

TRAKTOR PRO MAPPING CHART

DARK FIRE - TRAKTOR PRO DEFAULT MAPPING (2020-09-06)					
USED MODES: 4 DECKS, 1 MOMENTARY SHIFT LAYER, 2 PERMANENT BANKS					
CONTROL ELEMENT	LED	BANK 1		BANK 2	
		NORMAL	SHIFT	NORMAL	SHIFT
MIDI Channel (top)	green/red	DECK SELECT * ● ● (flashing ●* in 3rd/4th CH)			
Left Encoder Push	orange	[free]* BEAT ●*	LOOP IN ●*	UFX1 ON/OFF ●	FX1 ACTIVE ●
Right Encoder Push	blue	LOOP ●*	LOOP OUT ●*	UFX2 ON/OFF ●	FX2 ACTIVE ●
Left Encoder Rotate	-	BEAT/LOOP JUMP	[free for user mapping]	FX1 DRY/WET	FX1 PARAM1
Right Encoder Rotate	-	LOOP SIZE +/-	[free for user mapping]	FX2 DRY/WET	FX2 PARAM1
Pad 1 Left	RGB	HC1	DELETE HC1	[free for user mapping]	[free for user mapping]
Pad 2 Left	RGB	HC2	DELETE HC2	[free for user mapping]	[free for user mapping]
Pad 3 Left	RGB	HC3	DELETE HC3	[free for user mapping]	[free for user mapping]
Pad 4 Left	RGB	HC4	DELETE HC4	[free for user mapping]	[free for user mapping]
Pad 1 Right	RGB	HC5	DELETE HC5	STEM1 ON/OFF	[free for user mapping]
Pad 2 Right	RGB	HC6	DELETE HC6	STEM2 ON/OFF	[free for user mapping]
Pad 3 Right	RGB	HC7	DELETE HC7	STEM3 ON/OFF	[free for user mapping]
Pad 4 Right	RGB	HC8	DELETE HC8	STEM4 ON/OFF	[free for user mapping]
Center button	green/yellow	SYNC ●	KEY LOCK ●	SYNC ●	KEY LOCK ●
Pad 5 Left	RGB	CUE ●	NUDGE - ●	CUE ●	NUDGE - ●
Pad 5 Right	RGB	PLAY ●	NUDGE + ●	PLAY ●	NUDGE + ●
SHIFT (bottom left)	green/red	PRESS & HOLD TO ACTIVATE SHIFT LAYER ● ● ●			
MID (bottom mid)	blue	MASTER ●	MASTER ●	MASTER ●	MASTER ●
BANK (bottom right)	green/red	TOGGLE BETWEEN BANK 1 & 2 ● ● ● (flashing ●* in BANK 3/4)			

* Hold MIDI Channel + push L Encoder to toggle LED Booster

TRAKTOR MAPPING DETAILS



- Dark Fire & Traktor Pro complement each other perfectly. The mapping supports 8 HC in direct access for 1-4 decks without the need of any shift control. BANK1 is focusing on Traktor typical panels (Cues and Jump/Loop encoder pair), BANK 2 supports FX and STEM features. Important controls (e.g. Cue/Play, Master/Sync) are mapped globally.
- The mapping supports all Traktor Hotcue type colors. All gui colors are mirrored to the controller: OFF(-1), Cue(0), FadeIn(1), FadeOut(2), Load(3), Grid(4), Loop(5). On top we spent a magenta to differentiate both Fade cue types (which is missed in gui). And we mapped an additional RED to indicate the important Hotcue Delete mode.
- Bicolored LED controls (e.g. Center button) are mapped in 2 different colors, this allows to distinguish different actions (e.g. SYNC and Key Lock on Center button).
- LED ●* means flashing: All unicolor and bicolor controls support flashing. This feature is used to emphasize feedback (e.g. Right Encoder LED flashes BLUE in active loop). Flashing LED on MIDI Channel or BANK control indicate active 3rd/4th deck or bank.

RGB PADS TIPS FOR OWN MAPPINGS



- All 10 PADS can be triggered with their own ON/OFF color, there are **NO LAYER LIMITATIONS** (PADs are independent), user could map different colors to any of the PADs in any of the 8 layers (2 SHIFT x 4 BANKS).
- The default mapping offers a interesting feature on some PADs: PADs can be mapped in **OFF STATE** to low intensive colors (instead switched off/0). This helps the user to remind mapped actions in different layers always.
- Experienced user can remap/exchange default colors. Dark Fire hardware would support continuous colors (see breathing on Power On), but we had to limit because MIDI support values in max. 127. So we organized 125 colors (0-124) via 5x5x5 cube model (5 intensity for each R/G/B PAD LED). Hint: Try the inbuilt **COLOR EXPLORER** once to explore all 125 supported colors: Mix your favourite color, notice the calculated value with a MIDI monitor, and use these values later in your mapping.

