

stanton SCS.4DJ



SC-IX V5.0 OPERATING SYSTEM UPDATE INSTRUCTIONS & NEW FEATURES

SC-IX 5.0 OPERATING SYSTEM UPDATE INSTRUCTIONS

Stanton is pleased to announce the latest revision of the SC-IX operating system which powers the SCS.4DJ USB MixStation. While the core functionality of your SCS.4DJ remains unchanged, in the new SC-IX V5.0 we have made some changes that greatly increase the usability of your SCS.4DJ, as well as add new and exciting features.

Note - this manual addendum also combines all previous update information from SC-IX V4.0.

UPDATE INSTRUCTIONS

To update your SCS.4DJ to SC-IX V5.0 please follow these instructions:

1. Prepare an empty USB flash drive.
2. Place the “SCS.4DJ_SC-IX-5-0-0_2013-xx-xx.update” file onto the USB flash drive.
3. Insert the flash drive into your SCS.4DJ.
4. You will be prompted to update, to confirm select “PROCEED” and press ENTER.
5. Wait a few minutes for the update to complete and your hardware to fully restart.
WARNING – DO NOT EJECT THE DRIVE OR REMOVE POWER DURING THE UPDATE.
6. Press SYSTEM, then the EJECT button and select the USB flash drive and press ENTER.
7. Once you get the “OK to Eject” confirmation you can safely unplug the USB flash drive.
8. Your SCS.4DJ will now be loaded with SC-IX V5.0 and will be ready for use.

IMPORTANT NOTE – RE-ANALYZE BEFORE YOU CONNECT YOUR MUSIC LIBRARY

In order to utilize the improvements and new features of SC-IX 5.0 we recommend re-analyzing your music. There are two ways of analyzing your music:

1. Using the SCS.4DJ unit, also known as “ONLINE” analysis.
2. Using the QuickGrid 1.2 application running on a host Mac or PC also known as “OFFLINE” analysis.

This update of QuickGrid provides higher resolution analysis than can be achieved using the SCS.4DJ. This higher resolution allows a higher accuracy for BPM detection, downbeat detections, beat grid creation and frequency analysis.

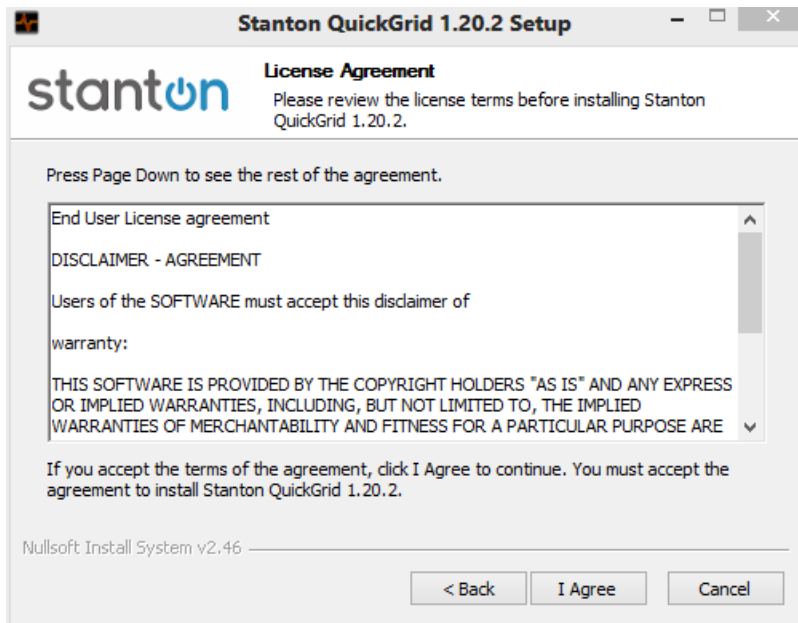


INSTALLING QUICKGRID – MICROSOFT WINDOWS

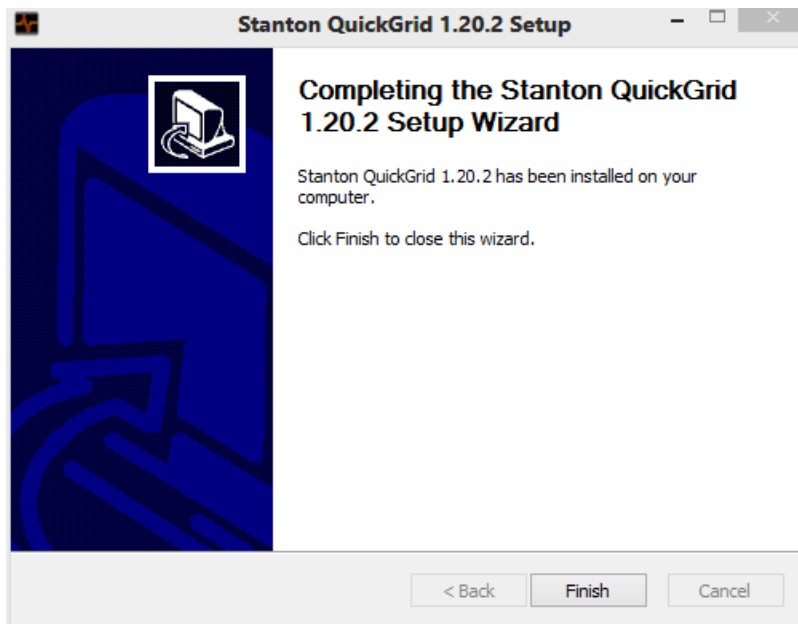
1. In order to install QuickGrid 1.2, start the installer downloaded with this document.



2. Read and agree with the license agreement



3. Press Finish to complete the installation



INSTALLING QUICKGRID — APPLE OSX

In order to install QuickGrid 1.2, simply drag and drop the “Stanton QuickGrid v1.20.2.dmg” file into your “Applications” folder



INSTALLING QUICKGRID — JAVA REQUIREMENTS (WINDOWS AND OSX)

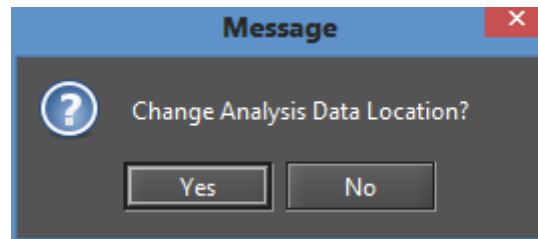
QuickGrid requires Java to be installed on your computer, please follow the guidance given by the application in order to install Java. This information can also be found in the QuickGrid User Manual.

NEW FEATURES — QUICKGRID V1.2

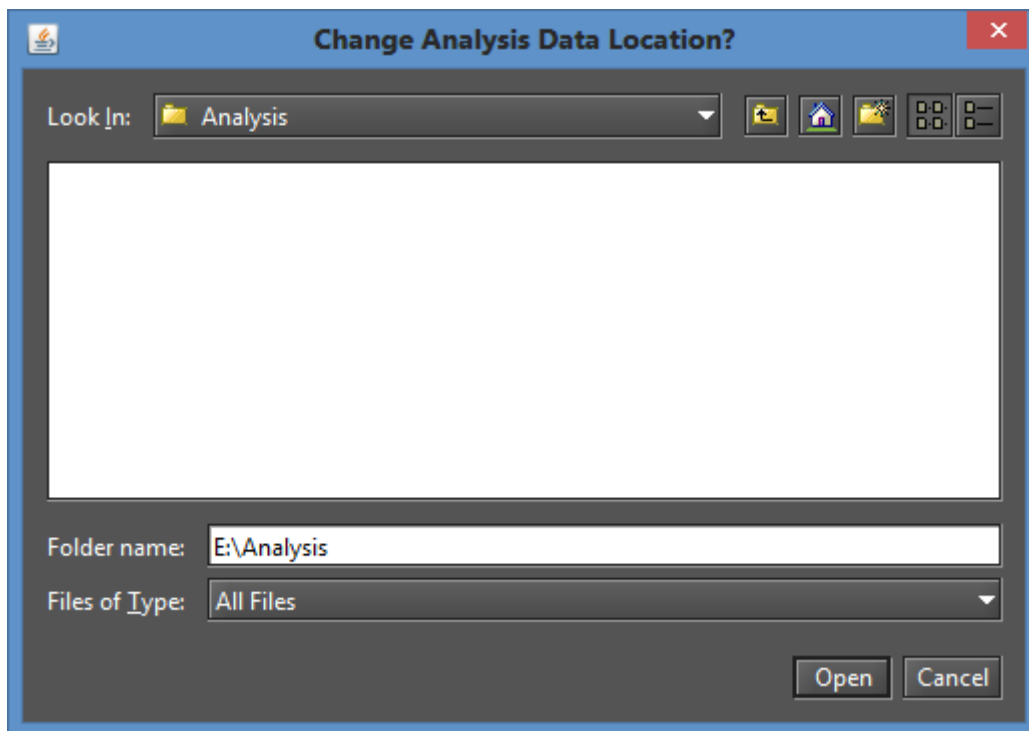
IMPORTANT NOTE - This update of QuickGrid provides higher resolution analysis that can be achieved using the SCS.4DJ. This higher resolution allows a higher accuracy for BPM detection, downbeat detections, beat grid creation and frequency analysis.

