by setting FX unit 1 to Group FX and set the first one to "Beatmasher"

Map FX Unit 1 Button 1 to each pad. CC 11, CC 12, CC 13, CC 14 are in "Hit" mode and will turn on the effect.



Map a different rate to each pad. CC 11, CC 12, CC 13, CC 14 will change the rate of the beatmasher.

Map Dry / Wet Adjust for FX Unit 1.

CC 24, CC 25, CC 26, CC 27 are in "Press" mode and will control the volume of the effect.

Hit each pad lightly to activate the beatmasher, then press harder to bring up its volume.

Slowly release pressure from the pad to fade the effect out.

