



serato™



SCRATCH
LIVE

Version 1.6.2

Intro

Refer to the separate Quick Start guide that was included in the box. If you lose yours, a new copy (along with this manual and all other documentation) may be downloaded at www.rane.com/scratch.html. To keep up with the latest tips, and to check for Scratch LIVE software updates, visit the Official Scratch LIVE Forum at scratchlive.net

For the questions that the Quick Start guide doesn't answer, please read through these operating instructions so you will know how to get the most from Scratch LIVE. Keep this manual in a safe place for future reference.

Minimum system requirements

- One DJ mixer with at least 2 channels.
- At least one turntable or CD player.
- One USB 1 port supporting Full Speed Mode (USB 1.1).
- Screen resolution 1024 x 768 or higher.
- Hard drive space for storing music.
- PC Windows XP with Service Pack 2
 - Pentium 3 / 1 Ghz
 - 512 MB RAM.
- Mac OS X 10.3
 - G4 / 800 Mhz (Intel Mac compatible)
 - 512 MB RAM.

Note: no sound card is necessary.

Check List

These items are included in the Scratch LIVE box:

- Scratch LIVE hardware box.
- Scratch LIVE software install disc.
- 2 (two) control CDs.
- 2 (two) control records.
- 1 USB cable.
- 4 stereo RCA cables.
- Quick Start Guide.
- This manual.

Reference

This manual and the quick start are saved for easy reference in the Serato folder on your hard drive during software installation. Reading it requires Adobe Acrobat™ or the Adobe Reader™ (free download) from www.adobe.com.

Optional power supply

Connect an external power supply to the Scratch LIVE hardware to power the THRU channels when USB power is not present. This allows you to play vinyl (or CDs) when the laptop is not present, useful for permanent installations or using more than one laptop. The power supply is 9 volts DC, 300 mA using a P6 type barrel plug.

— (5.5 mm) —  + (2.5 mm)

(Radio Shack carries a compatible supply.)

Use model 273-1770 with Adaptaplug N).

Important safety instructions

For the continued safety of yourself and others we recommend that you read the following safety and installation instructions. Keep this document in a safe location for future reference. Please heed all warnings and follow all instructions.

Do **not** use this equipment in a location where it might become wet. Clean only with a damp cloth.

This equipment may be used as a table top device, although stacking of the equipment is dangerous and not recommended.

Equipment may be located directly above or below this unit, but note that some equipment (like large power amplifiers) may cause an unacceptable amount of hum or may generate too much heat and degrade the performance of this equipment.

Only use attachments and accessories specified by Rane.

Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as spilled liquid, fallen objects into an opened chassis, exposure to rain or moisture, a dropped unit, or abnormal operation.

Copyright notices

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WEAR PARTS: The Scratch LIVE interface contains no wear parts.

The vinyl records and CDs are wear parts as described in the Limited Domestic Warranty section at the end of this manual.

Contents

Getting started	2	Sorting your files	14
Connections	3	Using the song browser	15
Optional extra setup	3	Searching	15
Setting up your turntables and mixer	4	Prepare window	16
Setting up your CD players	4	Review window	16
Starting the software	4	Editing file information	16
Calibrating Scratch LIVE	5	Status icons	16
Audio input level	5	Display album art	16
Audio output	5	Recording from a microphone	17
Signal threshold	5	Sampling from vinyl	17
Scope view	5	Keyboard shortcuts	18
Playing your first track	6	Additional setup	19
Loading tracks	6	USB audio buffer size	19
Supported file types	6	Audio cache (seconds)	19
Using tool tips	6	Horizontal waveforms	19
Playing tracks	7	Maximum screen updates (per second)	19
The control record	7	Instant doubles	19
Vinyl Scroll	7	Play from first cue point	19
Virtual Deck	7	Play from start	19
Visual aids	8	Sort cues chronologically	19
Tempo Matching display	8	Track end warning	19
Track Overview display	8	Playback keys use shift	19
Main Waveform display	9	Lock playing deck	20
Beat Matching display	9	Track start offset	20
Tracking indicator	10	Braking	20
Autoplay	10	Vinyl scroll speed	20
Master gain	10	Drift compensation	20
Track gain	10	Reverse vinyl select	20
Playing tracks direct from audio CD	10	Read iTunes™ library	20
Previewing tracks	10	Auto fill overviews	20
33 / 45 Speeds	10	Rescan ID3 tags	20
Repeat	10	Protect library	20
Scratch LIVE modes	11	Show all file types	20
Absolute mode	11	Build overviews	20
Relative mode	11	USB dropout indicator	21
Censor	11	Advanced Techniques	21
Internal mode	12	Mixing with only one turntable	21
Cue points	13	Swapping turntables mid-mix	21
Looping	13	Troubleshooting and FAQ	22
Organizing your music	14	Scope reading and fixes	23
Grouping tracks into crates	14	SL 1 Specifications	25

Getting started

1) Install the software

Mac

1. Insert the Software Installation CD-ROM and double-click the installer icon.

Windows XP

1. Insert the Software Installation CD-ROM. If Setup doesn't start automatically, browse to the CD drive and run **setup.exe**. Note: Select **custom install** to change the directory you wish to install Scratch LIVE into.
2. Follow the on-screen instructions. Once the installation is complete, Scratch Live appears in the Start Menu under **All Programs > Serato > Scratch Live**.

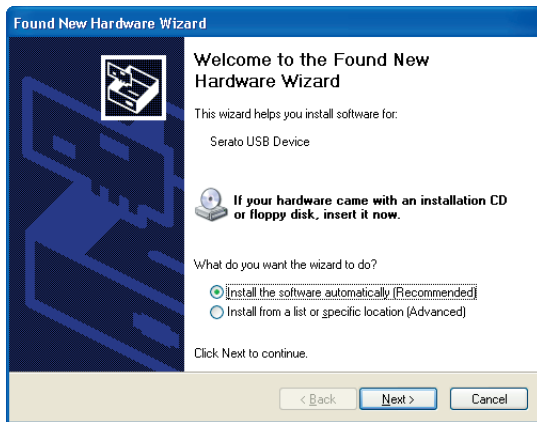
2) Connect and install the hardware

Mac

Mac users need only connect the SL 1 hardware after installing the software. No extra hardware installation is required.

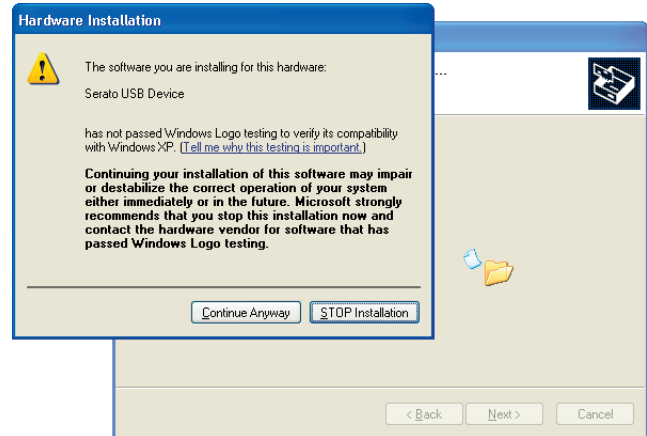
Windows XP

1. Connect the SL 1 (Scratch LIVE interface) to your computer using the supplied USB cable.
2. The **Windows New Hardware Wizard** appears.



3. Insert the Software Installation CD-ROM if it's not already inserted, then press **Next**.

4. Windows may complain that the software driver is not digitally signed. Choose **Continue Anyway**.



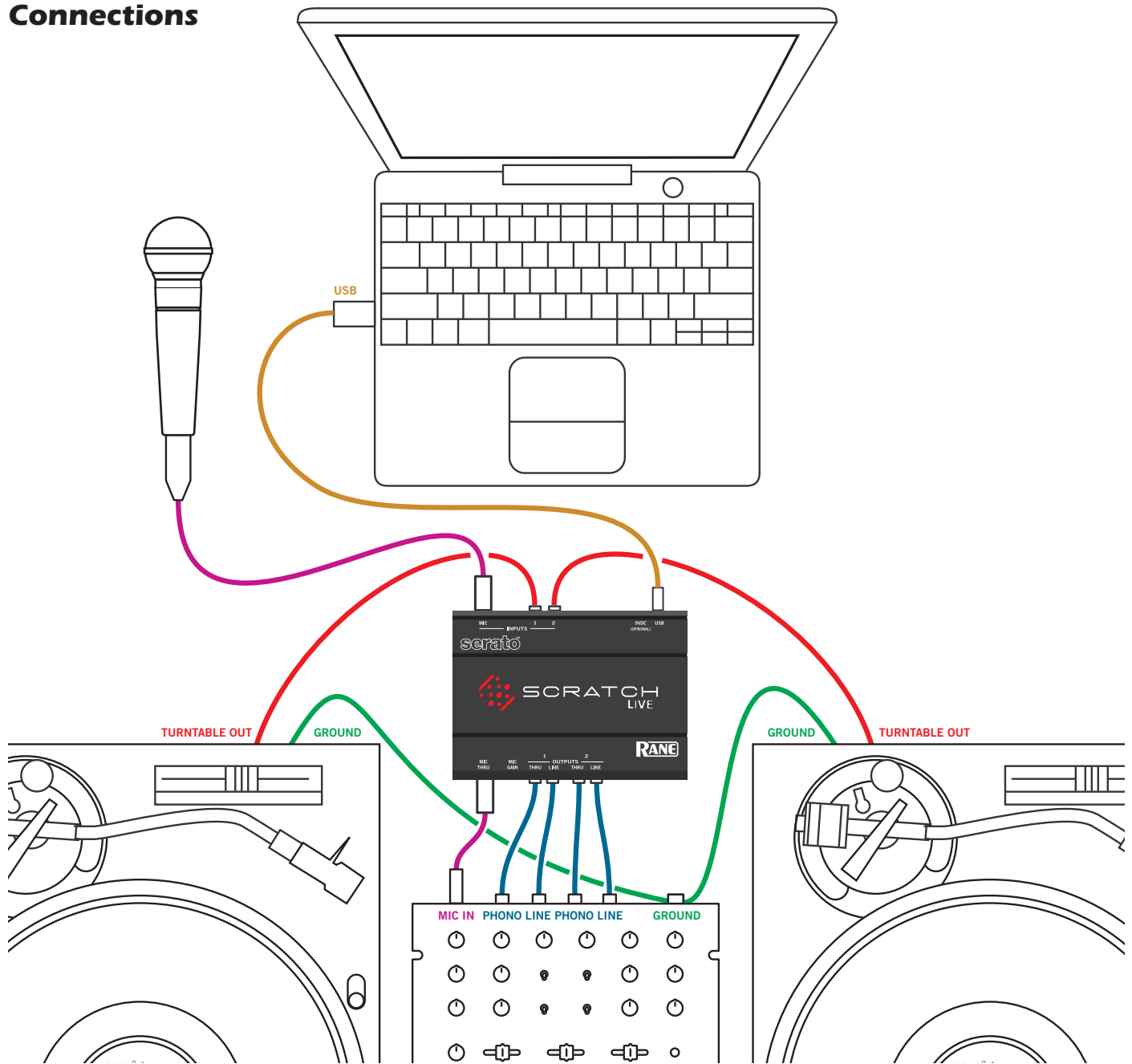
5. Click **Finish** once installation is complete.



Windows XP treats each USB port individually. You might like to install Scratch LIVE on all of your USB ports, so you can connect the hardware to any port.

Note: You may be prompted the location of "SeratoUsb.sys". Browse to find this file on the Scratch LIVE install CD or web download, under "Drivers\SL 1".

Connections



Tip: Whenever you are connecting input devices to your DJ mixer, turn down the master volume.

1. Connect your turntables (or CD players) to **INPUTS 1** and **2** of the SL 1 (Scratch LIVE interface).
2. Connect the **LINE OUTPUTS** of the SL 1 to the Line Inputs on your DJ mixer, check that those inputs are switched to line level.
3. Connect the **USB** cable from the SL 1 to your Mac or PC.

Optional extra setup

- If you are using turntables, connect their ground wires to the grounding post of your DJ mixer.
- Connect the **THRU OUTPUTS** of the SL 1 to the mixer's phono inputs when using turntables; connect these to the mixer's line inputs when using CD players. This allows you to bypass Scratch LIVE to play normal records or CDs.
- Connect a **9VDC** external power supply (not included) to the SL 1 to power the THRU channels when USB power is not present. This allows you to play vinyl (or CDs) when the laptop is not present, useful for permanent installations or using more than one laptop. The power supply must be 9 volts DC, 300 mA minimum, using a P6-type barrel plug.
- Connect a dynamic microphone to the **MIC INPUT** of the SL 1 to scratch your own mic recordings as if they are on vinyl.
- Connect a 1/4" to 1/4" cable from the **MIC THRU** jack on the SL 1 to the microphone input on your DJ mixer to allow normal use of the microphone, independent of Scratch LIVE. (Note: power is required, either from the USB port or an external power supply.)

