

# SCS.3d Generic Presets

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## Vitals

Firmware: V1.00

DaRouter Version: V1.00 and up

Change Log: Version 1.0.0 - Initial release

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## Introduction

This set of generic presets was written so users would be able to map their SCS.3d to applications that may not have received a dedicated preset yet. There are 3 generic presets in all...

**Single Virtual Deck / Single SCS.3d** - This preset has no deck switching logic. Instead, the Deck button puts it into "circle mode", just like the vinyl button next to it. So in this preset you have 2 circle mode presets (Vinyl and Deck), 2 button mode presets (Loop and Trig), and 2 slider presets (FX and EQ). This basic preset is good for straight mapping to non-DJ applications.

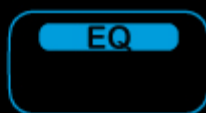
**Dual Virtual Deck / Single SCS.3d** - This is a good starting point for mapping to any MIDI capable DJ software when using a single SCS.3d. The Deck button allows you to switch the unit from one deck to another. This is accomplished by changing the outgoing MIDI messages from channel 8 (for deck 1) to channel 9 (for deck 2). Another use of this preset could be to control 2 different applications from one SCS.3d.

**Dual Virtual Deck / Dual SCS.3d** - Finally, we have our dual deck version of the generic preset. This preset is made to be used with 2 SCS.3d controllers. Because it uses 2 controllers and assigns a different outgoing MIDI channel to each, the deck button is not active in this preset.

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## Global Controls

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". Global controls are controls whose function doesn't change when the mode is changed. We'll start with the mode switching section...



FX - Sets 3 slider mode

EQ - Sets 3 slider mode



LOOP - Sets Button mode

TRIG - Sets Button mode



VINYL - Sets "Circle mode"

DECK - Functionality depends on the preset as explained above.

Below is a list of the global controls.

S1 - This sends an absolute CC message.

S2 - This sends a relative (incremental) CC message.

PLAY - Note on/off

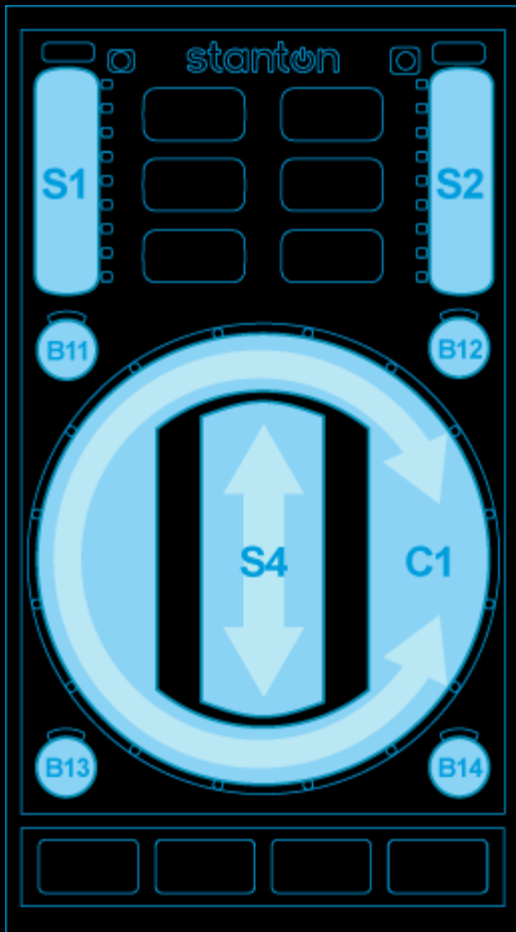
CUE - Note on/off

SYNC - Note on/off

TAP - Note on/off

## Vinyl Mode

When activated, this mode puts the SCS.3d into "circle mode".



