SCRATCH LIVE

DENON DN-HC1000S

INSTALLATION & SETUP

1. Connect your DN-HC1000S to an available USB port.
2. The Denon DN-HC1000S will be detected automatically and will be ready to use.

BASIC OPERATION

Use the Back and Fwd buttons to move between the crate and library view and use the File Select knob to navigate through your selection. Use the A Load and B Load buttons to load the selected track to a deck.

USING CUE POINTS

Press the Cue 1-5 buttons for the left or right deck to trigger your set cue points in Scratch Live. If a cue point is not already set, pressing these buttons will set the cue point. Press Shift and Cue 1-5 to delete a cue point.

LOOPING

The DN-HC1000S allows control of manual loops, auto loops and loop rolls.

Manual Loop
Use the In button to set the loop in point and the Out button to set the loop out point. Once the out point is set the loop is saved to the track in the next available loop slot. You can adjust the loop in and out points by holding either In or Out and turning the Loop Cut knob, or you can fine adjust by holding Shift + In or Out and turning the Loop Cut knob.

Auto Loop
Use the Loop Cut knob to select the length of auto loop you want, then press Auto Loop to turn the loop on and off.

Loop Roll
Use the Loop Cut knob to select the length of loop roll you want then hold Loop Roll for the duration of time you wish to loop roll.

NOTE: Auto Loop and Loop Roll require the track to have a correct BPM value.

You can halve and double the length of any loop type while it is playing by turning the Loop Cut knob.

SAMPLE PLAYER

The Samp 1-3 and Samp 4-6 buttons allow you to use the left and right Cue 3, 4 and 5 buttons to trigger the Sample Player slots. Hold the Samp 1-3 button and press the left Cue 3, 4 and 5 buttons to trigger Sample Player slots 1, 2 and 3 respectively. Hold the Samp 4-6 button and press the right Cue 3, 4 and 5 buttons to trigger Sample Player slots 4, 5 and 6. You can load a track to a Sample Player slot by pressing Shift + Samp 1-3 + Cue 3, 4 or 5 for slots 1, 2 and 3 and by pressing Shift + Samp 4-6 + Cue 3, 4 or 5 for slots 4, 5 and 6.

MIDI CHANNELS

The DN-HC1000S has four MIDI channels. Channel 1 is the default and is reserved for when using the DN-HC1000S as a native controller, leaving channels 2-4 free to be assigned to other functions in Scratch Live. You can choose the channel by pressing Shift + Files to select channel 1, Shift + Browse for channel 2, Shift + History for channel 3 and Shift + Prepare for channel 4.

NOTE: When you unplug the DN-HC1000S it will remember the last MIDI channel used and will default to that when re-connected. When you connect the DN-HC1000S the Cue 1, 2, 3 or 4 buttons will flash to let you know which MIDI channel is currently being used.

NOTE: When assigning the rotary knobs on the DN-HC1000S to functions in Scratch Live make sure the MIDI data type is set to relative on/off [to do this click the desired MIDI control, turn the rotary knob then press the C key to select the MIDI data type]
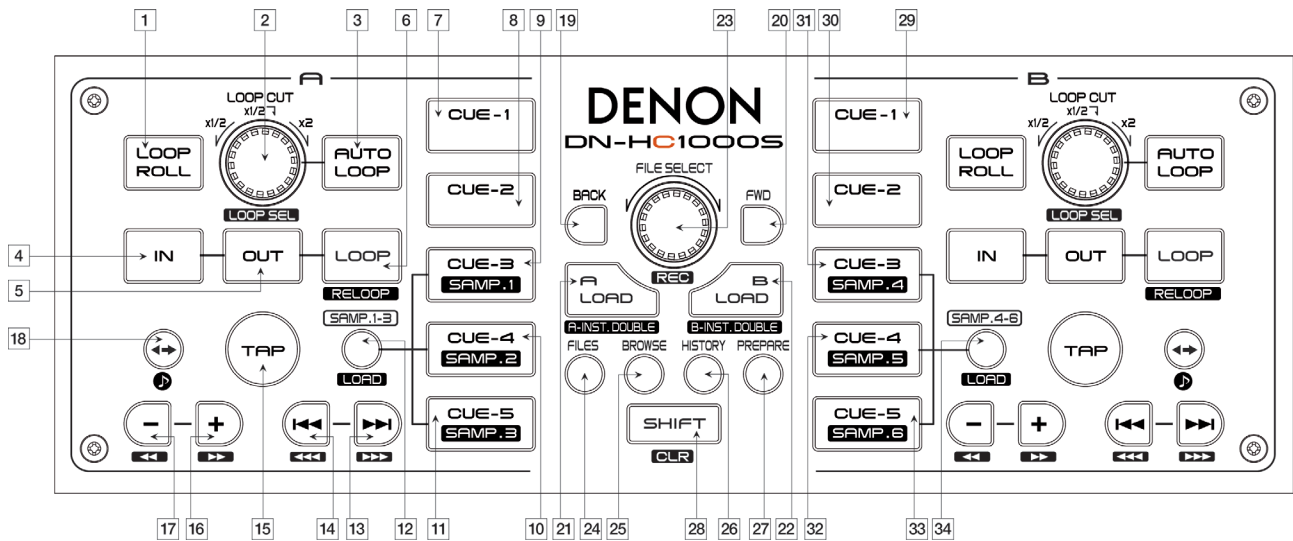
	DN-HC1000S CONTROLS	SCRATCH LIVE FUNCTIONALITY (SHIFT FUNCTIONS IN GREY)
1	Loop Roll	Engages Loop Roll while the button is held down.
2	Loop Cut	Rotate the dial left to decrease loop length, rotate right to increase. Press to decrease the current loop by half.
	Loop Sel	Scrolls through saved loops in the current track.
3	Auto Loop	Turns Auto Loop on and off.
4	In	Sets loop in point. Hold In and turn the Loop Cut knob to adjust the loop in point.
	Fine Adjust In	Hold these and turn the Loop Cut knob to fine adjust the loop in point.
5	Out	Sets loop out point. Hold Out and turn the Loop Cut knob to adjust the loop out point.
	Fine Adjust Out	Hold these and turn the Loop Cut knob to fine adjust the loop out point.
6	Loop	Turns current loop on and off.
	Reloop	Jumps to selected loop and turns loop on.
7	Cue-1 (L)	Triggers cue point one on the left deck. If cue point one is not already set this button will set it.
	Clear Cue-1 (L)	Clears cue point one on the left deck
8	Cue-2 (L)	Triggers cue point two on the left deck. If cue point two is not already set this button will set it.
	Clear Cue-2 (L)	Clears cue point two on the left deck.
9	Cue-3 (L)	Triggers cue point three on the left deck. If cue point three is not already set this button will set it.
	Clear Cue-3 (L)	Clears cue point three on the left deck.
10	Cue-4 (L)	Triggers cue point four on the left deck. If cue point four is not already set this button will set it.
	Clear Cue-4 (L)	clears cue point four on the left deck.
11	Cue-5 (L)	Triggers cue point five on the left deck. If cue point fivee is not already set this button will set it.
	Clear Cue-5 (L)	Clears cue point five on the left deck.
12	Samp 1-3	Hold this and press Cue-1 (L), Cue-2 (L) or Cue 3 (L) to trigger sample player slots 1, 2 or 3.
	Load 1-3	Hold these and press Cue-1 (L), Cue-2 (L) or Cue 3 (L) to load selected track to sample player slots 1, 2 or 3.
13	Next	Skip to the next track in your library/crate/playlist.
	Fast Seek Forward	Hold to move forward through the track at a very fast speed.
14	Prev	Skip to the previous track in your library/crate/playlist.
	Fast Seek Reverse	Hold to move backward through the track at a very fast speed.
15	Tap	Tap to manually calculate the BPM for a track. Once you have tapped the BPM, leave for 5 seconds to save the value to the track.