ANALYSIS LOCATION

When the application is run for the first time you will be given an option to choose a location for your local storage of the analysis files. Pressing Yes will allow you to choose a specific location, pressing No will keep the analysis files on your main drive in your “Users” folder.

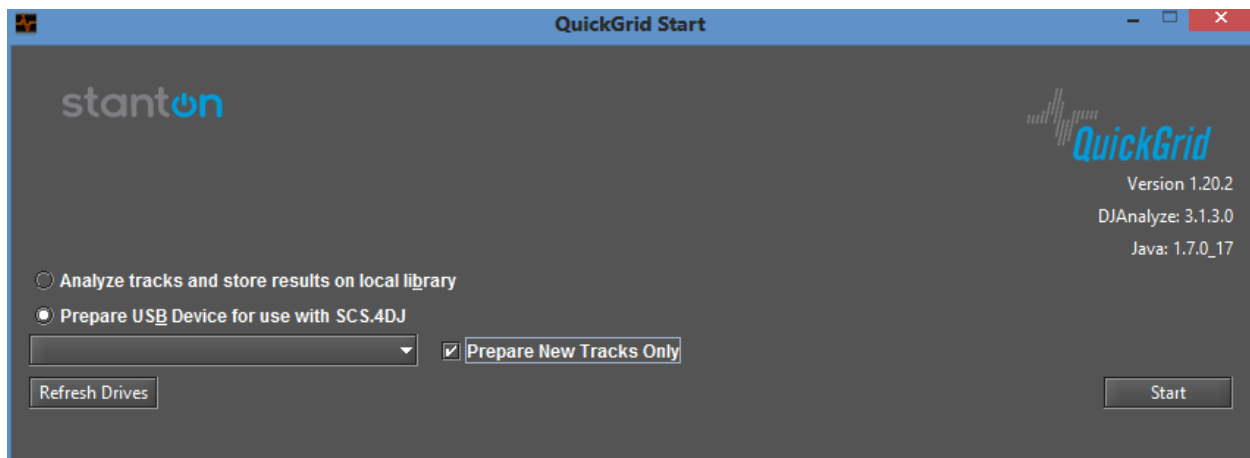


To change the analysis data location simply navigate to the new location and press Open.



ANALYSIS OPTION — NEW SONGS ONLY

A new workflow option has been added to QuickGrid allowing you to choose to analyze only new songs on a USB device. If you have an existing drive or library and you have added new tracks there is a tick box for “Prepare New Tracks Only”. This way the entire drive/library is not analyzed, just the new additions.



COLUMN SORTING

A new workflow option has been added to sort the list of tracks by filename or status columns during or after analysis. This helps identify, manage and resolve track issues

FLAC SUPPORT

Support for playback of FLAC (Free Lossless Audio Codec) files has been added to QuickGrid for files up to 48 kHz / 24-bit.

OTHER IMPROVEMENTS

Better support of irregularity, or non-standard tags in audio files and formats.

Increased robustness of application.

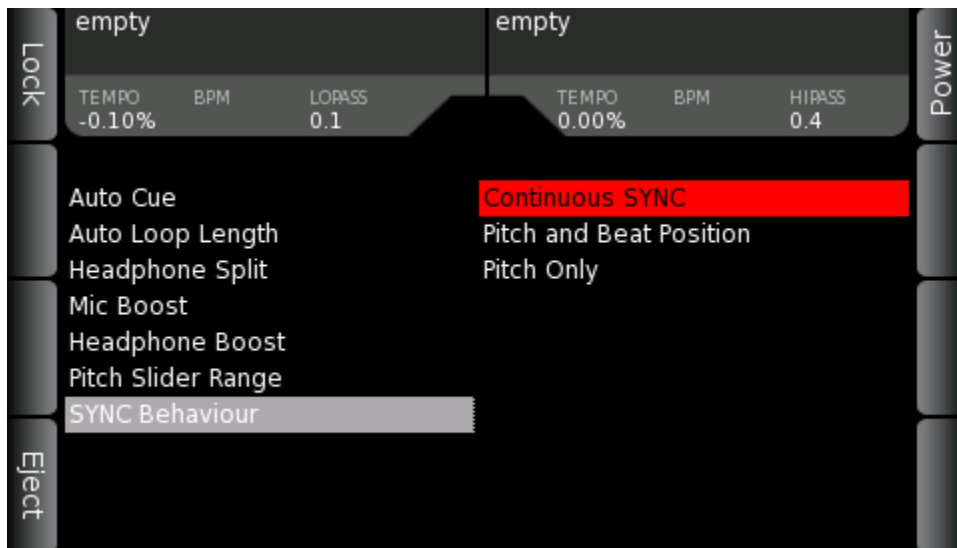
SC-IX V5.0 NEW FEATURES & IMPROVEMENTS

NEW FEATURE — SYNCHRONIZATION OPTIONS

There are new synchronization options controlling what happens when the SYNC button is pressed:

1. **Continuous Sync (New)** – Both the Pitch and Beat Position are synchronized constantly after the SYNC button is pressed. The tracks will remain constantly synchronized until another track is loaded into either deck. The constant synchronization uses smooth pitch changes so tracks sit tightly together for their duration. If either deck is paused, reaches the end, scratches, or has a pitch change applied using the platter or the pitch bend buttons the Continuous SYNC mode is cancelled. Pressing SYNC again will resume Continuous SYNC.
2. **Pitch and Beat Position (Existing)** – Both the Pitch and Beat Position are synchronized once only when SYNC is pressed. Note – This synchronization is not continuous.
3. **Pitch Only (Existing)** – Only the pitch of the tracks is synchronized once when SYNC is pressed.

These new options are located in the SYSTEM menu under “Audio Settings – SYNC Behaviour”



NEW FEATURE —EFFECT SELECTION

Each of the four effects now has alternate modes. In order to cycle between the modes hold down the BACK (for Deck A) or ENTER (for Deck B) button while pressing any of the four effects buttons (FILTER, FLANGE, SLICE or DELAY). Each subsequent press will cycle through the available effects as detailed below:

FILTER	Combo (Original), High Pass Filter, Low Pass Filter, Band Pass Filter.
FLANGE	Flange (Original), Phaser.
SLICE	Slice (Original), Re-Buffer Slice.
DELAY	Delay (Original), Tape Delay.

The selected effect will be displayed in a “pop-up” window as shown below.



If the effect is enabled the text will be red, if the effect is not enabled the text will be white.



NEW FEATURE — ADDITIONAL EFFECTS

FILTER

TIME/RATE CONTROL = Modulation Speed is controlled in all FILTER effects.

FREQ/AMOUNT CONTROL

Combo (Original) = Filter Frequency (Clockwise HPF, Anti-Clockwise LPF).

High Pass Filter (New) = Filter Frequency.

Low Pass Filter (New) = Filter Frequency.

Band Pass Filter (New) = Filter Frequency.

FLANGE

TIME/RATE CONTROL = Modulation Speed is controlled in all FILTER effects.

FREQ/AMOUNT CONTROL

Flange (Original) = Depth (Delay and Feedback).

Phaser (New) = Depth (Delay and Feedback).

SLICE

TIME/RATE CONTROL = Modulation Speed is controlled in all FILTER effects.

FREQ/AMOUNT CONTROL

Slice (Original) = Chaos (Increased amount and styles of slicing/glitching).

Re-Buffer Slice (New) = Identical to Slice except that the buffer is refilled at the end of each segment.

DELAY

TIME/RATE CONTROL = Modulation Speed is controlled in all FILTER effects, and also filter frequency for the tape delay effect.

FREQ/AMOUNT CONTROL

Delay (Original) = Regeneration (Feedback).

