



NI Traktor Scratch Pro 2 MIDI Mapping

Denon DN-S3700

Version 2.1

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## Intro

I created this MIDI mapping for my own workflow. My set consists of two Denon DN-S3700 with Hybrid Mode, a MacBook Pro with NI Traktor Scratch Pro 2.0.2, a NI Traktor KONTROL X1, a NI Maschine Controller and a Denon DN-X1600 Mixer. For sample decks, effects and the eight HotCues I use the NI MASCHINE Controller. You will find the NI MASCHINE Controller Mapping on <http://www.traktorbible.com>.

The mapping I took a lot of time. I learned a lot from people who were more familiar with the devices and the software. Thanks to all of them sharing their knowledge. I also decided to share my knowledge. I hope you will enjoy it.

If you have any questions, hints'n tips or enhancement features please post them to the NI User Forum or DenonUserForum. My nickname is mclub7.

But if you like to send me an E-Mail: [tec@mclub7.de](mailto:tec@mclub7.de)

## Requirements / Getting started

This MIDI mapping is created on base of NI Traktor Scratch Pro 2.0.2 and the Denon's firmware for the DN-S3700 v2010. The mapping uses the Hybrid Mode for the Denon DN-S3700.

The Denon DN-S3700 players are connected via USB to my MacBook Pro. They are NOT AGGREGATED. So there are two TSI files to import: one for Deck A at MIDI Channel 01 and the other for Deck B also at MIDI channel 02. I have changed this because of an easier way to keep both TSI for the decks uptodate. If you have aggregated devices and you use the audio interfaces from the players please merge the TSI files if needed and change the MIDI channels.

The players are also connected via chinch kabel to my Denon DN-X1600 with integrated audio interface. You also need to connect the players to your audio interface. This is needed for the timecode signal which is transferred through the audio interface.

Make sure you have set the MIDI channels for the players correct (MIDI Ch01). Import the TSI files corresponding to the MIDI channels. Set the In- and Out-Ports to the corresponding Players. After importing the MIDI mapping close Traktor! On every startup check the FWD/BOTH button is set to BOTH!

Now switch the DN-S3700 players to MIDI Hybrid Mode.

Start Traktor Scratch Pro and have fun! I hope you will also be surprised about the LED & VFD (Display) output.

## Changes since Version 1.4

My former mapping in version 1.4 which a lot of people use worked fine. But I decided to change some things. The main changes are:

- GRID mode changed to GRID & SEEK mode: there are some GRID mode features less but more easy SEEK features which helps running through a track and jump to the positions where you can quickly hear in the track. The reason here was that I only have 4 Channels on the mixer and for getting the new Sample Decks from Traktor I needed to throw the Preview Player away.
- Fast Search is now done by BeatJumps. It sounds better and is easy to use
- Optimized LED & VDF (Display) out on Loops
- Optimized BeatSync Support: you can now use BeatSync (on/off), use Phase Sync AND TempoSync as you like it (new in T2)
- Deck Master: you can now turn Master Auto on/off and select the Deck as Master
- Layout Select: toggle between you layouts. In T2 the main section (FX1/FX2/Recorder/Master Clock) cannot be shown all at the same time
- Browser/Tree: you can now also browse the Tree by pressing the SHIFT (Flip) button
- Playmode: you can easily switch between Internal and Relative Mode (Scratch Control)
- Optimized VFD and LED outputs (KeyLock, Scratch Control)

## Overview MIDI mapping (Hybrid Mode)

To have a simple way to learn and use the mapping have a closer look at the ControlCards (PDF) with the four slides where all controls are listed.

## Switch Advanced Panel MOVE, CUE, GRID [4]

This is one of the most important functions of this MIDI Mapping. The three buttons "Echo/Loop, Flanger & Filter" for switching between the three modes MOVE, CUE, GRID of the Advanced Panel. Regarding your choice in which of these three modes you are there are a lot of corresponding functions of this mapping on the other controls.

