

Configuring Traktor 3 for the DJ Console Rmx (OS X version)

1- Configuration of the MIDI channel

From the DJ Console control panel, go to the **ADVANCED** tab, and make sure that MIDI channel is set to **1**.

This is very important as the TKS file provided is configured for the DJ Console Rmx to work on this channel.

If you have multiple MIDI controllers, or would like to use the DJ Console on a different MIDI channel, you will need to modify the TKS file accordingly. Consult Traktor's user manual for more details.



2- Audio configuration in Traktor

a) From the main menu, click on **PREFERENCES**, and select **AUDIO SETUP**

b) In **Soundcard**, select **Hercules DJ Console Rmx Aggregate** as **Audio Device**. You can also adjust the **AUDIO LATENCY**.



c) Under **Output Routing**, set Output 3 & 4 for **Monitor** and Output 1 & 2 for **Master**

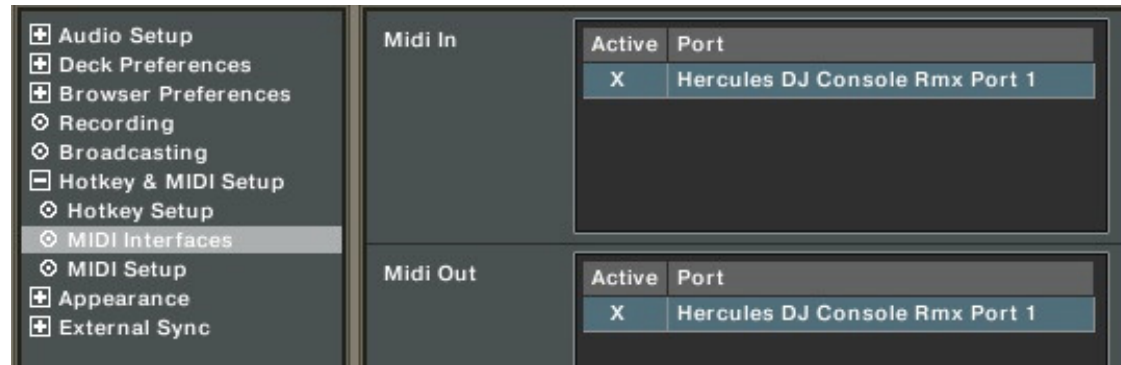


d) If you are using external sources, in **Input Routing**, select the DJ Console inputs for channels A&B.

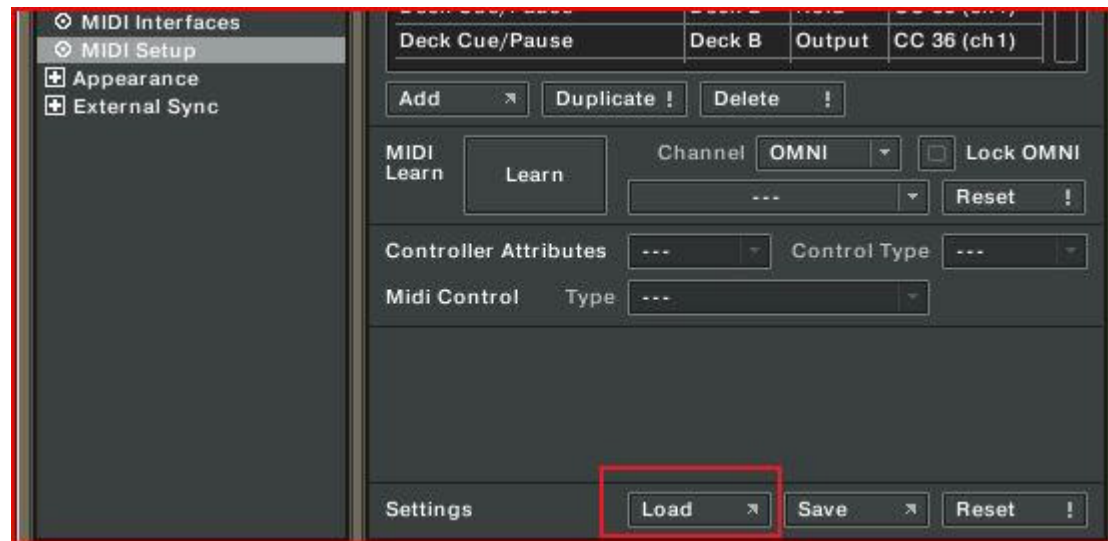


3- Configuration of the Midi controllers in Traktor

- a. Expand **Hotkey and MIDI setup** and select **MIDI Interface**. Make sure **Hercules DJ Console Rmx Port 1** is marked with an **X** in the ACTIVE column for both MIDI IN and OUT.



