

# TRAKTOR PRO MAPPING CHART

DARK WHEEL - 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	TOUCH BEAT ●●	TOUCH LOCK	UFX1 ON/OFF ●	FX1 ACTIVE ●
Right Encoder Push	blue	LOOP ●●	[free for user mapping]	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
Jogwheel Rotate		BEND & MOVE	[free for user mapping]	SCROLL LIST	SCROLL TREE
Hotcue 1	green/yellow	HC1 ●●	HC5 ●●	DELETE HC1 ●●	DELETE HC5 ●●
Hotcue 2	green/yellow	HC2 ●●	HC6 ●●	DELETE HC2 ●●	DELETE HC6 ●●
Hotcue 3	green/yellow	HC3 ●●	HC7 ●●	DELETE HC3 ●●	DELETE HC7 ●●
Hotcue 4	green/yellow	HC4 ●●	HC8 ●●	DELETE HC4 ●●	DELETE HC8 ●●
CUE	magenta	CUE ●	KEY LOCK ●	BROWSER VIEW	[free for user mapping]
PLAY	green	PLAY ●	SYNC ●	LOAD TRACK	[free for user mapping]
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)			

## LED MAPPING

- LED are mapped to related buttons, e.g. PLAY LED during playing, Encoder LED (BANK2) if FX active etc.
- Jump/Set Hotcue LED's: **OFF** = no hotcue, **GREEN** = Loop Hotcue, **YELLOW** = any other Hotcue type
- Delete Hotcue LED's: **GREEN-YELLOW FLASHING** if hotcue exists (flash indicates: Press would delete)
- Loop ON/OFF LED: **OFF** = no loop active, **BLUE FLASHING** = loop active (flashing emphasize loop)
- Upper Left Encoder LED: Beat phase, **ORANGE FLASHING in BEAT** during play (NORMAL layer BANK 1)
- Left Jogwheel LED: **OFF** = no TOUCH, **GREEN** not used, **RED** = TOUCH active (left encoder)
- Right Jogwheel LED: **OFF** = no message, **GREEN** = Pitchbend message, **RED** = Hold/Move message
- LED ●\* means flashing: All unicolor and bicolor controls support flashing, used in mapping to emphasize feedback (active loop, deleting HC), also indicating 3rd/4th deck or bank



## JOGWHEEL TIPS & TRICKS

- The full metal jogwheel has no dedicated platter or outer ring, so we added 2 options to toggle between PITCH BENDING and MOVING CUE/GRID POSITION. A manual option with the left Encoder and a workflow triggered fully automated toggling.
- MANUAL toggling: The LEFT ENCODER is mapped as TOUCH PLATTER, so press and hold Encoder for activating, or press SHIFT + ENCODER to toggle permanently.
- FULL AUTOMATED toggling: A playing song toggles to jogwheel PITCH BEND mode; a stopped song activates the MOVE CUE/GRID POSITION mode. This allows a comfortable workflow, additional controls (or Vinyl/CDJ buttons) are not needed.
- Pushing the jogwheel in MOVE mode allows for powerful accelerated BEAT SEEKING.
- Dark Wheel Jogwheel sends encoder messages in addition; we used this flexible concept for SCROLLING thru song and folder lists in BANK2.

## UNIVERSAL MAPPING

- Our default mapping supports any kind of Dark Wheel deck assignments. Use the same mapping for one, two or even four Dark Wheel's. And independent of amount of devices: you can align each of them to 1, 2 or 4 deck mixing. Use the built in 'Power-On Configuration Setup' features to define your favourite alignments.