Setting up your turntables and mixer

1. Set the tone arms to the specific recommendations of the cartridge used, such that the needle never leaves the record, but not heavy enough that it heats up significantly. Both produce poor tracking.
2. If the track plays backwards, try swapping the left and right cables. The inputs from your turntables might be the wrong way around. Left=white, Right=red.
3. Grounding is extremely important when using Scratch LIVE. Make sure you have good connections from the ground wires of your turntables to the grounding post of your DJ mixer. All DJ mixers with turntable inputs have built in grounding points for this purpose. If you do not ground your turntables properly, the control signal will be noisy and the tracking of the record position will be erratic. (See **signal threshold** on page Manual-5).

Tip: We recommend Shure M44-7 needles for use with Scratch LIVE, due to their high output volume, excellent tracking and low record wear.

Setting up your CD players

Your CD players do not need any adjustment. Connect the output of your CD players to Inputs 1 and 2 of the SL 1, and set the Input to Line Level in the Scratch LIVE **setup**.

Starting the software

Close all other programs on your Mac or PC.

When you load Scratch LIVE for the first time, you will see the following screen:



Calibrating Scratch LIVE

The SL 1 interprets the signal on record and communicates with the software. The signal needs to be clear for Scratch LIVE to perform well. This section describes how to calibrate Scratch LIVE to optimize reading the control signal from your turntables or CD players.

For best results, re-calibrate Scratch LIVE each time you move or make changes to your DJ equipment. To calibrate Scratch LIVE, go to the **setup** screen by pressing the button at the top of the main screen, to the right of the Scratch LIVE logo.

Audio input level

By default Scratch LIVE is set to accept **phono** level inputs. If you wish to use CD players, switch to **line** level input. This preference is stored when you exit Scratch LIVE.

Audio output

By default the output of Scratch LIVE is **stereo**. You can also select **mono** output. This setting is saved when you exit Scratch LIVE.

Signal threshold

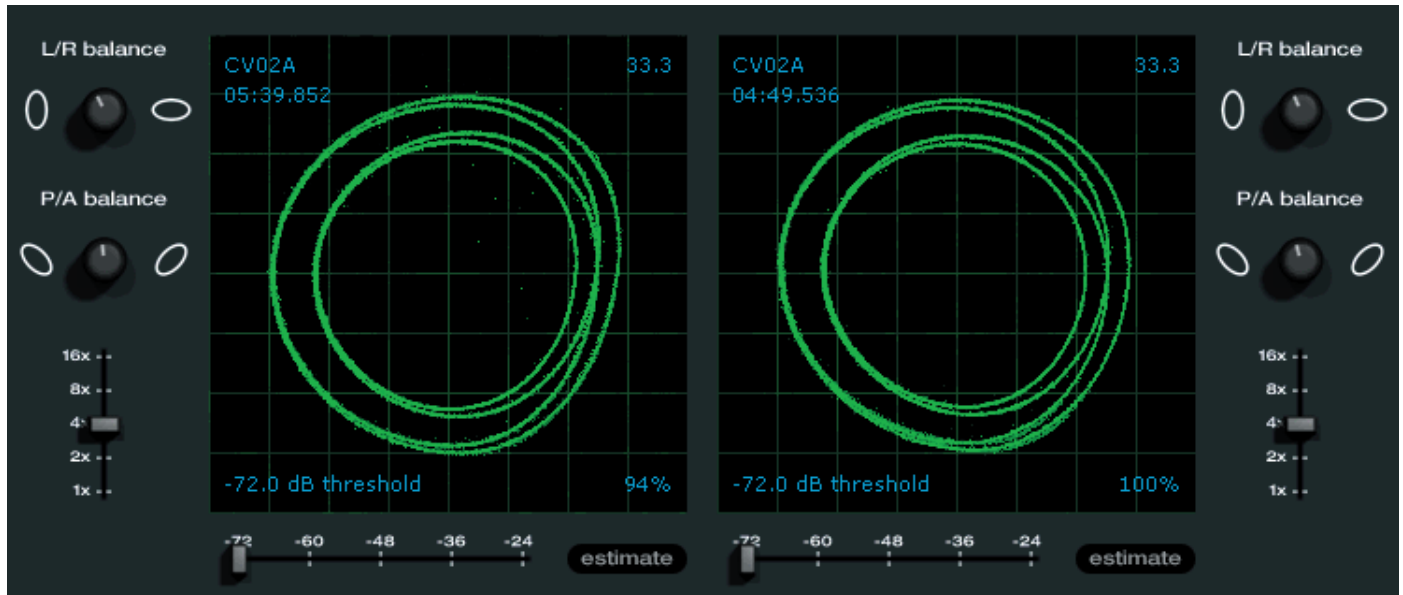
The first step is to set signal threshold. There is always a certain amount of background noise, particularly when using turntables in a club environment. With a normal turntable setup, this background noise is transmitted through the body of the turntable and platter to the stylus, and can cause stylus feedback. In Scratch LIVE, this can cause errors on the reading of the position and velocity of the control record, resulting in a garbled digital noise and/or poor tracking.

Place the needle on the record **with the record stopped**. Click the **estimate** button to measure the background noise and estimate the appropriate threshold. Moving the threshold slider to the left will make Scratch LIVE more sensitive to slow record movement, but also more sensitive to background noise.

Tip: If the slider jumps to the far right, then you have a problem with noise in your turntables/CD players/mixer. Check all your connections and make sure your equipment is well earthed. In some situations you will not be able to improve the signal quality, and you will have to play on regardless. In this situation, stick to rel mode. (See page Manual-11 for details)

Scope view

Once you have set the threshold, start both turntables. You will see green rings appear in the scope view, as shown below.



For optimal performance the inner ring should be as close to circular as possible. Use the scope zoom slider (**1x** to **16x**) to zoom in or out as necessary. Use the scope **L/R balance** and **P/A balance** controls to adjust the shape of the inner ring.

The number in the top left corner of the scope view gives the current absolute position within the control record or CD. The number in the top right corner is the current speed in RPM. In the bottom left is the current threshold setting, and the number in the bottom right shows the percentage of readable signal – this number should be at least 85% when your system is calibrated properly.

Tip: If you have trouble getting the rings circular, you probably need to clean or change your needles. If the image appears as a line, then one of the channels of the turntable is not working. See examples of potential problems and fixes on pages Manual-23-24.

Playing your first track

Now that you have calibrated Scratch LIVE, you are ready to play your first track. We will return to the **setup** screen later to set general system preferences.

When you first run Scratch LIVE, your library contains only the pre-installed tracks. To import your own tracks, drag files and folders directly from Windows Explorer (PC version) or Finder (Mac version) into the Scratch LIVE library.

You can also load files into Scratch LIVE by pressing the **import** button. Navigate the hard drive of your computer to locate your audio files. Click on these files (or folders containing files) and drag them onto the * **All...** icon.

Scratch LIVE supports importing M3U playlists.



Loading tracks

Click on the * **All...** icon to show all the tracks in your library. To load a track on to one of the decks, drag the track from the track list on to either deck. You can drag the same track on to both decks to load it onto both turntables.

*Tip: Use the keyboard shortcut **shift** ← to load the highlighted track on to the left deck, and **shift** → to load the highlighted track on to the right deck.*

To start playing a track, simply put the needle on the record and start the turntable. The track will start playing from the position dictated by the placement of the needle on the record – if you place the needle at the beginning of the record, the track will start playing from the beginning. You can skip through the track by picking up the needle and placing it further into the record, just as with regular records (This is known as needle dropping).

Supported file types

Scratch LIVE supports fixed and variable bit rate .MP3, Ogg Vorbis, .AIFF, and .WAV file types. iTunes™ library and iTunes playlists can be automatically imported in the **setup** screen by clicking **read iTunes library**. You can also play audio direct from CD. See **Rescan 1D3 tags** on page Manual-20.

Using tool tips

Click on the ? icon to enable tool tips. Tool tips provide a handy way to learn the various features of Scratch LIVE. Move the mouse over a section of the screen to bring up a context-sensitive tool tip. Holding the mouse over the ? button with tool tips turned on will show you a list of all keyboard shortcuts.

Tool tips are available in several languages. Scratch LIVE will display the tool tips in the language that your computer is set to. If your language is not available, the tool tips will be displayed in English.

Playing tracks

When a track is loaded, the track name, artist and length are displayed in the track title bar, and the Virtual Deck shows a solid black line. The track will start playing as soon as it detects the signal from the control vinyl (or CD).

Fat Freddy's Drop - Midnight Marauder

Kaikoura

07:04.49

The control record

The control record has two sides. The first side is 10 minutes long and contains the Vinyl Scroll section. The second side is 15 minutes long. Scratch LIVE can be configured to work with records playing at either 33 RPM or 45 RPM, depending on your preference.

The record has thin marks every minute, and a thicker mark every 5 minutes (when playing at 33 RPM). These marks are to assist you when using needle dropping to move through the track. These marks do not affect the playback of the track.

Vinyl Scroll

Vinyl Scroll allows you to select and load tracks using only your turntables (or CD player) – no contact with the computer necessary! To use Vinyl Scroll with turntables, lift the needle off the record and drop it into special “bonus track” section at the end of the record’s **A** side. The movement of the control disk now controls the selected track within your library. Lift the needle out of the Vinyl Scroll section of the record and into the lead out (between the Vinyl Scroll area and the end of the record) to change crates or iTunes playlists. Go back to the Vinyl Scroll area of the record to choose a track within the crate or playlist. Once you have found the track you wish to play, put the needle back at the beginning of the record and it will load automatically.

This feature is available to CD users. Go to track **2** on the control CD to access Vinyl Scroll. Find the track you want to load, and go back to track **1**. The track you selected will be loaded and ready to play.

You can reverse the direction of Vinyl Scroll and set the sensitivity in the **setup** screen (page Manual-20).

*Tip: You can also use Vinyl Scroll in the **prepare** window. See page Manual-16.*

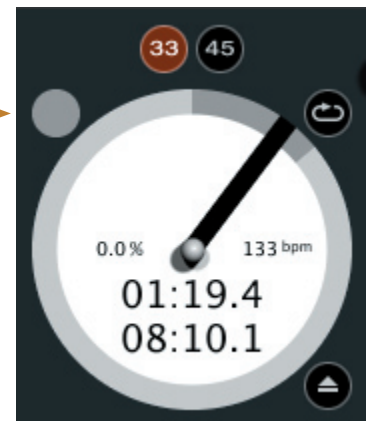
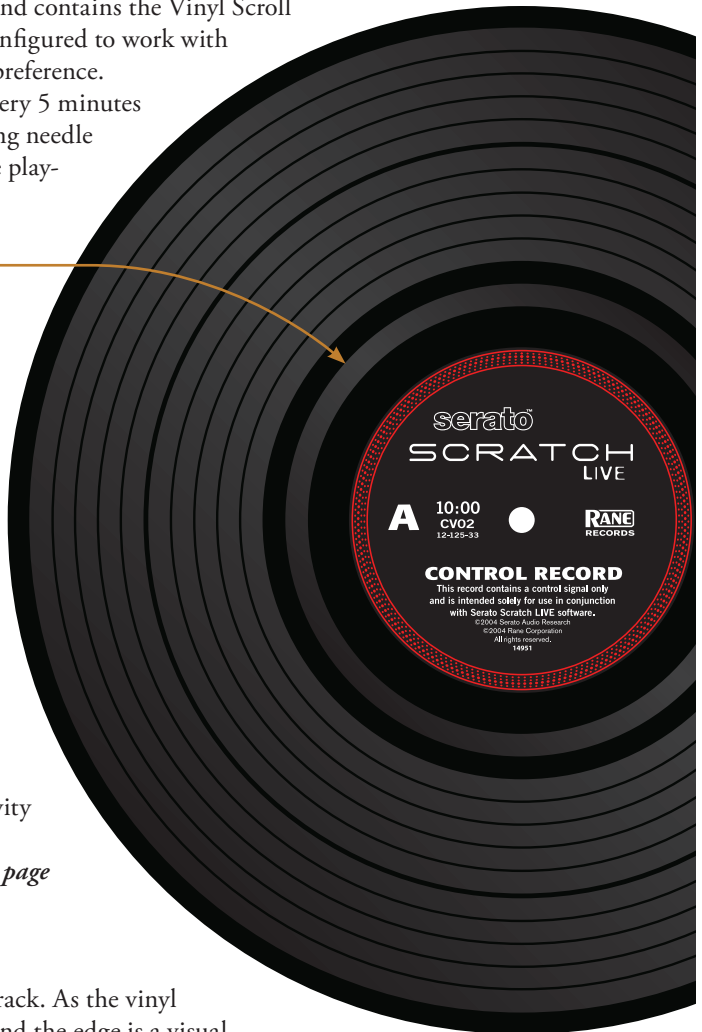
Virtual Deck

Virtual Deck shows everything about the speed and position of a track. As the vinyl rotates, so does the line on the label. The circular progress bar around the edge is a visual representation of the position within the song, and can be set to flash to warn you that the track is nearing its end. The time and remaining time are displayed in minutes and seconds. The turntable speed as a percentage pitch shift is shown on the left of the Virtual Deck, and the pitched BPM (BPM with pitch adjustment multiplier added) is shown on the right of the virtual Deck. If the track has no BPM information, pitched BPM will not be shown.

