

# Traktor Dual SCS.3d Preset

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## Vitals

Physical Units Used: 2 SCS.3d

Virtual Decks: 2 Traktor Decks

Firmware: V1.00

DaRouter Version: V1.00 and up

Software Required: Traktor 3.4 and up

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

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## Change Log

Version 1.0.0: Initial Release

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## Configuration Instructions

(1) Open Traktor. Then go to File>MIDI Setup in Windows, or Setup>Hotkey&MIDI Setup in OSX.



(2) A preferences box will open. The navigation is on the left side. Go to Hotkey & MIDI Setup>MIDI Interfaces.



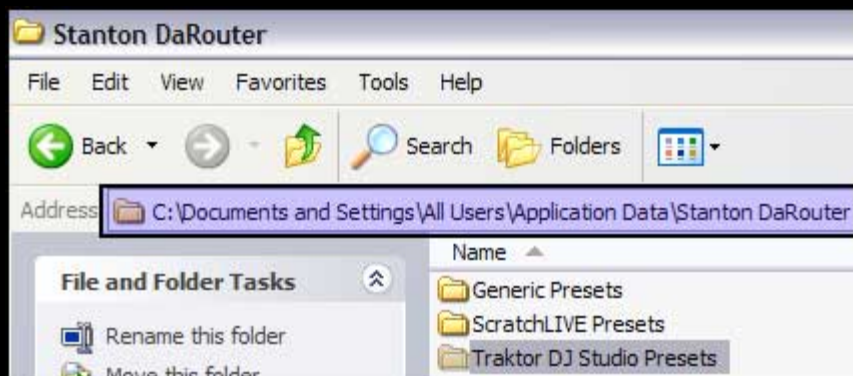
Here, you'll check the ports associated with DaRouter in both the MIDI in and MIDI out. Please note that in the Windows version of Traktor 3.4, there will be 2 interfaces listed for DaRouter - a "regular" one and an emulated one. Select the emulated port.

(3) When you're done with that, go to MIDI Setup. This is where we load our preset file. Look in the bottom right corner for the LOAD button.



Press LOAD and an explorer window will open. By default, DaRouter stores the configuration files for the different included presets in the following directories...

## IN WINDOWS XP AND VISTA



...Documents and Settings\All Users\Application Data\Stanton DaRouter

Inside this folder, you can find folders for supported applications, and inside each application folder is the configuration file for your software. So in the case of Traktor, the directory you'll find your tks file in would be...

...Documents and Settings\All Users\Application Data\Stanton DaRouter\Traktor DJ Studio Presets\TDS SCS.3d V1.00.tks

An easier way to get to your presets folder is by using the Start button. If you go to Start>Programs>Stanton>DaRouter, you'll see a folder named "Presets". This will take you directly to the path I outlined above.

## IN OSX



...home\Stanton DaRouter\

Your home directory shows up in Finder with a house icon next to it. It will not necessarily be named "home" but rather the user that is currently logged into the computer. In this directory, you'll find folders for all the installed presets. For your Traktor tks file, open...

...home\Stanton DaRouter\Traktor DJ Studio Presets

So once you've located your tks file, select it and press OPEN to load the tks into Traktor. Press OK to close this dialog box out and you'll be brought back to the main Traktor window.

If you choose a MIDI interface and load a tks file, only to find Traktor not responding to MIDI once you press OK, close out Traktor completely and re-open it. You shouldn't have to repeat any of the above steps, and most of the time this will fix the issue

## Introduction

The dual deck Traktor preset was designed to give you the capability to use 2 DaScratch<sup>®</sup> controllers as deck replacements, while also giving you access to a wide array of other functionality (looping, EQ, FX, etc). Every mode the

DaScratch is capable of is represented in some way in this preset, so it's a great preset to use as a starting point for a Traktor mapping of your own.

## Preset Functionality

The dual deck preset was made to give the user a more natural interaction with the software by providing 2 physical controllers. Even though the single deck preset has deck switching logic, many users find it distracting to switch between decks while mixing. Fortunately, both of these scenarios can be accommodated with the SCS.3d.

On top of being able to switch decks to control 2 virtual decks within Traktor, there is also mode switching which allows different functions within Traktor 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.