This mapping also includes a lot of corresponding LED output so that you are able to see in which mode you are. Corresponding to the mode the LED of button is blinking.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[4] Echo/Loop	Select Advanced Panel	In	Direct	Set to Value "Move"	Note.F#0	-	-	
[4] Echo/Loop	Modifier #2	In	Direct	Set to Value "0"	Note.F#0	-	-	Modifier gets a value for MOVE mode
[4] Echo/Loop	Modifier #2	Out	Output	CR 1/1 MR 11/11	CC76	M2=0	-	LED blink for MOVE mode
[4] Flanger	Modifier #2	Out	Output	CR 1/1 MR13/13	CC74	M2=0	-	LED on for MOVE mode
[4] Filter	Modifier #2	Out	Output	CR 1/1 MR 15/15	CC74	M2=0	-	LED on for MOVE mode
[4] Flanger	Select Advanced Panel	In	Direct	Set to Value "Cue"	Note.G0	-	-	
[4] Flanger	Modifier #2	In	Direct	Set to Value "1"	Note.G0	-	-	Modifier gets a value for CUE mode
[4] Echo/Loop	Modifier #2	Out	Output	CR 1/1 MR 11/11	CC74	M2=1	-	LED on for CUE mode
[4] Flanger	Modifier #2	Out	Output	CR 1/1 MR13/13	CC76	M2=1	-	LED blink for CUE mode
[4] Filter	Modifier #2	Out	Output	CR 1/1 MR 15/15	CC74	M2=1	-	LED on for CUE mode
[4] Filter	Select Advanced Panel	In	Direct	Set to Value "Grid"	Note.G#0	-	-	
[4] Filter	Modifier #2	In	Direct	Set to Value "2"	Note.G#0	-	-	Modifier gets a value for GRID mode
[4] Echo/Loop	Modifier #2	Out	Output	CR 1/1 MR 11/11	CC74	M2=2	-	LED on for GRID mode
[4] Flanger	Modifier #2	Out	Output	CR 1/1 MR13/13	CC74	M2=2	-	LED blink for GRID mode
[4] Filter	Modifier #2	Out	Output	CR 1/1 MR 15/15	CC76	M2=2	-	LED on for GRID mode

## MOVE mode

In this mode the the HotCue buttons 1 and 2 [10] for beat jumping. With the Loop Trim buttons + and - [6] you set the size of the beat jumps. In this mode only the HotCue buttons 1 and 2 are illuminated. For quickly set the beat jump size to 1, 4 and 16 beats use the CLR buttons [11].

To manually set a loop use the the buttons [13]. With the A button you start the Loop In, with the B button you set the Loop Out and activate it. When the loop is active the LEDs 1 and 2 are blinking. To disable the loop you use the button EXIT/RELOOP.

In MOVE and CUE mode you additionally can use the buttons BRAKE and DUMP for EQ Kill Low and EQ Kill High. REVERSE is reserved for Hybrid Mode so there is no function on it.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[10] Hot Start 1	Modifier #2	Out	Output	CR 1/1 MR 17/17	CC74	M2=0	-	LED on for MOVE mode
[10] Hot Start 2	Modifier #2	Out	Output	CR 1/1 MR19/19	CC74	M2=0	-	LED on for MOVE mode
[10] Hot Start 3	Modifier #2	Out	Output	CR 1/0 MR 21/0	CC75	M2=0	-	LED off for MOVE mode
[10] Hot Start 1	Cue/Loop Move	In	Direct	Set to Value "Back"	Note.B0	M2=0	-	BeatJump left
[10] Hot Start 2	Cue/Loop Move	In	Direct	Set to Value "Forward"	Note.C1	M2=0	-	BeatJump right
[11] CLR1	Cue/Loop Move	In	Direct	Set to Value "1"	Note.D1	M2=0	-	Set BeatJump Size directly to „1“ Bar
[11] CLR2	Cue/Loop Move	In	Direct	Set to Value "4"	Note.D#1	M2=0	-	Set BeatJump Size directly to „4“ Bar
[11] CLR3	Cue/Loop Move	In	Direct	Set to Value "16"	Note.E1	M2=0	-	Set BeatJump Size directly to „16“ Bar
[6] Loop Trim -	Cue/Loop Move Size	In	Dec		Note.B-1	M2=0	-	Lower the size for the BeatJumps
[6] Loop Trim +	Cue/Loop Move Size	In	Inc		Note.A#-1	M2=0	-	Enlarge the size for the BeatJumps
[13] Loop A	Loop Active	Out	Output	CR 0/1 MR 0/36	CC74	M3=1	-	LED blink if Loop is active
[13] Loop B	Loop Active	Out	Output	CR 0/1 MR 0/64	CC74	M3=1	-	LED blink if Loop is active
[13] Loop A	Loop In/Set Cue	In	Trigger		Note.G3	M2=0	-	
[13] Loop A	Modifier #3	In	Direct	Set to Value "1"	Note.G3	M2=0	-	Modifier #3 gets Value "1" for active Loop
[13] Loop B	Loop Out	In	Trigger		Note.A3	M2=0	-	
[13] Exit/Reloop	Loop Active	In	Direct	Set to Value "0"	Note.E4	M2=0	-	
[24] Brake	EQ Low Kill	In	Hold	-	Note.G#4	M2=0	-	
[25] Dump	EQ High Lill	In	Hold	-	Note.A4	M2=0	-	

