

Scratch LIVE™ Single SCS.3d Preset

Legal Fun Stuff

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Important note about compatibility: SCS.3d lives and breathes through DaRouter™ and presets. With the opportunity of presets being edited and possibly broken, Serato™ makes no warranties regarding the implementation or use of DaRouter with Scratch LIVE™. The Scratch LIVE preset is maintained by Stanton and all customer support questions related to DaRouter and or Stanton preset for Scratch LIVE should be addressed to Stanton, not Serato via presets@stantondj.com.

Vitals

Physical Units Used: 1 SCS.3d

Virtual Decks: 2 Scratch LIVE Decks

Firmware: V1.00

DaRouter Version: V1.00 and up

Software Required: Serato Scratch Live™ 1.8.2 (earlier versions do not properly support MIDI input) <http://www.scratchlive.net/downloads/>

Other Files Required: SCS.3d V1.00.XML - This is the MIDI map that Serato will use to communicate with DaRouter

Change Log:

Version 1.0.0 - Initial release

Glossary

DaRouter - Stanton middleware application which runs presets for specific DJ programs with MIDI implementation.

Middleware - The function of serving as a translating / processing layer between the application and hardware. The middleware connects to SCS.3d via standard MIDI, then intercepts and processes its signal and sends it back out to either the hardware or application via a virtual MIDI driver.

MIDI - MIDI is the low level communication protocol that most control surfaces utilize to send messages regarding note presses, control changes and other actions.

Preset - A preset is what runs inside of DaRouter to determine how messages get processed in the middleware. A preset will contain different translators which are essentially like formulas. A message will come into DaRouter and be translated / modified and sent back out of DaRouter based on the rules of the preset.

LED - Light emitting diode. Essentially this is a technical term for a small light source. SCS.3d uses multiple colors of LED's such as red, blue and on some buttons a combination of red and blue (purple).

Virtual MIDI - Virtual MIDI, or a Virtual MIDI port is essentially a part of DaRouter that emulates (creates a simulated) MIDI device that communicates directly with the application. This port acts as a buffer between the SCS.3d(s) and the application controlling the flow of messages through the middleware.

Relative Mode - Relative mode is a function of how Scratch LIVE will track record movements. When using Scratch LIVE with the SCS.3d the decks inside of Scratch LIVE must always be set to relative for cue points, looping, and instant doubles to work.

Strobing / Phasing - This is a DJ technique of taking two of the same songs and playing one slightly in beat behind the other, almost like an echo effect.

Introduction

Scratch LIVE is a very robust and focused DJ application, designed for integration with existing turntable and mixer setups. Scratch LIVE has since added functionality for cue points, looping, browsing and some transport control since the first versions. The SCS.3d was designed as an all purpose MIDI controller trying to encompass different actions found in DJing such as triggers, scrolling, or adjusting levels. In development of SCS.3d, Serato released MIDI input to allow any controller to have access to some of the internal Scratch LIVE functions, thus the Scratch LIVE DaRouter preset was born.

SCS.3d works with ScratchLIVE by utilizing DaRouter, Stanton's free middleware application running the Scratch Live preset. This means that DaRouter uses Scratch LIVE's standard MIDI input and sets the proper MIDI messages through Scratch LIVE's XML midi maps. NOTE: Serato does not manage support for DaRouter or SCS.3d, only MIDI input support.

The dual deck Scratch LIVE preset was designed to allow advance control over Scratch LIVE when using timecode vinyl. The main goals of the preset were to create unique and easy to use interfaces towards basic transport control, looping, triggering and most importantly browsing. Scratch LIVE is a very powerful and reliable program to begin with, the philosophy of this preset is not to replace the vinyl but rather add to what can be done with two turntables and a regular mixer.

Installation Instructions

To install the SCS.3d with Serato Scratch LIVE, you will need to copy an .XML file with all the MIDI commands tailored towards the SSL DaRouter preset into the ScratchLIVE directory. Once that is done, Scratch LIVE will display the option for you to use these commands in the setup dialog. After this is complete all that needs to be done is plug in the SCS.3d, start DaRouter, load the SSL preset and start Scratch LIVE.

1) Check to see if Scratch LIVE currently has a MIDI folder created. Browse for your Scratch LIVE folder using Windows Explorer (on Windows, of course) or Finder (on Mac OSX). The Scratch LIVE folder will be in the following locations by default:

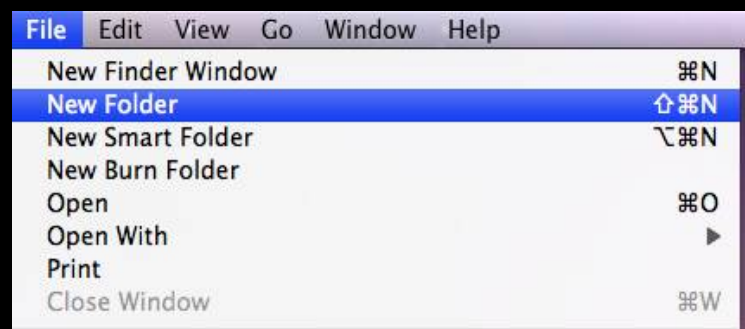
Windows Location: \My Documents\My Music\ScratchLIVE\MIDI\

