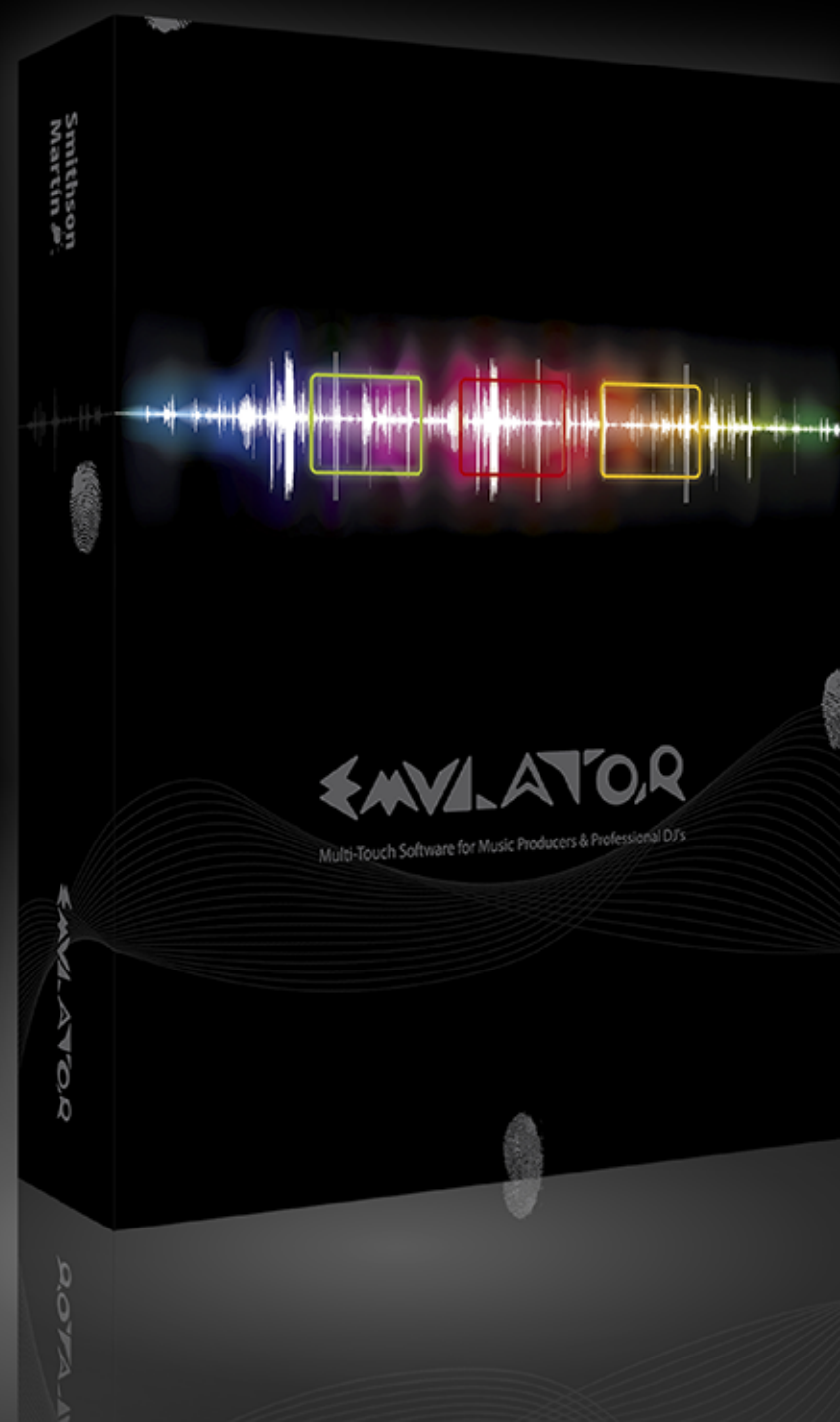




[EMULATOR FT SETUP GUIDE]



Welcome

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Martín**  TM
www.smithsonmartin.com

Welcome

Congratulations! You now own EMULATOR!

Thank you for trust in Smithson Martin Inc.

You are one of the first in the world to own this amazing technology. Do us proud and rock the Emulator at every gig! Feel free to send us your photos, videos and anything you want and we will post it on our blog and our website if it makes the cut.

We are DJ's just like you and we know how hard you work, so if you have any technical questions at all or just feel like talking, we are all ears. Email us anytime at support@smithsonmartin.com and we will do whatever it takes to sort out your issue.

Follow these simple instructions to get this up and running quickly and painlessly. Remember, if you get stuck or have any questions at all, read this manual, check our forum and then if you are still stuck, send a quick email to support@smithsonmartin.com and we will have an answer to you as soon as possible.



Prerequisites

Minimum system requirements

Windows® 7 Home Premium or better (32/64 bit)

Dual Core CPU 1.3 GHz (not Atom)

1 GB RAM

ASIO sound card

Multi-Touch Tablet PC or Multi-Touch screen

Emulator FT requires a resolution of 1280×800

System suggested

Windows® 7 Home Premium or better (64 bit)

Intel I3 CPU

4 GB RAM

ASIO sound card

Multi-Touch Tablet PC or Multi-Touch screen

Emulator FT require a resolution of 1280×800

Mac

Every Intel Mac lets you install and run Windows at native speeds, using a built-in utility called Boot Camp. Emulator is compatible with Boot Camp.

Minimum system: MAC with I3, I5, I7 processor or better. Older Mac machines with video card M320 can cause several audio drops.



