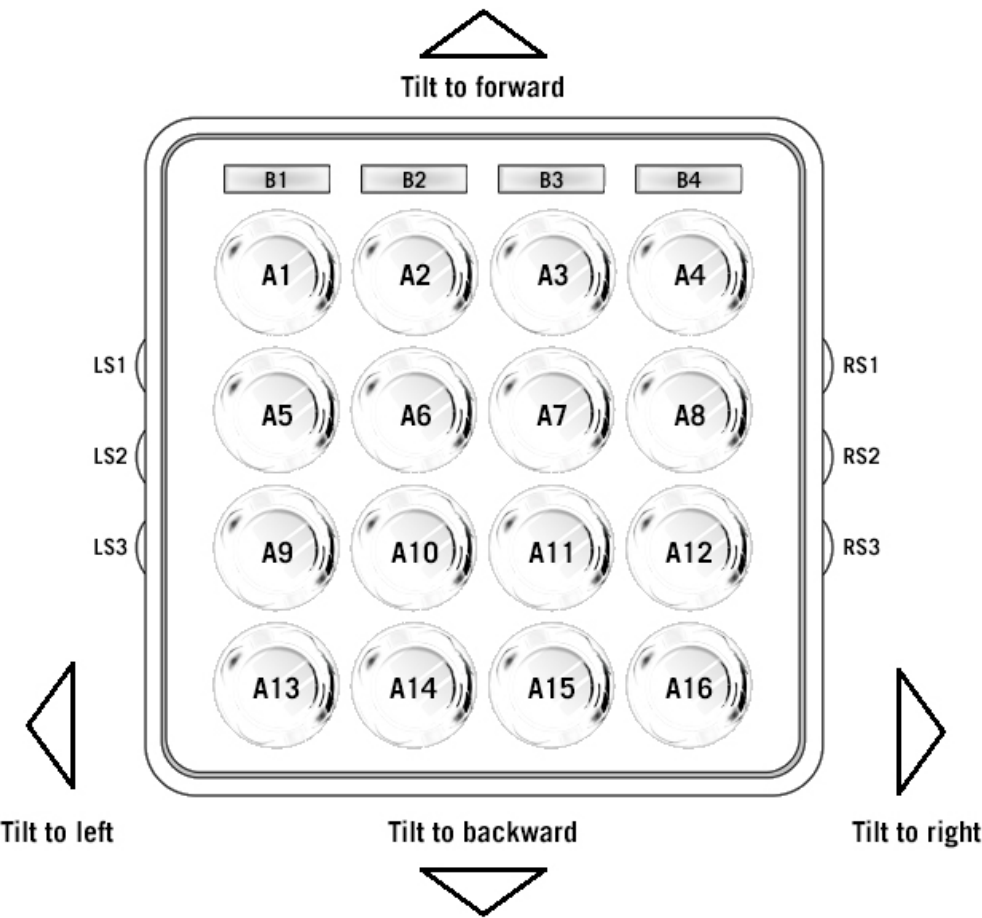

Remix Deck C Pattern Recorder mapping for Midi Fighter 3D

This mapping is made for Traktor Pro 3 but it is also fully compatible with TPro 2.11. If you use older versions of Traktor the Pattern Recorder feature will be deactivated but you will still be able to trigger samples, capture loops and apply effects.

1. Midi Fighter 3D Overview

Midi Fighter 3D consist of 16 arcade buttons [A1-A16], 4 top rectangular (bank) buttons [B1-B2-B3-B4], 6 side buttons [LS1-LS2-LS3] [RS1-RS2-RS3] and 3D motion controls. Following illustration defines all available Midi Fighter 3D controls in this mapping.



2. Working with Remix Deck

This mapping activates 64 Sample Cells via the 4 Sample Pages configuration. Remix Deck controls are MIDI mapped so ensure to use standard version of MF3D firmware (not the Remix Deck firmware). This also means you won't see default colors of your Sample Cells - instead, each Sample Page is linked to a specific color.