Mac Location: \Music\ScratchLIVE\MIDI\

2) If the folder does not exist simply create a new folder at the \ScratchLIVE directory location specified above called "MIDI". In Windows, right click in the ScratchLIVE folder and select "New" then "Folder" and name the folder "MIDI". In Mac OSX, while in the \ScratchLIVE directory, click "File" then "New Folder" and name the folder "MIDI"



Creating new folder in Windows XP



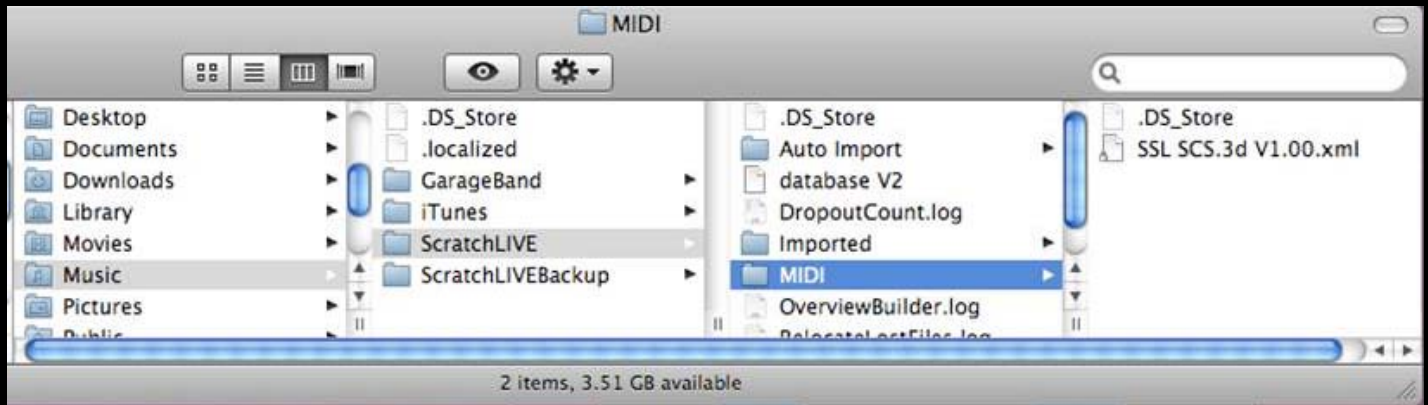
Creating new folder in Mac OSX

3) Next, copy and paste the "SSL SCS.3d V1.00.xml" file into your Scratch LIVE MIDI directory. The XML file is found in the preset directory that install with DaRouter, on Windows this is located in "\Documents and Settings\All Users\Application Data\Stanton DaRouter\ScratchLIVE Presets\SSL SCS.3d V1.00.xml". To make things easier, we've also put a shortcut to this directory in your program folder on the Start menu. Go to Start>Programs>Stanton>DaRouter>Presets.

On the Mac it is located in "\home\Stanton DaRouter\ScratchLIVE Presets\SSL SCS.3d V1.00.xml". After finding the XML file, select it and copy (Windows: CTRL+C, Mac: Command+C) it. Then browse back to your \ScratchLIVE folder (location defined in step 1) and paste the XML there (Windows: CTRL+V, Mac: Command+V).



Proper directory placement of XML file in Windows XP



Proper directory placement of XML file in Mac OSX

4) Connect DaScratch[®], observe that it powers up and performs the power on light test by flashing every LED on the unit. If the unit only lights the bottom 4 buttons as purple, than the unit has detected there is not adequate power to perform reliably. If this is the case, please check the Stanton website for troubleshooting tips. The easiest fix for this is to try another USB port (not all ports give equal power) or plug the unit into a powered USB hub. If neither of these solutions resolve the issue, contact Stanton support.

5) Start DaRouter and select "SSL Single SCS.3d V1.00" preset from the drop down preset list. Confirm that the unit is connected and displays a light show and that Deck 1 in DaRouter is illuminated in blue. A light show on the unit will flash LEDs around the center circular section to indicate that DaRouter has made a connection to the SCS.3d successfully and is now waiting to confirm the MIDI messages from the unit are properly making it DaRouter. To confirm MIDI messages are making it to DaRouter simply press any button on the SCS.3d and the light show should stop and default preset settings should load. If the unit does not light up in DaRouter or a light show on the unit is not seen, please check the Stanton website for troubleshooting information.