Emulator FT Setup

Emulator FT Setup

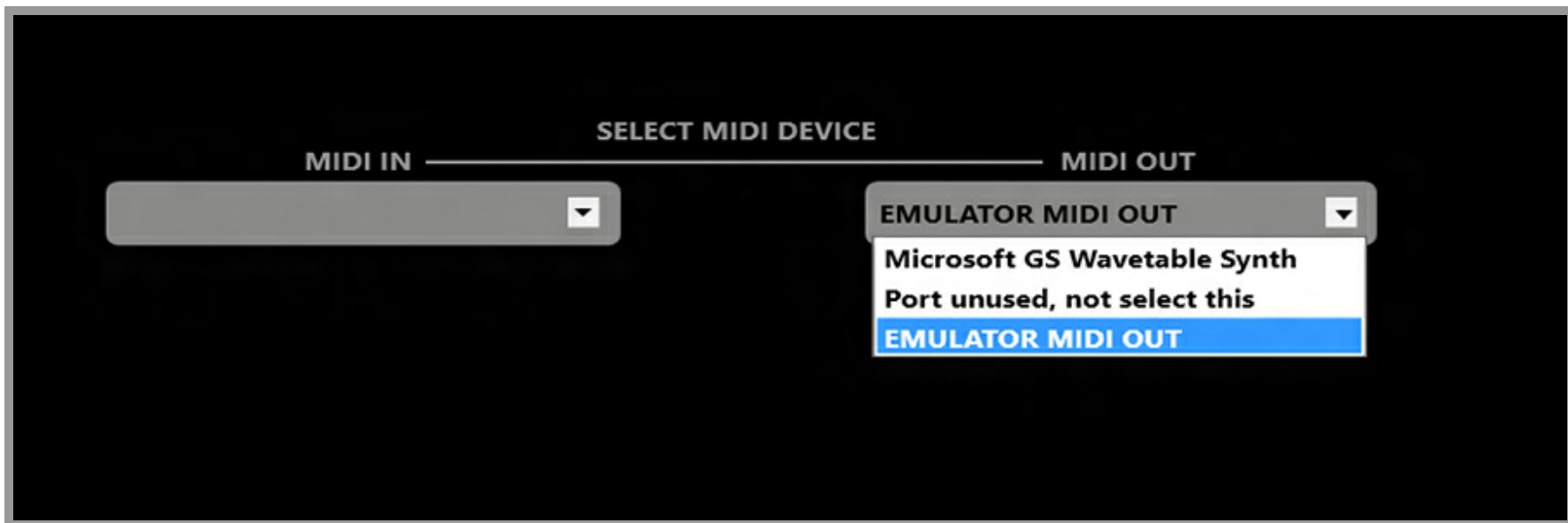
Download and run our software installer. A copy of our software installer is provided inside the USB card. Then load TRAKTOR, click on the PREFERENCES menu, then go to the section “Controller Manager”.

Import Emulator-FT-1.6.tsi file provided by our installation, (click on import button), then setup MIDI In-Port. Emulator-FT-1.6.tsi file is located inside this folder:

- Win7 32 bits - C:\Program files\Smithson Martin Inc\Emulator FT\1.6.1\
- Win7 64 bits - C:\Program files (x86)\Smithson Martin Inc\Emulator FT\1.6.1\



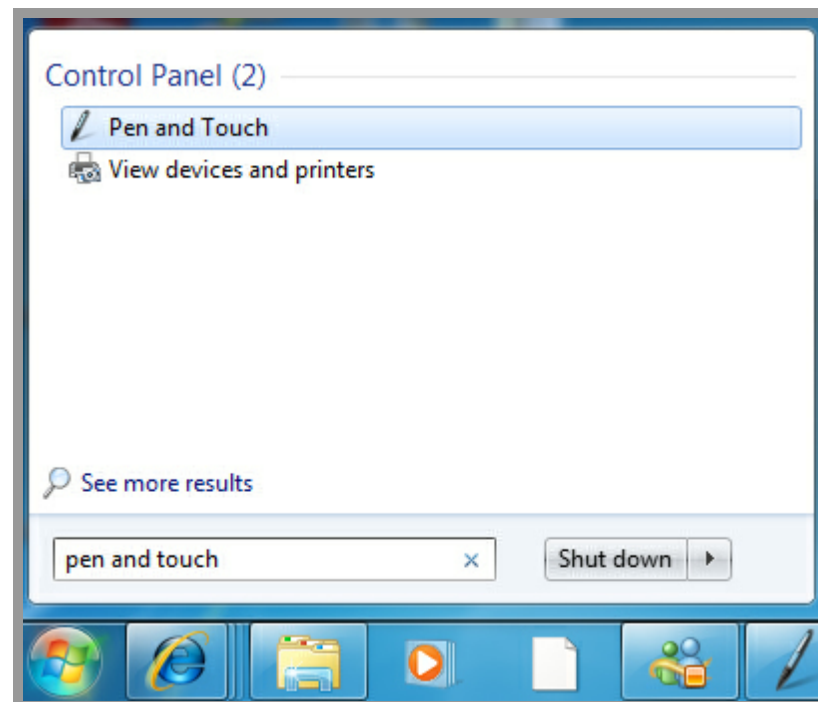
Select EMULATOR MIDI OUT, please don't use or select Microsoft default device, if you only have listed Microsoft GS Wavetable Synth, please contact to our support team.



Now all is ready, close TRAKTOR and please read these final suggestions and comments to avoid any possible trouble:

- 1) Use legal software, don't use cracked versions of TRAKTOR, troubles can be generated by cracked TRAKTOR.
- 2) Test the software, if needed adjust and increase your latency for prevent any sound artifacts due latency.
- 3) Always open Emulator first, on main screen click on the windows located at upper right, then open TRAKTOR, follow this order to force TRAKTOR to open with all windows themes disabled.

- 4) The response from my touch screen is slow, what can I do?
- Click on Start Windows 7 icon, type on search box pen and touch, open windows 7 Pen and Touch panel:
 - Disable FLICKS.
 - From Touch section, disable right click when press and hold.
 - Disable from panning section, single finger panning gesture.



5) My laptop doesn't support 1280×800 screen resolution (Not all laptops support this resolution).