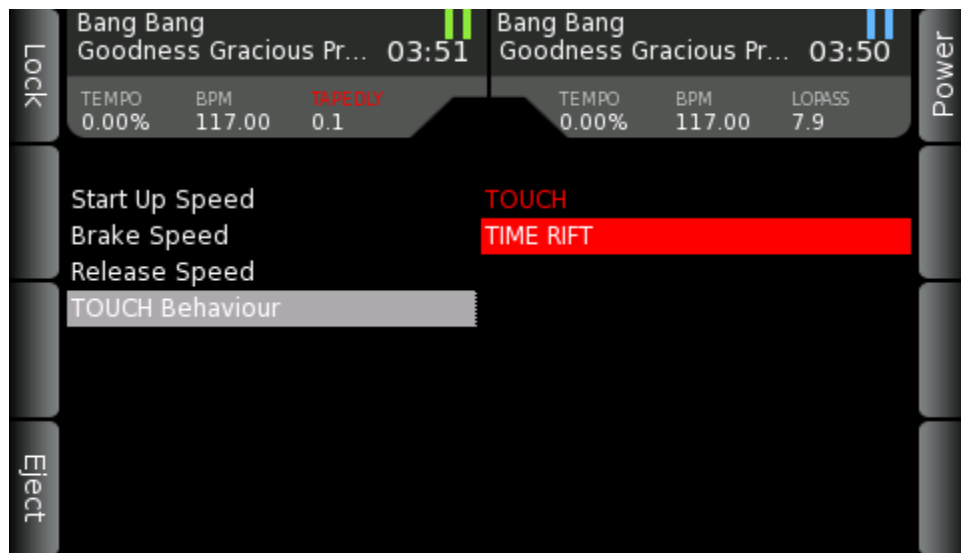
Tape Delay (New) = Regeneration (Feedback).

NEW FEATURE — TIME RIFT MODE

Time Rift mode – A new creative option allowing you to enter a mode when you can scratch, seek, use hot cues, loop then resume playing in SYNC with other deck and never miss a beat.

This mode replaces the touch mode and is selected in the SYSTEM menu. When TIME RIFT is selected instead of TOUCH, the TOUCH button on the deck will enter and exit TIME RIFT mode.

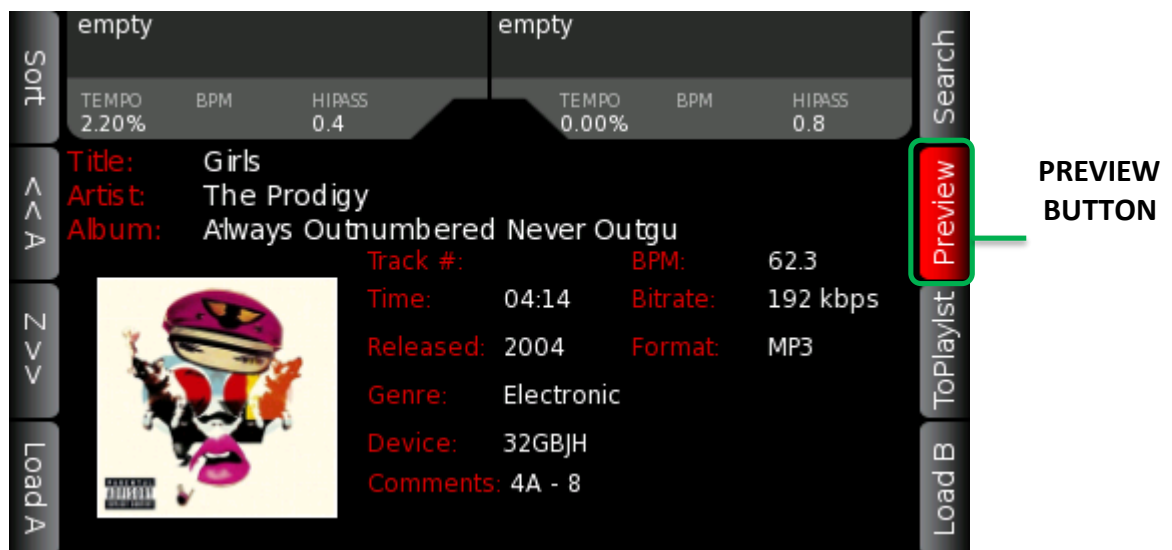
When you exit TIME RIFT mode, you will return to the playing track in its real time position. I.e. the point in time the track reached while you were in TIME RIFT mode.



NEW FEATURE — TRACK PREVIEW FROM INFO SCREEN

In order to allow the ability to preview a track from search results a new function has been added to the Search->Info screen which is similar to the Preview from the Browse>Info screen. The Info screen is accessed by pressing the ENTER button from the browse screen while any track is highlighted.

From the Search>Info screen, pressing the button will start the preview in the headphones only. A second press will stop the track. Each time the track is previewed it will commence from the initial cue point.



NEW FEATURE — MANUAL LOOPING & NEW LOOP MARKERS

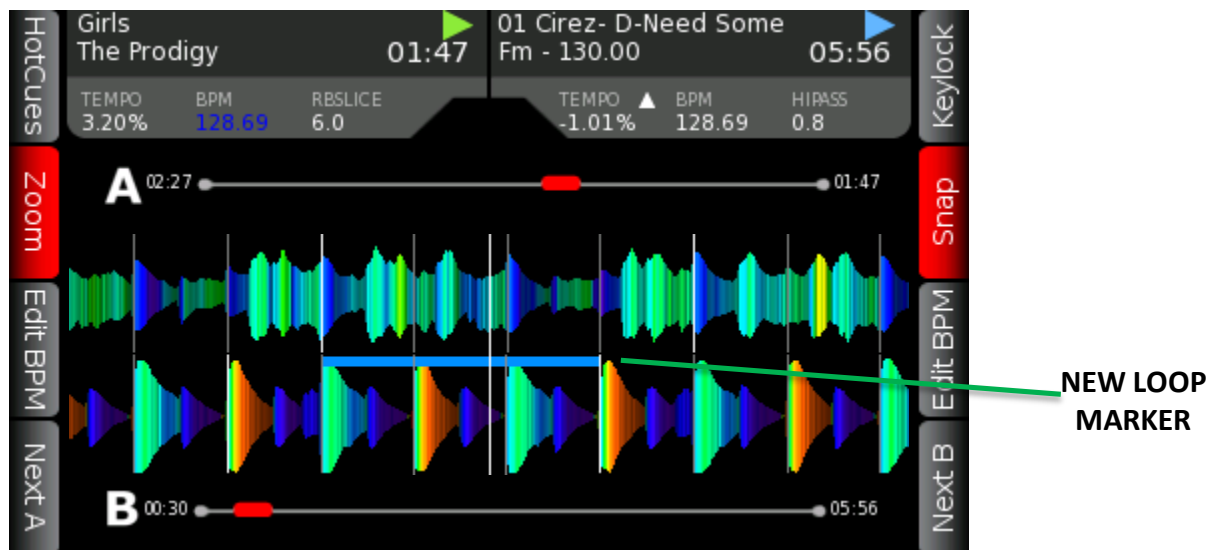
You can now create a manual loop of any length. To create a loop follow the procedure below:

To create a manual loop start point (aka LOOP IN) hold the BACK (for Deck A) or ENTER (for Deck B) button and press the \div button (aka DIVIDE) on the associated deck.

To create a manual loop end point (aka LOOP OUT) hold the BACK (for Deck A) or ENTER (for Deck B) button and press the **X** button (aka MULTIPLY) on the associated deck.

To exit a manual loop, (aka LOOP EXIT) hold the BACK (for Deck A) or ENTER (for Deck B) button and press the **X** button (aka MULTIPLY) once more on the associated deck.

Also in order to improve visual clarity, the loop markers are now shown above the waveform (shown below)



The manual loop is stored with the track and remembered on reload.

NEW FEATURE — FLAC FILE FORMAT SUPPORT

Support for playback of FLAC (Free Lossless Audio Codec) files has been added to SC-IX V5.0 for files up to 48 kHz / 24-bit.

Support added to Include FLAC type files when generating playlists from an attached drive.

IMPROVEMENT — TRACK LIMIT INCREASED TO 50,000.

With the latest updates, we have increased the supported library size. In SC-IX V5.0 you can now attach a device containing up to 50,000 tracks. Note – if the device has more than 50,000 tracks, once the limit has been reached the remaining tracks will be ignored.

IMPROVEMENT — AUDIO ANALYSIS SPEED

In order to increase the speed of analysis performed on the hardware some optimization has been applied.