- b. From **MIDI Setup**, click the **Load** button. Locate and select the TKS file, then press OK



- c. Traktor is now configured to use the DJ Console Rmx.

MIDI Layout for the DJ Console Rmx and Traktor3

NOTE: The terms used are those employed in Traktor

Main Configuration:

A- Deck Input Select

B- Deck Gain

C- EQ (Bass/ Mid/ Treble) and EQ Kill

D- Master Balance

E- Deck Tempo - Reset

F- Deck Time Stretch ON

G- Loop:

Buttons 1 / 4: Loop Set/In, Loop Active/Out

Buttons 2 / 5: Loop Length Increase/Decrease

Buttons 3 / 6: Loop Move Backward / Forward

H- Deck Tempo

I- Deck Skip Backward / Forward

J- Deck Monitor Cue

K- Deck Load Selected

L- Browser List Select Up/Down

M- Deck Tempo - Sync

N- Deck Scratch / CD-DJ Jogg

O- Deck Volume

P- Master Volume

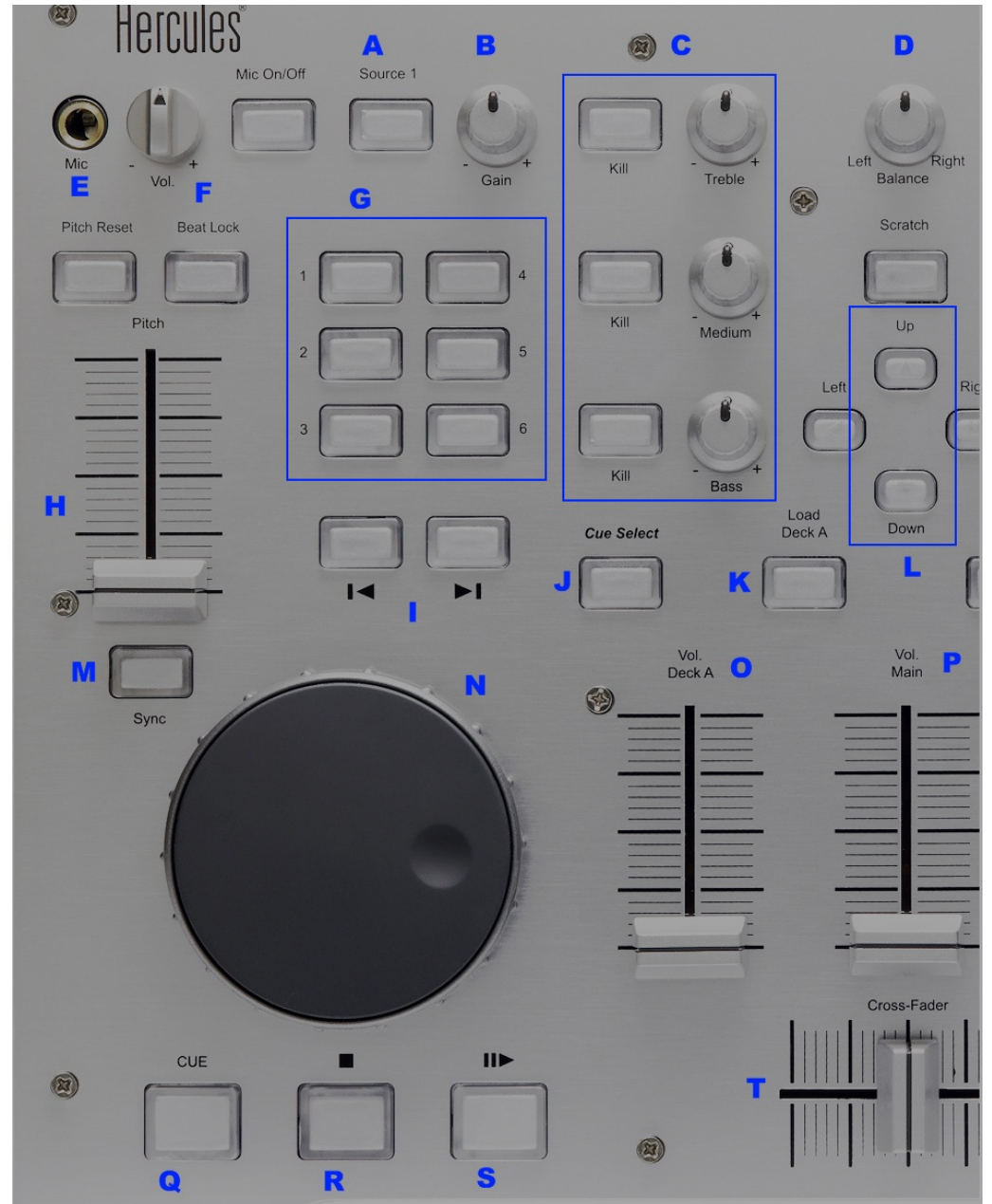
Q- Deck Cue/Pause

R- Deck Scratch Jogg ON

(HOLD to activate scratch on deck's jog wheel)