For setup external devices like projector or external multitouch LCD, Follow these instructions:

- Connect the projector or external device to notebook
- Right click over the desktop, select screen resolution option. Disable the screen of your notebook and just leave projector or external device.
- Now you can setup resolution of your external device to 1280×800 and run Emulator.

6) My touch screen is not reacting, what can I do?

- Install the multitouch driver and make sure the screen is calibrated.

7) Emulator is running, it doesn't fit on the screen and seems to be out of sync with TRAKTOR in the background.

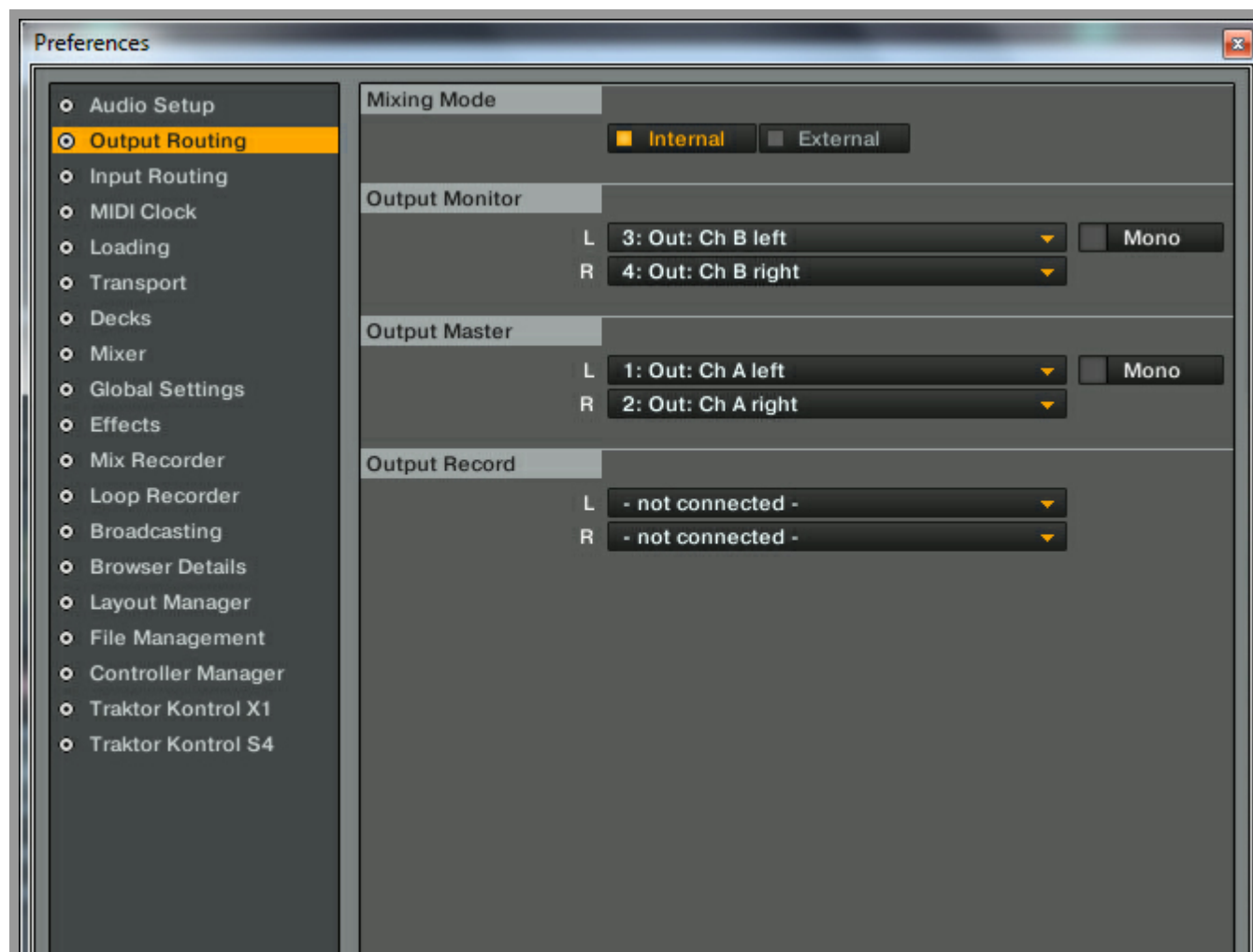
- Go to windows desktop.
- Make right click over the desktop screen.
- Select option PERSONALIZE.
- Now in the next window, select option DISPLAY.
- Now select SMALLER 100% (DEFAULT) option.

TRAKTOR AUDIO SETUP

In the “Audio Setup” pane of the TRAKTOR Preferences menu select your audio connected audio interface (in this case it is the Native Instruments Audio 2 DJ)



In the “Output Routing” pane select “Internal” and configure your settings as shown below:



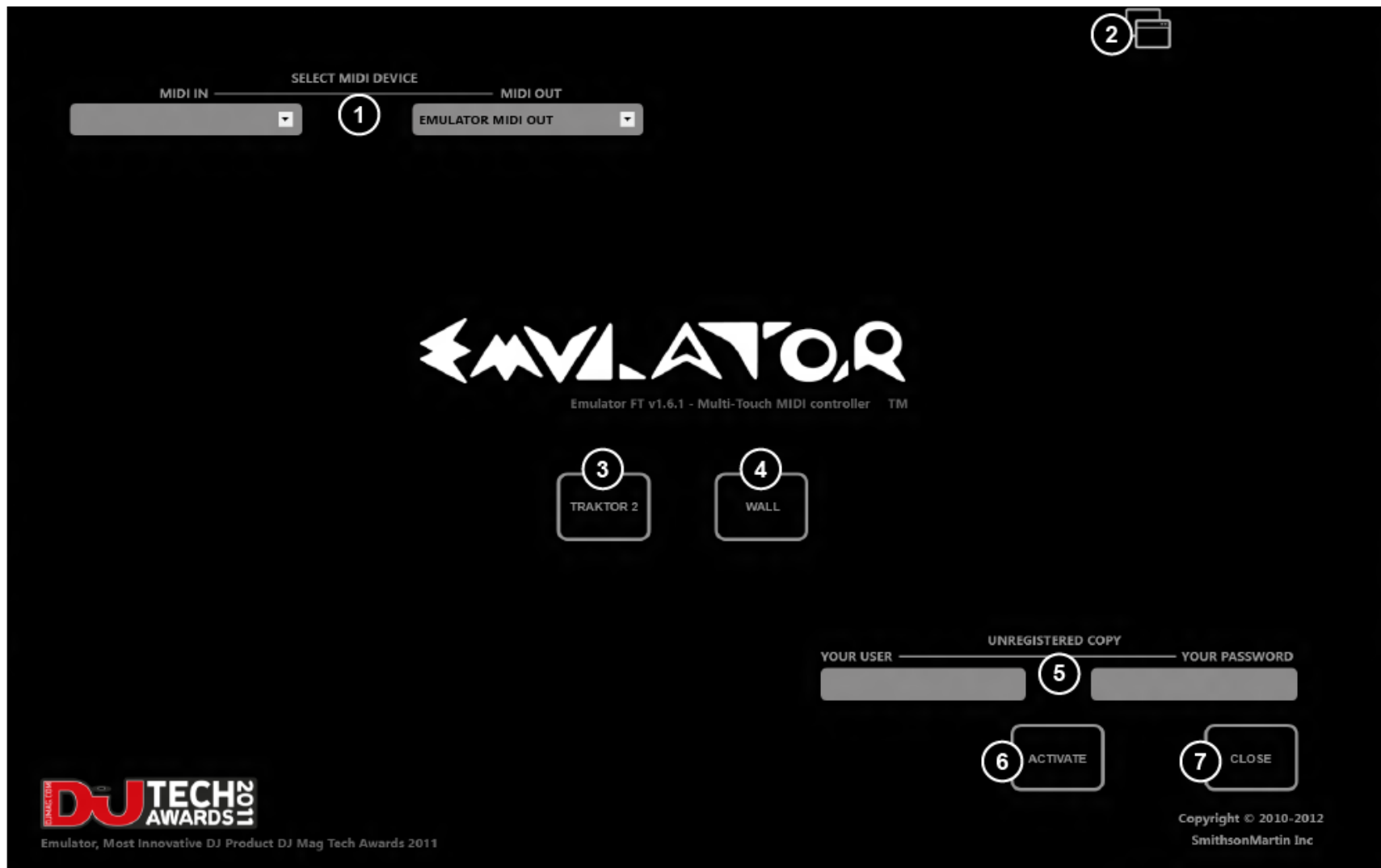
Now that the audio options are properly set-up you can close TRAKTOR. Whenever DJing with the Emulator you need to start the Emulator software first, and then start up TRAKTOR. Click the black “dual screen” button at the top right hand of the screen. This button is ALWAYS open so you can immediately get back to Emulator from any window. Once both programs are up and running you must initialize MIDI within the Emulator software by bringing up the volume on both channel sliders and back down again (on multi-touch screen or tablet PC).



Emulator FT Quick Guide

Emulator FT Quick Guide

Main Screen



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Main Screen Buttons

1. SELECT MIDI DEVICE: Midi In/Out Select
2. HIDE: Hides Emulator
3. TRAKTOR 2: Goes into Emulator for TRAKTOR 2
4. WALL: Activates the drawing and photo pad
5. REGISTRATION AREA: Enter your User and Password to register, press this button*
6. ACTIVATE: Once you have User and Password for register, press this button
7. CLOSE: Closes Emulator

* When Emulator is purchased online, you gain access to your user and password in realtime.

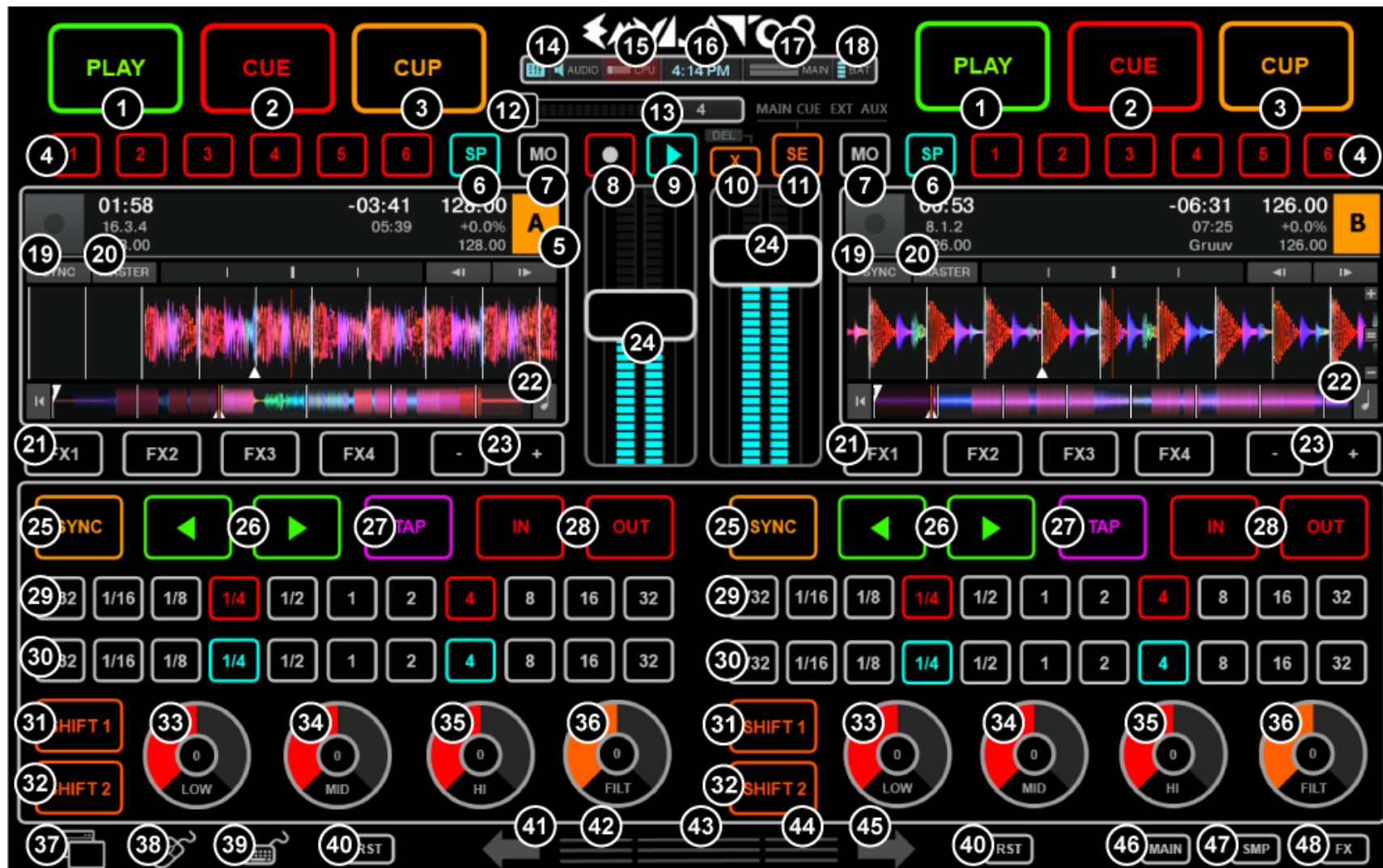
If you purchase Emulator Hardware or Emulator Boxed Software, you can get your user and password from this URL