Sample Page 1: empty = black \ loaded = yellow \ playing = green (VU)

Sample Page 2: empty = black \ loaded = orange \ playing = green (VU)

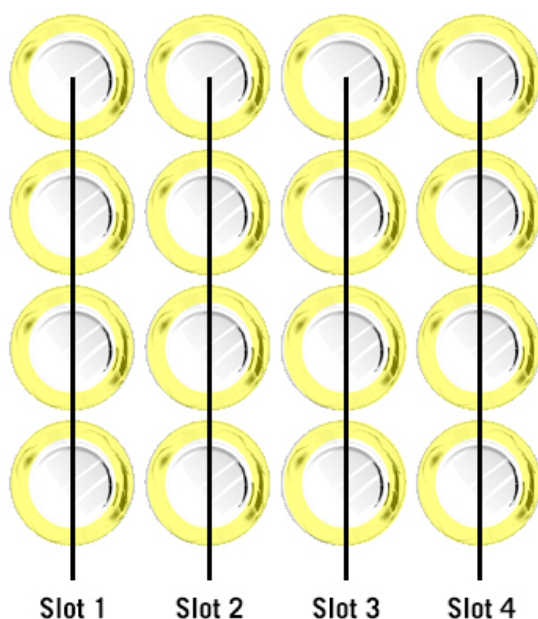
Sample Page 3: empty = black \ loaded = red \ playing = green (VU)

Sample Page 4: empty = black \ loaded = pink \ playing = green (VU)

(all Sample Cell Colors can be remapped in Traktor's Controller Manager)

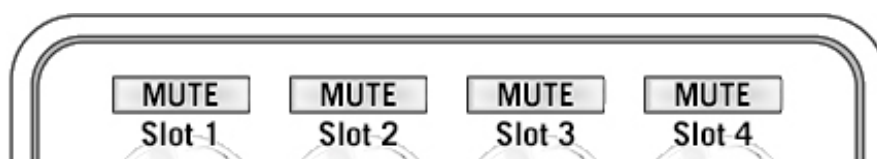
Triggering Samples

With Remix Deck loaded, press a button in 4x4 grid to trigger samples. Once they are playing, the RGB LEDs are not only going to display the playing state but they will also act as a VU-Meters so you can look on the hardware and see the feedback from samples in each Sample Slot. Please note that you need to configure "Play Mode" and "Trigger Type" manually for each sample as this mapping doesn't offer those functions.



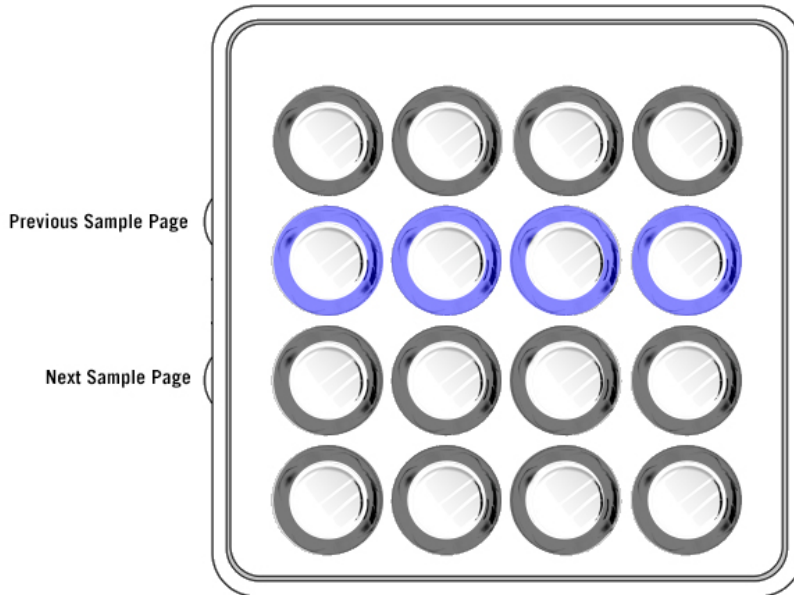
Muting Samples

Slot Mute and Unmute function has dedicated buttons [B1-B2-B3-B4] in the main layer of this mapping. Worth noting is this same buttons have other functions in different layers which you will learn later in this Manual.