### SLIDERS

S1 - Absolute CC message

S2 - Relative CC message

S4 - Relative CC message

C1 - Relative CC message

### BUTTONS

B11 - Note on/off

B12 - Note on/off

B13 - Note on/off

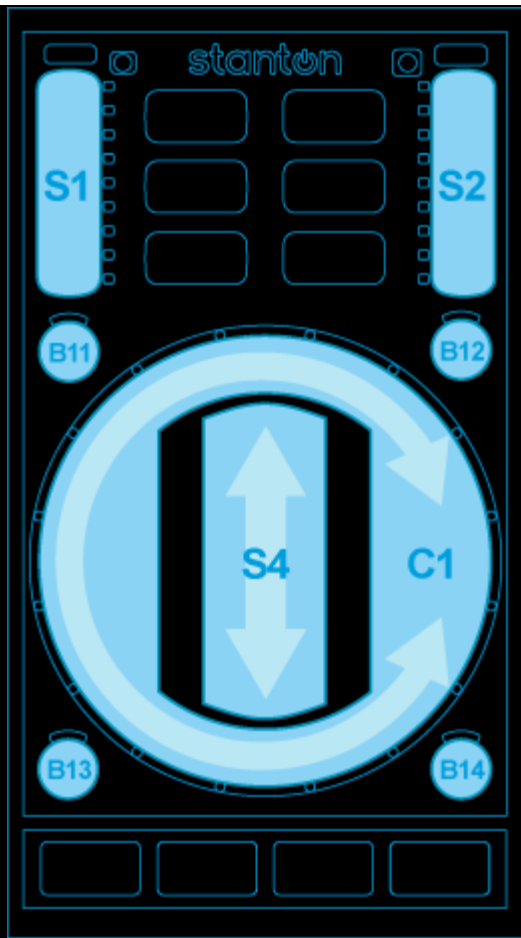
B14 - Note on/off

## Deck Mode

When activated, this mode also puts the SCS.3d into "circle mode".

### SLIDERS

S1 - Absolute CC message



S2 - Relative CC message  
S4 - Relative CC message  
C1 - Relative CC message

## BUTTONS

B11 - Note on/off  
B12 - Note on/off  
B13 - Note on/off  
B14 - Note on/off

## Loop Mode

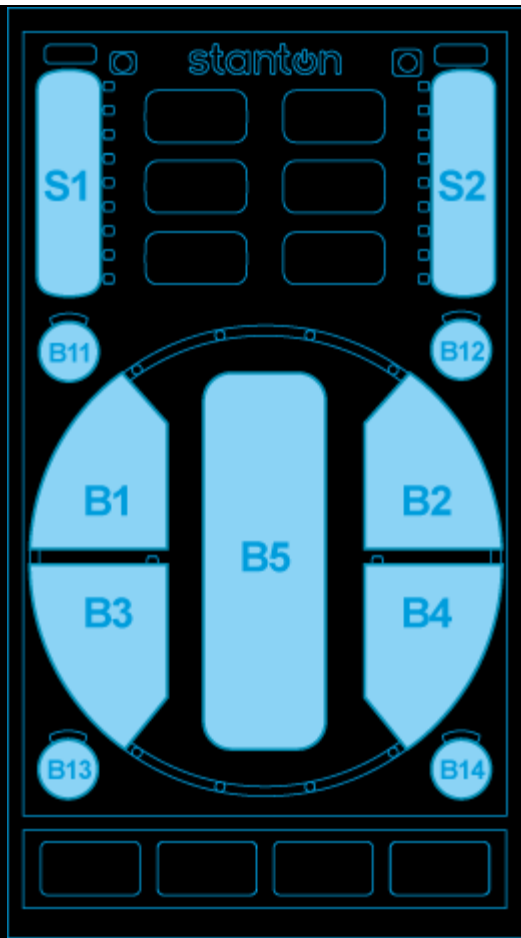
This preset puts the SCS.3d into button mode.

## SLIDERS

S1 - Absolute CC message  
S2 - Relative CC message

## BUTTONS

B1 - Note on/off  
B2 - Note on/off  
B3 - Note on/off  
B4 - Note on/off  
B5 - Loop on/off  
B11 - Note on/off  
B12 - Note on/off  
B13 - Note on/off  
B14 - Note on/off