## CUE mode

You can use the HotCue buttons 1, 2 and 3 as HotCue buttons in Traktor. If there is no HotCue set it will be set on pressing for the first time. With the CLR button you delete the corresponding HotCue. In this mode the three HotCue buttons are illuminated if there is a CUE Point set. Sorry, but for GRID CUE Points I was not able to illuminate the button. So be careful not to delete the GRID CUE point if needed!

With the Loop A and B button you can easily do a BeatJump with 4 bars left and right.

In MOVE and CUE mode you additionally can use the buttons BRAKE and DUMP for EQ Kill Low and EQ Kill High. REVERSE is reserved for Hybrid Mode so there is no function on it.

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Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[10] Hot Start 1	Select/Set+Store HotCue	In	Hold	Set to Value "HotCue 1"	Note.B0	M2=1	-	Use CuePoint 1 or set CuePoint1 and use it
[10] Hot Start 1	Hotcue1 State	Out	Output	CR 2/2 MR 17/17	CC.074	M2=1		LED on if Cue Point is set
[10] Hot Start 1	Hotcue1 State	Out	Output	CR 0/0 MR 17/0	CC.075	M2=1		LED off if no Cue Point is set
[10] Hot Start 2	Select/Set+Store HotCue	In	Hold	Set to Value "HotCue 2"	Note.C1	M2=1	-	Use CuePoint 1 or set CuePoint2 and use it
[10] Hot Start 2	Hotcue3 State	Out	Output	CR 2/2 MR 19/19	CC.074	M2=1		LED on if Cue Point is set
[10] Hot Start 2	Hotcue3 State	Out	Output	CR 0/0 MR 19/0	CC.075	M2=1		LED off if no Cue Point is set
[10] Hot Start 3	Select/Set+Store HotCue	In	Hold	Set to Value "HotCue 3"	Note.C#1	M2=1		Use CuePoint 1 or set CuePoint3 and use it
[10] Hot Start 3	Hotcue3 State	Out	Output	CR 2/2 MR 21/21	CC.074	M2=1		LED on if Cue Point is set
[10] Hot Start 3	Hotcue3 State	Out	Output	CR 0/0 MR 21/0	CC.075	M2=1		LED off if no Cue Point is set
[11] CLR1	Delete HotCue	In	Direct	"HotCue 1"	Note.D1	M2=1	-	Delete CuePoint 1
[11] CLR2	Delete HotCue	In	Direct	"HotCue 2"	Note.D#1	M2=1	-	Delete CuePoint 2
[11] CLR3	Delete HotCue	In	Direct	"HotCue 3"	Note.E1	M2=1	-	Delete CuePoint 3
[13] Loop A	Beatjump	In	Direct	Set to Value "-4"	Note.G3	M2=1	-	
[13] Loop B	Beatjump	In	Direct	Set to Value "+4"	Note.A3	M2=1	-	
[24] Brake	EQ Low Kill	In	Hold	-	Note.G#4	M2=1	-	
[25] Dump	EQ High Lill	In	Hold	-	Note.A4	M2=1	-	

## SEEK & GRID mode

There are the most important functions mapped for gridding and seeking a track. Loading a new track often means that Traktor needs to analyze it and to set the beat grid. But if this is not set correct by Traktor and the first grid marker is set to the wrong place you aren't able to sync in Quantize Mode.