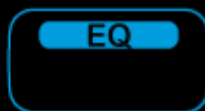
**Button Mode** - In Button mode, the zones highlighted in the diagram will act as triggers to control buttons in the target application. For example, these functions could be assigned to alter loop lengths, jump to cue points, or start clips playing. Multiple buttons may be pressed at the same time 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

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". The below lists out the modes available via the mode switcher:



FX - Controls the Effects widget



EQ - Controls Deck EQ

LOOP - Controls the Loop Set and Loop Move widgets



TRIG - Sets and recalls cue points

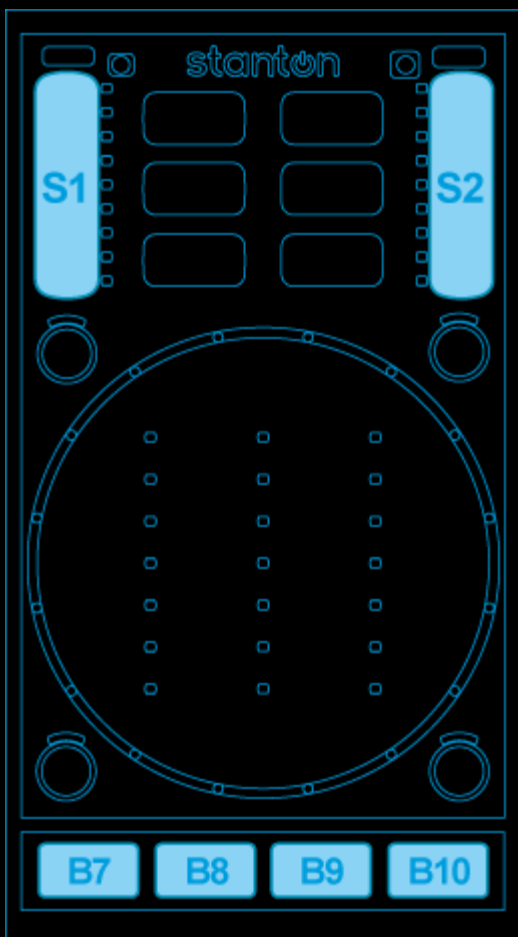
VINYL - Manipulates the decks directly, like the platter on a record or CD player.

DECK - Is inactive in this dual deck preset.

In this preset, the top two sliders and bottom 4 buttons do not switch their functionality no matter which mode is selected. They are what we call "Global Controls".

## 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 gain. Below is a list of the global controls.



S1 - This controls VOLUME for the selected deck.

S2 - Controls the PITCH for the selected deck.

DECK - While normally a global control, this is inactive in the dual deck Traktor preset.

PLAY - Plays the selected deck.

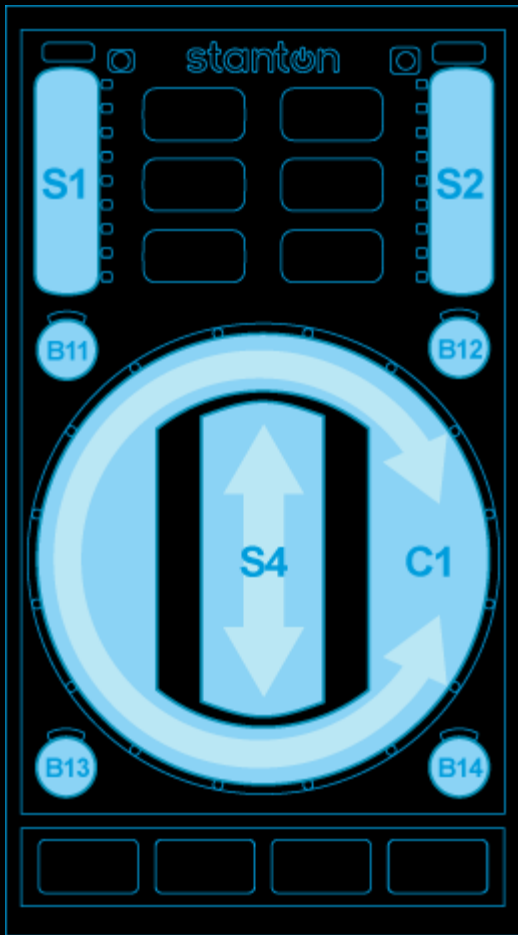
CUE - Moves the selected deck to the closest cue point.