## Trigger Mode

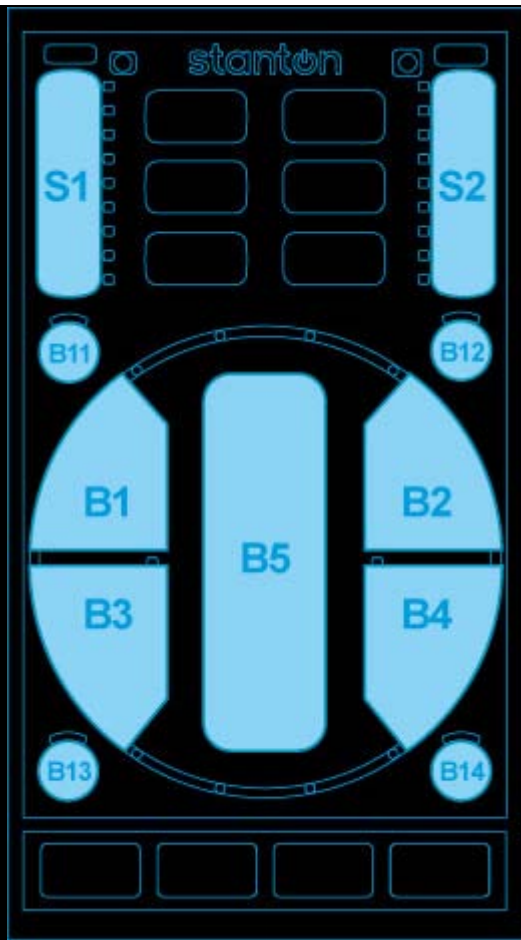
Trigger mode is another button mode preset.

### SLIDERS

S1 - Absolute CC message  
S2 - Relative CC message

### BUTTONS

B1 - Note on/off  
B2 - Note on/off  
B3 - Note on/off  
B4 - Note on/off  
B5 - Loop On/Off  
B11 - Note on/off  
B12 - Note on/off  
B13 - Note on/off  
B14 - Note on/off



## FX Mode

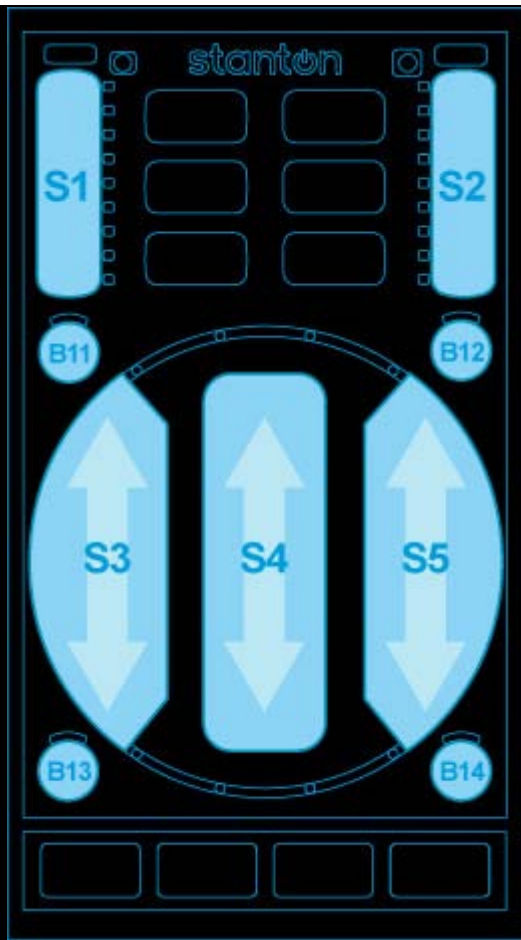
When activated, FX mode puts the SCS.3d into “3 slider mode”, which turns the control circle into 3 virtual faders.

### SLIDERS

- S1 - Absolute CC message
- S2 - Relative CC message
- S3 - Absolute CC message
- S4 - Absolute CC message
- S5 - Absolute CC message