IMPORTANT NOTE – The new version of QuickGrid (1.2) provides higher resolution analysis than can be achieved using the SCS.4DJ. This higher resolution allows a higher accuracy for BPM detection, downbeat detections, beat grid creation and frequency analysis.

Where possible we recommend using QuickGrid to analyze your library.

IMPROVEMENT — AUDIO PERFORMANCE

The quality of audio has been dramatically improved during any platter manipulation, including scratching. The audio quality during crossfading has also been improved.

IMPROVEMENT — NAVIGATION, BROWSE, SORT AND SEARCH RESPONSE TIME

Improved response times for large collections when navigating, browsing, sorting and searching libraries and playlists.

IMPROVEMENT — SONG LIST RETENTION AFTER POWER CYCLE

Retains song-list from devices that stay attached through power-cycle, greatly reducing the delay before songs are available.

IMPROVEMENT — LOOPING PERFORMANCE

New improved looping performance resulting in tighter and longer synchronization.

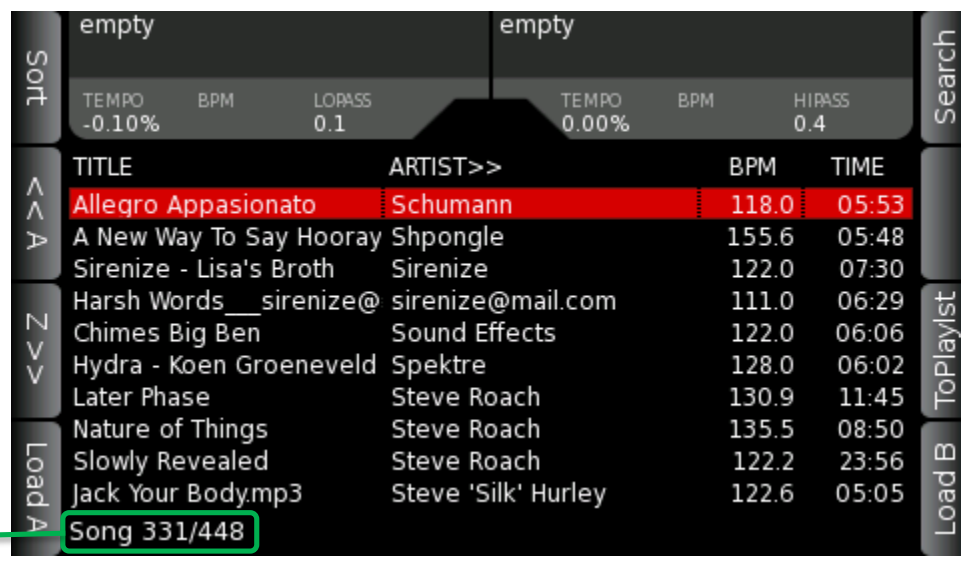
IMPROVEMENT — KEYLOCK / PITCH

Keylock is now maintained over the entire range of all pitch menu options.

IMPROVEMENT — BROWSER WINDOW LAYOUT

Improved browser window layout showing current selection and total size of collection.

The elevator mark used in SC-IX V4.0 has been removed to allow more track information to be visible when viewing your library.



empty		empty			
TEMPO	BPM	LORASS	TEMPO	BPM	HIPASS
-0.10%		0.1	0.00%		0.4
TITLE	ARTIST>>	BPM	TIME		
Allegro Appassionato	Schumann	118.0	05:53		
A New Way To Say Hooray	Shpongole	155.6	05:48		
Sirenize - Lisa's Broth	Sirenize	122.0	07:30		
Harsh Words__sirenize@	sirenize@mail.com	111.0	06:29		
Chimes Big Ben	Sound Effects	122.0	06:06		
Hydra - Koen Groeneveld	Spektre	128.0	06:02		
Later Phase	Steve Roach	130.9	11:45		
Nature of Things	Steve Roach	135.5	08:50		
Slowly Revealed	Steve Roach	122.2	23:56		
Jack Your Bodymp3	Steve 'Silk' Hurley	122.6	05:05		
Song 331/448					

IMPROVEMENT — SLICE EFFECT RESPONSE

Any live manipulation of slice effect parameters are now more responsive.

IMPROVEMENT — DRIVE EJECTION

New improved timing, reducing the chance of corrupting the file system.

Improved performance when ejecting large devices.

IMPROVEMENT — SINGLE LED METER SCALING

The A.LEVEL and B.LEVEL channel indicators are now optimized and scaled to match the main meter scaling.

END OF SC-IX 5.0 FEATURES AND IMPROVEMENTS

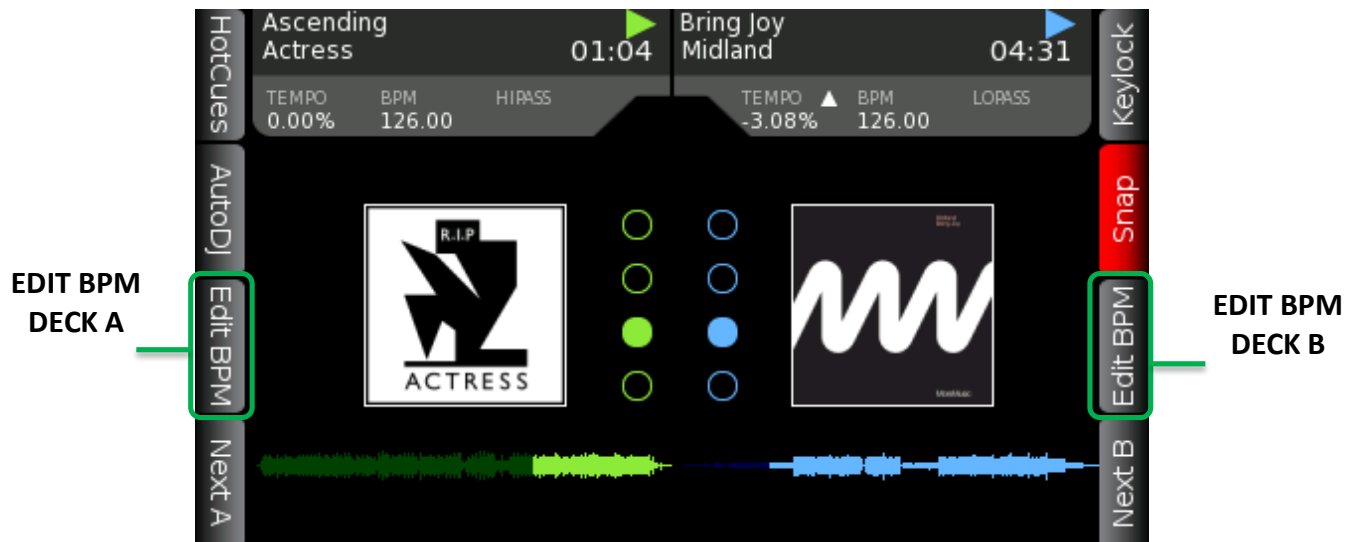
SC-IX V4.0 NOTES (PREVIOUS RELEASE)

**THE FOLLOWING PAGES COVER THE CHANGES IN SC-IX V4.0 AND ARE INCLUDED IN THIS
DOCUMENT AS A REFERENCE.**

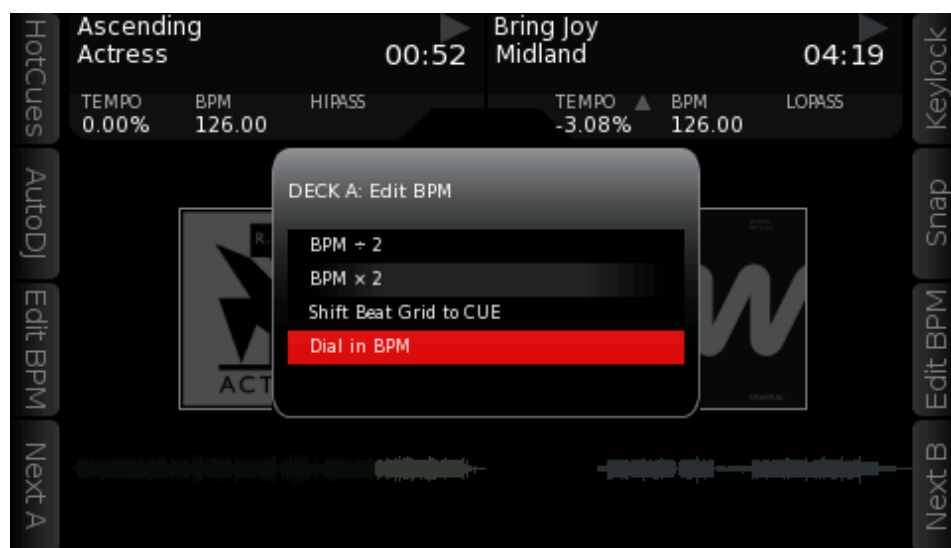
V4 FEATURE - BEAT GRID EDITING

With the latest updates, we have added the ability to edit beat grids in real time, through the use of either the TAP button or the NAVIGATION WHEEL. With this added functionality, users can now adjust beat grids in rare cases where the internal software has provided an incorrect beat grid.