You can change the color of the record label by clicking on the Label button to help identify records of different types. The color information is stored with the file, and is displayed every time the song is loaded. A small icon showing the label color is displayed left of the track information in the main library.

If you are playing regular vinyl, notice that the Virtual Deck behaves strangely as Scratch LIVE attempts to decode the incoming signal. This will not cause any problems, but you may find it distracting. You can unload the currently loaded track using the **eject** button next to each Virtual Deck.

*Tip: Use the keyboard shortcut **shift-alt-arrow** to unload a track from the Virtual Deck.*



Eject button

Visual aids

When the track is playing several waveforms are displayed. Each shows a different aspect of the track being played.

Tempo Matching display

The Tempo Matching display area provides a helpful tool for beat matching. Scratch LIVE detects the beats within the track, and places a row of orange peaks (for the track on the left side) above a row of blue peaks (for the track on the right side) in the Tempo Matching display area. When the two tracks are matched to the same tempo, the peaks will line up.

Note that the tempo display is aligned with the beginning of the bar, so the peaks keep their relative position as the track plays. This display does not show the relative timing of the beats, only the tempos of the tracks. The peaks will still line up when the tracks are playing at the same tempo, but are out of sync.



Track Overview display

This view provides a complete overview of the waveform of the track, and includes a marker to show the current position within the track.

This view is useful for finding transitions within the track. The waveform is colored according to the spectrum of the sound – red representing low frequency bass sounds, green representing mid frequency sounds and blue representing high frequency treble sounds.

You can jump to different positions within the track by clicking on the Track Overview display (disabled in **abs** mode).

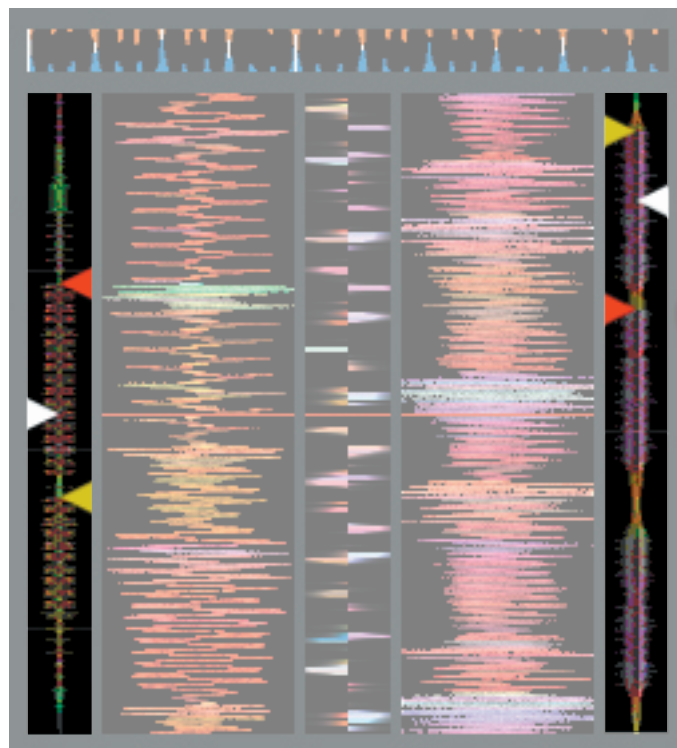
Grey lines behind the overview show the length of the track – a thin grey line every minute, and a thick grey line every 5 minutes.

The overview will be filled when you load the track onto a Virtual Deck. On slower computers, you should disable **auto fill overviews** in the **setup** screen – with this setting disabled, the overview will be filled as you play the track.

See also: **Cue points** on page Manual-13

Absolute mode on page Manual-11

Build overviews on page Manual-20



Track overview display

Main Waveform display

This view provides a close-up view of the track, including color-coding to show the frequency of the sound; red representing low-frequency bass sounds, green representing mid-frequency sounds and blue representing high-frequency treble sounds.

You can also switch to a three-band spectrum view by holding the **ctrl** key and clicking on the waveform.

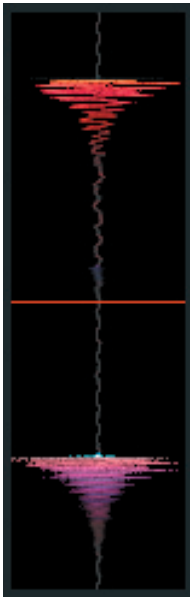
Click on the waveform to 'scrub' or make fine adjustments to your position within the track. This applies to **int** mode only, and may be useful if you wish to set cue points in your tracks without your turntables or CD players connected. The Main Waveform is zoomed around the current position in the track. See also: **Internal mode** on page Manual-12

Cue points on page Manual-13.

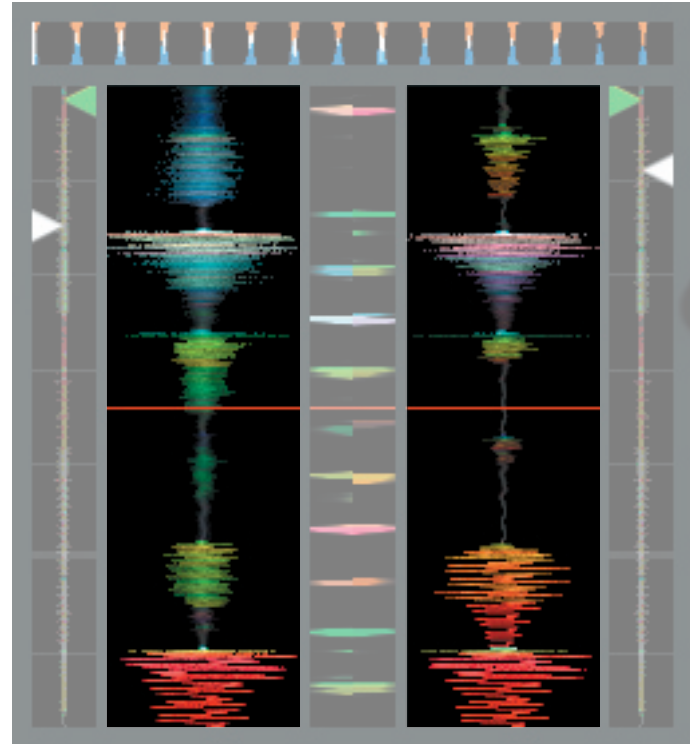
Tip: Use the + and - keys to zoom in and out.

In the example below, the red part of the wave represents a kick drum, while the purple part represents a snare drum.

Kick Drum



Snare Drum



Main waveform display

Tempo Matching display

Beat Matching display

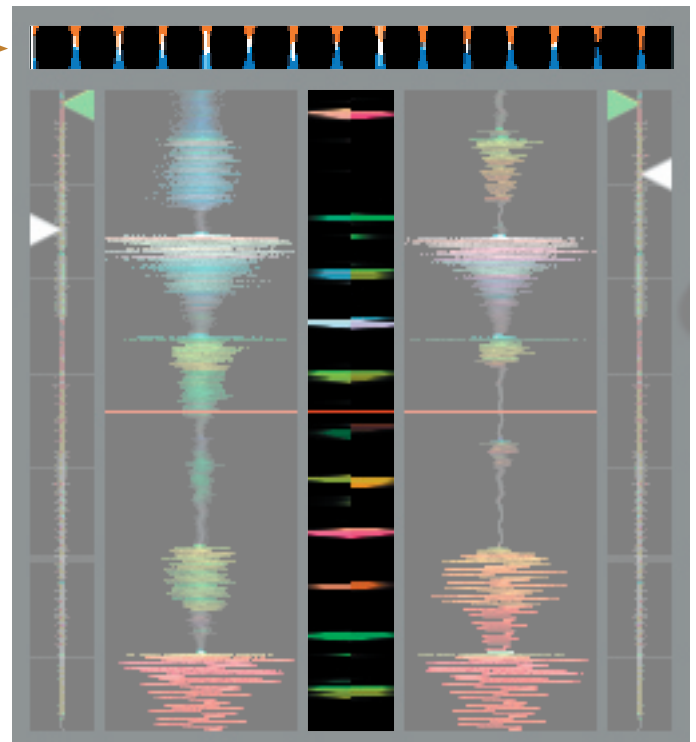
This view shows the position of beats within the track. When beat matching, this view helps align the downbeats of the two tracks. The markers are matched up when the two tracks are beat matched.

Example

The following is a demonstration of using the visual aids to help beat match. In this example, the track that is playing is on the left deck, and the track to be mixed in is on the right deck.

1. Start the track playing on the right deck. After a few seconds, blue peaks appear in the **Tempo Matching** display.
2. Adjust the pitch of the right turntable until the blue peaks sit under the orange peaks in the **Tempo Matching** display. Once they are aligned, the two tracks have the same tempo.
3. Next align the markers in the **Beat Matching** display. Watch the color of the items passing by in the **Main Waveform** display. Remember that a kick or bass drum will be red in color, and a snare drum will be green or blue.

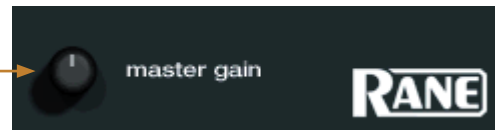
This technique will by no means guarantee perfect mixes, but may help to speed up the process of beat matching.



Beat matching display

Master gain

The master output of Scratch LIVE can be controlled using the master gain control. This adjusts the output volume of all tracks played. *Note: for best results, set the master gain to the 12 o'clock position, and adjust the volume of individual tracks using the track gain adjustment.*



Tracking indicator

The tracking indicators on the main screen show the quality of the signal coming from the control record or CD. The length of the bar indicates the speed of the record or CD. The color indicates the amount of position information Scratch LIVE is receiving. When you are playing the record at normal speed, the tracking indicator should be grey. If it is mostly red there is a problem reading the control signal. Make sure your needles are clean, and check the calibration in the **setup** screen. *Note: it is normal for the light to be red when cueing or scratching.*

33 / 45 Speeds

Set this to match the speed of your turntable for normal playback.

Repeat

Use the repeat function to repeat the song across the entire length of the control record.

Tip: Short "loop" samples can be turned into a continuous track using repeat function. The loops need to be less than 10 seconds long, and cut at the start and end of a bar.

Autoplay

Click the **auto** button to enable autoplay. With this setting turned on, when one track finishes playing, the next track starts automatically. Load from a crate to play through the songs in that crate, or from your library to play through your library. Use the next **▶▶** and previous **◀◀** buttons to jump to the next track or go to the previous track in the list. Autoplay works in both **rel** and **int** modes. **Play from start** must be checked in the **setup** screen for autoplay to work correctly. See page Manual-27.



Track gain

Use the track gain adjustment to balance the volume of the tracks in your library. Any adjustment made to the gain of a track is saved with the file, and will be reapplied to the entire track when it is loaded again.

The level meter shows the level sent to the hardware interface — after both individual track gain and master gain adjustment.

Playing tracks direct from audio CD

You can play tracks direct from an audio CD in your CD-ROM drive. When you insert the CD into your computer, it appears under your Scratch LIVE library. Click on the CD and the tracks will be displayed in the track list.

Tip: Disable any third-party CD Auto-Play functions before inserting a CD, as they may interfere with Scratch LIVE.

Previewing tracks

You can preview the tracks in your library using your computer's default media player. Highlight a track and press **ctrl-o**. This will launch the player your computer has associated with the file type, and start playback. Also applies to the **import** panel.

Scratch LIVE modes

Scratch LIVE has three different modes of operation. You can switch between these modes by clicking the mode buttons near the Virtual Deck.

Absolute mode

Abs mode is the default mode, and most closely resembles the properties of normal vinyl. The beginning of the track is mapped to the start of the record, and by picking up the tone arm and moving the needle to another part of the record (needle dropping) you can move to a different position within the track.