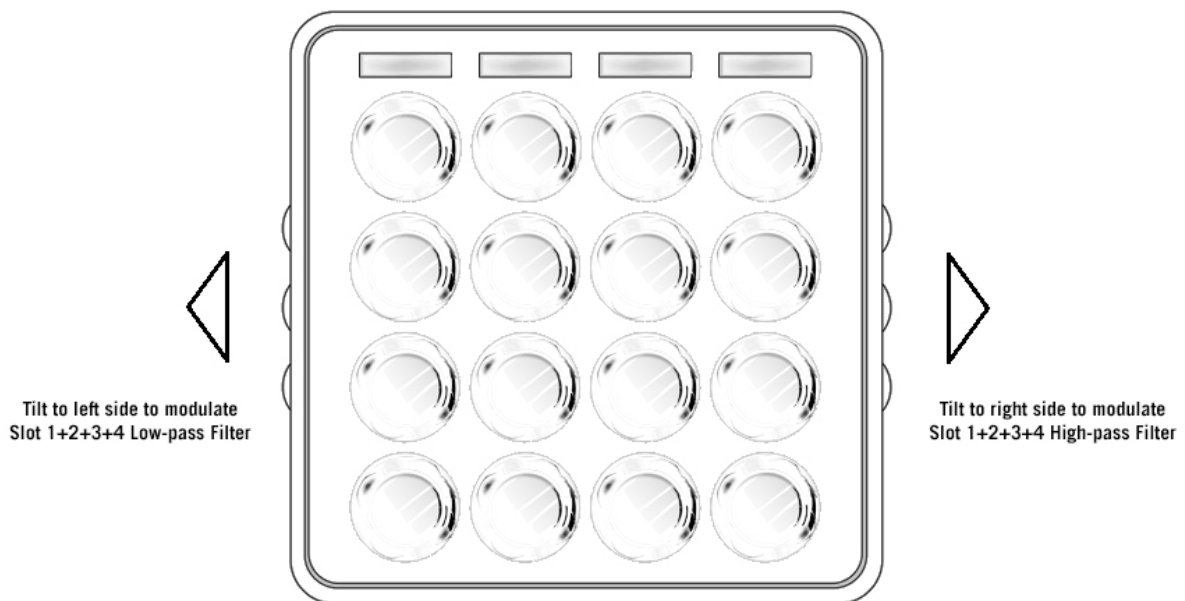
Switching Sample Pages

There are two dedicated buttons for Sample Page navigation and both are located at the left side of the unit. Press the left-handed upper side button [LS1] to select "Previous Sample Page" and press the left-handed bottom side button [LS3] to select "Next Sample Page". For the time that any of this button is pressed and held the 4x4 grid will temporarily indicate the "Active Page" in a form of blue row of buttons.