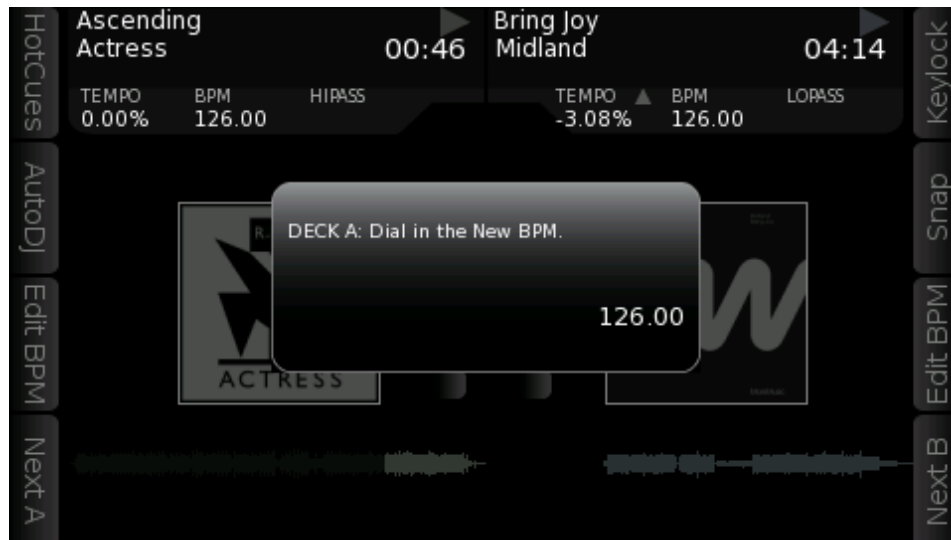
1. To edit the beat grid using the NAVIGATION WHEEL first press the EDIT BPM soft button by the track you wish to edit:



2. A pop-up window will appear showing the BPM editing options. The new item in this menu is the DIAL IN BPM option, turn the NAVIGATION WHEEL until this option is highlighted and press the ENTER KEY



3. In the next window you will be shown the current BPM, at this point you can use the NAVIGATION WHEEL to dial in a new BPM value



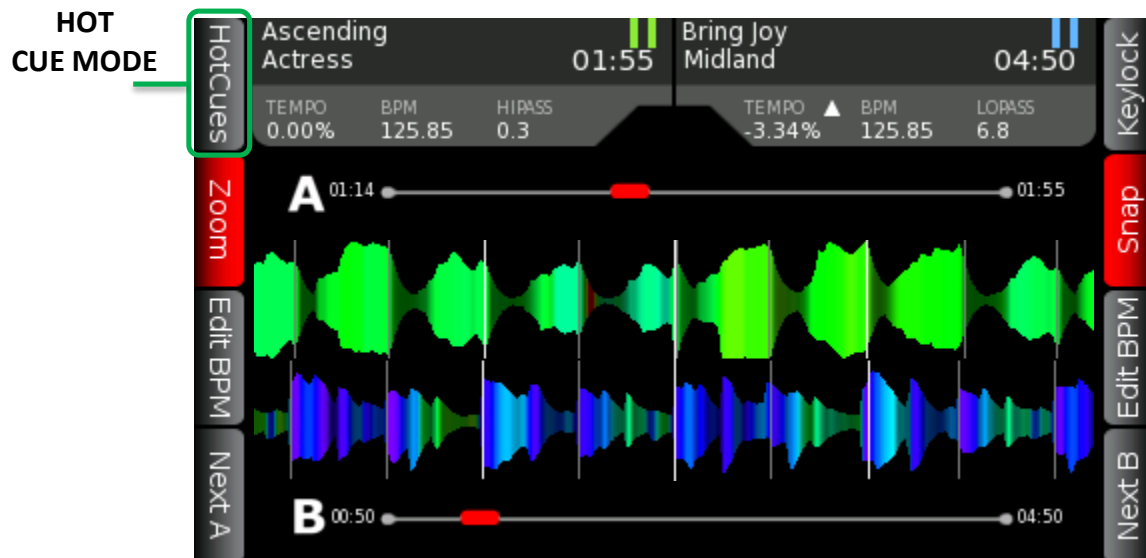
4. Once you have dialed in the new BPM simply press ENTER to store the new BPM value.
5. You may also use the 'TAP' button located on the SCS.4DJ transport to tap in the proper BPM. When complete, the beat grid will be updated, along with the track BPM (which will be in BLUE to show that it is user-edited). To revert to the original BPM and beat grid, simply hold the 'TAP' button for two seconds.

NOTE: To get to a BPM value which is higher than the upper limit please enter the BPM that is half of the desired value then use the BPM X 2 feature to set the required value.

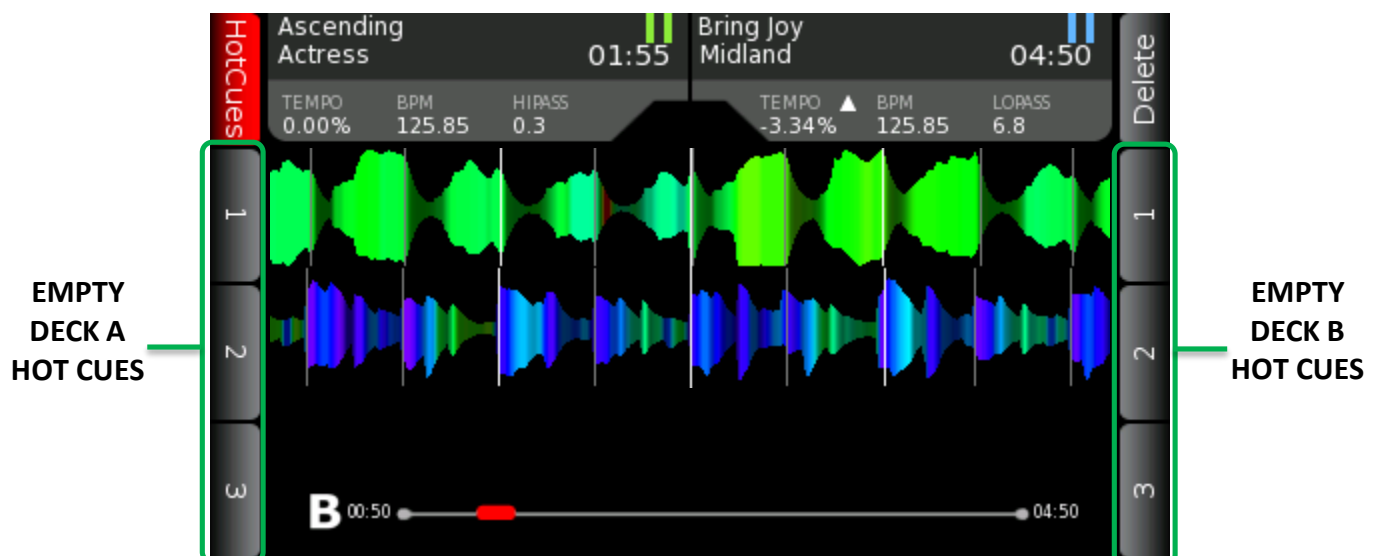
V4 FEATURE - HOT CUE POINTS

Hot cue points (or “hot cues”) are a new feature which allows you to jump immediately to a predefined point of the track. This can be used creatively to re-edit a track in real time, or to store points in the track you like to use as mix points. There are three hot cues (1-3) for each Deck.