Abs mode faithfully reproduces the movement of vinyl control records, including stops, starts, scratching, needle dropping, rubbing and other turntablist techniques.

When you reach the end of the record, Scratch LIVE automatically switches to **int** mode. This is known as Emergency Internal mode, and prevents long tracks from stopping when you run out of record. You can switch from Emergency Internal mode to **rel** mode by lifting the needle and placing it in the lead-in of the control record.

*Note: Be careful when scratching near the end of the record not to accidentally go past this point and into **int** mode – the track will no longer respond to record movement!*

*Tip: Use the keyboard shortcut F1 (left deck) or F6 (right deck) to switch to **abs** mode.*



Relative mode

Rel mode observes the relative forward and backward movement of the record, but does not take into account the position within the record. **Rel** mode disables needle dropping, but allows skip-free scratching.

Rel mode adds additional speed controls:

- ◀◀◀ **Rewind** – The rewind function speeds up the longer you press the button.
- ◀◀ **Bend down** – Create a temporary decrease in the playback speed. Use bend down if the two tracks are in time, but this track is slightly ahead of the other track.
- ▶▶ **Bend up** – Create a temporary increase in the playback speed. Use bend up if the two tracks are in time, but this track is slightly behind the other track.
- ▶▶▶ **Fast forward** – The fast forward function speeds up the longer you hold the button.
- ↔ **Censor** – see description ↗

When you reach the end of the record, Scratch LIVE automatically switches to **int** mode. This is known as Emergency Internal mode, and prevents long tracks from stopping when you run out of record. You can switch from Emergency Internal mode back to relative mode by lifting the needle and placing it back at the beginning of the control record.

*Tip: Use the keyboard shortcut F2 (left deck) or F7 (right deck) to switch to **rel** mode.*

Tip: If you wish to change the orientation of the sticker on your control vinyl, lift the needle, turn the control vinyl, and drop the needle more than 1 minute from where you picked it up.



Censor

Use the censor button to ‘mask’ parts of a song, or use as a special effect. When you press the censor button, the track starts playing backwards from that point. When you release the censor button, the track plays forward from the point you would have been, had you not pressed the censor button. Censor is available only in **rel** and **int** modes.

Internal mode

Int mode allows you to play tracks without external vinyl (or CD player) control. **Int** mode has a start / stop function and virtual pitch slider. Holding down the **shift** key moves the pitch slider slowly. Holding the **ctrl** key and clicking on the **pitch slider** resets it to 33 rpm or 45 rpm, depending on which you are closest to at the time.

Scratch LIVE automatically switches to **int** mode when the end of the control record is reached; you can switch back to **abs** mode by placing the needle in the lead-in of the control record.

If you switch from **abs** or **rel** into **int** mode, Scratch LIVE automatically adjusts pitch to maintain playback speed as set by the turntable.

int mode adds these additional controls.

- ◀◀◀ **Rewind** – The rewind function speeds up the longer you press the button.
- ◀◀ **Bend down** – Create a temporary decrease in the playback speed. Use bend down if the two tracks are in time, but this track is slightly ahead of the other track.
- ◀ **Play / pause reverse** – Press to play, press again to stop playback. You can adjust the **braking** knob in the **setup** screen to range from an immediate stop to a slow turntable-style ‘power down’. See page Manual-20.
- ▶ **Play / pause forward** – Press to play, press again to stop playback. Uses the same **braking** as described above.
- ▶▶ **Bend up** – Create a temporary increase in the playback speed. Use bend up if the two tracks are in time, but this track is slightly behind the other track.
- ▶▶▶ **Fast forward** – The fast forward function speeds up the longer you hold the button.

Scratch LIVE has two pitch sliders – a large slider for coarse pitch adjustment, and a small pitch slider for fine adjustments. Click above or below the handle on the large pitch slider to make small pitch adjustments, or hold the shift key and drag the pitch slider to move it slowly. Drag the center of the small pitch slider to make fine pitch adjustments, or click on either side of the small slider to pitch bend.

There is a temporary cue point that can be used like the Cue button on many DJ CD players. Press **ctrl-I** to set this temporary cue point on the left deck, and **ctrl-K** to set it on the right deck. This temp cue point is shown in the main waveform as a white marker. This cue point is not saved with the track, and by default is set to the beginning of the track. Press **I** to jump to this temporary cue point on the left deck, and **K** for the right deck. If you hold down the **I** or **K** key while the track is stopped, it will play from the temp cue point. As soon as you release the key, it will jump back to the temp cue point. Note that you can use this shortcut to jump the beginning of the track if the temporary cue point has not been set. See **Cue points** on the next page.



The buttons above the small pitch slider allow you to seed the base playback speed – **1/2** (half speed), **33/45** or the speed of a 45 rpm recording playing at 33 rpm, **1x** or normal speed, **45/33** or the speed of a 33 rpm recording playing at 45 rpm, or **2x** (double speed).

You can also control playback using the computer keyboard — turn Caps Lock on to enable.

Left Deck	Function	Right Deck
Q	play / pause reverse	A
W	play / pause forward	S
E	pitch down	D
R	pitch up	F
T	bend down	G
Y	bend up	H
Alt-Q	load previous track	Alt-A
Alt-W	load next track	Alt-S
Alt-E	rewind	Alt-D
Alt-R	fast forward	Alt-F
Ctrl-I	set temporary cue point	Ctrl-K

Click on the waveform to ‘scrub’ or make fine adjustments to your position within the track. This may be useful if you wish to set cue points in your tracks, and don’t have your turntables or CD players connected.

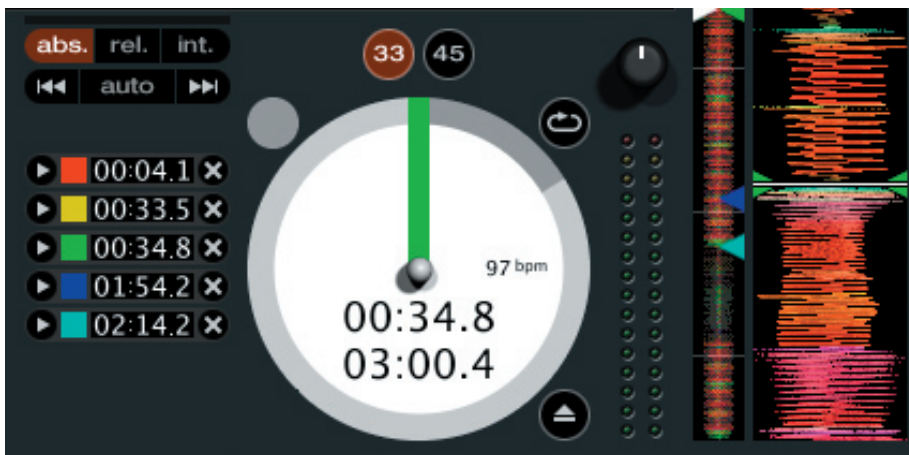
Note : If you play a track in int mode, and then switch to abs or rel mode, the pitch adjustment will be dictated by the turntable, so there will be a jump in pitch unless they are already perfectly matched.

Tip: Use the keyboard shortcut F3 (left deck) or F8 (right deck) to switch to int mode.

Tip: Panic! If you are in abs or rel mode and you get a build up of dust on the needle that is breaking up the audio, hold down ctrl and press the int button. This will take you to internal mode, and reset the pitch to zero.



The stripe grows a fifth by each rotation closer to the cue point



The stripe is a solid color at the cue point

Cue points

You can set up to five visual cue points within each track. Use the + button to place a cue point.

Click the arrow to the left of each cue point to jump to it (**rel** and **int** mode only). You can also jump to cue points using keyboard shortcuts – 1 through 5 for the cue points on the left deck, and 6 through 0 for the cue points on the right deck.

Notice that the stripe on the Virtual Deck jumps to the 12 o'clock position and changes color when you set a cue point – you are at the cue point when the stripe is one solid color and at the 12 o'clock position.

As the record plays on beyond the position of the cue point, the colored bar will shorten by a fifth for each rotation. Likewise, as you approach the cue point, the color will grow by a fifth each rotation. For example, the picture below right shows the record just before the end of the 5th rotation before the cue point.

Each cue point can have a different color. To change the color of a cue point, click on the colored square and choose a new color from the drop down menu.

To remove a cue point, use the **x** button on the right side of the cue point panel.

A cue point can occupy any of the 5 slots. You can drag and drop cue points to change their order in the list. If you wish to have the cue points sorted chronologically, check the **sort cues chronologically** option in the **setup** screen. If you load the same track on to both decks, you will be able to add or modify cue points from either deck.

When you press a jump to cue point button while you are not playing, it plays forward for as long as you hold down the cue point button, and jumps back to the cue point when you release the mouse button.

*Tip: use the keyboard shortcuts **ctrl-comma** (for left) and **ctrl-dot** (for right) to place cue points.*



Looping

You can save up to 9 loops per track; these loops are saved in the file, and will be present when you reload the track. To make a loop, set the in-point by clicking the **in** button, and the out-point by clicking the **out** button. To turn the loop on or off, click the **loop** button. If you want the playhead to jump to the start of the loop when you enable the loop, hold the control key and press the **loop** button.

To adjust the in-point of the loop, click the **in** button. You can use the arrow keys: ← to move the in-point towards the start of the track, → to move the in-point towards the end of the track. Hold down the shift key while pressing the arrow key to make coarse adjustments. Click the **in** button again to save the in-point. The same applies to adjusting the out-point.

You can also use the control vinyl (or CD) to adjust the in- and out-point. Click the **in** button, then move the control vinyl. Moving the vinyl will adjust the in-point. Once you are happy with the new in-point, click the **in** button to save, and release the control vinyl. The control vinyl will go back to controlling playback once the record is back up to normal speed. Using the control vinyl to adjust loop end points is optional — to turn this feature off, disable the **adjust loops with vinyl** option in the **setup** screen.

There are 9 available loop slots per track. If a loop is set in a given slot, the background (behind the loop number) will be green. Press the **x** button to clear the loop. If you click on the number of a occupied loop slot, a red border will appear. This indicates the loop is locked, and you will not be able to adjust the end points or delete the loop until you unlock it, by clicking on the number again.

Looping applies to **rel** and **int** modes.

Organizing your music

Scratch LIVE can support an unlimited number of tracks – the only limitation is the size of the hard drive of your computer. A number of features are included to help you to keep your music organized and find songs quickly and easily.

Grouping tracks into crates

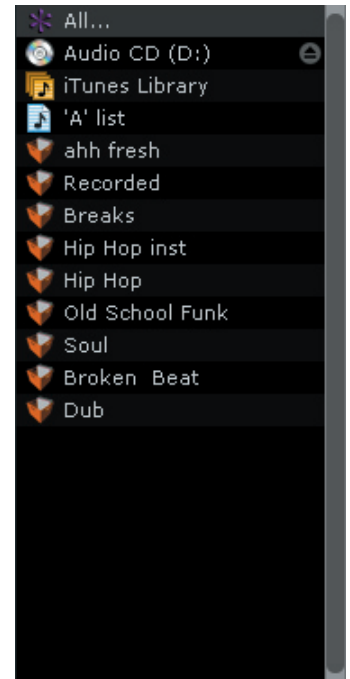
Scratch LIVE supports several ways of organizing and sorting your file library. iTunes™ users will notice that Scratch LIVE automatically incorporates your existing iTunes library and playlists.

Scratch LIVE uses digital “crates” for quick access to your favorite collections. There is no limit to the number of crates you can create, and any given track can be placed in multiple crates. For example, you could organize your files into the following crates, where any one track would be filed in more than one crate:

- Hip Hop
- UK Hip Hop
- French Hip Hop
- Instrumental Hip Hop
- Old School Hip Hop
- Hip Hop LPs

To make a new crate, click the **+** button. To rename a crate, double click the crate name. You can change the order of tracks within a crate by dragging them up or down.