Proper DaRouter configuration, preset selected and units are lit blue to indicate connection

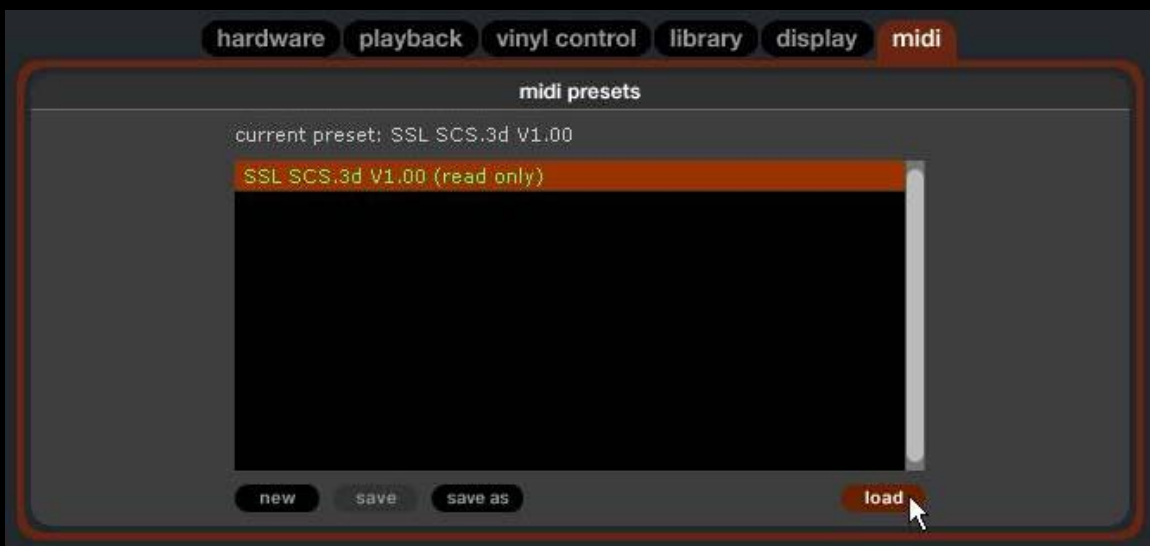


Preset selected, but no units detected

6) Start the Scratch Live application

IMPORTANT: Scratch LIVE does not allow for discreet opening and closing of MIDI ports (it simply opens ALL midi ports), you must ALWAYS start DaRouter before starting Scratch LIVE in Windows... otherwise Scratch LIVE opens SCS.3d's physical MIDI port and does not allow DaRouter to connect to it, thus nottranslating can happen. On the Mac, DaRouter can be started before or after Scratch LIVE is launched.

7) Once Scratch LIVE is open, click SETUP then select the MIDI tab. Select "SSL SCS.3d V1.00" (this is the .XML file that we placed in the MIDI folder) and activate it by using the "load" button. Well, that's it folks, your done!



8) *Optional:* Most users prefer this setup for vinyl control, although all these settings are optional. The below text describes functionality with this setup (mainly manual loop mode).



9) *Optional:* Have a glass of wine, perhaps a beer*! That's it, you're done! Let's get into the preset functionality while you sip your favorite drink of choice.

*Stanton assumes no liability for drinking while DJing.

Using DaRouter after installation

After following the above steps you will be able to start ScratchLIVE with SCS.3d every time by simply:

- 1) Plugging in the SCS.3d
- 2) Starting DaRouter application
- 3) Confirming the correct preset is loaded by default and a light show is observed on the SCS.3d
- 4) Touching any button on SCS.3d to confirm feedback from the unit
- 5) Starting ScratchLIVE

Preset Functionality

The single deck preset emulates 2 physical SCS.3d's by use of the deck button. While some users will prefer having 2 discreet controllers, one for each deck, we at Stanton felt it important to allow the option for both. The goal of DVS systems is to eliminate carrying stuff around after all! However if you find that you like having access to both decks and are comfortable with the SCS.3d, you can always buy a second unit and get discreet control.

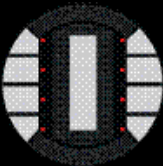
On top of being able to switch decks to control 2 virtual decks within Scratch LIVE, there is also mode switching which allows different functions within Scratch LIVE to be controlled. This allows a wide array of controls to be accessed, without having to discreetly map each control to a button thus reducing the size of the unit. The center section of DaScratch switches its function based on which mode is selected. Certain buttons never change their function and are referred to "Global Controls". StanTouch® technology allows the center section to change from sliders, to buttons to even a scrub wheel.



Slider Mode - Slider mode gives the user 3 variable controls (like faders) that can be used by sliding your finger up and down the areas next to the 3 LED meter bars. This mode can be used for controlling many parameters at once, like an EQ. A slider may be changed by dragging a finger across the surface, or you can place your finger in an absolute position on the slider and its position will jump immediately to that point. Two fingers may be used to trigger from one position to the next. For instance, holding one finger on the bottom of the slider and tapping the top with a second finger will make the slider generate the higher value for as long as that finger remains on the surface. Once the second (upper) finger is removed, the slider will generate the value indicated by the first finger position. We refer to this as a "finger jump". This type of parameter manipulation is almost impossible to achieve with a conventional fader, one of the many advantages of StanTouch technology.