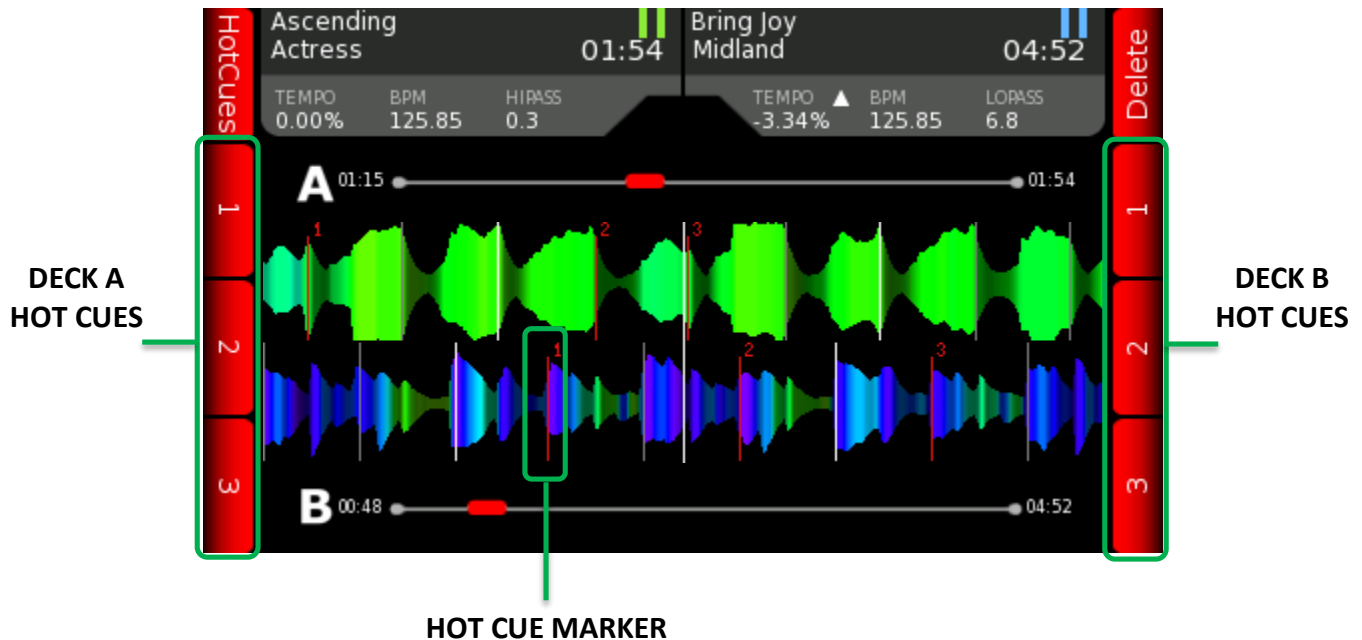
1. To enter hot cue mode, press the HOT CUE button at the top left of the SCS.4DJ HOME, or WAVEFORM screens.



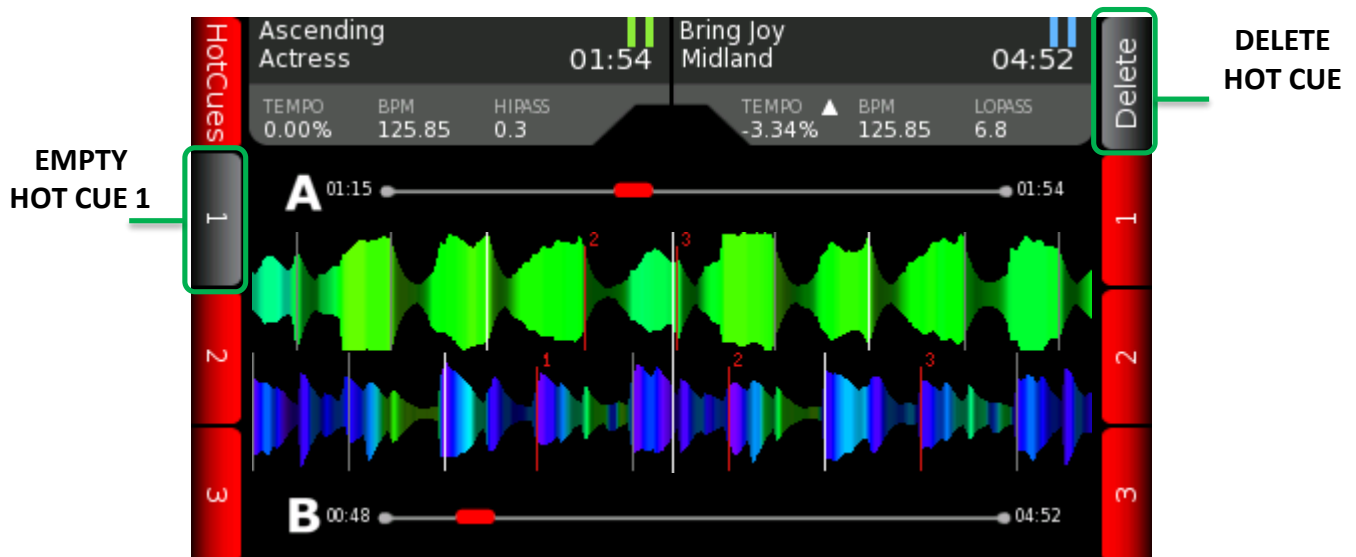
2. When in hot cue mode you will see additional soft buttons labeled “1”, “2” and “3”. These are the hot cue buttons for each deck. Deck A buttons are on the left and Deck B buttons are on the right.



- Hot cues can be created by pressing the buttons labeled 1-3 on either side of the screen. Once you create a hot cue, the button associated with it will turn from Grey to Red. The hot cue will be indicated on the waveform by a red vertical line and a number indicating the hot cue.



- To delete hot cues, press the 'DELETE' button on the upper right hand side, then press the button of the hot cue you wish to delete. To confirm deletion, the hot cue button will turn from Red back to Grey.



- To exit hot cue mode, press the HOT CUE button again at the top left of the SCS.4DJ screen. You will now see the traditional WAVEFORM/HOME screen button layout again.

V4 FEATURE - HEADPHONE OUTPUT BOOST

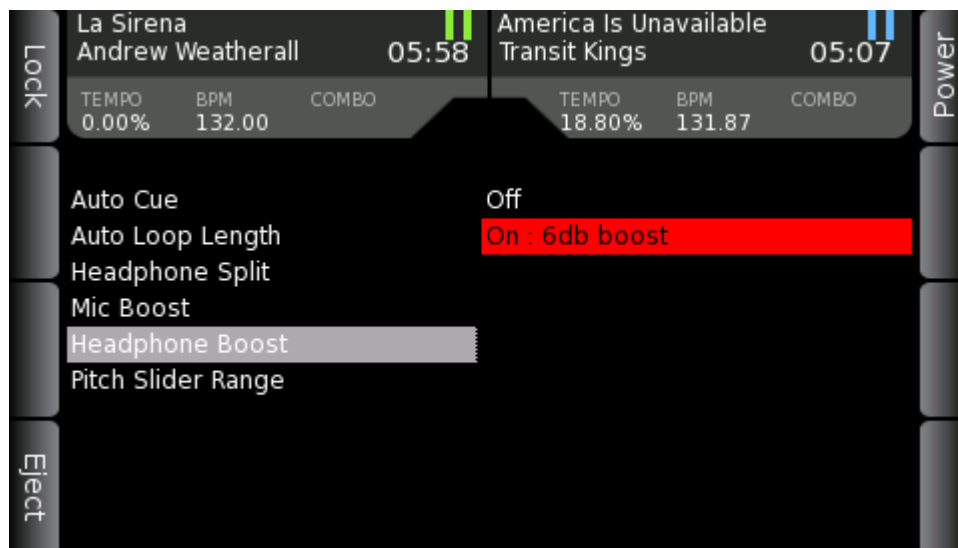
In order to compensate for headphones with low output there is now a +6dB boost available. To activate the boost first press SYSTEM on your SCS.4DJ.

From the System Menu, use the NAVIGATION WHEEL to scroll to “Audio Settings” and press ENTER.



In the “Audio Settings” menu, use the NAVIGATION WHEEL to scroll to the “Headphones Boost” text and Press ENTER. In the sub menu select “ON:6dB Boost” and press ENTER, the headphones boost will now be active.