## 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 Wheel 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 WHEEL - 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	<b>DECK SELECT</b> ●● (flashing ●* in 3rd/4th CH)			
Left Encoder Push	orange	<b>TOUCH BEAT</b> ●●	<b>TOUCH LOCK</b>	<b>FX1 ON/OFF</b> ●	[free for user mapping]
Right Encoder Push	blue	<b>LOOP</b> ●●	[free for user mapping]	<b>FX2 ON/OFF</b> ●	[free for user mapping]
Left Encoder Rotate	orange	<b>BEAT/LOOP JUMP</b>	[free for user mapping]	<b>FX1 MAIN PARAM</b>	<b>FX1 2nd PARAM</b>
Right Encoder Rotate	blue	<b>LOOP SIZE +/-</b>	[free for user mapping]	<b>FX2 MAIN PARAM</b>	<b>FX2 2nd PARAM</b>
Jogwheel Rotate		<b>BEND &amp; MOVE</b>	[free for user mapping]	<b>SCROLL LIST</b>	[free for user mapping]
Hotcue 1	green/yellow	<b>HOTCUE 1</b> ●	<b>HOTCUE 5</b> ●	<b>FX PAD 1</b> ●	<b>FX PAD 1</b> ●
Hotcue 2	green/yellow	<b>HOTCUE 2</b> ●	<b>HOTCUE 6</b> ●	<b>FX PAD 2</b> ●	<b>FX PAD 1</b> ●
Hotcue 3	green/yellow	<b>HOTCUE 3</b> ●	<b>HOTCUE 7</b> ●	<b>FX PAD 3</b> ●	<b>FX PAD 1</b> ●
Hotcue 4	green/yellow	<b>HOTCUE 4</b> ●	<b>HOTCUE 8</b> ●	<b>FX PAD 4</b> ●	<b>FX PAD 1</b> ●
CUE	magenta	<b>CUE</b> ●	<b>KEY LOCK</b> ●	<b>BACK (CLOSE)</b>	[free for user mapping]
PLAY	green	<b>PLAY</b> ●	<b>SYNC (MASTER)</b> ●	<b>SELECT (LISTEN)</b>	[free for user mapping]
SHIFT (bottom left)	green/red	<b>PRESS &amp; HOLD TO ACTIVATE SHIFT LAYER</b> ●●			
MID (bottom mid)	blue	<b>DJPP SHIFT</b> ● (hold to delete Hotcues)			
BANK (bottom right)	green/red	<b>TOGGLE BETWEEN BANK 1 &amp; 2</b> ●● (flashing ●* in BANK 3/4)			

### LED MAPPING

- LED are mapped to related buttons, e.g. PLAY LED during playing, Encoder LED (BANK2) if FX active etc.
- Jump/Set Hotcue LED's: **OFF** = no hotcue, **YELLOW** = existing HC (DJPP does not support multiple colors)
- Delete Hotcue LED's: **YELLOW** = existing HC. Press & hold Mid button in BANK 2, press HC1-8 to delete
- Loop ON/OFF LED: **OFF** = no loop active, **BLUE FLASHING** = loop active (flashing emphasize loop)
- Upper Left Encoder LED: Beat phase, **ORANGE FLASHING in BEAT** during play (NORMAL layer BANK 1)
- Right Jogwheel LED: **OFF** = no message, **GREEN** = Jogwheel rotate (Left LED: free for mapping)
- LED ●\* means flashing: All unicolor and bicolor controls support flashing, used in mapping to emphasize feedback (active loop), also indicating 3rd/4th deck or bank

### JOGWHEEL TIPS & TRICKS



- The full metal jogwheel has no dedicated platter or outer ring, so we added 2 options to toggle between PITCH BENDING and MOVING CUE/GRID POSITION. A manual option with the left Encoder and a workflow triggered fully automated toggling.
- MANUAL toggling: The LEFT ENCODER is mapped as TOUCH PLATTER, so press and hold Encoder for activating, or press SHIFT + ENCODER to toggle permanently.
- FULL AUTOMATED toggling: A playing song toggles to jogwheel PITCH BEND mode; a stopped song activates the MOVE CUE/GRID POSITION mode. This allows a comfortable workflow, additional controls (or Vinyl/CDJ buttons) are not needed.
- Pushing the jogwheel in MOVE mode allows a powerful accelerated BEAT SEEKING.
- Dark Wheel Jogwheel sends encoder messages in addition; we used this concept in BANK2 for SONG BROWSER scrolling, song pre-listening and loading. Holding PLAY allows seeking in the pre-listening song with Jogwheel, holding CUE to close browser.



### DJ PLAYER PRO (DJPP) SPECIFIC ADD ONS

- DJPP offers a powerful feature, the 'DJPP SHIFT', enabling additional features on DJPP 2nd page. We mapped this important feature to the bottom MID knob (blue LED).
- This 'DJPP' SHIFT can be combined with the 'Dark Wheel' SHIFT (bottom left) in any banks. Test it: Pressing SHIFT (Left) + SHIFT (Mid) together deletes hotcue 5-8. Summary: The mapping offers even more features than listed in chart above.

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