Circle Mode - In Circle mode, there is one slider at the center of the circle, and circular slider going around the perimeter of the touch surface. Just like in Slider mode, finger jumps are possible can be performed to quickly change the parameter in real time. This is the mode most likely to be used to emulate the platter of a deck. Circle mode is also the default mode of DaScratch. That is to say that if you plug DaScratch into your computer without using the DaRouter software, it will operate in Circle mode. But keep in mind that without DaRouter, the Mode Selector buttons (VINYL, LOOP, etc) will only send note data and will not change the operation of DaScratch.



Button Mode - In Button mode, the zones highlighted in the diagram will act as triggers to control buttons in the target application. For example, these functions could be assigned to alter loop lengths, jump to cue points, or start clips playing. Multiple buttons may be pressed at the same time in Button mode. Also, you will find some presets use a modified version of Button mode that makes the trigger areas bigger by combining 2 or more button zones.



StanTouch® - In every mode of operation, you'll find that the touch sensitive areas on DaScratch will respond to multiple simultaneous touches. This is part of its core functionality, and indeed many cool behaviors and gestures can be developed around this capability. StanTouch was exclusively developed by an engineer named Stan.

Mode Switcher

All of these modes are assessable via the mode switcher which is on the top of the unit. When each mode is activated the center section and 4 buttons around the center change their function based upon the mode. Here are all the modes used in this preset:



FX



EQ

FX - Controls deck gain and master volume



LOOP



TRIG

EQ - Controls deck transport when in internal mode

LOOP - Controls looping (duh). The loop mode actually contains two sub modes, one for auto loop and one for manual loop controls

TRIG - Controls cue points



VINYL



DECK

VINYL - Browsing

DECK - Switches decks and also allows for quick deck loads when held

The top two sliders and bottom 4 buttons do not switch their functionality no matter which mode is selected, they are "global", and we will cover that next.

Global Controls

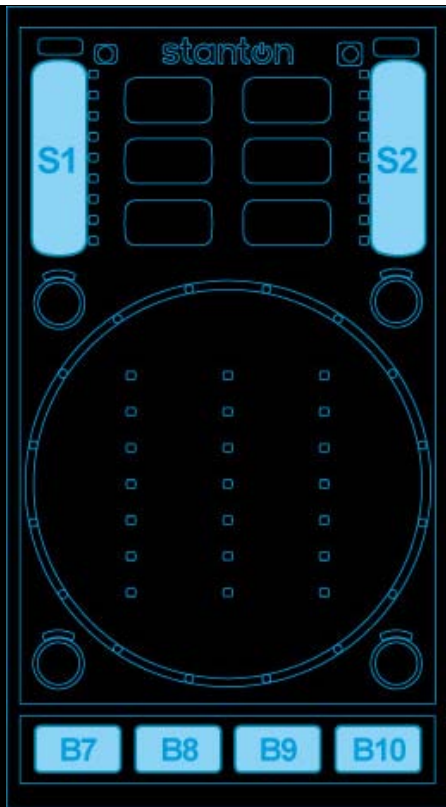
Global controls are controls whose function doesn't change when the mode is changed. So, for instance, no matter what mode you're in (VINYL, FX, EQ, etc) the GAIN slider (S1) will always control the deck vinyl controls. Below is a list of the global controls.

How to use it:

S1 - Slider 1 is split into two half's (upper and lower). The upper half switches the vinyl control into relative mode. The lower half switches the deck into internal mode. The lower half is useful for quickly placing the deck into internal mode to for instance lift the needle once it reaches the end of the track and bring it back to the beginning without interrupting playback. Other useful cases include placing the deck into internal mode and stopping playback (either through pressing the cue button or using EQ mode) and playing triggers like a traditional sampler

S2 - Slider 2 turns on key lock for active deck.

DECK - Switches deck focus by tapping. This will switch between deck A and B and is confirmed by the A and B indicators on the top of the unit and by a quick light show. Holding DECK will activate the deck mode which is highlighted below.



PLAY button - Sets a temporary cue point. This cue point is not saved with the track but is very useful for mixing much like on a CD player. It is good practice to learn to always place a temp cue point at the position that you are going to mix from.

CUE button - The CUE button will instantly start playback from the temporary cue point. This is very useful when mixing to eliminate the need for a backspin when dropping into a mix. This can even be used for beat juggling type effects. When the deck is placed into internal mode, pressing the cue point will only play forward from the temp cue point for as long as the cue button is pressed. This can be used as an effect however it is important to watch the internal/relative switcher on screen as if you reach the end of the timecode on the record, pressing the cue point will stop playback. If this happens on accident the easiest way to resolve the issue is to continue to hold the cue button, lift the needle to the beginning of the timecode vinyl and switching back into relative mode by using S1. Another alternative is to enter EQ mode and manually start playback in internal mode.