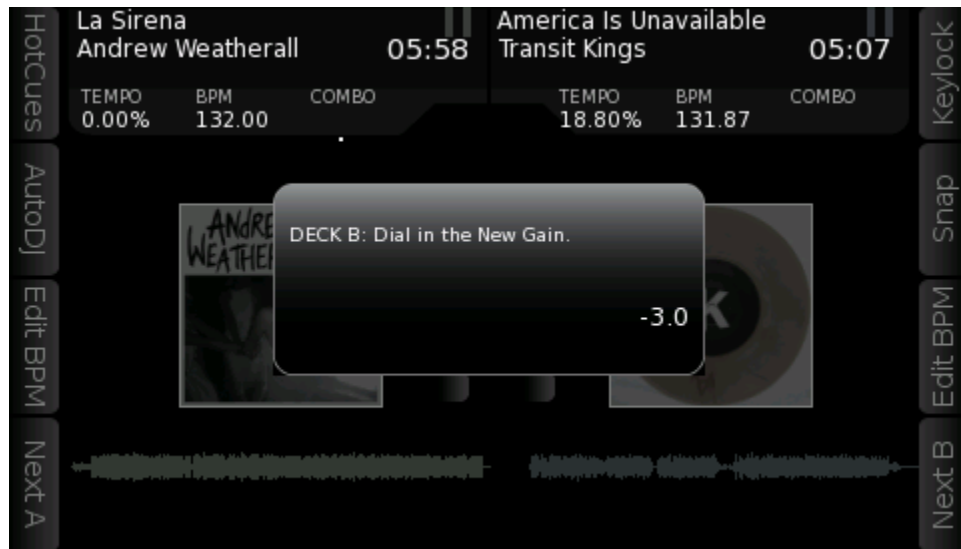
WARNING - monitoring at excessive levels can damage your hearing; we advise testing levels by slowly raising the headphones output to a comfortable level.



V4 FEATURE - TRACK GAIN EDITING

Tracks now have their own independent gain settings which are stored with each track.

To adjust the gain for Deck A simply press and hold the BACK button and turn the NAVIGATION WHEEL, the pop-up window will be shown. To adjust the gain for Deck B simply press and hold the ENTER button and the pop-up window for Deck B will appear as shown below



Turn the NAVIGATION WHEEL clockwise to increase gain, and anti-clockwise to decrease gain. Once you have the gain set as required simply release the BACK button and the pop-up menu will no longer be shown

The gain can be adjusted from -12dB to +6dB in 0.2dB increments which allows for very fine adjustments to be made.

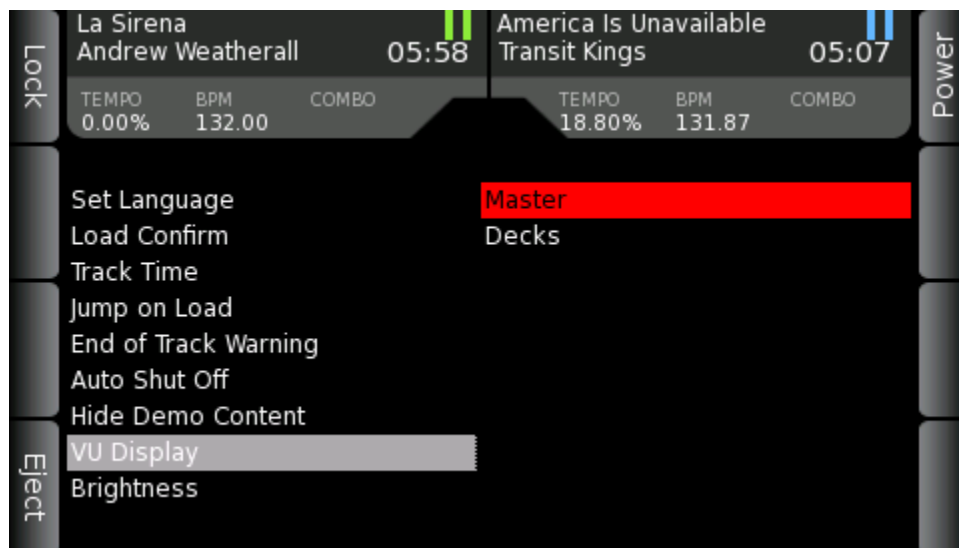
The gain setting will be retained each time the track is loaded from your library.

V4 FEATURE – METER SWAPPING

It is now possible to swap the MASTER and DECK meters. Typically the deck activity is shown on a single indicator labeled A.LEVEL or B.LEVEL on the SCS.4DJ. By swapping the MASTER and DECK meters the deck activity is shown on the MASTER OUTPUT indicators (7 LEDs).

When the MASTER and DECK meters are swapped, the MASTER OUTPUT level will be shown by the single indicators. Depending on how you DJ you may have a preference to see either the MASTER or DECK meters in higher resolution.

To swap the MASTER and DECK meters press SYSTEM and turn the NAVIGATION WHEEL until “Display Settings” is highlighted then press ENTER. Now turn the NAVIGATION WHEEL until “VU Display” is highlighted then press ENTER. In the sub menu choose either “Master” or “Decks” and press ENTER to confirm.



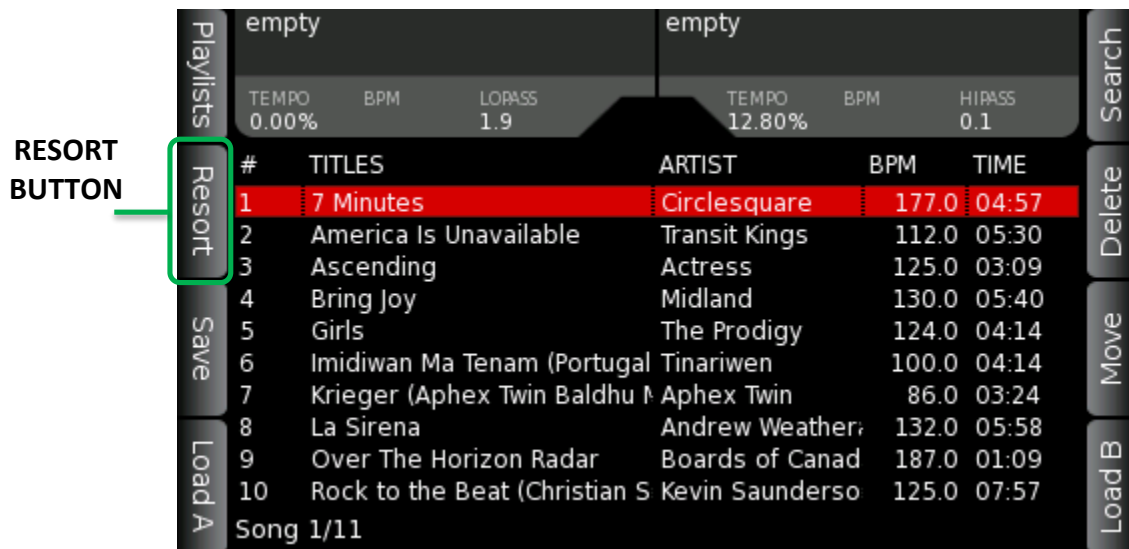
You can always return to the menu and change this setting depending upon your preference or requirement using the same method described above.

NOTE – The Deck Meters are “Pre-Fader” which means you will see the level of the deck playback, not the level sent to the cross fader.

V4 FEATURE – ACTIVE PLAYLIST RESORT

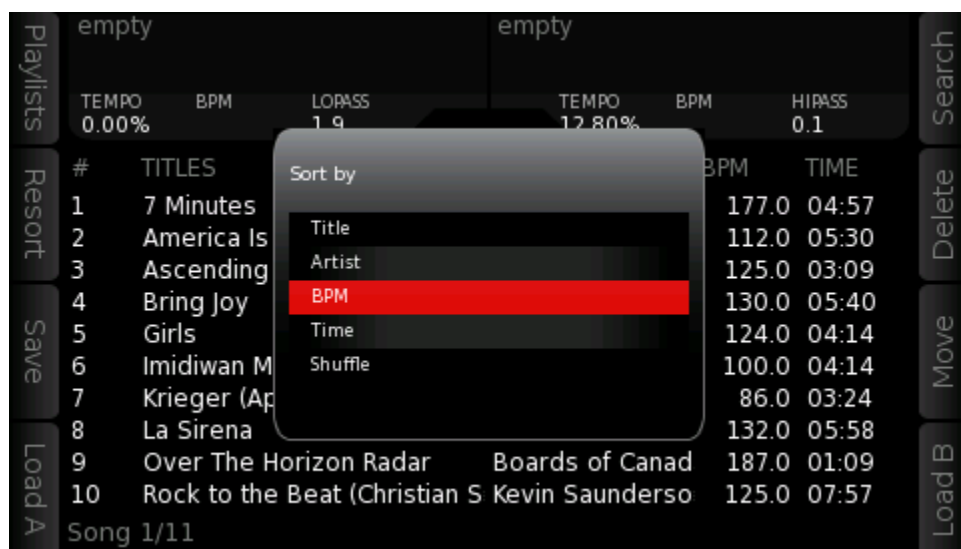
It is now possible to resort your ACTIVE PLAYLIST (The current playlist in use accessed by pressing the PLAYLIST button under the SCS.4DJ screen). Only songs that have not been played or are loaded to a deck are resorted

To resort your songs first press the RESORT soft button shown below:



You will see a pop-up menu that displays the available options for resorting. The options (shown below) are to sort by Title, Artist, BPM, Time, or a Shuffle sort which will randomly re-arrange the active playlist.

