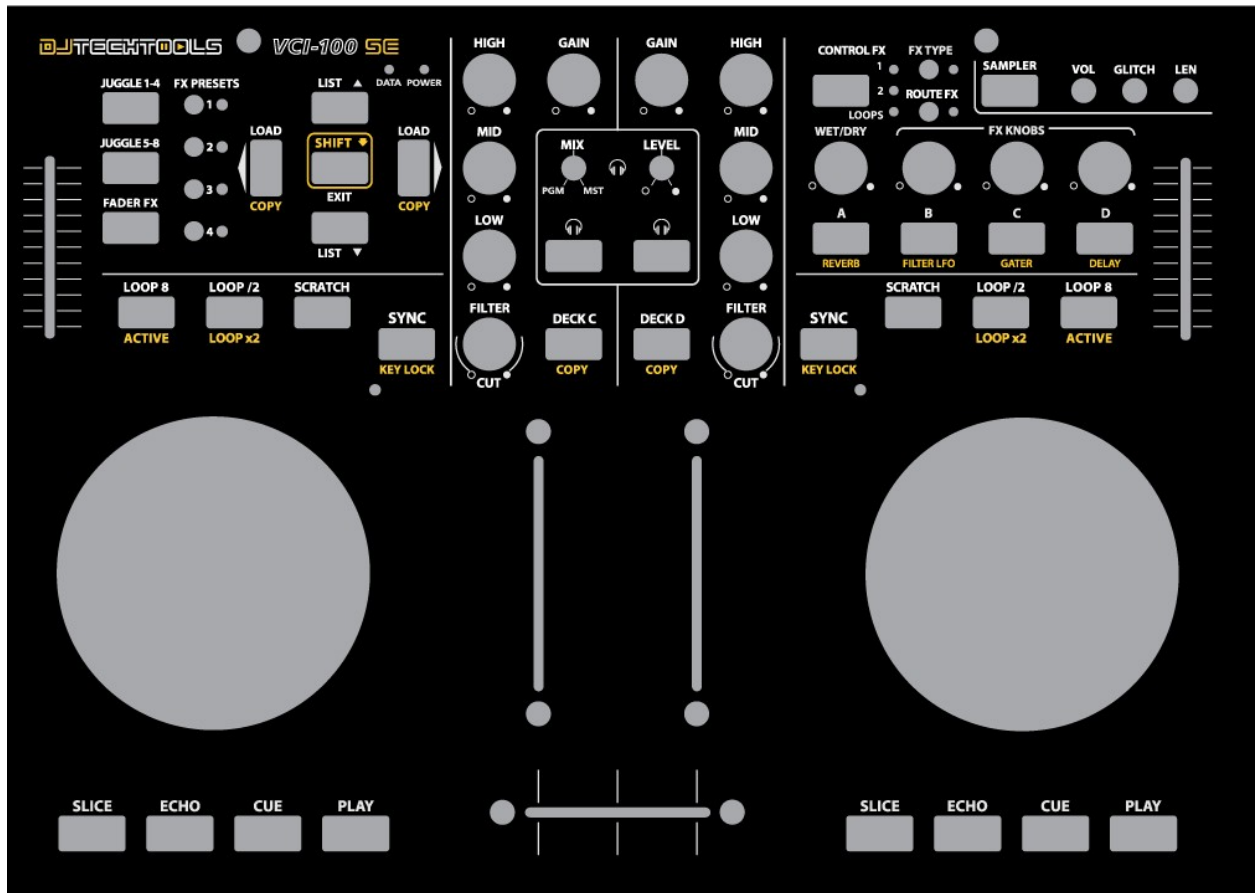


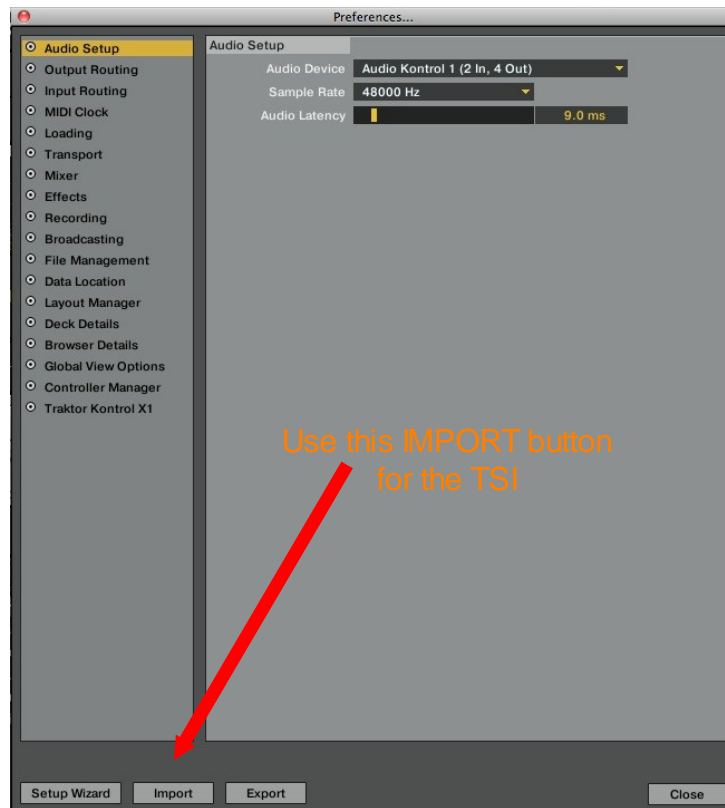
DJTT VCI TSI 3.6 Walkthrough



Loading the TSI into Traktor

Traktor Pro or Traktor Scratch Pro version 1.2.4 or higher is required for the latest DJTT mapping to function correctly (and VCI-100 firmware 1.4 is highly recommended). To check your version of Traktor, click on the NI logo on the top right or the Traktor logo on the top left of the window. Upgrade as required.

After downloading the latest TSI from the [DJTT MAPPING](#) page, open Traktor, click on Preferences (the little gear in the right side of the title bar) and use the big IMPORT button on the bottom of the preferences window (see figure below). Do NOT import the TSI using the small ADD button under Device Setup in Controller Manager as not all the functions and settings necessary for the TSI will be added this way.



What Settings to Load

MIDI: Everyone

EFFECTS: Everyone (please load this file twice if you are using it for the first time to load the FX properly)

LAYOUT: Only if you want the layout to change when switching decks from A/B to C/D. To customize your own, modify the layouts in position 1 and 3.

ALL OTHER SETTINGS: Import these if you want the Pitch fader to be set to 8%, and for deck copy to work perfectly. *Warning* this will over-write your Traktor settings! So if you like your settings, then do an export to save them before testing these. Then you can always revert later. Otherwise DON'T import this part of the TSI file.

Next is a very important step! In Device Setup under Controller Manager, select the VCI-100 from the Device list. You will see that the In Port and Out Port settings are probably defaulted to All Ports, this will cause the TSI to operate incorrectly with the VCI-100. Both Port settings MUST be set to Vestax PC-CONTROLLER.

Note: Do not be concerned with the order of devices in the Device list. The Generic Keyboard will be the "top" item only because it was the first to be created during compilation of the TSI. All controllers on this list will be able to command Traktor without conflict, provided the ports setting are allocated correctly. For example, when adding a Midi Fighter, the ports on it must also be set to the Midi Fighter so as to not conflict with sim-