<http://www.smithsonmartin.com/register>



Controller Main Screen

Controller Main Screen



Controller Main Screen Buttons

1. PLAY: Plays and stops music
2. CUE: Press to stop playback and set cue point
3. CUP: Stops playback while held down. Release to play
4. CUE POINTS: Set and trigger cue point memory
5. A OR B: Activate Turntable Platter
6. SP (Sampler): Opens sampler triggers
7. MO: Activates headphone monitor for Deck A or B
8. SAMPLE LOOP RECORD BUTTON
9. SAMPLE LOOP PLAY BUTTON
10. X: Delete Sample Loop
11. SE: Select Sample Loop source
12. SAMPLE LOOP VOLUME SLIDER
13. SAMPLE LOOP LENGTH
14. AUDIO: Shows Audio Card Status
15. CPU: Reduces graphics to speed up CPU *
16. TIME
17. MAIN VOLUME LEVELS
18. BATTERY LEVEL METER
19. SYNC: Activates Sync
20. MASTER: Makes deck master
21. FX: Activates FX 1 to 4
22. MUSIC NOTE: Activates key lock/master tempo
23. +/- : Pitch up and down
24. TRACK VOLUME SLIDERS: Deck A/B volume sliders
25. SYNC: Synchronizes beats to other deck
26. PITCH BEND: Pitch Bend up and down
27. TAP: Tap to reset beatgrid
28. IN/OUT: Manual loop In & Out
29. LOOPS: Automatic loop buttons
30. BEAT JUMP: Track advance in beat jumps (Press SHIFT 1 + button to go reverse)
31. SHIFT 1: Activates other functions on buttons
SHIFT 1 + CUE# deletes cue point
SHIFT 1 + Advance/Reverses the track
32. SHIFT 2: Activates other functions on buttons
SHIFT 2 turns Manual Loop into nudge button
33. LOW: Low frequency knob
34. MID: Mid frequency knob
35. HIGH: High frequency knob
36. FILT: High and Low pass filter knob
37. MAIN SCREEN EXIT: Exits Emulator without closing
38. MOUSE: Turn on/off mouse pointer displayed with touch
39. KEYBOARD: Activates on screen keyboard
40. RST: Turns reset on for LOW/MID/HIGH Filters
41. ARROW LEFT: Loads highlighted track into deck A
42. LIST LEFT: Crate scroll up
43. LIST MIDDLE: Turn on crate/track search
44. LIST RIGHT: Crate scroll down
45. ARROW RIGHT: Loads highlighted track into deck B
46. MAIN: Activates main window
47. SMP: Activates sampler window *
48. FX: Activates effects bank window