Turn the NAVIGATION WHEEL to the option you require and press the ENTER button on the SCS.4DJ. The pop up window will close and the playlist will be re-sorted and ready for use.

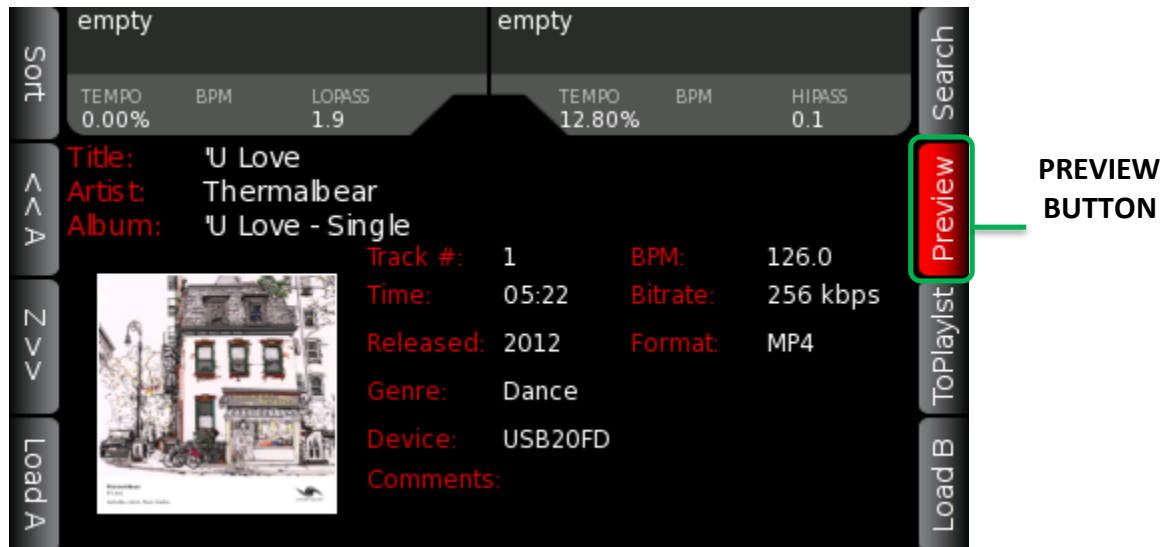


V4 FEATURE – TRACK PREVIEW

With the new update, you can now preview a track in your headphones before it is loaded to a deck.

When you have a highlighted track in either the BROWSER or PLAYLIST screens simply press ENTER to view the track information.

From here, press the PREVIEW soft button to start the track playback in the headphones only.



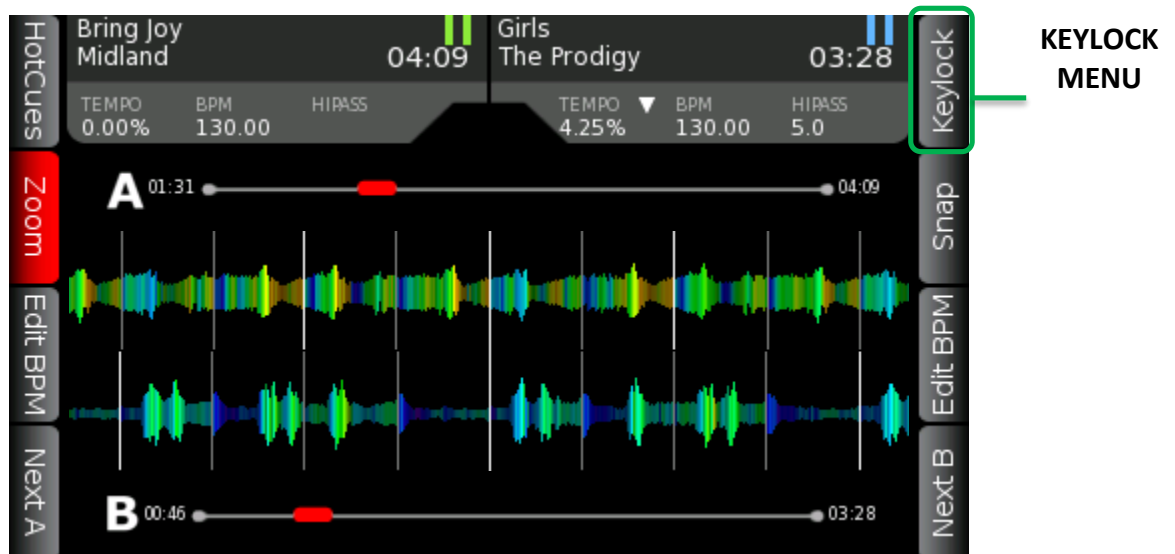
Selecting a different track and pressing PREVIEW while a preview is already active will stop the previous song preview and preview the newly selected song.

You can stop the playback by pressing the PREVIEW button once more. The track will automatically stop playing after 30 seconds.

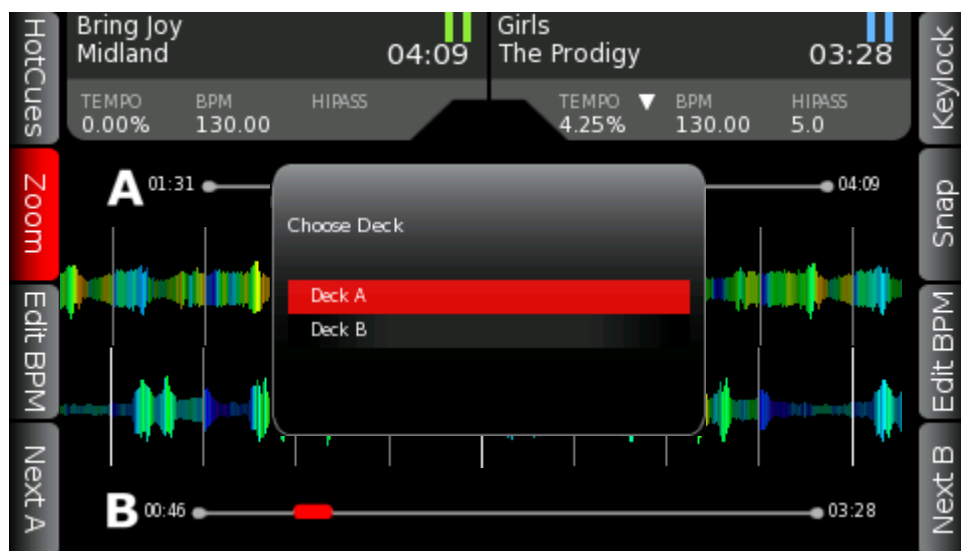
V4 IMPROVEMENTS & CHANGES

KEYLOCK ACCESS

To activate KeyLock for either Deck press the KEYLOCK soft button shown below:



In the pop up window which appears use the NAVIGATION wheel to select the appropriate Deck and press ENTER. The keylock status will be indicated by the KEYLOCK LED above the pitch fader.



ADDITIONAL PITCH SLIDER RANGES

From the “System-Audio Settings- Pitch Slider Range” menu there are new options of +-8% and +-15% to allow more customization of the pitch slider range.



AUTOMATIC SCRATCH MODE ON PAUSE

Scratch mode is now enabled when music is paused. This allows for setting a cue point without the need to manually engage SCRATCH mode.

USER LOOPS RETAINED

User-created loops are now retained after a power cycle, allowing for more powerful set preparation.

IMPROVED RECORDING TO USB MEDIA

Improved recording to USB media with slow write speeds. It is still recommended for best recording results to record to a different USB drive from the one containing your music collection.

IMPROVED MP3 PLAYER / SMARTPHONE / TABLET SUPPORT

There is now broader compatibility between the SCS.4DJ and MP3 Players, Smart Phones and Tablets.

SUPPORT AND COMMUNITY

For further support, please go to:

<http://stantondj.com/stanton-controllers-systems/scs4dj.html>

To join the SCS.4DJ user community, please go to:

<http://forum.gibson.com/index.php?/forum/122-scs4-devices/>