### BUTTONS

- B11 - Note on/off
- B12 - Note on/off
- B13 - Note on/off
- B14 - Note on/off



## EQ Mode

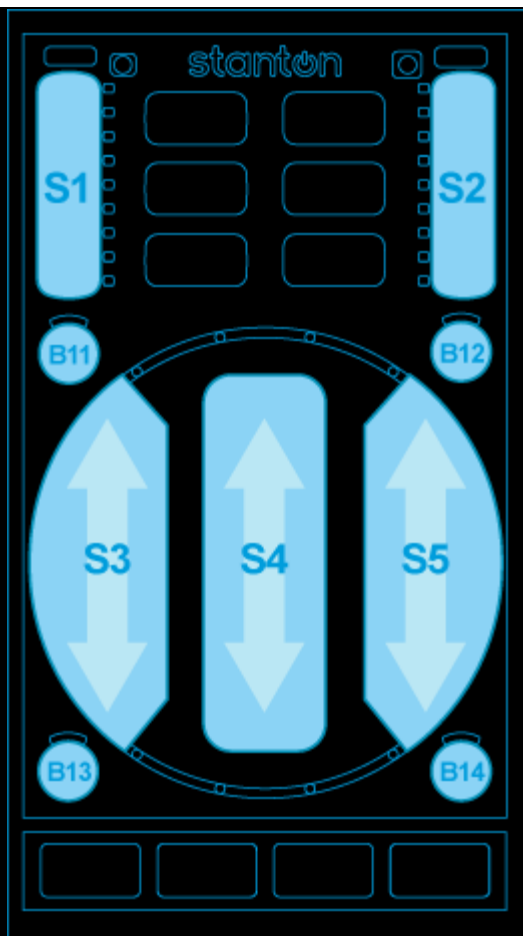
This is another 3 slider mode preset.

### SLIDERS

- S1 - Absolute CC message
- S2 - Relative CC message
- S3 - Absolute CC message
- S4 - Absolute CC message
- S5 - Absolute CC message

### BUTTONS

- B11 - Note on/off
- B12 - Note on/off
- B13 - Note on/off
- B14 - Note on/off



## PRESET TECHNICAL DATA

### GLOBAL SLIDERS

CONTROL	DATA TYPE	OUT from SCS3d	OUT from DaRouter	MIDI Feedback
S1 (Gain)	ABSOLUTE	B0 07 XX	B7 60 XX (A) B8 60 XX (B)	B0 07 XX
S2 (Pitch)	RELATIVE	B0 04 XX	B7 61 XX (A) B8 61 XX (B)	B0 03 XX

### GLOBAL BUTTONS

CONTROL	DATA TYPE	OUT from SCS3d	OUT from DaRouter	MIDI Feedback
B7 (Play)	NOTE	90 6d XX	97 6C XX (A) 9b7 6C XX (B)	90 6d XX
B8 (Cue)	NOTE	90 6e XX	97 6D XX (A) 98 6D XX (B)	90 6e XX
B9 (Sync)	NOTE	90 6F XX	97 6E XX (A) 98 6E XX (B)	90 6F XX

B10 (Tap)	NOTE	90 70 XX	97 6F XX (A) 98 6F XX (B)	90 70 XX
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## FX MODE

CONTROL	DATA TYPE	OUT from SCS3d	OUT from DaRouter	MIDI Feedback
S3	ABSOLUTE	B0 0c XX	B7 02 XX (A) B8 02 XX (B)	B0 0c XX
S4	ABSOLUTE	B0 01 XX	B7 03 XX (A) B8 03 XX (B)	B0 01 XX
S5	ABSOLUTE	B0 0e XX	B7 04 XX (A) B8 04 XX (B)	B0 0e XX
B11	NOTE	90 2C XX	97 00 XX (A) 98 00 XX (B)	90 2C XX
B12	NOTE	90 2E XX	97 01 XX (A) 98 01 XX (B)	90 2E XX
B13	NOTE	90 30 XX	97 02 XX (A) 98 02 XX (B)	90 30 XX
B14	NOTE	90 32 01	97 03 XX (A) 98 03 XX (B)	90 32 01

## EQ

CONTROL	DATA TYPE	OUT from SCS3d	OUT from DaRouter	MIDI Feedback
S3	ABSOLUTE	B0 0c XX	B7 12 XX (A) B8 12 XX (B)	B0 0c XX
S4	ABSOLUTE	B0 01 XX	B7 13 XX (A) B8 13 XX (B)	B0 01 XX
S5	ABSOLUTE	B0 0e XX	B7 14 XX (A) B8 14 XX (B)	B0 0e XX
B11	NOTE	90 2C XX	97 10 XX (A) 98 10 XX (B)	90 2C XX
B12	NOTE	90 2E XX	97 11 XX (A) 98 11 XX (B)	90 2E XX
B13	NOTE	90 30 XX	97 12 XX (A) 98 12 XX (B)	90 30 XX
B14	NOTE	90 32 XX	97 13 XX (A) 98 13 XX (B)	90 32 01