* Automatic feature on Emulator FT v1.6.1

** Not available feature for TRAKTOR Pro v2.5

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DJ Plate & Sampler

DJ Plate & Sampler



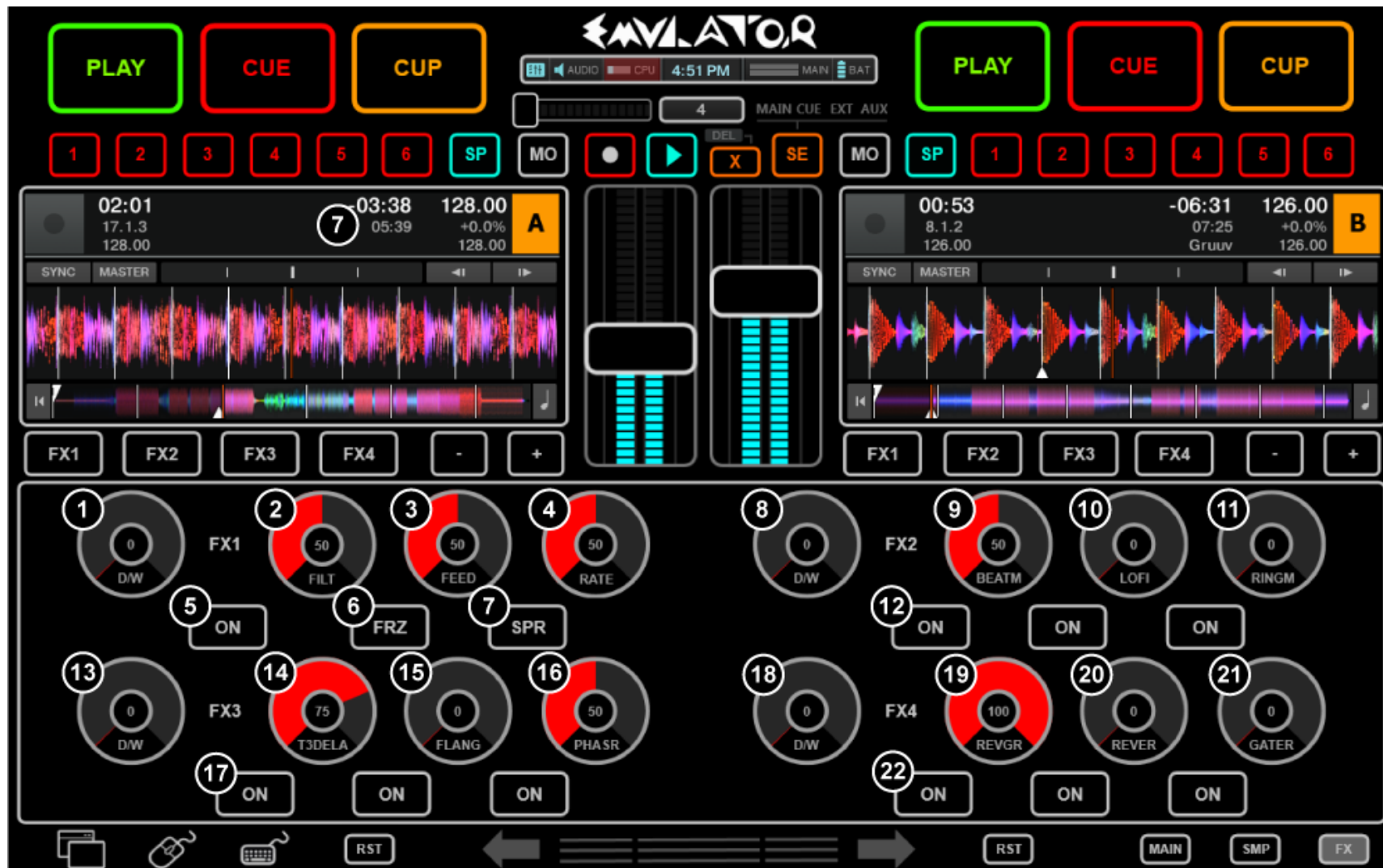
DJ Plate & Sampler Buttons

1. MAIN: Main volume knob
2. MIX: Mix between monitor and main knob
3. VOL: Monitor/headphone volume
4. X-F: Turns on cross fader
5. CRU: Turns on Cruise Mode
6. A WHIT ARROW: Turns off scratch platter
7. PLATTER - Acts as:
 - Scratch platter
 - Crate scroll wheel
 - Pitch Bend/Nudge
8. SE: Selects the inertia of platter
9. SM: Toggles between bend and scratch *
10. SLOT SAMPLER PLAY: Play sampler slot
11. SAMPLE LOOP: Toggles between loop and one shot
12. SAMPLE VOLUME
13. LOOP TRIGGER: Triggers loop on playing deck
14. FX: Turns on FX1 to FX4
15. LOW: Frequency adjust for sample
16. MID: Frequency adjust for sample
17. HIGH: Frequency adjust for sample
18. FILT: High pass and low pass filter for samples
19. PAD: Turns entire sample area into invisible play button
20. MO: Sample monitor
21. VOLUME SLIDERS: Sampler volume sliders

** Automatic feature on Emulator FT v1.6.1*

Effects Panel

Effects Panel



Effects Panel Buttons

FX1 - DELAY EFFECT

KNOBS

1. D/W: Controls the mix between the original direct signal (Dry) and the processed effect signal (Wet)
2. FILT: High pass and low pass filter
3. FEED: Feedback controls the stoutness of the delay
4. RATE: Controls the Delay time

BUTTONS

5. ON: This button turns the effect on and off
6. FRZ: Freezes the Delay
7. SPR: Stereo Spread

FX2 - MULTI EFFECTS

KNOBS

8. D/W: Controls the mix between the original direct signal (Dry) and the processed effect signal (Wet)
9. BEATM: Beat Masher 2, FX amount
10. LOFI: Digital Low Fi, FX amount
11. RINGM: Ring Modulator, FX amount

BUTTONS

12. ON: This buttons turns the effects on and off

FX3 - MULTI EFFECTS

KNOBS

13. D/W: Controls the mix between the original direct signal (Dry) and the processed effect signal (Wet)
14. T3DELA: T3 Delay, FX amount
15. FLANG: Flanger, FX amount
16. PHASR: Phaser, FX amount

BUTTONS

17. ON: This buttons turns the effects on and off

FX4 - MULTI EFFECTS

KNOBS

18. D/W: Controls the mix between the original direct signal (Dry) and the processed effect signal (Wet)
19. REVGR: Reverse Grain, FX amount
20. REVER: Reverb, FX amount
21. GATER: Gater, FX amount

BUTTONS

22. ON: This buttons turns the effects on and off

Note: For detailed information about the effects, please read TRAKTOR manual.

The Wall

The Wall



The Wall Buttons

1. BK: Returns to Main Screen
2. PIC: Load images/photos into the WALL*
3. CLR: Clears the WALL
4. COL: Switch the palette color everytime drag on the WALL
5. PALETTE: Touch and select your desired color
6. INV: After draw, or positioned images on the wall, image or hand draw can be inverted, so your audience will see the graphics correctly

* To load photos into the WALL, you must create a folder called “Emulator” on the root C:\ drive. Put your photos, logos or images into that folder and they will appear in the PIC button of the WALL (JPG, PNG, etc.)