*Tip: The **protect library** option in the **setup** screen applies to removing, editing and renaming crates. Check this option to prevent changes to your crates. If you do delete a crate by accident, you can get it back from the recycle bin / trash. Crate files have the extension .crate.*



Sorting your files

The track information display area can be customized to display the columns listed below:

- Album
- Artist
- Bitrate
- BPM
- Comment
- Composer
- Filename
- Genre
- Grouping
- Label
- Length
- Location
- Remixer
- Sampling Rate
- Size
- Track
- Year



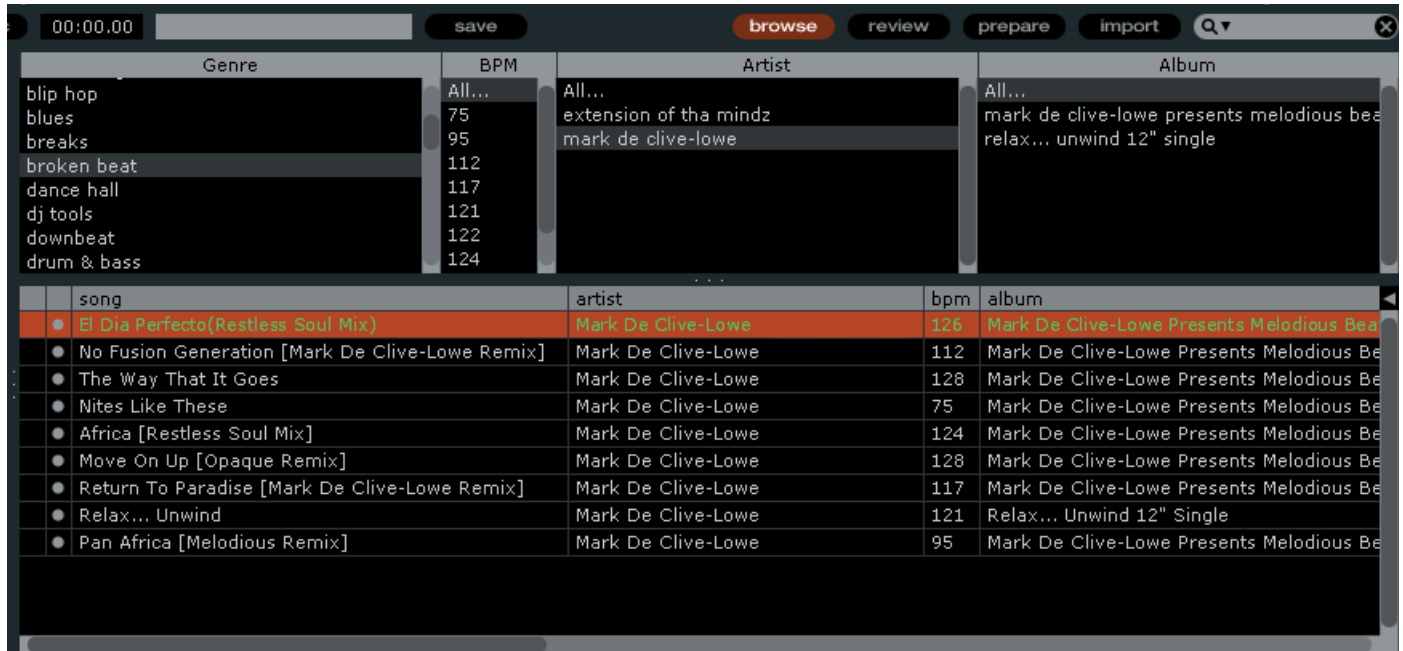
Click on the column button ◀ to select which columns you want to display.

To sort your library by a column, click the column header so it highlights. For example, clicking on the album column header will sort your library alphabetically by album title. To move a column, drag the header to the left or right. To resize a column, click on the column boundary and drag it to the left or right.

#	song	artist	album	bpm	genre	length
5	Five Day Night feat. Dallas	Tubbs	Good Days, Better Nights	70	Electronica/Dance	03:57.01
1	Get off (manuel bundy remix)	One million dollars	Ultra Sound	79	Beats	04:27.70
7	Hey Son (Flash Harry remix)	The Black Seeds	Pushed (Keep On Pushing Remixed)	82	Reggae	03:50.77
9	Push on thru	Salmonella Dub	Kaikoura Roots Fesitval	85	Reggae	04:51.55
8	Ekaddek	Love In Your Eyes	Styles upon Styles - Urban Soul Pollination	90	Jazz	04:25.06
6	Imon Star	Vitality	Styles upon Styles - Urban Soul Pollination	98	Beats	03:38.72
4	Slide	Mark de Clive-Lowe	Antipodean Records	125	Broken Beats	04:32.90
2	Midnight Marauders (Mu Dub)	Joe Dukie & DJ Fitchie		132	Dub Disco	08:17.87
3	When I Return (Featuring Lady6)	ShapeShifter	Riddem Wise LP	169	Drum & Bass	05:25.56

Using the song browser

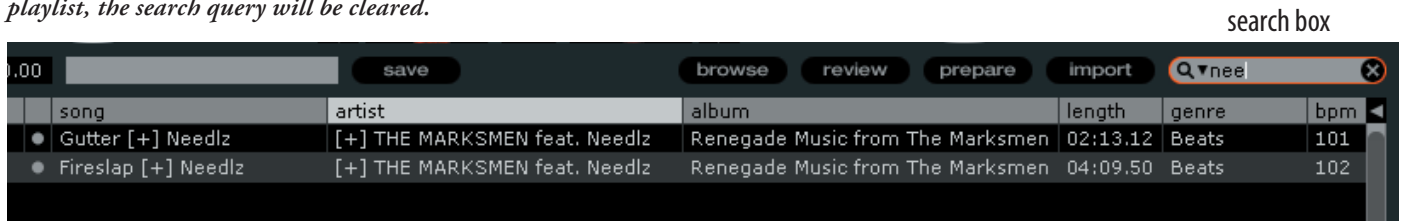
The song browser allows you to filter your song list by Genre, BPM, Artist and Album. To turn the song browser on or off, click the **browse** button.



Searching

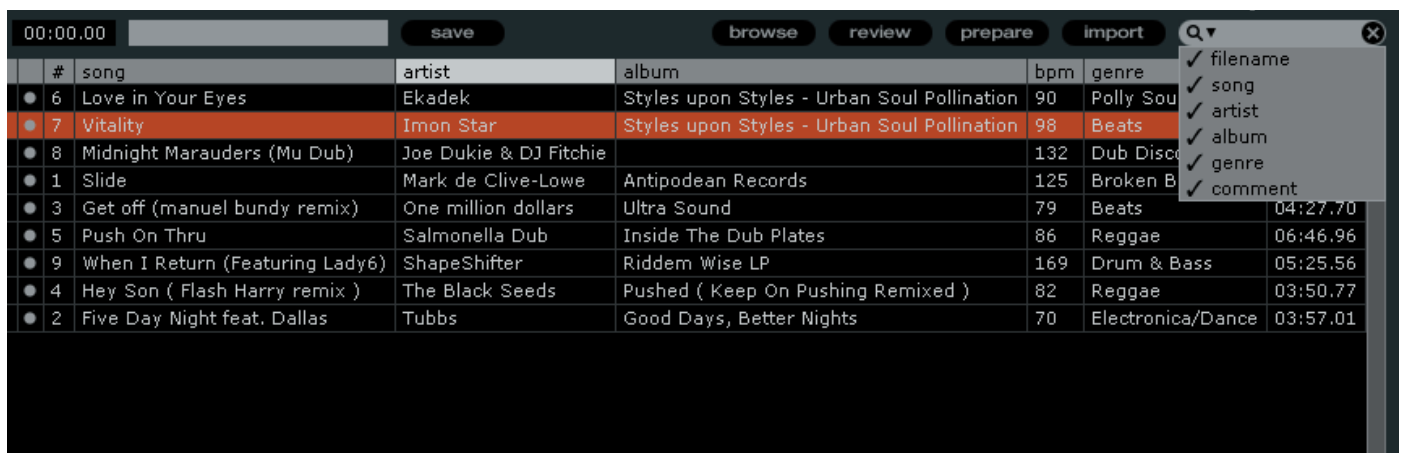
Scratch LIVE includes a search function to help you find files quickly and easily. Enter text into the search box and Scratch LIVE will automatically find as you type.

Tip: Use the keyboard shortcut 'ctrl-f' to jump to the search box. This keyboard shortcut will also take you out of any crate or playlist that you might be in and into your main library, so you can find any track in your collection. If you then click on a crate or playlist, the search query will be cleared.



To select which fields the search function will look through, click on the left hand side of the search box. The drop down menu shows which fields are currently being used.

Press **esc** or the **x** button on the right of the search box to clear the search.



Prepare window

The prepare window is a holding area for tracks, much like preparing a set by lifting records part way out of your record bag. You can drag tracks from the main track list into the prepare window, or simply drag tracks onto the prepare button. These tracks will be removed from the prepare window once they have been played. All tracks in the prepare window will be discarded when you exit Scratch LIVE.

*Tip: Use the keyboard shortcut **ctrl-p** to add tracks to the prepare window.*

Tip: Select the contents of the prepare window and drag them onto the new crate button (+) to save the selection.

Review window

The review window shows the tracks you have recently played in the order in which they were played. Tracks you have played recently are colored green – press the **clear** button to reset the list of recently played tracks.

Tip: Select the contents of the review window and drag them onto the new crate button (+) to save a history of the tracks you played.

Editing file information

Much of the information associated with each file can be edited from within Scratch LIVE. Double click on the attribute within the main library to edit the attribute. Filename, length, size, bit rate and sampling cannot be edited. This information is saved in the file itself. Note that the **protect library** option in **setup** must be unchecked to allow edits.

Tip: Use the keyboard shortcut “ctrl-e” to edit text. Hold down the ctrl key and move with the arrow keys to change to a different field while staying in edit mode.

Status icons

The leftmost column shows the status of each track. The image to the left shows 5 tracks with differing statuses.

From top to bottom:



- Scratch LIVE has detected some corruption in the MP3 file. If possible, re-encode the MP3.



- The track has been imported from the iTunes™ library.



- The track has been imported from the iTunes library, and Scratch LIVE has detected some corruption in the MP3 file.
Solution: If possible, re-encode the MP3.



- The track cannot be found. Most likely the file has been renamed or moved.



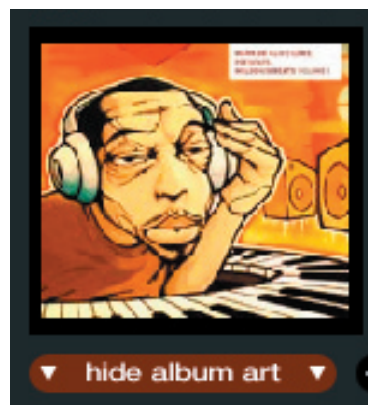
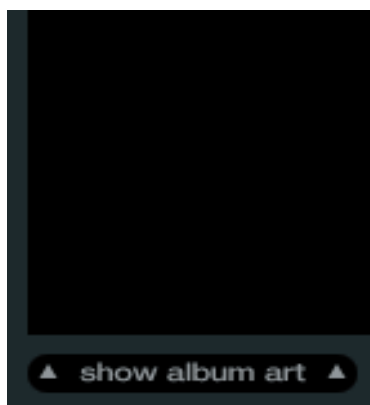
- Scratch LIVE is trying to import a track from the iTunes library, but cannot find the file.

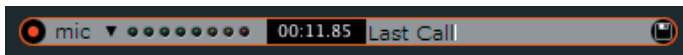


- Tracks that are read-only have a locked icon.

Display album art


MP3 files can contain album art information. To display this album art, click the **show album art** button. There are many third party applications available for adding album art to MP3s. We recommend Apple's iTunes™.





Recording from a microphone

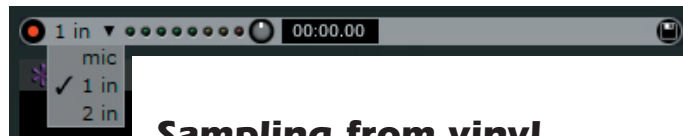
Scratch LIVE allows you to record from the Mic Input and scratch it immediately as if it were on vinyl. Use the mic input level indicator on the screen and the MIC GAIN control on the SL 1 box to adjust the mic recording level. Click on the downward pointing triangle and set the input to mic, and click on the red **mic** button to start recording. Click the **mic** button again to stop recording. The **mic** button flashes during recording.

To play the recording, type in a name for the recording and click the  save button. The recording is automatically placed in a crate named Recorded. If that crate does not already exist, it will be created. To start a new recording without saving, simply re-click the **mic rec** button.

Recordings can be loaded onto the decks, renamed and managed like other files. Recordings are saved in 'My Documents\My Music\ScratchLIVE\Recording' on a PC, and ~/Music/ScratchLIVE/Recording/ on a Mac. Recordings are saved as 16-bit mono AIFF files.

To quickly load a recording on to a deck without saving it first, click the **mic** button to start the recording, and then use the short cut keys **shift ←** or **shift →** to load the track. If you load the recording in this way, the recording will not be added to the library, and will be discarded on exit. To keep the recording, copy the file found in 'My documents\My Music\ScratchLIVE\Recording temp' on PC and in '~/Music/ScratchLIVE/Recording temp' on a Mac.