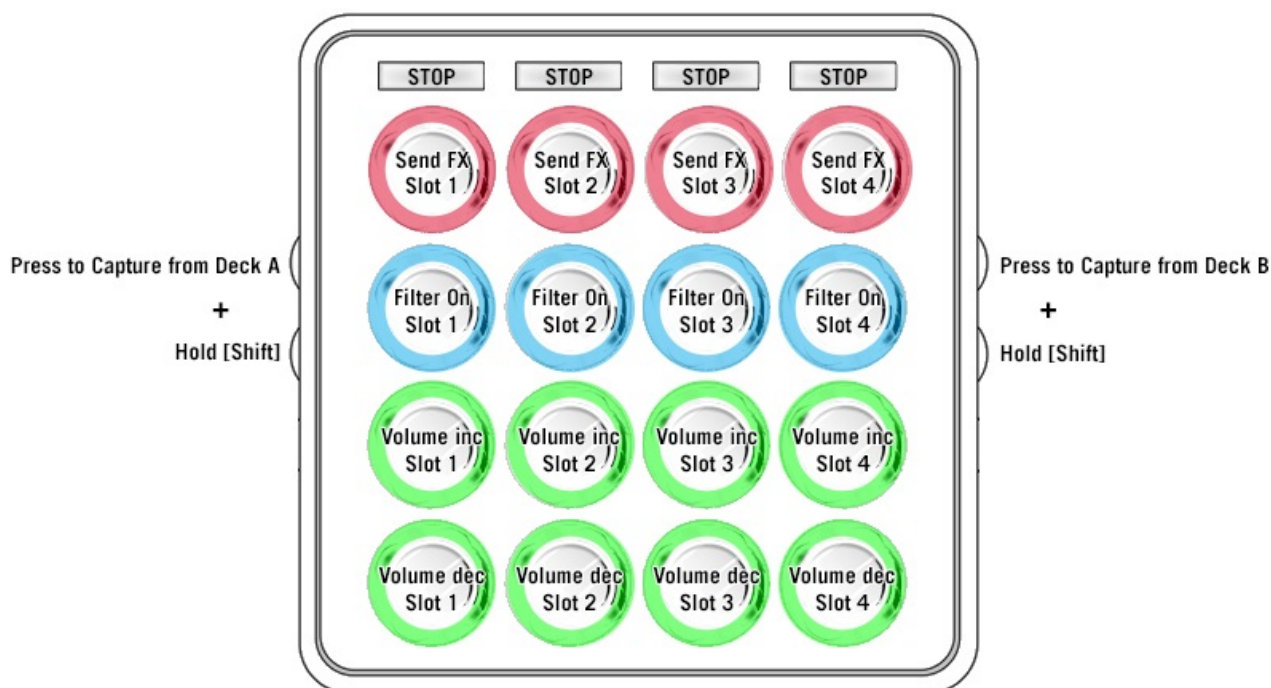
Applying Slot Filter

Tilting the Midi Fighter 3D to left or right side is going to modulate the Slot Filter parameters on all 4 Sample Slots simultaneously. You can activate and deactivate the Slot Filter for each of Sample Slots individually via the [Shift] layer.



Accessing the Shift Layer via buttons [LS2] and [RS2]

The [Shift] button can be used to switch between "Main Layer" of controls and "Shift Layer" of controls giving you access to Slot Stop, FX Send, Filter On and Volume buttons. [Shift] can also be used to activate the "Loop Capture" mode or "Pattern Editor" mode for the Recorder function.



Capturing Loops into Sample Cells

This mapping allows for capturing loops from Deck A or Deck B (Deck D is not supported)

To capture a loop from Deck A, hold [Shift] button and press [LS1] button to activate the "Loop Capture" mode. With Deck A playing, you will see flashing [B1] button as the indication that the mode is active. Press [B1] button when it's flashing to deactivate the "Loop Capture" mode.



To capture a loop from Deck B, hold [Shift] button and press [RS1] button to activate the "Loop Capture" mode. With Deck B playing, you will see flashing [B4] button as the indication that the mode is active. Press [B4] button when it's flashing to deactivate the "Loop Capture" mode.



The "Delete Cells" [B2] or [B3] is a toggle switch. Press it once to activate Cell Delete mod and the LED will lite solid, press again to deactivate mod. Once activated, press a button in 4x4 grid to delete Sample Cells.

3. Using Pattern Recorder

The Pattern Recorder allows you to program patterns instantly by tapping buttons in 4x4 grid. It is meant to be used with one-shot samples such as kick, snare, clap, hi-hat etc. Upon recording, the patterns will automatically be quantized and in sync with master clock or other decks. You can program patterns up to one bar lenght (4 beats in Traktor). The pattern will play back until you delete it or stop a Remix Deck.

Enabling Pattern Recorder

To enable Pattern Recorder, press the upper-right side button [RS1]. Press this button again to disable the Recorder. Once activated, top 4 rectangular buttons will display the LED sequence as an indication.

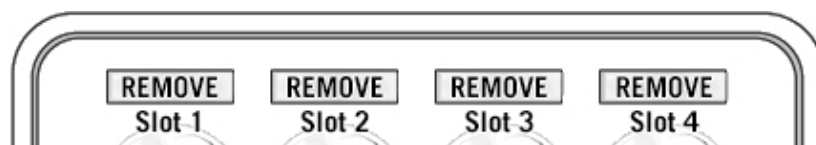


Recording Patterns

Once the Recorder is enabled, tap buttons in 4x4 grid to program patterns. Whilst Recorder is disabled the pattern will repeat to play until you delete the pattern in each Sample Slot.