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Legal information

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Third Party Content or Third Party Services and/or related products and/or services (including the Service); (d) any purposes permitted or required by any applicable law; and/or (e) any of the other purposes which are set out in SmithsonMartin Inc.'s then current privacy policy, which may be viewed at www.smithsonmartin.com/legal/privacy. The collection, use, processing, transmission, and/or disclosure of Your or Your Authorized Users' personal information for the purposes noted above are in strict accordance with SmithsonMartin Inc.'s privacy policy and applicable privacy laws. SmithsonMartin Inc. reserves the right to modify its privacy policy from time-to-time in its sole discretion and You agree to regularly review SmithsonMartin Inc.'s privacy policy for any updated information. You agree to inform all individuals whose personal information You provide to SmithsonMartin Inc. that they may have rights to access and correct their personal information under applicable laws and regulations.

Assignment and Delegation. SmithsonMartin Inc. may assign this Agreement without notice to You. You shall not assign this Agreement without the prior written consent of SmithsonMartin Inc. (such consent may be withheld or conditioned at SmithsonMartin Inc.'s discretion) and any assignment without SmithsonMartin Inc.'s prior written consent shall be null and void and of no effect. SmithsonMartin Inc. may perform all obligations to be performed under this Agreement directly or may have some or all obligations performed by its contractor or subcontractors.

Notices. Except as otherwise provided in this Agreement, all notices or other communications hereunder shall be deemed to have been duly given when made in writing and delivered in person, by courier or deposited in the mail, postage prepaid, registered mail, return receipt requested, and addressed to You at the billing address supplied to SmithsonMartin Inc. by You, and addressed to SmithsonMartin Inc. at 2283 Argentia Rd. Unit #22, Ontario, Canada, L5N 5Z2, with a copy (which shall not constitute notice) to SmithsonMartin Inc.'s Vice President, Legal at the same address. In addition to the foregoing, SmithsonMartin Inc. may, at its option, give You any notice under this Agreement electronically. Electronic notice to You shall be deemed to have been duly given when transmitted to an address furnished by You to SmithsonMartin Inc..

Force Majeure. Notwithstanding any other provision of this Agreement, neither Party shall be deemed in default of this Agreement for failure to fulfill its obligations when due to causes beyond its reasonable control. This provision shall not be construed as excusing non-performance of any obligation by either Party to make payment to the other Party under this Agreement.

General.

- i. **Third Party Beneficiaries.** SmithsonMartin Inc.'s affiliates and SmithsonMartin Inc. and its affiliates' directors, officers and employees thereof are intended third party beneficiaries for the purpose of the Sections of this Agreement entitled, "Limitation of Liability" and "Disclaimer". Except as otherwise specifically stated in this Section, the provisions herein are for the benefit of the Parties and not for any other person or entity.
- ii. **Waivers of Default.** No Party is to be deemed to have waived or forfeited any right under this Agreement, whether on the basis of failure, delay or any other legal or equitable doctrine, unless such waiver is made in writing signed by

an authorized signatory of the Party against whom the waiver is sought to be enforced. Waiver of any provision, or any breach of any provision, of this Agreement in one instance shall not constitute a waiver as to any other instance.

iii. Survival. The terms, conditions and warranties contained in this Agreement that by their sense and context are intended to survive the performance hereof shall so survive the completion of performance, cancellation or termination of this Agreement.

iv. Governing Law and Dispute Resolution. If You reside in Canada and the Software is shipped or delivered to You in any format in Canada, this Agreement is to be governed by and construed under the laws of the Province of Ontario. Otherwise, this Agreement is to be governed by and construed under the laws of the State of New York, excluding any body of law governing conflicts of law. The Parties agree that the United Nations Convention on Contracts for the International Sale of Goods is hereby excluded in its entirety from application to this Agreement. Any disagreement or dispute arising out of or relating to this Agreement, or the breach thereof, which the Parties are unable to resolve after good faith negotiations, shall be submitted first to the upper management level of the Parties. The Parties, through their upper management level representatives shall meet within thirty (30) days of the dispute being referred to them and if the Parties are unable to resolve such disagreement or dispute within thirty (30) days of meeting, except to the extent specifically prohibited by applicable law in Your jurisdiction, such disagreement or dispute shall be settled by final and binding arbitration to be conducted in Ontario, Canada in accordance with the Commercial Rules of the American Arbitration Association (“Rules”) and shall be heard by one arbitrator appointed in accordance with the said Rules and to be mutually agreed to by the Parties within thirty (30) days of the appointment of the arbitrator, failing which a neutral third party shall appoint the arbitrator. If the provisions of the foregoing are prohibited by law in Your jurisdiction, the arbitration shall be: (i) held in Your jurisdiction; (ii) settled by arbitration in accordance with the Rules of Arbitration of the International Chamber of Commerce (“ICC Rules”); and (iii) heard by one arbitrator appointed in accordance with the ICC Rules and to be mutually agreed to by the Parties within thirty (30) days of the appointment of the arbitrator, failing which a neutral third party shall appoint the arbitrator. Each Party shall bear one half of the costs associated with the arbitration proceedings. No dispute between the Parties, or involving any person but You, may be joined or combined together, without the prior written consent of SmithsonMartin Inc.. Judgment upon the award rendered by the arbitrator may be entered in any Court having jurisdiction thereof. Notwithstanding the foregoing, SmithsonMartin Inc. has the right to institute legal or equitable proceedings, including proceedings seeking injunctive relief, in a court of law for claims or disputes regarding: (i) amounts owed by You to SmithsonMartin Inc. in connection with Your acquisition of Your Emulator Solution or any portion thereof, if applicable; and (ii) Your violation or threatened violation of the Sections of this Agreement entitled, “Desktop Cryptography Support”, “Use of Your Emulator Solution”, “Software and Documentation License”, “Intellectual Property”, “Export Restrictions”, “Security”, “Confidentiality”, “No Reverse Engineering” and “Effect of Termination” of this Agreement. You irrevocably waive any objection on the grounds of venue, forum non-conveniens or any similar grounds and irrevocably consent to service of process by mail or in any other manner permitted by applicable law and irrevocably consent and attorn to the jurisdiction of the courts located in the Province of Ontario or the State of New York, as the case may be, for any such claims arising from or related to this Agreement. The Parties specifically agree that, in the event that there is a dispute under this Agreement and such dispute is to be resolved in a

court of law, such dispute shall not be resolved by jury trial. The Parties hereby waive all rights to a trial by jury in any matter related to or arising from this Agreement.