	DN-HC1000S CONTROLS	SCRATCH LIVE FUNCTIONALITY (SHIFT FUNCTIONS IN GREY)
16	+	Pitch bend up.
	Fast Foward	Hold to move forward through the track at a fast speed.
17	-	Pitch bend down.
	Rewind	Hold to move backward through the track at a fast speed.
18	Censor	Press to reverse playback temporarily. When released, playback resumes from where the playhead would have been had Censor not been pressed.
	Keylock	Turns keylock on and off.
19	Back	Moves the cursor focus backwards through the open display panels.
	Expand/Collapse	Expand or collapse the selected crate and its subcrates.
20	Fwd	Moves the cursor focus forwards through the open display panels.
21	A Load	Loads selected track to the left deck (deck A).
	A-Inst. Double	Instant doubles the track loaded on the right deck (B) to the left deck (A).
22	B Load	Loads selected track to the right deck (deck B).
	B-Inst. Double	Instant doubles the track loaded on the left deck (A) to the right deck (B).
23	File Select	Scrolls through the tracks in your library/crate/playlist. Press to move between the Crates and Library views.
	Rec	Press to start and stop the record function.
24	Files	Opens the Files panel.
	MIDI Channel 1	Change to MIDI channel 1.
25	Browse	Opens the Browse panel.
	MIDI Channel 2	Change to MIDI channel 2.
26	History	Opens the History panel.
	MIDI Channel 3	Change to MIDI channel 3.
27	Prepare	Opens the Prepare panel. Hold Prepare to add the selected track to the Prepare panel.
	MIDI Channel 4	Change to MIDI channel 4.
28	Shift	Press in conjunction with other buttons to access alternate functions.
29	Cue-1 (R)	Triggers cue point one on the right deck. If cue point one is not already set this button will set it.
	Clear Cue-1 (R)	Clears cue point one on the right deck.
30	Cue-2 (R)	Triggers cue point two on the right deck. If cue point two is not already set this button will set it.
	Clear Cue-2 (R)	Clears cue point two on the right deck.
31	Cue-3 (R)	Triggers cue point three on the right deck. If cue point three is not already set this button will set it.
	Clear Cue-3 (R)	Clears cue point three on the right deck.
32	Cue-4 (R)	Triggers cue point four on the right deck. If cue point four is not already set this button will set it.
	Clear Cue-4 (R)	Clears cue point four on the right deck.
33	Cue-5 (R)	Triggers cue point five on the right deck. If cue point five is not already set this button will set it.
	Clear Cue-5 (R)	Clears cue point five on the right deck.
34	Samp 4-6	Hold this and press Cue-1 (R), Cue-2 (R) or Cue-3 (R) to trigger sample player slots 4, 5 or 6.
	Load 4-6	Hold these and press Cue-1 (R), Cue-2 (R) or Cue-3 (R) to load selected track to sample player slots 4, 5 or 6.