S- Deck Play/Pause

T- X-Fader



Secondary functions:

Press and hold the SCRATCH button to access the secondary functions

A- Deck Pitch Bend

B- FX:

Buttons 1 / 4: Effect Select Previous/ Next

Buttons 2 / 5: Effect button 1 / 2

Buttons 3 / 6: Effect button 3 / 4

C- Jump Cue- List 1, 2, 3 (top to bottom)

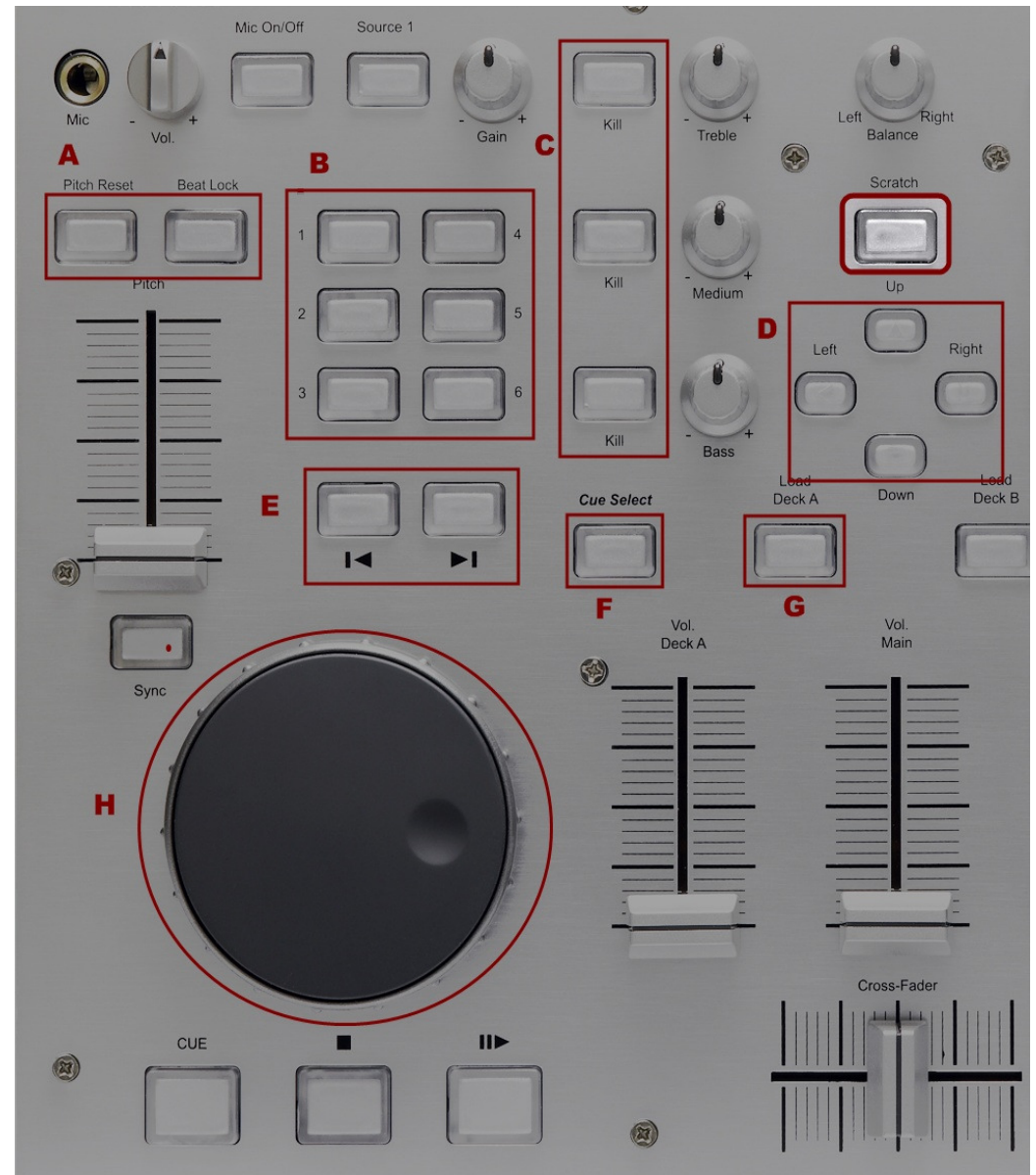
D- Browser Tree Up/ Down / Expand /Collapse

E- Deck Jump Backward/Forward

F- Deck Cue Set

G- Lock Cue Point

H- Effect Knob 1 / 2



Midi controllers map