v. Severability. To the extent any provision or portion thereof of this Agreement is determined to be illegal, invalid or unenforceable by a competent authority in any jurisdiction, then such determination of that provision or portion thereof will not affect: (a) the legality, validity or enforceability of the remaining provisions of this Agreement; or (b) the legality, validity or enforceability of that provision in any other jurisdiction, and that provision (or portion thereof) will be limited if possible and only thereafter severed, if necessary, to the extent required to render the Agreement valid and enforceable.

vi. Language. If this Agreement is translated into a language other than English, the English version will prevail to the extent that there is any conflict or discrepancy in meaning between the English version and any translation thereof. Unless, and only to the extent, prohibited by law in Your jurisdiction, any and all disagreements, disputes, mediation, arbitration or litigation relating to this Agreement shall be conducted in the English language, including, without limitation, any correspondence, discovery, submissions, filings, pleadings, oral pleadings and arguments, and orders or judgments.

vii. Inconsistency. If there is any inconsistency between this Agreement and any software license or end user agreement (other than this Agreement) provided in the packaging or accompanying materials of any portion of Your Emulator Solution, the provisions of this Agreement shall apply to the extent of the inconsistency. If there is any inconsistency between this Agreement and any software license or end user agreement provided in connection with any upgrades or updates to the Software, the provisions of such other license or end user agreements shall apply to the extent of the inconsistency. In the event of any inconsistency between any documentation provided in the packaging of any portion of Your Emulator Solution and the Documentation for the appropriate Smithsonian Inc. Product or item of Software, the provisions of the Documentation shall apply to the extent of the inconsistency.

viii. Entire Agreement. This Agreement constitutes the entire agreement of the Parties with respect to the subject matter hereof and there are no provisions, understandings, communications, representations, warranties, undertakings, collateral agreements or agreements between the Parties relating to the Software other than as set out in this Agreement. Notwithstanding the foregoing, other agreements between the Parties may govern the use of other components of Your Emulator Solution. This Agreement supersedes any prior or contemporaneous provisions, understandings, communications, representations, warranties, undertakings, collateral agreements and agreements between the Parties, whether oral or written, with respect to the subject matter hereof, and You acknowledge that You have not relied on any of the foregoing in agreeing to enter into this Agreement. This Agreement may be amended at any time upon mutual agreement by the Parties. Except to the extent that Smithsonian Inc. is expressly precluded by applicable law, Smithsonian Inc. further reserves the right to make changes to this Agreement either to reflect changes in business practices, or to reflect changes in or required by law, by providing You with reasonable notice of the change either electronically (as contemplated by the Notice provision above) or by posting notice of the change at www.smithsonmartin.com/legal If You continue to use the Software and/or the Service more than sixty (60) days after notice of the change has been given or You do not contact legal@smithsonmartin.com sixty (60) days after notice of the change has been given to inquire as to Your options, You shall be deemed to have accepted this change.

ix. Compliance With Laws. You will, at Your expense, obtain and maintain all licenses, registrations and approvals required by the government authorities or applicable law in Your jurisdiction for the execution and performance of this Agreement or any related license agreements. In particular and for the avoidance of doubt, You will comply with all applicable laws and regulations and will obtain any necessary license, registration and approval from competent government authorities for the importation and use of any Software that contains commercial encryption or other security functions. You will provide SmithsonMartin Inc. with the assurances and official documents that SmithsonMartin Inc. periodically may request to verify Your compliance with this obligation.

Amalgamation of Agreements. In order to ensure: a) consistent terms apply to Desktop Software, Server Software and Emulator Software, when each is used as part of Your Emulator Solution; and b) clarity with respect to which license terms apply to Emulator Software when used as part of Your Emulator Solution, regardless of the manner in which You provisioned that Emulator Software, BY INDICATING YOUR ACCEPTANCE TO THE TERMS OF THIS AGREEMENT IN THE MANNER SET OUT ABOVE, YOU ARE ALSO AGREEING THAT THIS AGREEMENT REPLACES AND SUPERSEDES THE PREVIOUSLY EXISTING EMULATOR END USER/SOFTWARE LICENSE AND EMULATOR ENTERPRISE SERVER SOFTWARE LICENSE AGREEMENTS TO THE EXTENT SUCH AGREEMENTS ARE OTHERWISE APPLICABLE, AS OF THE DATE OF YOUR ACCEPTANCE OF THIS AGREEMENT, TO ANY SOFTWARE THAT FORMS PART OF YOUR EMULATOR SOLUTION. All references to the Emulator End User/Software License or Emulator Enterprise Server Software License Agreement in other agreements or documentation that You have with SmithsonMartin Inc. for Your Emulator Solution, shall be deemed to be references to this Emulator Software License Agreement (unless that would not make sense in the context, e.g. where, as in this provision, a distinction is intended to be made between the previously existing agreements and the Emulator Software License Agreements, references to the previously existing agreements would not be deemed to be references to the Emulator Software License Agreements). Any amendments or addendums, to the previously existing Emulator End User/Software License or Emulator Enterprise Software License Agreements, under which SmithsonMartin Inc. supplied any software to You, shall be deemed to be amendments or addendums to this Emulator Software License Agreement.

IF YOU HAVE ANY QUESTIONS OR CONCERNS ABOUT THE TERMS OF THIS AGREEMENT, PLEASE CONTACT SmithsonMartin INC. AT:

legal@smithsonmartin.com





Smithson Martin Inc.
www.smithsonmartin.com