Also try out the Seek Positions – they are powerful.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[10] Hot Start 1	Modifier #2	Out	Output	CR 1/1 MR 17/17	CC76	M2=2	-	LED blink for GRID mode
[10] Hot Start 2	Modifier #2	Out	Output	CR 1/1 MR19/19	CC76	M2=2	-	LED blink for GRID mode
[10] Hot Start 3	Modifier #2	Out	Output	CR 1/1 MR 21/21	CC76	M2=2	-	LED blink for GRID mode
[10] Hot Start 1	Seek Position	In	Direct	Set to value "0.150"	Note.B0	M2=2	-	Jump to 15% of the track
[10] Hot Start 2	Seek Position	In	Direct	Set to value "0.300"	Note.C1	M2=2	-	Jump to 30% of the track
[10] Hot Start 3	Seek Position	In	Direct	Set to value "0.500"	Note.C#1	M2=2	-	Jump to 50% of the track
[11] CLR1	Seek Position	In	Direct	Dec, Auto Repeat	Note.D1	M2=2	-	Seek to the left
[11] CLR2	Seek Position	In	Direct	Reset	Note.D#1	M2=2	-	Jump to beginning of Track
[11] CLR3	Seek Position	In	Direct	Inc, Auto Repeat	Note.E1	M2=2	-	Seek to the right
[13] Loop A	Move Grid Marker	In	Dec	Fine	Note.G3	M2=2	-	Move grid marker to the left
[13] Loop B	Move Grid Marker	In	Inc	Fine	Note.A3	M2=2	-	Move grid marker to the right
[13] Exit/Re loop	Lock BPM	In	Toggle	-	Note.E4	M2=2	-	Open and Lock BPM
[6] Loop Trim -	BPM /2	In	Trigger	-	Note.B-1	M2=2	-	Half the displayed BPM
[6] Loop Trim +	BPM x2	In	Trigger	-	Note.A#-1	M2=2	-	Double the displayed BPM
[24] Brake	Set Grid Marker	In	Trigger	-	Note.G#4	M2=2	-	Set the grid marker
[25] Dump	Delete Grid Marker	In	Trigger	-	Note.A4	M2=2	-	Delete the grid marker
[6] Tap	Beat Tap	In	Trigger	-	Note.G-1	M2=2	-	Tap the BPM 4 times to set your own BPM



## AutoLoop [7]

The easiest way for looping is the AutoLoop function. Simple turn and press the Effects knob [7].

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[7] Effects	Loop Set	In	Trigger		Note.A0	-	-	Set the loop size
[7] Effects	Loop Size	In	Relative	Rel. 41h Enc., 12% Sens., 0% A.	CC.085	-	-	Set the Size of Loops
[7] Effects	Loop Active	Out	Output	CR 0/1 MR 45/0	CC.074	-	-	LED on for no loop active
[7] Effects	Loop Active	Out	Output	CR 1/1 MR 0/45	CC.076	-	-	LED blink for loop active
[13] Exit/ReLoop	Loop Active	Out	Output	CR 0/1 MR 0/66	CC.074	-	-	LED on for loop active
[13] Exit/ReLoop	Loop Active	Out	Output	CR 0/1 MR 66/0	CC.075	-	-	LED off for loop active
[VFD] Symbol )	Loop Active	Out	Output	CR 0/0 MR 24/0	CC.077	-	-	VFD Symbol ) on for NO loop active
[VFD] Symbol (	Loop Active	Out	Output	CR 0/0 MR 22/0	CC.077	-	-	VFD Symbol ( on for NO loop active
[VFD] Symbol )	Loop Active	Out	Output	CR 0/0 MR 0/24	CC.079	-	-	VFD Symbol ) blink on for loop active
[VFD] Symbol (	Loop Active	Out	Output	CR 0/0 MR 0/22	CC.079	-	-	VFD Symbol ( blink for loop active
[EXIT/RELOOP]	Modifier#3	In	Direct	Set to value "0"	Note.E4	-	-	