*Tip: Use keyboard shortcut **ctrl-n** to start a new microphone recording.*



Sampling from vinyl

You can use the SL 1 interface to sample from vinyl or any other sound source. If you click on the triangle next to the **mic** record button, you'll see that you can select inputs **1** and **2**. Select one of these, and you'll see a input level adjustment knob appear to the right of the level indicators. This boosts or attenuates the input signal up to 12 dB. The recordings are in the same format and saved to the same place as mic recordings. On a PC this is in 'My Documents\My Music\ScratchLIVE\Recording. On a Mac this is ~/Music/ScratchLIVE/Recording/. The file is saved as a 44.1KHz 16-bit stereo AIFF file. The input select in the **setup** screen (**line** or **phone**) determines whether or not the phono preamp is used.

*Tip: remember that **ctrl-n** turns recording on and off, and that you can load a recording without saving it using **shift ←** or **shift →**. Drop the needle into a loud part of the track, and record a few seconds, and then **shift ←** or **shift →** to load it on to the virtual deck. This way you can double check your levels.*

If the virtual deck is set to **int** mode, and is unloaded, the input record level is sent to the virtual deck's higher resolution stereo meters. E.g., if you're recording from input **2**, set the right virtual deck to **int**, eject the track if there is one loaded, and the virtual deck's meters will show the signal coming into input **2**.

Keyboard shortcuts These actions can be accessed directly from the computer keyboard.

Key	Action
ctrl - L	Locate the current track. This will highlight the track you most recently loaded. Pressing ctrl - L again will alternate between the tracks recently loaded on both decks.
ctrl - R	Reveal - the highlighted song is opened in a file browser.
ctrl - F	Find - moves the cursor to the search box.
ctrl - A	Select all.
ctrl - C	Copy text in edit mode.
ctrl - E	Edit text.
ctrl - V	Paste text in edit mode.
ctrl - X	Cut text in edit mode.
ctrl - Z	Undo last track load.
shift - ctrl - ↑ shift - ctrl - ↓	Move focus up / down through the library or crates. Note that if you have a song highlighted in the song view, and use shift - ctrl - ↑ ↓ you will move up or down through the library or crates. When you release the shift or ctrl key, the focus will go back to the song view so that you can move up and down through songs using ↑ ↓ .
ctrl - P	Add tracks to the prepare window.
ctrl - N	Start a new mic recording.
ctrl - O	Open the track in your default MP3/WAV/OGG/AIF player.
- or +	Zoom the main waveform display.
tab	Alternate focus between crates or songs.
ctrl - del and ctrl - backspace	Remove track from library, remove track from crate, delete crate (does not delete the file).
ctrl - shift - del and ctrl - shift - backspace	Delete the file from your library <i>and</i> send to the recycle bin. (Note to iTunes users: files in your iTunes library cannot be deleted this way).
ctrl - shift - /	Toggle the input reverse switch
esc	Clear search string if searching, or exit Scratch LIVE.

Note: Playback, cue and speed controls use Shift or Caps Lock

Left Deck	Action	Right Deck
ctrl - ← or shift - ←	Load the highlighted song to a deck.	ctrl - → or shift - →
ctrl - shift - →	Load the track currently on one deck onto the other deck as well.	ctrl - shift - ←
ctrl - /	Swap the two currently playing tracks from one deck to the other.	ctrl - /
shift - alt - ←	Unload the track from a deck. (shift - option - ← or → on some Macs).	shift - alt - →
ctrl - , (comma)	Place a cue point.	ctrl - . (period)
1 2 3 4 5	Jump to cue points in track. (rel and int modes)	6 7 8 9 0
F1	Switch deck to abs mode.	F6
F2	Switch deck to rel mode.	F7
F3	Switch deck to int mode.	F8
Q	Play / pause reverse.	A
W	Play / pause forward.	S
E	Pitch down.	D
R	Pitch up.	F
T	Bend down. (rel and int modes)	G
Y	Bend up. (rel and int modes)	H
U	Censor. (rel and int modes)	J
I	Go to temporary cue point. (rel and int modes)	K
O	Set / adjust loop in-point.	L
P	Set / adjust loop out-point.	;
[Loop on / off.	'
ctrl - [Loop with jump.	ctrl - '
alt - Q	Load previous track.	alt - A
alt - W	Load next track.	alt - S
alt - E	Rewind. (rel and int modes)	alt - D
alt - R	Fast forward. (rel and int modes)	alt - F
ctrl - I	Set temporary cue point. (rel and int modes)	ctrl - K

Additional setup

This section covers general preferences and adjustments you can make to improve the performance of Scratch LIVE. From the main screen, tick **setup** to get to this area.

USB audio buffer size

Scratch LIVE processes audio in small chunks. When smaller chunks are used, the movement of the record is translated into audio more often which results in a lower overall system latency. However, this requires more processing and therefore a higher CPU load, so lower buffer size settings require a more powerful computer to produce uninterrupted audio. If you want tighter control, you should try decreasing this setting, on the other hand, if you experience audio dropouts, you need to increase this setting (or use a more powerful computer).

Audio cache (seconds)

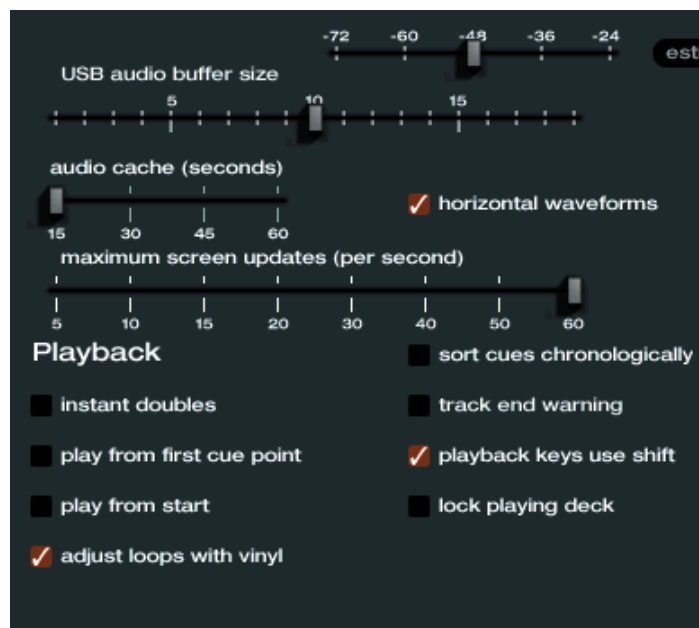
Use the slider to set the amount of audio that is loaded into memory. A small audio cache will place less load on your computer, and the tracks will load faster. A large audio cache will give you a bigger view of the waveform when the main waveform view is zoomed out.

Horizontal waveforms

Check this option to display the main waveform view horizontally. The waveform will expand to fill available screen space. If you are using a widescreen computer, increase the **audio cache** size to make the waveform bigger.

Maximum screen updates (per second)

This feature allows you to throttle back the screen refresh rate. Users with slower computers might like to do this if they are having performance issues. It could also be useful if you want to limit Scratch LIVE's processor usage, for example if you are running a recording program at the same time. The default setting is 60 Hz, or refreshed 60 times per second. This setting applies to the entire screen (i.e. the Virtual Decks, the Waveforms, the library, and the setup screen).



Playback

Instant doubles

This allows you to quickly match the playhead position of two tracks. With this option set, when you load a track on one virtual deck that is already loaded on the other virtual deck (*it must be the same file*), the playhead will jump to the position of the track that was loaded first. This setting overrides the **play from start** and **play from first cue point** options.

Play from first cue point

Enable this option to start all tracks from the first cue point when loaded in **rel** and **int** modes. This setting overrides the **play from start** option.

Play from start

Enable this to start all tracks from the beginning when loaded in **rel** and **int** modes. If this setting is not enabled, freshly loaded tracks will continue to play from the point the last track was at.

Adjust loops with vinyl

Loop end points can be adjust using the control vinyl, as described on page Manual-13. Disable this option if you wish to use the computer's arrow keys to adjust loops, and keep audio playback controlled by the vinyl.

Sort cues chronologically

The five cue points can be placed in any order, and can be dragged up and down if you wish to reorder them. If you prefer to lock them to chronological order, turn this option on.

Track end warning

Enable track end warning to flash the virtual deck as you approach the end of the track. The label will start flashing 20 seconds from the end of the record. The track end warning does not apply to any tracks under 1 minute long.

Playback keys use shift

This is checked by default. Unchecking this option will enable all of these keys without pressing shift or having caps lock on. This applies to all cue points (1...0) and cue controls (QWERTY etc). See page Manual-12.

Lock playing deck

Every DJ's nightmare used to be lifting the needle of the wrong turntable in the middle of a set. This setting helps to avoid the digital equivalent; loading a new track to the wrong deck. When this option is checked, you can only load a track if the target deck is stopped.

Vinyl Control

Track start offset

If you find that you have cue burn at the beginning of the record, you will notice that the tracking will be poor at this point. Use the two knobs to offset the start point, so that the track will start playing from a point further into the control record. The first knob sets the number of whole minutes to offset by, the second knob sets the number of whole rotations within that minute.

Braking

This controls how fast the deck stops when play is stopped. Counterclockwise, the stop is immediate. Clockwise rotation increases the stop from a finger grab all the way to a slow turntable power-down.

Vinyl scroll speed

Vinyl Scroll allows you to load a new track without touching the computer, simply by lifting the needle and placing it in the special section of side **A** of the control record. For a full description, see page Manual-7. This setting allows you to adjust the sensitivity of Vinyl Scroll, so that you can control the amount of record movement required to move between tracks.

Drift compensation

Scratch LIVE works by tracking a control signal that is pressed onto vinyl records, and applying that movement to audio files. It does this exceptionally accurately at low and high speeds, both forwards and backwards. Users have reported drifting of tracks during long mixes, and after careful investigation we have found the lathe that mastered the original CV01 control records induced pitch variations in the vinyl master.

Because every CV01 control record pressed had the same pitch variation, it is possible to compensate these variations in software. To turn drift compensation on, check **drift compensation**. The drift compensation is unique for each side of the record. When you turn drift compensation on, notice the letter **A** in the Virtual Deck, indicating drift compensation is enabled for the A side (10 minute side). To compensate for drift on the B side, place the needle anywhere after the 10 minute mark on the B side. To switch back to drift compensation for the A side, place the needle into the Vinyl Scroll area of the A side.

This issue only affected the first batch of control records labelled CV01. If you are using control records from a later batch with Scratch LIVE version 1.2 or greater, you do not need to have drift correction enabled. The new corrected vinyl label reads CV02, with “second edition” on the upper right of the sleeve. You may purchase “second edition” vinyl from the Rane website if you are in the USA. Outside of the USA, call your distributor.

If you are using the control CDs, do not use drift compensation.



Reverse vinyl select

This setting allows you to reverse the direction of Vinyl Scroll. For a full description, see page Manual-7.

Manual-20

Song Library

Read iTunes™ library

Existing iTunes users will recognize many features from iTunes. Scratch LIVE can read the iTunes library format, and will automatically import the iTunes library and iTunes playlists. iTunes is available for Mac and PC, for more information about iTunes, visit www.apple.com. Click **read iTunes library** to activate.

Note: it may take some time to read your iTunes library if it contains a lot of tracks. If you edit the file information of tracks from your iTunes library, the changes will not appear in iTunes until after you play the track. Scratch LIVE cannot play files that have been protected by Digital Rights Management systems, such as those sold through the Apple iTunes Music Store.

Auto fill overviews

Enable this setting to automatically generate the track overview as soon as a track is loaded. If this setting is not enabled, the track overview will be generated as the track plays. Automatically generating the track overview uses more of the computer's CPU power, and should be disabled on slower computers.

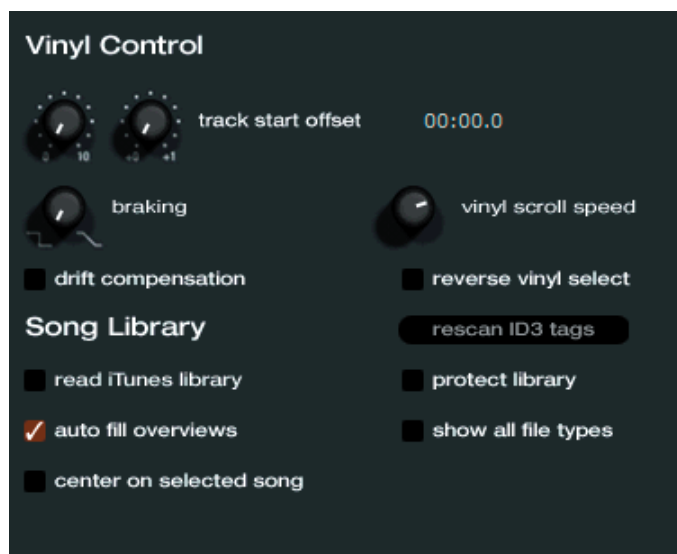
Center on selected song

With this option on, scrolling up and down in your library holds the selected track in the middle of the library panel.