Removing Patterns

Removing Patterns is possible only while the Recorder is enabled. To remove patterns, press top rectangular button for the corresponding pattern you wish to remove. [B1-B2-B3-B4]



Editing Patterns

Editing patterns is possible only while the Recorder is enabled. Press and hold [Shift] and than press top rectangular button for the corresponding pattern you wish to edit. [B1-B2-B3-B4]

Once activated, you will be able to edit each pattern in 16 steps sequencer style. Press [Shift] to exit this mode when you are done with editing.

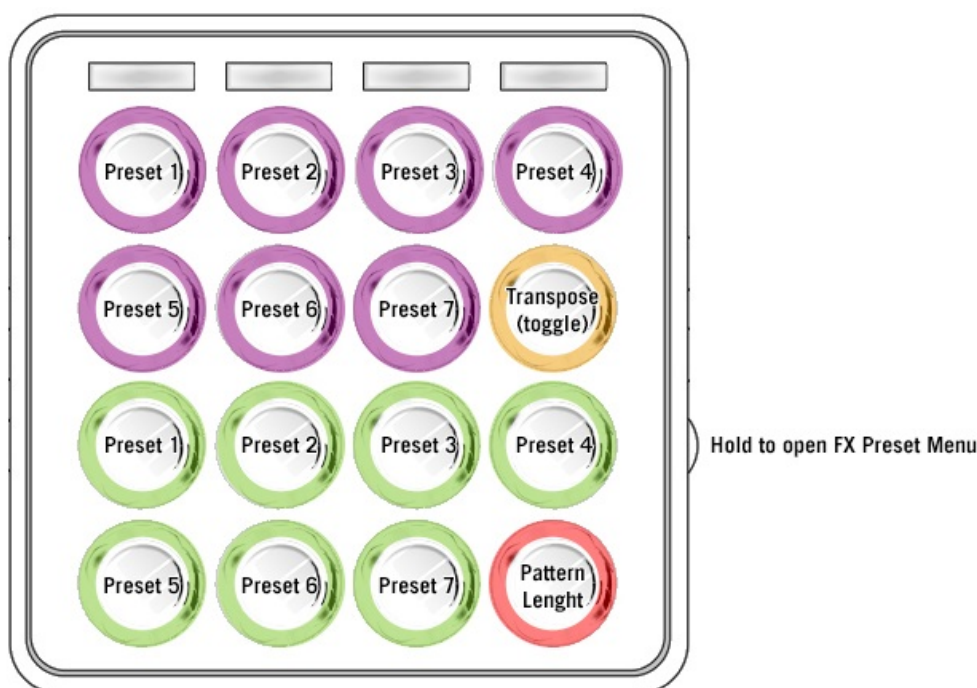
4. Working with FX Units (motion controls)

The [Front tilt] and [Back tilt] motion control of your Midi Fighter 3D allow you to activate chain effects and adjust parameters of FX Unit 3 and FX Unit 4 only. The FX Units will be assigned to Deck C automatically.

The workflow: Select FX Preset --> Send FX to Sample Slot --> Tilt the Midi Fighter to front or back to apply FX

Selecting FX Presets

The lower-right side button [RS3] is your "FX Preset Selector" layer activator. Press this button at any time to bring up the FX Presets. There are 7 available presets that are linked to the [Front tilt] and there are different set of 7 available presets for [Back tilt]. Worth noting is you can combine the FX Presets with the Slot Filter.



First 7 presets are assigned to [Front tilt] and second 7 presets are assigned to [Back tilt]. Once tilted, the selected FX Preset applies instantly.

Adjusting Pattern Length

The Pattern Length function [A16] is linked to [Back tilt] and it is triggered along side the FX Preset. By tilting the Midi Fighter towards yourself you will decrease the length of all four patterns simultaneously.

Experimental Transpose (toggle)

This button [A8] will toggle controls of [Tilt left] and [Tilt right]. When it's activated, you will apply Transpose Stretch effect instead of basic Slot Filter controls.

NOTE: I'm still experimenting with this mode and it might not get into final version.