## LOOP

CONTROL	DATA TYPE	OUT from SCS3d	OUT from DaRouter	MIDI Feedback



ZONE1	NOTE	90 4A XX 90 48 XX	97 24 XX (A) 98 24 XX (B)	90 63 XX 90 62 XX 90 61 XX
ZONE2	NOTE	90 4F XX 90 51 XX	97 25 XX (A) 98 25 XX (B)	90 66 XX 90 67 XX 90 68 XX
ZONE3	NOTE	90 4E XX 90 4C XX	97 26 XX (A) 98 26 XX (B)	90 60 XX 90 5f XX 90 5e XX
ZONE4	NOTE	90 53 XX 90 55 XX	97 27 7f (A) 98 27 7f (B)	90 69 XX 90 6a XX 90 6b XX
ZONE5	NOTE	90 01 XX 80 01 XX	97 28 7f (A) 98 28 7f (B)	90 6c XX 90 5d XX 90 65 XX 90 64 XX
B11	NOTE	90 2C XX	97 20 XX (A) 98 20 XX (B)	90 2C XX
B12	NOTE	90 2E XX	97 21 XX (A) 98 21 XX (B)	90 2E XX
B13	NOTE	90 30 XX	97 22 XX(A) 98 22 XX(B)	90 30 XX
B14	NOTE	90 32 XX	97 23 XX (A) 98 23 XX (B)	90 32 XX

## TRIGGER

CONTROL	DATA TYPE	OUT from SCS3d	OUT from DaRouter	MIDI Feedback
ZONE1	NOTE	90 4A XX 90 48 XX	97 34 XX (A) 98 34 XX (B)	90 63 XX 90 62 XX 90 61 XX
ZONE2	NOTE	90 4F XX 90 51 XX	97 35 XX (A) 98 35 XX (B)	90 66 XX 90 67 XX 90 68 XX
ZONE3	NOTE	90 4E XX 90 4C XX	97 36 XX (A) 98 36 XX (B)	90 60 XX 90 5f XX 90 5e XX
ZONE4	NOTE	90 53 XX 90 55 XX	97 37 XX (A) 98 37 XX (B)	90 69 XX 90 6a XX 90 6b XX
ZONE5	NOTE	90 01 XX 80 01 XX	97 38 XX (A) 98 38 XX (B)	90 6c XX 90 5d XX 90 65 XX 90 64 XX
B11	NOTE	90 2C XX	97 30 XX (A) 98 30 XX (B)	90 2C XX

B12	NOTE	90 2E XX	97 31 XX (A) 98 31 XX (B)	90 2E XX
B13	NOTE	90 30 XX	97 32 XX (A) 98 32 XX (B)	90 30 XX
B14	NOTE	90 32 XX	97 33 XX (A) 98 33 XX (B)	90 32 XX

## VINYL

CONTROL	DATA TYPE	OUT from SCS3d	OUT from DaRouter	MIDI Feedback
C1	RELATIVE / NOTE	B0 63 XX 90 62 XX	B7 4c XX (A) B8 4c XX (B) 87 4d 00	B0 62 XX
S4	RELATIVE / NOTE	B0 02 XX 90 01 XX	B7 4d XX (A) B8 4d XX (B) 87 4d 00	B0 01 XX B0 0c XX B0 0e XX
B11	NOTE	90 2C XX	97 40 XX (A) 98 40 XX (B)	90 2C XX
B12	NOTE	90 2E XX	97 41 XX (A) 98 41 XX (B)	90 2E XX
B13	NOTE	90 30 XX	97 42 XX (A) 98 42 XX (B)	90 30 XX
B14	NOTE	90 32 XX	97 43 XX (A) 98 43 XX (B)	90 32 XX