Rescan ID3 tags

Click this button to force Scratch LIVE to re-read all file tags. Use this function if you have edited or modified file tags outside of Scratch LIVE.

Tip: Rescanning the tags is a handy way to identify all the files that Scratch LIVE can't find (for example if the files have been altered or moved). These tracks will show up red in the main track list, with an exclamation mark in the status column. You can sort by the status column to group all these tracks together.



Protect library

Uncheck this setting to remove files and crates from your library. Enable to lock your library and prevent accidental file or crate deletion while using Scratch LIVE. Enabling this setting will also lock all file tags and crate names, so that no text can be changed.

Show all file types

Enable this option to show all files when importing tracks into Scratch LIVE. If this option is not selected, only files that Scratch LIVE can play will be displayed.

Build overviews

If you run Scratch LIVE with the hardware interface disconnected, you will notice a button labeled **build overviews** on the main screen. Click this to automatically build the overviews for all the tracks in your library. The track name (and location) are shown in the bar immediately below the button. Below this are three more bars. The first bar shows track reading progress, the second bar shows overview building, and the third bar shows track writing progress. Use the build overview function to prepare the overviews of all your tracks before you play.

USB dropout indicator

The USB dropout indicator on the main screen is a useful troubleshooting tool if you have problems with audio dropouts. Such dropouts are caused by an interruption in passing the audio to the Scratch LIVE hardware interface. If such an interruption (or dropout) occurs, a red light will appear briefly, just to the left of the Scratch LIVE logo at the top of the screen. The light will be red for one second, and then orange for four seconds.



If you do experience USB drop outs:

- Increase the USB audio buffer size (in the **setup** screen).
- Try closing other applications that are running at the same time as Scratch LIVE.
- Try turning off background tasks, for example, wireless networking.
- Visit the forum at scratchlive.net, and try some of the computer optimization tips in the **Tips and Tricks** section.
- If your CPU load is very high, try decreasing the maximum screen updates (in the **setup** screen).

Advanced Techniques

Scratch LIVE contains features that allow some advanced techniques. These techniques will require practice to perfect, but will allow you to perform feats not possible with normal DJ equipment.

Mixing with only one turntable

The single turntable technique allows you to mix as if you had two turntables, using just one. If one of your turntables is not performing properly, or if you only have one available, you will be able to continue to mix the way you are used to.

The following is a step-by-step description of mixing using a standard 2-channel mixer, with one turntable set up on the right hand side of the mixer. In this example, all mixing is done with the mixer crossfader.

1. Load a track onto the right deck in Scratch LIVE and play it in **abs** mode. The crossfader is set to the right hand side.
2. Put the left hand deck into **int** mode and load a track.
3. Flick the **reverse input control** switch. The physical record now controls the left hand deck in Scratch LIVE, and the right hand channel of Scratch LIVE plays on in **int** mode.
4. Cue the record and mix in the track. Note that you will be using what feels like the wrong channel of your DJ mixer to do this – the crossfader will be moving away from the turntable.
5. Having completed the first mix, flick the **reverse input control** switch. The track you just mixed in will play on in **int** mode, and the physical record is now back to controlling the right hand deck in Scratch LIVE.
6. Load a track on to the right deck in Scratch LIVE, and mix as normal.
7. Flick the **reverse input control** switch.
8. Load a track on the left deck, and mix — moving the cross fader the wrong way.
9. Flick the **reverse input control** switch, and repeat.

Swapping the turntables mid-mix

This technique is intended for scratch DJs who favor one hand over the other. For example, say you are a right handed DJ (meaning that you like to use the crossfader with your left hand, and move the record with your right hand), occasionally you will be playing a record on the right turntable, and wish that it was on the left turntable so that you could scratch over it on the right. This technique will allow you to swap the turntables.

The following is a step-by-step description of scratching using a 2-channel mixer fitted with a crossfader reverse switch (also known as a “hamster” switch). In this example, the user wants to have the crossfader in the left hand, and record on the right.

1. The track is playing on the right hand turntable. The scratch sample is loaded on the left side. These need to be swapped.
2. Set the left deck in Scratch LIVE to **int** mode and close the left hand vertical fader on the DJ mixer. (Alternatively, you could set the left deck to **rel** mode and start the turntable, but you would have to match the tempo with the other turntable).
3. Flick the **reverse input control** switch.
4. Move the crossfader to the center position.
5. Activate the reverse hamster switch.
6. Move the crossfader to the left.
7. You can now scratch as normal — but remember, the vertical faders, EQ and gain are reversed!
8. To get back to how you started, close the left vertical fader.
9. Move the cross fader to the middle.
10. Deactivate the hamster switch.
11. Move the crossfader to the right.
12. Flick the **reverse input control** switch.

Troubleshooting and Frequently Asked Questions

Scratch LIVE hardware is not recognized

It takes five seconds for Scratch LIVE to detect the hardware. The hardware can be unplugged at any time; you do not need to exit Scratch LIVE before disconnecting the hardware. Use the supplied USB cable, longer lengths are not recommended.

On some Windows machines each USB port is treated separately, so you will need to install the driver separately for each USB port.

The audio playback is dropping out / clicking / popping

Scratch LIVE is not getting a clear signal from the record, or your computer is not able to process the information quickly enough. Go to the **setup** screen and check the scope views. When the record is playing, the circles should be round, and the value in the bottom right corner should be 100%. If this is not the case, you need to calibrate. See page Manual-5 for details.

You should also try increasing the **USB audio buffer size** if your computer is close to the minimum spec.

Clean your needles! This is the most common cause of audio drop-out. Because you are playing the same record over and over, the needles will get dirty more quickly than usual.

The threshold goes to the far right when I click the estimate button

Make sure the needle is on the record and the record is stopped when you click **estimate**. If the slider goes hard right and stays there, you most likely have an earthing problem with your turntables/mixer. If you cannot eliminate this problem, use **rel** mode over **abs** mode.

The tracks are playing backwards!

The inputs (from the turntables or CD players) are the wrong way around.

I can't get the Scope View to show nice clean circles

Select **phono** as the audio input level in the **setup** screen if you are using vinyl. Check your needles and make sure they are clean. If the circles look fuzzy, try cleaning your control record. If the Scope View shows a line instead of a circle, Scratch LIVE is only receiving a signal from one channel — check all your cables, and the connection between your cartridges and the tone arm. You can order replacement control records from your local distributor. You may also order these in the online store at www.rane.com if you are in the USA.

Scratch LIVE makes a strange "digital" noise, even when no track is playing

Scratch LIVE is interpreting background noise as record movement. Go to the **setup** screen and move the threshold slider (located to the left side of the **estimate** button) to the right until the noise stops.

The first time I play a new track, it takes a while to load

Scratch LIVE has to read the entire file and create a file index the first time it is loaded. This may take a few seconds for longer files. After the first load, it should load instantly. See Build Overviews on page Manual-21.

I have a particular MP3 that won't play / plays badly / takes a long time to load / crashes the program. What should I do?

The file may be damaged. Please go to the forum at scratchlive.net and notify the support team that you have a bad file. By reporting damaged or corrupt files, you will help the developers to improve Scratch LIVE's ability to play damaged MP3 files in the future.

My SL 1 only outputs audio for about 10 seconds then quits. I can still control Scratch LIVE with the control records, but I get no audio output

This is a known Windows XP bug. Included in the Windows Update SP1 (Service Pack One) download is a fix for the XP USB 1.1 bug. For more information visit www.support.microsoft.com

Scratch LIVE freaks out when I use the master tempo (key correction) function on my CD player

Scratch LIVE interprets the signal coming out of the CD player, and uses this information to control the play back of the files on your computer. Any audio processing performed on the signal before it reaches the hardware interface, such as key correction, will scramble the signal making it illegible to Scratch LIVE. Key correction will be available in Scratch LIVE in the future.

I get a loud screeching sound like a fax machine and no music, what am I doing wrong?

That is the sound of the control signal — make sure you are listening to the line outputs of the hardware interface.

Can I use one turntable and one CD player?

Yes. You need a phono preamp (as in a DJ mixer) to boost the signal from the turntable to line level, and you need to set the input to line in the setup screen.

When I do transform scratches (switching between phono and line level inputs) I hear a crazy noise; what's happening?

When you switch to phono level, you will hear the sound of the control vinyl. If you want to use the transform switches to scratch, use separate channels on your mixer if you have more than four channels, or disconnect the phono thrus if you have a two channel mixer.

I want to backup my library and crates or move them to another machine, so where are they stored?

Your database and crates are stored in the folder Home\Music\ScratchLIVE on a Mac, and My Documents\My Music\Scratch-LIVE on a PC. Crates have the file extension .slc. If your library contains tracks that are stored on a drive other than your boot drive, a hidden folder called .scratchLIVE will be created in the root of that drive, and a separate database will be made in this folder. If it is a removable drive, the tracks will only appear in your library when the drive is connected.

What needles are best for use with Scratch LIVE?

We recommend Shure M44-7 needles for use with Scratch LIVE, due to their high output volume, excellent tracking and low record wear.

I have cue burn at the beginning of my control record, does that mean I need to replace it?

No, use the **track start offset** function (in the **setup** screen) to move the point at which tracks begin to a position further into the vinyl.

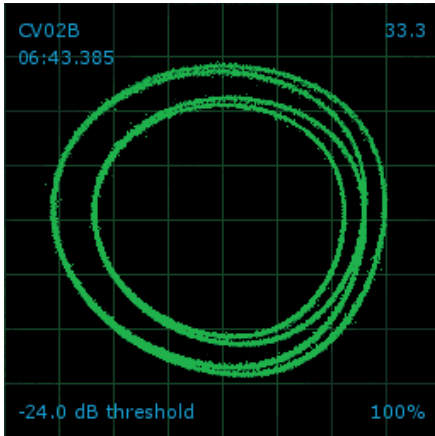
Why do none of the songs I have imported from iTunes show up in Scratch LIVE?

iTunes' default encoder is set to AAC, which Scratch LIVE currently does not support. You need to re-encode those files to a supported file type (AIFF, WAV, OGG, MP3). To change the default encoding preferences in iTunes, go to Preferences > Importing. Change the "import using" option to a supported file type and click OK. To re-encode a track, select/highlight it. Go to Advanced > Convert Selection to... . You can lose quality after you re-encode a track, so it's best to start from the original source if possible.

To keep up with the latest tips, visit the Official Scratch LIVE Forum online at scratchlive.net

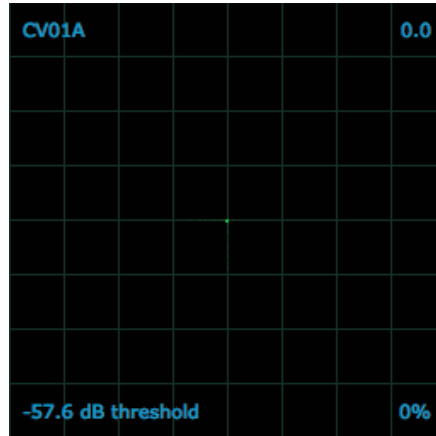
Scope reading and fixes

Most of the problems that occur with Scratch LIVE can be attributed to it not getting a good reading of the control signal from your records or CDs. These examples show what the scopes on the setup screen can look like to help solve possible problems. Some problems cause similar looking scopes, e.g. if your scope looks like the Dusty Needle one, the cause could be a damaged needle.



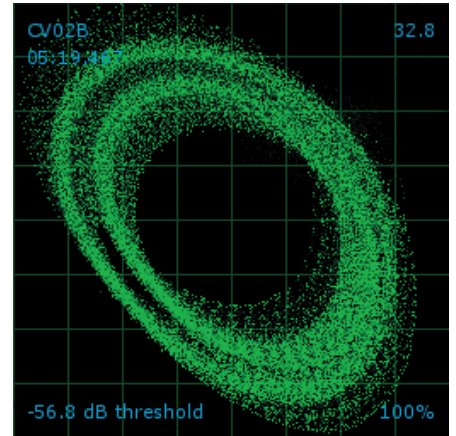
Good Signal

Clean signal with 100% tracking.



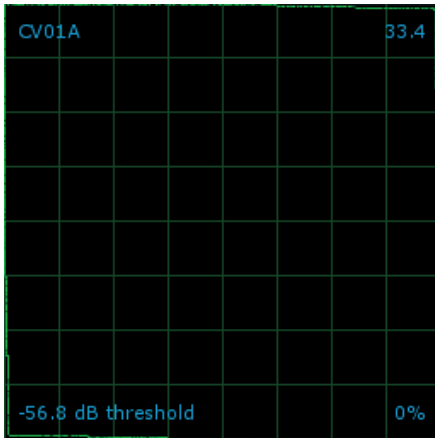
No Signal

SL 1 is not receiving any control signal — check your connections as shown on page Manual-3.