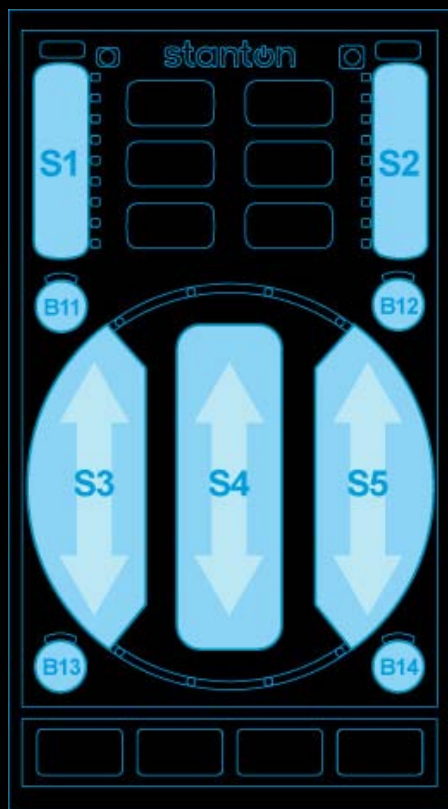
SYNC button - This is mapped to censor feature which will reverse the song momentarily while letting the music play forward in memory. In this way you can reverse through certain curse words in a song. Of course this button can also be used as an effect as well.

TAP button - The tap button is mapped to instant doubles. By pressing this button the active playing song will be instantly loaded to the opposite deck. By using the instant double feature multiple effects can be achieved such as preparing for beat juggling or phasing / strobing. One of the most useful features of instant doubles is for hip hop DJ's who are not ambidextrous, yes we all can't be DJ Craze. By using instant doubles you can cue and drop into a mix on one deck and then use the instant double feature to throw the song to the opposite deck. In this way your "record hand" can always be placed on one deck. If you are ambidextrous... I'm jealous.

How to freak it:

- Use the CUE button to do quick drops, by grabbing the vinyl you can simulate more of the "warbly" sound of beat juggling.
- Do a motor off on the turntable allowing the song to wind down. Hit CUE at the same time as start / stop on the turntable and resume playback.
- Tap between PLAY and CUE as a track plays for a strobing effect.
- Use SYNC and CUE for quick rephrases, hit CUE, let one beat play, hit SYNC and hold for one beat then hit CUE again.
- Use TAP to setup strobing by grabbing one side of the record and delaying it from the other.
- Do one turntable beat juggling, hit CUE on Deck 1, hit SYNC to throw it to Deck 2, crossfade to Deck 2, hit CUE to bring deck 1 back to the down beat then scratch in the drop and crossfade back to deck 1. Rinse and repeat.
- Use the deck not being played and bang all 4 buttons looking like you are drumming the beat, even though you are doing nothing... no seriously, don't do this!

FX Mode



How to use it:

FX mode actually does not control FX but rather deck gain and master volume control. This mode is somewhat of a quasi-global mode (is that even a word). Essentially you have control over both deck's volumes and master volume. This mode is useful for making quick adjustments to gain without touching the mixer or even doing kills to a channel as an effect by using multitouch.

This mode runs in 3 slider mode which means the center section will be split into 3 quadrants which represent sliders with LED feedback.

S3 - Slider 3 controls Deck A gain. This slider runs in absolute mode which means no matter where you touch the slider, the gain control will jump immediately to that position. In this way you can do quick kills and fades using multitouch. Within Scratch LIVE we do not allow these sliders to go all the way to full gain as we found this would cause clipping most of the time.

S4 - Slider 4 control master volume. This slider runs in incremental mode which means that you must run your finger up and down on the surface to make a change. The slider will not jump to your absolute finger position on the surface. This is meant to prevent accidental muting of the master volume in a club. That would not be cool! Instead the control is meant to slowly trim the master signal for small adjustments.

S5 - Slider 5 functions exactly like slider 3 except for deck B. We will save some virtual trees and not explain twice.

The buttons are currently not mapped in FX preset. However we are open to any suggestions. Shoot an email to presets@stantondj.com if you have some ideas!

How to freak it:

- Use the slider for the opposite deck when mixing in on a new deck to slowly bring it out of the mix without needing to touch the mixer.

EQ Mode

How to use it:

EQ Mode is used to control internal deck playback. While not often used it serves a good purpose when trying to push the limits of DaScratch triggering. Note: except for BPM tap, EQ mode really only has a purpose in life when the deck is in internal mode.