## Sync [9]

In T2 there are different ways for syncing tracks: the Tempo Sync and the Phase Sync. In this section you are able to activate/deactivate the Sync in general and to do the Tempo Sync if needed. I normally use the Phase Sync which is mapped to the already known button "Platter Mode". Sometimes you want to switch the Auto Master Mode – you can do this here also.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[7] AutoLoop Set	Beat Sync	In	Direct	Toggle	Note.F1	-	-	Beat Sync on/off
[7] Memo	Tempo Sync	In	Direct	Trigger	Note.C2	-	-	Tempo Sync
[7] Exit	Auto Master Mode	In	Direct	Toggle	Note.F#1	-	-	Turn Auto Master Mode on/off
[7] AutoLoop Set	Beat Sync	Out	Output	CR 0/0 MR 43/0	CC.075		-	LED off Beat Sync Off
[7] AutoLoop Set	Beat Sync	Out	Output	CR 0/1 MR 0/43	CC.074		-	LED on for Beat Sync on
[7] Exit	Auto Master Mode	Out	Output	CR 0/0 MR 44/0	CC.075		-	LED off for Auto Master Mode Off
[7] Exit	Auto Master Mode	Out	Output	CR 0/1 MR 0/44	CC.074		-	LED on for Auto Master Mode On

## Set to Master [14] with LED Output on [21]

You can manually set a deck to be Master. The other deck automatically switches to be Slave and you can sync it to the Master. With this mapping you can easily see which of the decks is master and which is slave. If the LED [21] green the deck is Master. Is it red the deck is slave. To switch to be Master use the Next Track button [14]. With button [21] you can sync the deck to the Master.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[21] Platter Mode	Master Tempo Select	Out	Output	CR 0/0 MR 6/6 (A)	CC74	-	-	CR 0/0 shows Deck A is Master. LED orange on.
[21] Platter Mode	Master Tempo Select	Out	Output	CR 0/0 MR 5/0 (A)	CC75	-	-	CR 0/0 shows Deck A is Master. LED green off.
[21] Platter Mode	Master Tempo Select	Out	Output	CR 1/1 MR 5/5 (A)	CC74	-	-	CR 1/1 shows Deck B is Master. LED green on.
[21] Platter Mode	Master Tempo Select	Out	Output	CR 1/1 MR 6/0 (A)	CC75	-	-	CR 1/1 shows Deck B is Master. LED orange off.
[14] Next Track	Set to Master	In	Trigger	-	Note D#2	-	-	Set deck as Master
[14] Next Track	Master Tempo Select	Out	Output	CR 0/0 MR 0/29	CC74	-	-	CR 0/0 shows Deck is not Master.
[14] Next Track	Master Tempo Select	Out	Output	CR 0/0 MR 29/0	CC75	-	-	CR 0/0 shows Deck is Master.

## Description for MIDI Mapping Deck B

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[21] Platter Mode	Master Tempo Select	Out	Output	CR 0/0 MR 5/5 (A)	CC74	-	-	CR 0/0 shows Deck A is Master. LED orange on.
[21] Platter Mode	Master Tempo Select	Out	Output	CR 0/0 MR 6/0 (A)	CC75	-	-	CR 0/0 shows Deck A is Master. LED green off.
[21] Platter Mode	Master Tempo Select	Out	Output	CR 1/1 MR 6/6 (A)	CC74	-	-	CR 1/1 shows Deck B is Master. LED green on.
[21] Platter Mode	Master Tempo Select	Out	Output	CR 1/1 MR 5/0 (A)	CC75	-	-	CR 1/1 shows Deck B is Master. LED orange off.

## Play [1] & Cue [2]

In hybrid mode the spinning platter works within the Players. Also the Play and Cue buttons are controlled via the Hybrid Mode.

For bringing up the LEDs work like in CD mode you need to set up a modifier as shown below. There are three states: Cue, Play, Play/Pause. The Cue Play is the same as Cue in this configuration.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[2] Cue	Modifier #1	In	Direct	Set to value "0"	Note.F#4	-	-	Cue Mode (Stop)
[1] Play	Modifier #1	In	Direct	Set to value "1"	Note.G4	M1=0	-	Play Mode (Play)
[1] Play	Modifier #1	In	Direct	Set to value "2"	Note.G4	M1=1	-	Play/Pause Mode
[1] Play	Modifier #1	In	Direct	Set to value "1"	Note.G4	M1=2	-	Return to Play from Play/Pause Mode
[2] Cue	Modifier #1	Out	Output	CR 1/1 MR 38/38	CC.074	M1=0	-	LED Cue On in Cue Mode (Stop)
[1] Play	Modifier #1	Out	Output	CR 1/1 MR 39/39	CC.076	M1=0	-	LED Play Blink in Cue Mode (Stop)
[1] Play	Modifier #1	Out	Output	CR 1/1 MR 39/39	CC.076	M1=2	-	LED Play Blink in Play/Pause Mode
[2] Cue	Modifier #1	Out	Output	CR 1/0 MR 38/0	CC.075	M1=1	-	LED Cue Off in Play Mode
[1] Play	Modifier #1	Out	Output	CR 1/1 MR 39/39	CC.074	M1=1	-	LED Play On in Play Mode (Play)