ilar midi inputs from the VCI-100. However, if the ports are set correctly, each will control the same function independently (e.g., a cue point) without conflict.

Your audio settings must now be chosen for your individual sound configuration. Typically, this will require you to select your sound card from the Audio Device menu under Audio Setup. Be sure to select a latency that is as low as possible to ensure your command timing is in-line with what you hear. Typically, around 10 ms or less is desired, beyond that you may feel that your command is not in time with the music.

Also set your audio output routing for your set-up. This is most likely set to Internal for Mixing Mode and 1-2 for Output Master. Output Monitor is for your headphone cueing and is really dependent on your sound card. For example, this would be set to 3-4 for an Audio 2 DJ and the Audio 4 DJ. Choose Mono if you are outputting to a single speaker.

Initializing the TSI with the VCI-100SE

Note: this TSI is designed to work with VCI-100 Firmware versions 1.3 and 1.4 that were developed by DJTT. These firmwares come loaded by default in all VCI-100SE and Arcade Edition controllers and can be installed in any VCI-100 with a [firmware upgrade kit](#). For a list of known issues for this TSI working with firmware 1.1 or 1.2 see the [Mappings page](#).

It is recommended to close and re-start Traktor TWICE after first importing the TSI. This is due to the complex mappings of the TSI and some minor bugs within Traktor regarding the handling of synonymous commands.

Upon starting Traktor with the VCI-100 and your sound card connected to the computer, you should always “initialize” the controls. Usually it will suffice to simply move the line faders, cross fader and pitch/tempo sliders (see note below) so that Traktor knows where they are positioned. The EQ and FX controls are not normally affected, but might be slightly off and are always worth validating. Also, pressing the Slice and Echo buttons will initialize FX bank 3 and 4 so that their first activation in a song is perfectly seamless.