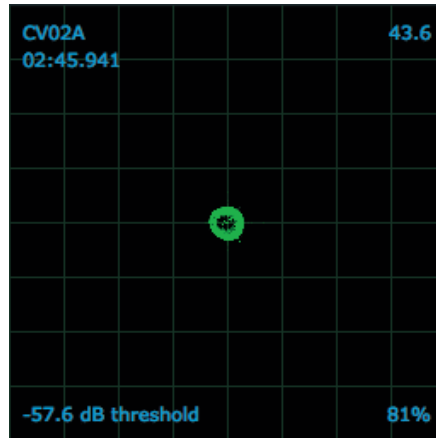
Bad Turntable Vibration

Bass is reaching the stylus. Try to isolate the turntable from the speakers.



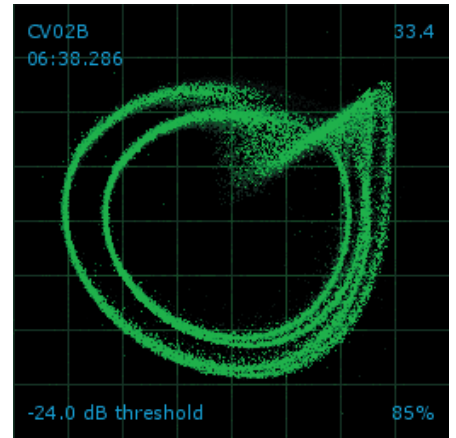
CD Player into Phono Input

SL 1 is set to receive phono level input. Set to the correct value on the setup page.



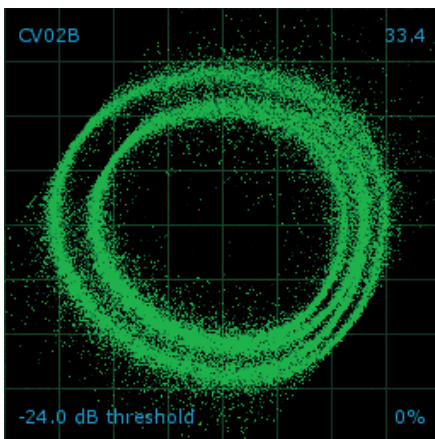
Phono into Line Input

SL 1 is set to receive line level input. Set to the correct value on the setup page.



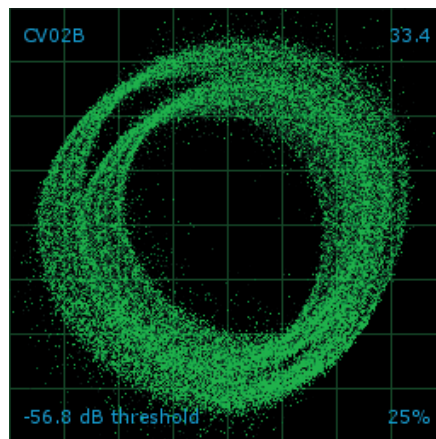
Dusty Needle

Dust is preventing the stylus from tracking the groove correctly. Clean your needle and the control vinyl.



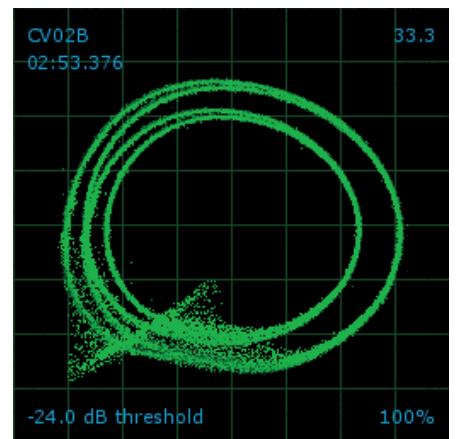
Unearthed

Very susceptible to interference. Attach the turntable's green (ground) wire as shown on page Manual-3. Manual-24



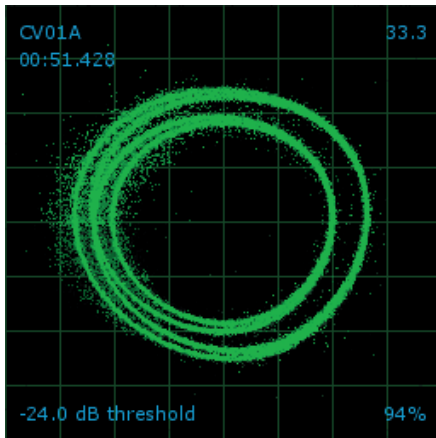
Using Piggyback Cables

Picking up huge amounts of noise, barely tracking. Connect your turntables directly to the SL 1.



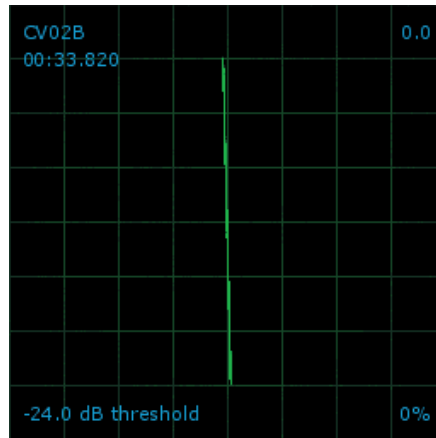
Damaged Needle

Try re-seating, cleaning or replacing your stylus.



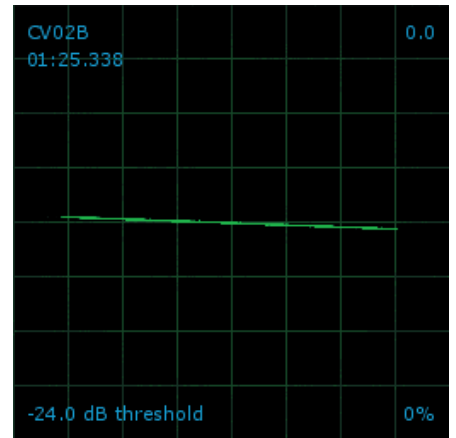
Record Burn

This section of the control vinyl has been worn. Swap sides or use the track start offset.



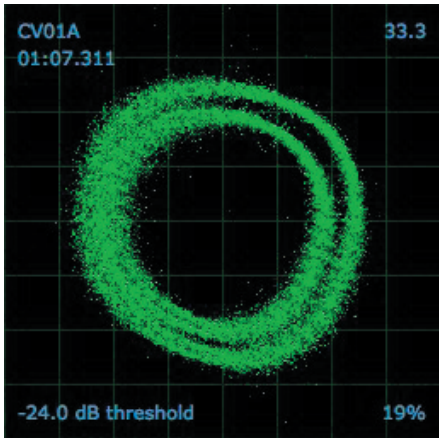
Left Channel Missing

The left signal from the needle is not reaching the SL 1. Check the cable and cartridge connections.



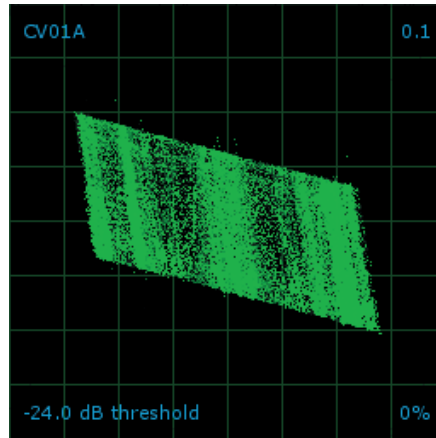
Right Channel Missing

The right signal from the needle is not reaching the SL 1. Check the cable and cartridge connections.



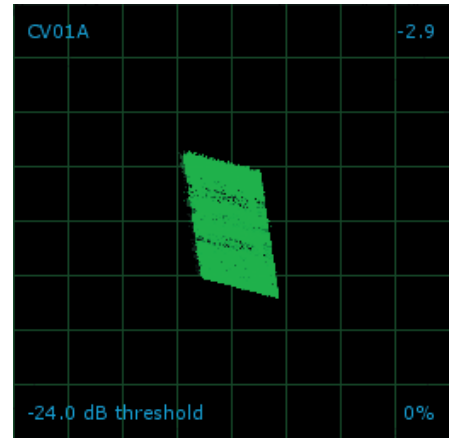
Bad Record Burn

Your record is very badly worn and the SL 1 is unable to track correctly. Swap sides or get new vinyl ASAP.



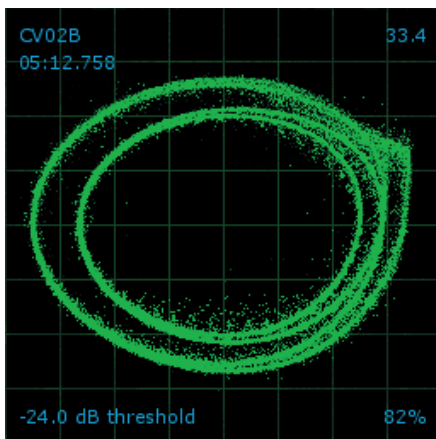
Left Channel is Noise

Left signal has been lost with a noisy loose connection.



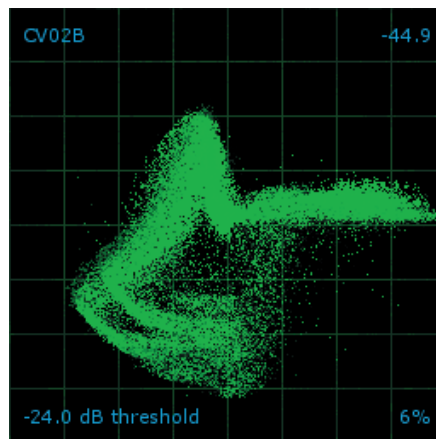
Right Channel is Noise

Right signal has been lost with a noisy loose connection.



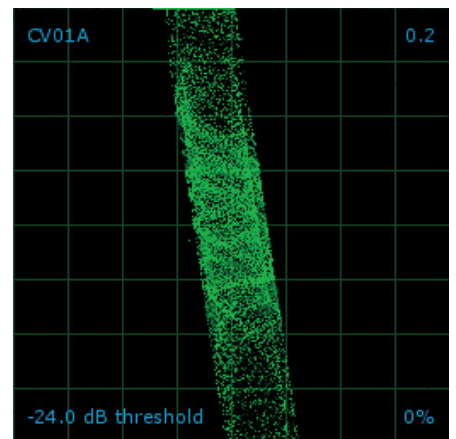
Tonearm is Slightly too Light

Susceptible to dust and vibration. Adjust the tonearm.



Tonearm is Extremely Light

The needle isn't sitting in the groove. Increase the tonearm weight.



Right Channel is Interference

Right signal has been lost with a noisy loose connection and left channel cross-talk.

SL 1 Specifications	<i>(all specs typical)</i>
<i>USB Power</i>	<i>300mA, 5.0 Volts</i>
<i>Optional External Power Pack</i>	<i>300mA, 9.0 Volts</i>
<i>CODEC</i>	<i>16-bit / 44.1 kHz sample rate</i>
<i>LINE OUTPUT:</i>	<i>Unbalanced RCA</i>
<i>.....THD+N</i>	<i>-88 dB (1 kHz, 0 dBu, 20 kHz BW)</i>
<i>.....Maximum Output</i>	<i>+5 dBu, +3 dBV</i>
<i>.....Dynamic Range</i>	<i>94 dB A-weighted</i>
<i>Input to THRU</i>	<i>Unbalanced RCA</i>
<i>.....Gain</i>	<i>Unity</i>
<i>.....Maximum Input / Output</i>	<i>2 Vrms</i>
<i>.....Dynamic Range</i>	<i>110 dB A-weighted</i>
<i>Phono Input</i>	<i>Unbalanced RCA</i>
<i>.....Maximum Input</i>	<i>35 mVrms</i>
<i>Line Input</i>	<i>Unbalanced RCA</i>
<i>.....Maximum Input</i>	<i>2 Vrms</i>
<i>Mic Input to ADC</i>	<i>Unbalanced ¼" Tip-Sleeve</i>
<i>.....Maximum / Minimum Gain</i>	<i>49 dB / 9 dB</i>
<i>.....Maximum Input</i>	<i>150 mVrms</i>
<i>Mic THRU</i>	<i>Unbalanced ¼" Tip-Sleeve</i>
<i>.....Gain</i>	<i>+6 dB</i>
<i>.....Maximum Output</i>	<i>300 mVrms</i>
<i>.....Noise</i>	<i>3.5 uVrms A-weighted</i>