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## Browse through track/tree lists [15] and switch favorites [16]

To browse through your track list and to load a track into your deck use the button [15]. With the two buttons [16] you can easily zap through your favorites.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[15] Parameters	List Select Up/Down	In	Relative	3Fh/4Fh, 10% S., 0% A., Invert	CC84	M6=0	-	Browse through the list
[15] Parameters	Load Selected	In	Trigger	-	Note.E3	M6=0	-	Load the selected Track in the corresponding deck.
[14] Flip	Modifier #6	In	Hold	Set to Value "1"	Note.F#3	M2=0	-	The "Shift" for Tree/Folder browsing AND for Playmode Selection
[14] Flip	Modifier #6	In	Hold	Set to Value "0"	Note.F#3	M2=1	-	The "Shift" for Tree/Folder browsing AND for Playmode Selection
[14] Flip	Modifier #6	Out	Output	CR 0/0 MR 35/35	CC75	M6=0	-	LED off
[14] Flip	Modifier #6	Out	Output	CR 1/1 MR 0/35	CC74	M6=1	-	LED on
[15] Parameters	Tree Select Up/Down	In	Relative	3Fh/4Fh, 10% S., 0% A., Invert	CC84	M6=1	-	Browse through the tree of playlists and folders
[15] Parameters	Tree Select Exp/Collapse	In	Trigger	-	Note.E3	M6=1	-	Expand/Collapse the selected folder
[16] Back	Favorites Select	In	Inc	-	Note.C3	-	-	Zap Favorites backward
[16] Playlist	Favorites Select	In	Dec	-	Note.D-1	-	-	Zap Favorites forward

## Key Adjust [18]

This is the same function in Traktor and the DN-S3700. With this mapping you can turn the key in Traktor on and off.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[18] Key Adjust	Key Lock	In	Toggle	-	Note.F#-1	-	-	Turn Key on/off
[18] Key Adjust	Key Lock	Out	Output	CR 0/1 MR 0/8	CC74	-	-	LED on
[18] Key Adjust	Key Lock	Out	Output	CR 1/1 MR 8/0	CC75	-	-	LED off
[18] VFD KEYADJ	Key Lock	Out	Output	CR 0/1 MR 0/20	CC77	-	-	VFD KEYADJ on
[18] VFD KEYADJ	Key Lock	Out	Output	CR 1/0 MR 20/0	CC78	-	-	VFD KEYADJ off

## Further simple controls

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
[3] Fast Search -	Cue/Loop Move	In	Back	-	Note.E0	-	-	Fast Search via BeatJump left (use Loop Trim for inc/dec the Jump Size)
[3] Fast Search +	Cue/Loop Move	In	Forward	-	Note.F0	-	-	Fast Search via BeatJump right (use Loop Trim for inc/dec the Jump Size)
[8] Fwd/Both	Only Browser Toggle	In	Hold	-	Note.C#6	-	-	Switch to fullscreen browser and back
[12] Time	Snap Mode	In	Toggle	-	Note.B1	-	-	Snap Mode on/off
[12] Title/ID3	Quantize Mode	In	Toggle	-	Note.C#2	-	-	Quantize Mode on/off
[12] Display	Select Layout	In	Inc	Button, Increase	Note.A#0	-	-	Switch between the Layouts
[14] A/B Trim	Duplicate Deck A/B	In	Trigger	Deck A/B	Note.F4	M6=0	-	Duplicate the other Deck to this Deck
[14] Next Track	Set To Master	In	Trigger	-	Nteo.D#2	M6=0	-	Make this Deck Master
[14] A/B Trim	Playback Mode Int/Rel	In	Trigger	Set to Value "Internal Mode"	Nteo.F4	M6=1	-	Switch to Internal Playback Mode
[14] Next Track	Playback Mode Int/Rel	In	Trigger	Set to Value "Relative Mode"	Nteo.D#2	M6=1	-	Switch to Scratch Control (Timecode)
VFD Red Dot	Playback Mode Int/Rel	Out	Output	CR 1/1 MR 0/32	CC77	-	-	Turn on for Scratch Control
VFD Red Dot	Playback Mode Int/Rel	Out	Output	CR 1/1 MR 0/32, INVERT	CC78	-	-	Turn off for NO Scratch Control
[20] Pitch Bend -	Tempo Bend	In	Hold	Set to Value "down"	Note.A-1	-	-	Pitch Bend
[20] Pitch Bend +	Tempo Bend	In	Hold	Set to Value "up"	Note.G#-1	-	-	Pitch Bend
[25] Disc Eject	Seek Position	In	Reset	-	Note.C#-1	-	-	Jump to the beginning of the track