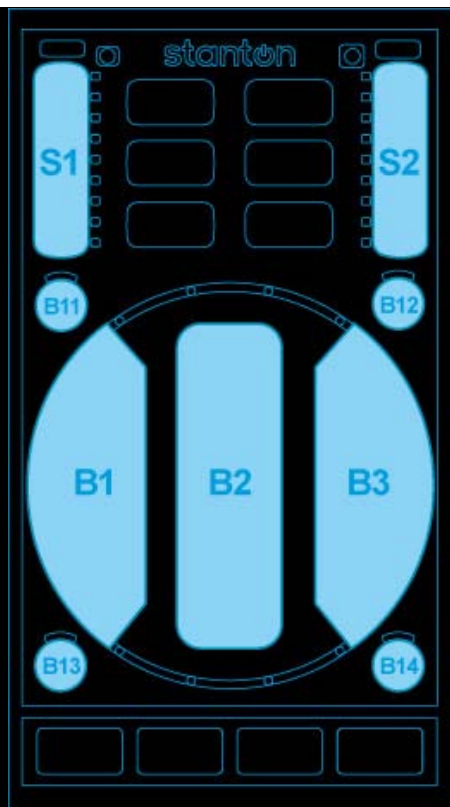
Buttons

B1 - Button 1 will reverse playback of the deck when in internal mode. The deck must be playing forward for this function to work. If the deck is already playing backwards, the deck will simply stop playback.

B2 - Button 2 is assigned to BPM tap. As DJ's we should all be familiar with this feature by now.

B3 -Button 3 will start and stop playback when in internal mode. Button 3 will also switch playback direction if the deck is playing in reverse (by using B1). If the deck is already playing forward, then B3 will stop playback immediately.

Note: The start and stop speed of internal mode can be controlled via the breaking speed adjustment in setup



How to freak it:

- EQ mode is really useful for instance when performing drum patterns in TRIG mode. For instance, try switching the deck into internal mode (by using S1) then stopping playback by using B3 (in EQ mode), switching to trigger mode and tapping out a pattern on the pads. On the last part of the pattern, continue to hold the pad so the music continues. While holding the pad switch to EQ mode and press B3. The music will then continue to play and relative mode playback can be resumed by pressing the top part of S1.

- Toggle back and forth between forwards and backwards for quick reverse effects (kind of another version of censor). Hmmm, maybe we should just make that happen in the preset anyways. Meh, V2.

LOOP MODE - Auto Loop (Red)

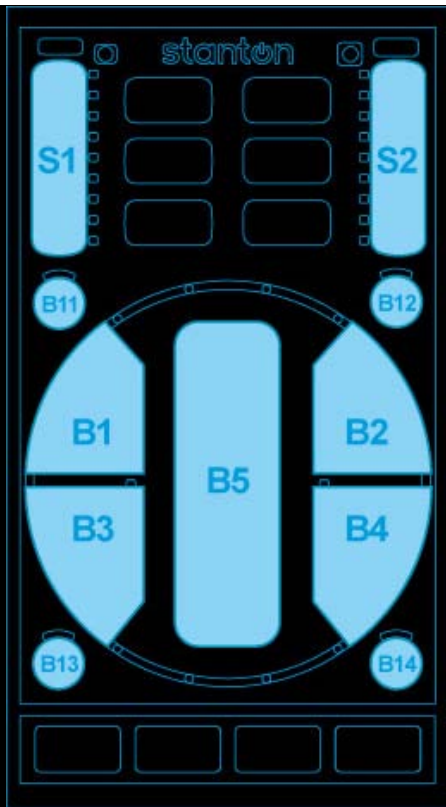
Auto loop and manual loop mode are selected by pressing the loop button. However you may also toggle between the modes by pressing the LOOP button. For instance when you first press the LOOP button on preset load, AUTO LOOP will be selected and the LOOP button will indicate as RED. Pressing the LOOP button again will switch into MANUAL LOOP mode and the LOOP button will be illuminated in purple. If you switch to another mode and then back into LOOP, DaRouter will remember which was your last loaded mode (this works across decks as well) Pretty tricky, eh?

Also it is very important to remember that you MUST have your song analyzed before AUTO loop will work. If you do not have your songs analyzed then you are setting yourself up for a world of disappointment.

How to use it:

Auto LOOP mode is by far one of the coolest modes in SCS.3d / Scratch LIVE. It was designed to allow easy access to looping on the fly. Scratch LIVE really nailed this implementation.

The looping mode is setup to cater towards both shorter loops (for more hiphop orientated mixing) and longer loops for (for electronic music). The two length modes can be switched in two different ways and the loop length setting is remembered through mode switching in DaRouter (damn that DaRouter is snazzy).



B12 - Button 12 switches between short (1/4, 1/2, 1, 2 and 4 beats) and long (1, 4, 8, 16, 32) lengths. Pressing the button will toggle which length mode you are in. The length modes affect buttons 1-5 and which length they set, although button 5 ALWAYS sets a 4 beat loop (it's kind of the happy medium between short and long loop). When in short loop mode B12's indicator will illuminate as blue, when in long loop mode B12's indicator will illuminate as red.

B13 - B14 - Button 13 and Button 14 will temporarily change from either short to long loop lengths or long to short loop lengths. This is good in situations where you might want to jump from a really long loop setting (say 8 beats) to a really short length for a stutter mix out. The idea with these buttons is that they can be accessed from either the left or right (here we go with that ambidextrous stuff again). And second to that, typically we think that a DJ will rather work in one mode primarily and only want to quickly toggle into the other mode for a quick change.