SYNC - Triggers the Sync function in Traktor, allowing for quick automatic synchronization of decks in Traktor.

TAP - Tap allows you to tap in a new BPM if the value doesn't seem right.

## Vinyl Mode

Vinyl Mode is for direct manipulation of the song. It allows for cueing, scratching, and basic juggling using beat jumps. When activated, this mode puts the SCS.3d into "circle mode".



In circle mode, the control circle is separated into 2 zones - the outer ring and the inner strip. The outer ring is coarse jog, allowing quick scrubbing through the track. The inner strip is the "scratch" strip. Both inner and outer zones currently use the same Deck Scratch message in Traktor, just set to different sensitivities. If these settings are not currently to your liking, you can adjust their response by changing the Deck Scratch sensitivity and acceleration in MIDI Setup (Traktor). If you'd like more CDJ-like operation, you can remap the outer ring (CC 76) to something like "Deck CD-DJ Jogg".

The left strip at the top of the unit controls the deck level (direct), and the right strip controls deck pitch (incremental).

The inner LED strips follow your finger as it moves across the scratch strip. The outer circle of LEDs indicates your finger position while scrubbing through the track.

The 4 corner buttons (B11 - B14) trigger different Beat Jump values. They correspond to the values in the Beat Jump widget. Right click a value in the Beat Jump widget to change it.

On activation, this preset changes the Details Section to Page 1.

## SLIDERS

- S1 - Deck Volume
- S2 - Deck Pitch
- S4 - Deck Scratch (slow)
- C1 - Deck Scratch (fast)

## BUTTONS

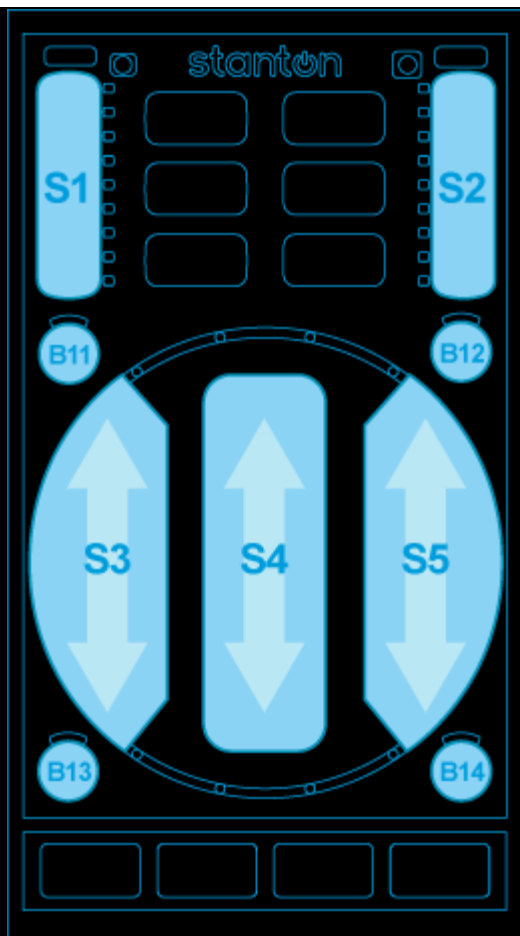
- B11 - Beat Jump Backward #1
- B12 - Beat Jump Forward #1
- B13 - Beat Jump Backward #2
- B14 - Beat Jump Forward #2

## EQ Mode

The EQ mode layout is pretty straightforward. Like the VINYL preset, the top 2 slider controllers correspond to deck level and pitch. When activated, this mode puts the SCS.3d into "3 slider mode", which turns the control circle into 3 virtual faders.

Each "fader" controls a knob on any of the 3 band EQs in Traktor (Classic, P600, and NUO4 - the Xone EQ is a 4 band and doesn't map properly). Moving your finger across one of the 3 control strips manipulates the value of the corresponding EQ band. Notice that multitouch is possible, and all 3 EQ bands may be manipulated at the same time.

Feedback for the EQ values is provided via the 3 red LED columns in the circle area.



3 of the corner button controllers outside the circle area are EQ kills. The 4th button (bottom right) is used to return all EQ settings on the selected deck to 0. This can be used as an effect in itself, or can get you out of a jam quickly if you forget to reset your EQs after using them.