## Startup LED On / Beat Phase Monitor

Here you can see how to active some LEDs and VFD features on startup. Therefore alls Modifiers are with value 0 at startup the LEDs and VFD features are activated automatically.

Button	Action	I/O	Mode	Option	Mapped	Cond1	Cond2	Description
LED Blue left-	Modifer#8	Out	Output	CR 0/1 MR 0/67	CC74	M8=0	-	LED blue display left
LED Blue right	Modifer#8	Out	Output	CR 0/1 MR 0/68	CC74	M8=0	-	LED blue display right
LED Blue CD	Modifer#8	Out	Output	CR 0/1 MR 0/72	CC74	M8=0	-	LED blue CD-in
LED Playlist	Modifer#8	Out	Output	CR 0/1 MR 0/2	CC74	M8=0	-	LED blue Playlist
LED Tap	Modifer#8	Out	Output	CR 0/1 MR 0/9	CC74	M8=0	-	LED green Tap
LED Disc Eject	Modifer#8	Out	Output	CR 0/1 MR 0/1	CC74	M8=0	-	LED green Disc Eject
-	Modifer#8	Out	Output	CR 0/1 MR 0/29	CC74	M8=0	-	LED red Next Track
LED Brake	Modifer#8	Out	Output	CR 0/1 MR 0/40	CC74	M8=0	-	LED green Brake
LED Dump	Modifer#8	Out	Output	CR 0/1 MR 0/41	CC74	M8=0	-	LED green Dump
LED Reverse	Modifer#8	Out	Output	CR 0/1 MR 0/58	CC74	M8=0	-	LED green Reverse
LED Parameters	Modifer#8	Out	Output	CR 0/1 MR 0/30	CC74	M8=0	-	LED blue Parameters
VFD Ring Outside	Modifer#8	Out	Output	CR 0/1 MR 0/30	CC77	M8=0	-	VFD Scratch Ring out side
VFD Ring Inside	Modifer#8	Out	Output	CR 0/1 MR 0/31	CC77	M8=0	-	VFD Scratch Ring in side
VFD MP3	Modifer#8	Out	Output	CR 0/1 MR 0/16	CC77	M8=0	-	VFD MP3
VFD WAV	Modifer#8	Out	Output	CR 0/1 MR 0/17	CC77	M8=0	-	VFD WAV
VFD Cont.	Cruise Mode	Out	Output	CR 1/1 MR 0/4	CC77	-	-	VFD Cont. ON for Cruise Mode ON
VFD Cont.	Cruise Mode	Out	Output	CR 0/0 MR 4/0	CC78	-	-	VFD Cont. OFF for Cruise Mode OFF
VFD Single	Cruise Mode	Out	Output	CR 0/0 MR 5/0	CC77	-	-	VFD Single ON for Cruise Mode OFF
VFD Single	Cruise Mode	Out	Output	CR 1/1 MR 0/5	CC78	-	-	VFD Single OFF for Cruise Mode ON
VFD Loop A	Modifer#8	Out	Output	CR 0/1 MR 0/26	CC77	M8=0	-	
VFD Loop B	Modifer#8	Out	Output	CR 0/1 MR 0/28	CC77	M8=0	-	
LED Pitch Range	Beat Phase Monitor	Out	Output	CR 0.00/0.29 MR 0/7	CC74	-	-	Blinks to the Beat
LED Pitch Range	Beat Phase Monitor	Out	Output	CR 0.30/0.50 MR 0/7	CC75	-	-	Blinks to the Beat