B11 - Button 11 will save a loop so it can be recalled later, it will show up as a numbered loop once being saved.

B4 - Button 4 is always assigned to 4 beats (1 bar typically). Pressing once will create a loop, pressing again will exit the loop.

B1 - Will set a 1/2 beat loop in short mode and a 8 beat loop in long mode.

B2 - Will set a 2 beat loop in short mode and a 32 beat loop in long mode.

B3 - Will set 1/4 beat loop in short mode and a 1 beat loop in long mode.

B4 - Will set a 1 beat loop in short mode and a 16 beat loop in long mode.

How to freak it:

- Use small lengths and tap in and out loops for quick stutters.
- Use long lengths and the temp change buttons to drop down to a small length
- Take a long loop and trim it down one step at a time.

LOOP MODE - Manual Loop (Purple)

Manual loop mode is a sub preset of LOOP mode, which accessed by pressing the LOOP button once the loop preset has been activated.

How to use it:

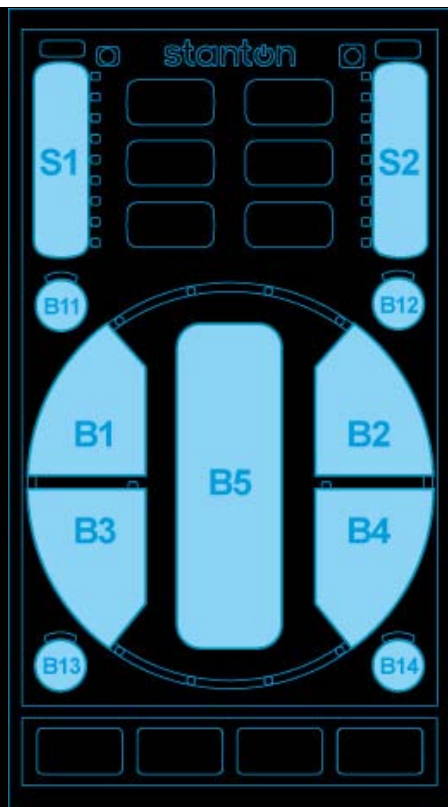
Manual loop is used to set a loop by using an in and out point. This is useful for if you do not have your songs analyzed or simply would rather have more control over your loops.

Buttons

B11 - Button 11 allows you to save and lock a loop to the loop memory in Scratch LIVE for later use. On first press the loop will be saved on second press the loop will be locked. If the loop is already locked pressing B11 will unlock it.

B12 - Button 12 will delete a loop from the loop memory in Scratch LIVE as long as it is unlocked.

B13 - Button 13 will select the previous loop in memory



B14 - Button 14 will select the next loop in memory (if one is saved).

B1 & B2 - Will set the IN point for a loop, or the point in which a loop will start.

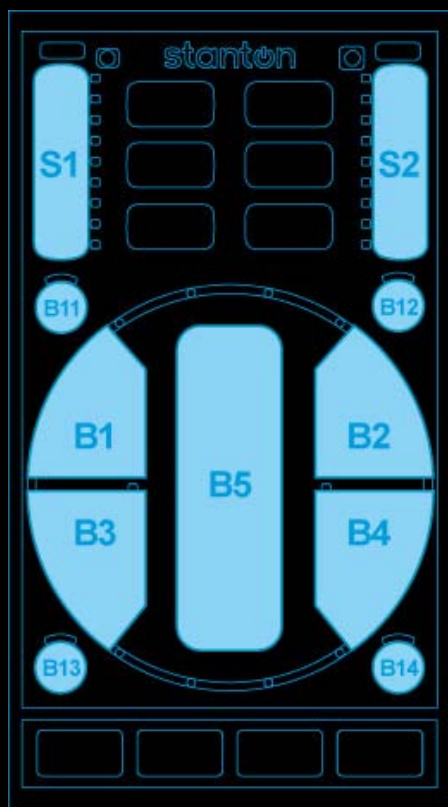
B3 & B4 - Will set the OUT point for a loop.

B5 - Will engage and disengage (if active) a loop. Use this to exit a loop if it is already created or re-enter a loop.

How to freak it:

- Use the adjust loop with vinyl setting (found in the beginning of this document and in the setup menu of Scratch LIVE). To do quick loop trim effects. Set an IN and OUT point then press OUT again and move the point closer to the IN point to trim the sound.

TRIGGER Mode



How to use it:

TRIGGER mode allows the 5 cue points in Scratch LIVE to be created and used in real time. Cue points can be set in 3 different ways: one cue point capture, momentary capture and arm capture. Each mode is useful for different situations when DJing. For instance B12 is useful when you want to capture a bunch of cue points at one, B11 is good for just grabbing one (like the start of a break) and B13 / B14 are good for on the fly corrections and captures.