Note: If you ever experience the tempo/pitch fader jumping an unexpectedly large amount when you move it a little you should make sure to Reset the Tempo (Shift + Pitch/Tempo fader to the Middle Position) for each Deck to ensure that Traktor and your controller are properly communicating with each other. As a preventative method, it is a good idea to Tempo Reset (Shift + Tempo fader mid position) your Decks each time you reopen Traktor.

Working with the TSI

Labeled functions:

- White functions are activated simply by pressing the associated button or turning the associated knob. (i.e., pressing SYNC will activate the Sync function within Traktor.)
- Yellow functions require the SHIFT button (in the middle of the file access buttons) to be pressed and held before pressing the button. For example, pressing SHIFT and the LOOP /2 button will engage the LOOP X2 function within Traktor.

Non-labeled functions:

To keep the overlay from getting too cluttered some functions were not labeled. They are all shifted functions as listed below:

- SHIFT + JUGGLE 1-4 will toggle Snap on/off
- SHIFT + JUGGLE 5-8 will toggle Quantize on/off
- SHIFT + CUE will drop a temporary Cue point at that location in a song
- SHIFT + PLAY will Re-play from the most recent cue point
- SHIFT + SLICE will toggle on the SLICE function (instead of Hold)
- SHIFT + ECHO will toggle on ECHO Feedback (Same as holding Echo and tapping the jog wheel)
- SHIFT + FILTER will activate and control the KEY
- SHIFT + TEMPO/PITCH fader to the Mid Position will Reset the track's Tempo.
- SHIFT + FX PRESET 1 will toggle on/off the Audio Recorder
- SHIFT + FX PRESETS 2/3/4 enable Tree Browser navigation (see Browser Control section)
- SHIFT + GAIN will make the Gain knob have soft takeover (i.e., the Gain within Traktor will not move until the physical Gain knob aligns with it)
- SHIFT + Headphone LEVEL will control the Main Volume

Deck C and D

Access to Decks C and D is achieved by simply pressing the DECK C or DECK D buttons. Once engaged, all the controls for that side of the VCI (left for Deck C and right for Deck D) are now dedicated to the deck selected. All functions available to Decks A and B are available to Decks C and D once they have been engaged. Note that engaging Deck C does not engage Deck D and vice versa, so that if only Deck C is engaged, the right side of the VCI is still controlling deck B. Returning to Deck A or B is achieved by disengaging Deck C or D respectively.

Juggle Mode

Engage juggle mode by pressing the JUGGLE 1-4 or JUGGLE 5-8 buttons. This will result in the 4 buttons below the jog wheel changing functionality to controlling the cue points of the current song loaded in the deck.

If a cue point does not yet exist, it is dropped at the point in the song when the button is pressed. Cue points can also be deleted while in juggle mode by holding down the SHIFT button and pressing the appropriate cue button you want to delete.

When using Juggle Mode with a stopped/paused track, hitting the Juggle Cue point buttons will Cue the track from the given Cue Point. However, if while holding a juggle cue point button you would like the track to continue playing (i.e., not stop when you release the button), simply press the appropriate Juggle 1-4/5-8 button and the track will continue to play.

Note: Cues will be dropped on the beat grid if Snap is activated and will only be in time with the beat grid if Quantize is activated. If the beat grid is not set properly, having these functions on will give undesirable results.

Fader FX Mode

Engage mode by pressing the FADER FX button. This results in the pitch/tempo fader, jog wheel, and volume fader changing functionality to control FX Bank 1 for Decks A/C and FX Bank 2 for Decks B/D. In Fader FX mode:

- The jog wheel controls the overall FX wet/dry and the touch sensor activates the first effect of the chained FX bank (or turns the Effect On for Advanced FX types).
- The pitch/tempo slider controls the wet/dry of the first chained slot (or the third effect parameter for Advanced FX types).
- The volume fader controls the amount of the second chained effect slot (which is turned on by any fader movement down from the topmost position after Fader FX mode is engaged). The volume fader also turns on the third effect of the chained FX bank when it reaches the bottom position.

Note: In Fader FX mode, turning the jog wheel and moving the volume fader both control the FX Dry/Wet. If you want to change this functionality to make the volume fader only control the effect 2 amount and not the fx dry/wet you would need to edit the tsi via the controller manager of the Preferences section. To do this, sort through the comments in the controller manager and delete the following lines:

- Delete the two "Dry/Wet Advanced" control lines commented "Fader FX Mode: FX 1 Dry/Wet control w/L Volume Fader" and "Fader FX Mode: FX 2 Dry/Wet control w/R Volume Fader" AND
- Delete the two "Dry/Wet Chained" control lines commented "Fader FX Mode: L Vol Fader to control FX1 Dry/Wet" and "Fader FX Mode: R Vol Fader to control FX2 Dry/Wet"

Pre-Configured Effects Chains

There are two types of effects pre-configurations, those selected with the FX PRESETS buttons and those selected with a SHIFT + FX_Bank_Button.