## SLIDERS

- S1 - Deck Volume
- S2 - Deck Pitch
- S3 - Low EQ
- S4 - Mid EQ
- S5 - High EQ

## BUTTONS

- B11 - Mid EQ Kill
- B12 - High EQ Kill
- B13 - Low EQ Kill
- B14 - Reset EQ sliders

## Loop Mode

Loop Mode allows the user to harness much of the power of Traktor's great looping capabilities. It controls the Loop Set, Loop Move, and Loop End widgets in the Details Section.

The control circle is broken up into 5 zones (we call this "button mode"). The middle button turns looping on or off. The 4 buttons at the edges of the circle select between the 4 available loop lengths in the Loop Set widget. Each section of the circle will be indicated by LED feedback when pressed.

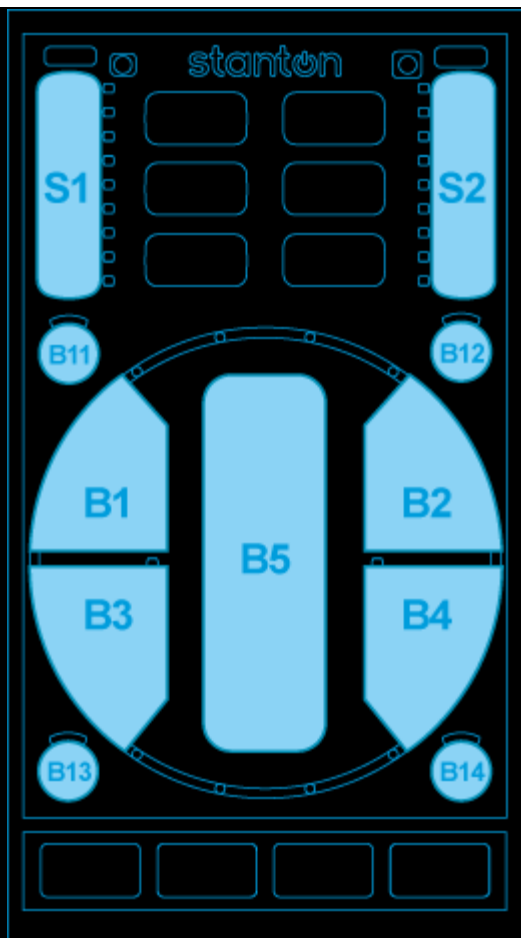
The top 2 corner buttons (B11 and B12) trigger the first 2 Loop Move values in the Loop Move widget. The bottom 2 corner buttons (B13 and B14) trigger the first 2 values in the Loop End widget. To change the values in the Loop Move or End widget, right click the corresponding button and select from the dropdown. On activation, this preset changes the Details Section to Page 2.

## SLIDERS

- S1 - Deck Volume
- S2 - Deck Pitch

## BUTTONS

- B1 - Loop Length 1



- B2 - Loop Length 2
- B3 - Loop Length 3
- B4 - Loop Length 4
- B5 - Loop on/off
- B11 - Loop Move Backward #1
- B12 - Loop Move Forward #1
- B13 - Loop End Backward #1
- B14 - Loop End Forward #1

## FX Mode

FX mode is another 3 slider mode preset. The FX preset controls the knobs and buttons in the Effects widget in Traktor

The 3 sliders in this preset correspond to Effects Knobs 1, 2, and 4. A sacrifice had to be made because of only having 3 slider areas, and knob 3 seemed to be the one used least in any of the FX. Of course, this can be easily remapped in Traktor. The 4 corner buttons correspond to Effects Buttons 1-4.