Buttons

B1 thru B5 - Give you direct access to cues 1-5.

B11 - Button 11 allows a single cue point to be set by arming the cue point capture mode. When pressing B11 the LED above the button will blink red to indicate that a cue point can be captured by pressing any of the pads (B1, B2, B3, B4, or B5) once pressing one of the pads the cue point will be stored and can be instantly used. This function is useful for instance when a break is coming up and you want to capture the down beat and immediately use it.

B12 - Pressing B12 will place the unit in arm mode. When armed any of the pads may be pressed to create a cue point and the pads may be continuously pressed to create cue points until B12 is pressed again. This is good when wanting to capture multiple cue points at once or before a set when trying meticulously capture a sequence of points. When B12 is pressed the LED above it will turn red, when pressed again it return to blue and the newly created cue points can be triggered.

B13 & B14 - These two buttons can be used to quickly capture cue points by pressing and holding B13 and B14. When pressing the buttons the LED's above the buttons will turn red and any of the pads (B1, B2, B3, B4, B5) can be pressed to create a cue point. Cue points will only be created while the button is being held and the associated LED is red.

How to freak it:

- Switch to internal mode and stop playback by pressing CUE button. Trigger cue points and they will only play for as long as you hold the button, much like a drum machine.

VINYL Mode

Vinyl mode is used to quickly browse through your collection without needing to touch the computer. When VINYL mode is activated it will disable any other current performance preset and remain activated until either the VINYL button is pressed again (in which case the last used performance mode will be used) or a new mode is selected.



How to use it:

VINYL mode is used for scrolling through playlists, collection and overall browser functions. VINYL mode utilizes circle mode which allows the center slider to be used as well as the outer ring of the center section.

Sliders

S4 - Slider 4 is setup to browse up and down in any viewing pane of the browser section of Scratch LIVE.

S4 Double Click - Double clicking S4 will add the selected song to prepare list. This is useful when wanting to quickly build a set list.

C1 - C1 allows for continuous scrolling through a track list at an accelerated rate compared to S4.

C1 Right Zone - Quickly tapping once on the right zone of C1 will browse right. This is useful when browsing through directories using import or scrolling right to see more info when in the track list.

C1 Left Zone - Quickly tapping once on the left zone of C1 will browse left. This is useful when browsing through directories using import or scrolling left to see more info when in the track list.

Buttons

B11 - Button 11 will load the selected song into Deck A

B12 - Button 12 will load the selected song into Deck B

B13 - Button 13 will switch focus between the different viewing planes in Scratch LIVE (playlists, prepare / import / review, and track list).

B14 - Button 14 toggles between BROWSE, IMPORT, REVIEW, and PREPARE.

How to freak it:

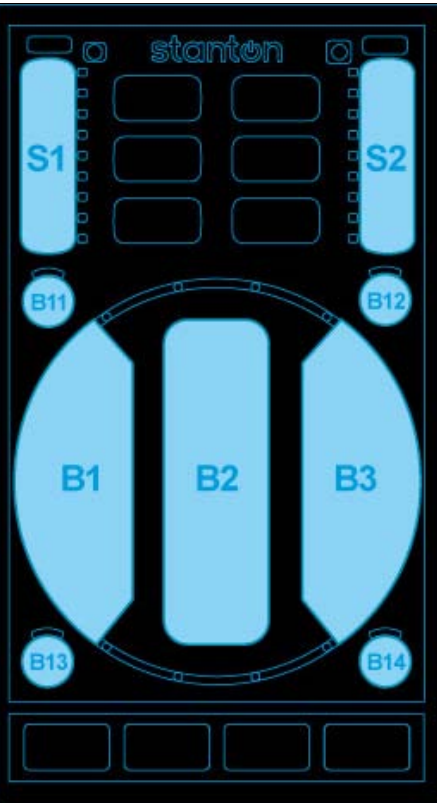
- Do quick loads by using B11 and B12

- Add a bunch of songs to your prepare list by double tapping S1 then blow through the tracks using DECK mode. Quick mixing like never before...

DECK Mode

When the DECK button is held, the DECK mode will be engaged. DECK mode will only engage when the DECK button is held. Once you depress the DECK button, the unit will immediately switch back to the last active performance mode (FX, EQ, LOOP or TRIG). In this way you can have LOOP selected, load a song quickly then immediately be back in LOOP mode.

How to use it:



The DECK mode is used to quickly load a song out of the active play list and turn auto play on and off. This preset is extremely powerful when used with a playlist as you can drop songs extremely fast.

Note: Scratch LIVE loads songs in order of the last loaded song out of a play list. So to use the prepare list as the list to load from, simply load a song from the prepare list before using the next and previous song load buttons.

Buttons

B1 - Button 1 will load the previous song in the current playlist.

B2 - Button 2 is assigned to AUTO which automatically play songs after they have ended in a deck.

B3 -Button 3 will load the next song in the current playlist.

How to freak it:

- Use B3 for quick mixes!