FX PRESETS

These presets are selected by pressing and holding the little FX Preset push button and then pressing the headphone button of the deck you would like to assign the preset to TWICE (the first click sets the effect types, the second click sets the effect amount values).

Activation and control of the effects is performed with the effects bank knobs and buttons (the FX bank must be selected with the CONTROL FX selector). The following are the chained FX presets:

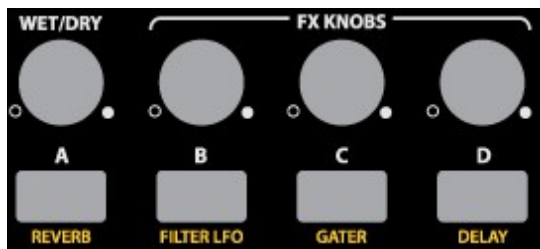
FX Preset 1: Beatmasher/Delay/Reverse Grain

FX Preset 2: Gater/Formant Filter/Reverb

FX Preset 3: Beatmasher/Digital Lofi/Turntable FX

FX Preset 4: Beatmasher/Filter:92 LFO/Flanger Pulse

SHIFT + FX Bank Button



These presets are selected using shift and one of the effects bank buttons. There is no amount given upon selection, this must be controlled with the FX bank knobs and buttons after SHIFT is released (the FX bank must be selected with the CONTROL FX selector). When controlling a chained fx type the presets are as follows:

Reverb Preset: Reverb/Digital Lofi/Gater

Filter LFO Preset: Filter 92:LFO/Ringmodulator/Mullholland Drive

Gater Preset: Gater/Digital Lofi/Peak Filter

Delay Preset: Delay/Beatmasher/Phaser Flux

Control FX/Loops Section

The mapping provides a single dedicated effects control section on the right hand side consisting of four knobs and four buttons which control FX bank 1, FX bank 2 or LOOPS based on the setting of the CONTROL FX button (indicated by the red LEDs next to it).

FX Bank 1 & 2 Control matches the respective FX Bank GUI in Traktor and will control the dry/wet, effect amount/rates, and effect buttons of the chained or advanced FX bank selected.

LOOPS control mode sets the effect knobs/buttons to engage or disengage loops in the deck letter written in white above the button. The knob above the letter controls the length of the active loop on that deck.

FX TYPE

By default, the DJTT TSI assigns chained effects to FX bank 1 and 2 and advanced FX to banks 3 and 4 (which contain the SLICE and ECHO effects assigned to the left buttons under the jog wheels). Changing FX 1 and 2 between chained and advanced is possible on the fly by first selecting the desired FX bank with CONTROL FX and then pressing FX TYPE to toggle the selected bank between chained and advanced.

ROUTE FX

The default routing of FX banks in the TSI is that FX bank 1 is for deck A or C and FX bank 2 is for decks B or D. However, FX bank 1 and 2 are assignable on the fly to any deck. This can be achieved by first selecting the desired FX bank with CONTROL FX. Then by pressing and holding ROUTE FX, press the button in the group of effects controls that corresponds to the deck letter you wish to add/remove this FX bank from (if you are using the regular TSI you will notice that the buttons light up to indicate the decks that the FX Bank is assigned to).

Managing FX routing through this method is easily monitored by the 4 FX routing indications to the inside of each deck in Traktor. Returning to the default state must be done manually after routing (either by reapplying the above method or using the mouse on the FX routing indications within Traktor).

Note: If you experience glitching or popping noises when using the Route FX or FX Type push buttons you are experiencing the infamous “glitch” issue and you should use the “PC” TSI; however, by using this you will no longer see the effects buttons light up when holding Route FX. Other solutions around this are to try to lower your audio latency as much as possible or to route your midi signals through [Bomes](#) software.

Slice and Echo Function

Both functions are dedicated effects on whichever deck they are engaged and parameters for both are controlled with the jog wheel. Pressing the respective button turns on the effect at full wet and the jog wheel manages the appropriate setting within the effect. Using both buttons together is possible, with the last to be pressed having its parameters varied by the jog wheel (the first to be pressed will have its parameters frozen at the point the second button is pressed).