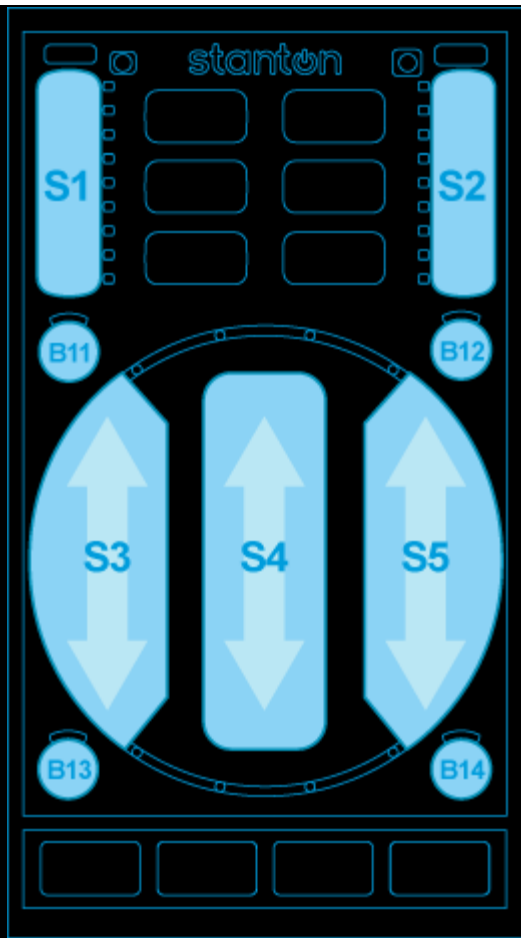
On activation, this preset also changes the Details Section to Page 2.

### SLIDERS

- S1 - Deck Volume
- S2 - Deck Pitch
- S3 - Effects Knob 1
- S4 - Effects Knob 2
- S5 - Effects Knob 4

### BUTTONS

- B11 - Effects Button 1
- B12 - Effects Button 2
- B13 - Effects Button 3
- B14 - Effects Button 4



## Trigger Mode

Because Traktor doesn't really have a sampler, we mapped the "Trigger mode" to control Cue functions. This is another button mode preset.

The 5 button areas in the circle correspond to the first 5 cue points in the Cue List widget. This will give you direct access to those cue points. To make sure that they start instantly, be sure to have your deck caching set to a value high enough to cover the cues.

The top 2 corner buttons trigger the Cue Snap Beat and Delete Cue buttons. The bottom 2 buttons correspond to Cue Set& Lock and Cue Lock.

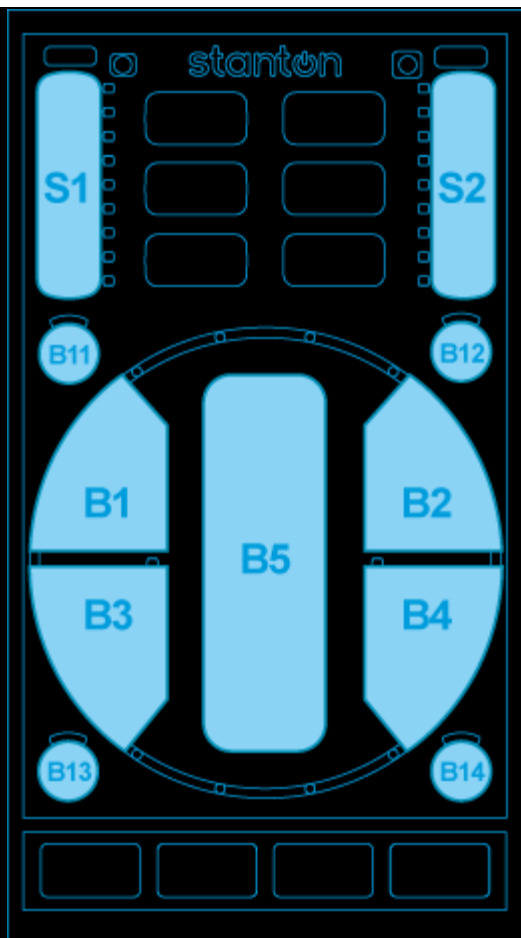
Please note that the Cue Set & Lock feature is only available in Traktor 3.4 and above. If you're using an older version of Traktor, you can map that button to the Cue Set function instead. On activation, this preset changes the Details Section to Page 3.

### SLIDERS

S1 - Deck Volume  
S2 - Deck Pitch

### BUTTONS

B1 - Cue List 1



- B2 - Cue List 2
- B3 - Cue List 3
- B4 - Cue List 4
- B5 - Cue List 5
- B11 - Cue Snap Beat
- B12 - Cue Delete
- B13 - Cue Set & Lock
- B14 - Cue Lock

## 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

## 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

## LEGAL

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