UNIVERSAL MAPPING (DECK ASSIGNMENT TRICK)

- The (same) mapping file can be used for any kind of **1,2,4 DECKS** assignments (one mapping for all use cases). Trick: Define the MIDI Channel knob behaviour once in 'Power-On Setup' (A,B,C,D,AB,AC,BD,CD,ABCD). This flexible concept even allows to connect and map 2 or more Dark Fire Controller with their individual configuration ;)



ADD YOUR OWN FEATURES INTO MAPPING

- Experienced users can modify the mapping, either modifying existing features or using the [free for user mapping] slots in MIDI chart to add further MIDI functions.
- MOST POWERFUL:** Dark Fire firmware can support two BANK layers more, 4 in total. Use the 'Power-On Configuration Setup' to **ENABLE BANK 3&4**. The additional two banks are empty in the default mapping, waiting for user ideas ;)



DJ PLAYER PRO MAPPING CHART

DARK FIRE - DJ PLAYER PRO (DJPP) DEFAULT MAPPING (2020-09-06)					
USED MODES: 4 DECKS, 1 MOMENTARY SHIFT LAYER, 2 PERMANENT BANKS					
CONTROL ELEMENT	LED	BANK 1		BANK 2	
		NORMAL	SHIFT	NORMAL	SHIFT
MIDI Channel (top)	green/red	DECK SELECT * ●● <small>(flashing ●* in 3rd/4th CH)</small>			
Left Encoder Push	orange	[free] * BEAT ●*	LOOP IN ●*	FX1 ON/OFF ●	[free for user mapping]
Right Encoder Push	blue	LOOP ●*	LOOP OUT ●*	FX2 ON/OFF ●	[free for user mapping]
Left Encoder Rotate	-	BEAT/LOOP JUMP	[free for user mapping]	FX1 MAIN PARAM	FX1 2nd PARAM
Right Encoder Rotate	-	LOOP SIZE +/-	[free for user mapping]	FX2 MAIN PARAM	FX2 2nd PARAM
Pad 1 Left	RGB	HOTCUE 1 ■■	[free for user mapping]	FX PAD 1 □■	[free for user mapping]
Pad 2 Left	RGB	HOTCUE 2 ■■	[free for user mapping]	FX PAD 2 □■	[free for user mapping]
Pad 3 Left	RGB	HOTCUE 3 ■■	[free for user mapping]	FX PAD 3 □■	[free for user mapping]
Pad 4 Left	RGB	HOTCUE 4 ■■	[free for user mapping]	FX PAD 4 □■	[free for user mapping]
Pad 1 Right	RGB	HOTCUE 5 ■■	STEM1 ON/OFF ■■	FX PAD 5 □■	[free for user mapping]
Pad 2 Right	RGB	HOTCUE 6 ■■	STEM2 ON/OFF ■■	FX PAD 6 □■	[free for user mapping]
Pad 3 Right	RGB	HOTCUE 7 ■■	STEM3 ON/OFF ■■	FX PAD 7 □■	[free for user mapping]
Pad 4 Right	RGB	HOTCUE 8 ■■	STEM4 ON/OFF ■■	FX PAD 8 □■	[free for user mapping]
Center button	green/yellow	SYNC (MASTER) ●	KEY LOCK ●	SYNC (MASTER) ●	KEY LOCK ●
Pad 5 Left	RGB	CUE ■■	NUDGE - ■■	CUE ■■	NUDGE - ■■
Pad 5 Right	RGB	PLAY ■■	NUDGE + ■■	PLAY ■■	NUDGE + ■■
SHIFT (bottom left)	green/red	PRESS & HOLD TO ACTIVATE SHIFT LAYER ●●			
MID (bottom mid)	blue	DJPP SHIFT ● <small>(hold to delete Hotcues)</small>			
BANK (bottom right)	green/red	TOGGLE BETWEEN BANK 1 & 2 ●● <small>(flashing ●* in BANK 3/4)</small>			

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DJ PLAYER PRO (DJPP) SPECIFIC ADD ONS



- DJPP offers a powerful feature: **DJPP SHIFT**, enabling additional features on DJPP 2nd page. We mapped this important control to the MID knob. 'DJPP SHIFT' can be combined with the **DARK FIRE SHIFT** (bottom left) in any layer. Test it: Select BANK2 (FX controls), press MID knob (DJPP SHIFT) ⇒ now the Encoder supports 'Select FX'. Summary: The mapping offers more features than listed above.
- DJPP does NOT distinguish **HOTCUE COLORS** in MIDI messages (Blue, Loop Green, Red Delete), unfortunately. So we added a feature inside Dark Fire firmware to simulate at least the DJPP gui RED for **DELETING HOTCUES**, via a hardcoded 'Auto-Color 125': PADS convert value 125 into BLUE and toggles to RED if MID knob (DJPP SHIFT) is pressed. We mapped 125 in BANK1, in BANK 2 (FX) we use colors 0-124.
- LED ●* means flashing, so e.g. active loop flashes in BLUE. Action in brackets () can be triggered with holding button a longer time (e.g. select MASTER deck with SYNC btn).
- Hint: Open the **DJPP PANELS** to see the action on gui (using DJPP button [FX] and ☰).

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