Note: A new feature has been added with this TSI update making Shift+SLICE/ECHO “toggle” on instead of “holding” on (toggle Echo includes Feedback, acting as if you held Echo and tapped the jog wheel to perform a freeze Echo) so you don't need to hold onto the Slice/Echo button to maintain the effect.

Sampler

The sampler requires use of the FX bank 3 which is also used for the SLICE button. To engage the sampler, press and hold the SAMPLE button and select the desired deck to be sampled with either of the (now) flashing headphone cue buttons.

The VOL knob in the Sampler section will control the Volume of the Sample in comparison to the deck's playing audio. This is changing the overall Slicer FX3 Dry/Wet.

The GLITCH knob will cut up the Sample in "glitch"-like fashion as you turn it to the right and is technically controlling the Buzz parameter of the Slicer FX3 effect.

The LEN knob controls the length of the sample (decreasing from the original length on the left to smallest on the right) and is technically controlling the Pattern parameter of the Slicer FX3 effect.

Browser Control

Browser control in the TSI is optimized for use with crates. By employing crates, music can be scanned easily without needing the mouse or keyboard.

Pressing the LIST up or down button will bring you into full screen browser mode and scroll through the active list. However, SHIFT + LIST will scroll up or down through your crates.

The Find function is automatically activated once browser mode is active. Simply start typing and the auto filter will begin to narrow down song choices within the active list. The next time browser mode is activated, the find text will be highlighted for overwrite, so there is no need to delete.

Loading the highlighted list song is done by pressing the left or right LOAD button (left for Deck A or C and right for Deck B or D).

Copy is a Shift function of the LOAD button for decks A and B or the DECK C or D buttons for Decks C and D. COPY loads the song playing in the opposite deck onto the selected deck at the same position as the currently playing song.

A new addition in this TSI is Tree Browser control. Shift + FX Preset 2 will move up in the Browse Tree, Shift + FX Preset 3 will move down in the Browse Tree, and Shift + FX Preset 4 will expand/collapse the selection in the Browse Tree.

Common User Changes to the TSI

Tempo Adjust Range

The tempo range is set to +/- 8% by default. This can get confusing, as you may notice that the Transport section's Pitch range is set to 50%. The reason the tempo fader will only provide 8% is because that fader's midi signal is set to only produce 40% of the available Sensitivity. This can easily be changed by clicking Controller Manager in Pref-

erences and selecting the VCI-100 in the Device list. Now scroll down to the first “Tempo” command in the mapping, when you click on it to highlight it, you will see in the lower portion of the window that Rotary Sensitivity is set to 40%. If you choose to make any settings in the mapping make sure to change all of the commented “Tempo Fader” assignments as each is for an individual deck and it would be very confusing to have different amounts for each deck!

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Known Issues with VCI-100 Version 1.2

- The “D” button in the FX section will not work as indicated.
- In Fader FX mode, the level fader's will not “freeze” effects as in version 1.3.
- The Sync button for Decks A and C will not properly light up when synced.

Advantages of VCI-100SE Firmware Version 1.4

- Hi-Resolution Jog Wheels (4X resolution means way better scratching)
- Hi Resolution Pitch Faders (4X resolution means you can now beatmatch to a fine precision)
- The outer jog wheel area is now disabled in CD JOG mode. This means that vibrations in clubs will no longer turn SYNC off!
- LED outputs now let us light up the Slice and Play buttons
- Fixed the SYNC button toggle issue
- Filter knobs send both regular 0-127 CC message only (unlike 1.3 firmware)

For more information on the VCI-100SE firmware version 1.4, please see

<http://www.djtechtools.com/forum/showthread.php?t=18181>

If you have Firmware version 1.2/1.3 and would like to know the controls whose Midi signals have changed in version 1.4 (so you can remap them yourself), please see the list below:

In the DJTT VCI-100SE Firmware v1.4:

Deck A/C Tempo = CH02.PitchBend
Deck B/D Tempo = CH03.PitchBend
Deck A/C Tempo Reset = CH02.Note.C0
Deck B/D Tempo Reset = CH02.Note.C#0
Deck A/C Inner Jog Wheel (Scratch On) = CH.02.cc16
Deck A/C Inner Jog Wheel (Scratch Off) = CH.02.cc18
Deck B/D Inner Jog Wheel (Scratch On) = CH.02.cc17
Deck B/D Inner Jog Wheel (Scratch Off) = CH.02.cc19
Deck A/C Outer Jog Wheel (Scratch On) = CH.02.A#3 & CH.02.B3
Sync A/C = CH01.Note.G8
Filter A/C Knob = CH.01.cc23
Filter B/D Knob = CH.01.cc27