



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for RANE MP 4. You'll find the answers to all your questions on the RANE MP 4 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

**User manual RANE MP 4**  
**User guide RANE MP 4**  
**Operating instructions RANE MP 4**  
**Instructions for use RANE MP 4**  
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9.1 5 mp 4 OVeRVieW Two CD players or Two Turntables or One of Each.

COMMERCIAL AUDIO EQUIPMENT 24TJ 100-240V 50/60 Hz 7 WATTS MP 4 MADE IN U.S.A. RANE CORP. ACN 001 345 482 HOUSE AUX MIC TO USB RECORD LEVEL BALANCED OUTPUTS: TIP = (+), RING = (-), SLEEVE = SIGNAL GROUND PHONO GROUND MIC L R BALANCED INPUT R FOR CONTINUED GROUNDING PROTECTION DO NOT REMOVE SCREW USB RIGHT LEFT RIGHT LEFT NO YES LINE PHONO IN 2 IN 1 LINE PHONO The MP 4 combines Rane mixer technology and Serato Scratch Live software.

The result is a mixer with the flexibility of playing digital music directly from your computer while still supporting traditional analog inputs. This two-bus mixer is able to simultaneously play stereo analog sources, play stereo digital files, and digitally record Mic, Program A, Program B or Main-mix. You can also operate the MP 4 as a stand-alone analog mixer without a computer, or use it as a high-quality six-channel sound card with Serato Scratch Live software, without analog sources. The MP 4 is targeted at mobile DJ, night club, remix project studio and post production applications. The Scratch Live MP 4 control screen includes many advanced features that enhance its ability to mix and blend: · Play / pause control, both forward and reverse. · Pitch and bend controls for fine tuning beat matching. · Fast forward and reverse. · Multiple cue points per track. · Censor (reverse sections without losing play position). · Fader Start; Scrub track with mouse; Autoplay Crate.

The MP 4 is not a performance scratch mixer. It does not use control vinyl or CDs and does not have a scratch fader. However, it can perform scratch effects when used with an external MIDI USB controller. While the MP 4 may be used as a generic sound card with other software applications, for best performance and support we highly recommend using Scratch Live. Performance using other applications may vary and compatibility is not guaranteed. The computer sees the MP 4 as three USB audio devices (two stereo play and one stereo record). ASIO (for PC) and CoreAudio (for Mac) drivers are included. The digital audio format is 24-bit, 3-byte PCM with a 48 kHz sample rate. Zone 1 Amp Zone 2 Amp OutputS Two stereo analog outputs are provided. The HOUSE output is available on both balanced XLR and balanced 1/4" TRS connectors.

The AUX output is available on balanced 1/4" TRS connectors and has an independent rear panel LEVEL control. RecORdInG One USB stereo output is available for recording. Scratch Live software allows selecting Mic, Program A, Program B or Main-mix as the source. The MIC TO USB RECORD switch located on the rear panel determines if the Mic is included in the USB Main-mix record output. The ability to record lets you archive your analog sources, record samples to use in your performance or to record your performance.

InputS PROGRAM A and B INPUT switches select between the two LINE and two USB Inputs. LINE 1 and LINE 2 are set for PHONO level or LINE level using the associated push switch on the rear panel. PROGRAM A and B each feature LOW and HIGH tone and LEVEL controls. Four-segment program level meters indicate signals from 24 dBu to +12 dBu. Clipping occurs at +22 dBu.

The balanced MIC input features a full-range LEVEL control and is mixed with the Main-mix post-crossfader. cueInG Headphone Cueing allows independent selection of the Program A or Program B input, making it possible to Cue any source (digital or analog) with the push of a switch. The PAN PGM / CUE INPUT R FOR CONTINUED GROUNDING PROTECTION DO NOT REMOVE SCREW USB RIGHT LEFT RIGHT LEFT RIGHT LEFT NO YES LINE PHONO IN 2 IN 1 LINE PHONO 1 FeatuRe 2 deScRiptIOn 5 6 7 1 2 3 universal Voltage Input USB Connection Via a miniature IEC 60320 C6 appliance inlet. This mates with an IEC 60320 C5 line cord (USA domestic). Do not lift the ground connection! Attach the included USB cable from here to the computer. The blue LED illuminates when the cable is connected and receiving power. USB delivers two stereo inputs from the computer to the mixer (USB 1 and USB 2), and one stereo record signal from the mixer to the computer. The front panel HOUSE LEVEL control affects the volume at this Output. Connect either the XLR or 1/4" TRS (tip-ring-sleeve) jacks to a balanced equalizer or amplifier. Both Output types may be used simultaneously if needed.

Though not recommended, unbalanced 1/4" TS (tip-sleeve) cables may be used for short runs (under 3 meters [10 feet]) to an amplifier with unbalanced inputs. See the RaneNote "Sound System Interconnection" for wiring recommendations. This delivers the same signal as the HOUSE Output, but has its own rear panel LEVEL control. This Output is not affected by the front panel HOUSE LEVEL control. These balanced 1/4" TRS (tip-ring-sleeve) Outputs connect to a balanced equalizer or amplifier (for a possible second listening zone) and follow the same interconnection rules as above. In the YES position the Mic signal along with the Program mix is routed to the USB record output. In the NO position only the Program mix is sent to the USB record output. These stereo Inputs are each switchable from a PHONO (RIAA) stage for magnetic cartridges (switch in) to a LINE level Input suitable for any line level device such as a CD player (switch out). Each of these may be assigned to PROGRAM A or B using the front panel INPUT selectors. The PHONO GROUND screw connects those extra wires coming out of the turntables.

Accepts either a 1/4" balanced (TRS) or unbalanced (TS) microphone plug, controlled by the front panel MIC LEVEL control. house Output 4 AUX Output 5 6 Mic to USB Record Switch Inputs 1 & 2 7 mic Input Jack 8 RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 On the input tab, you will see four MP 4 devices 4. Before you install the Scratch Live software, check for free software updates at scratchlive.

net. The software version that came with your MP 4 is printed on the installation CD. The Scratch Live software is updated frequently, and all updates are free. To install the software, double-click on the installer icon from the CDROM, or the installer you just downloaded from scratchlive.net. Follow the on-screen instructions. 5. Click "Next" to continue the install, or choose custom if you wish to change the install directory or choose not to install the ASIO driver. SCRATCH LIVE: GetInG StaRted listed. They are, in order: MAC OS X Before you install the Scratch Live software, check for free software updates at scratchlive.net. The software version that came with your MP 4 is printed on the installation CD. The Scratch Live software is updated frequently, all updates are free, and available at scratchlive.



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net. To install the software, double-click on the installer icon from the CD-ROM, or the installer you just downloaded from scratchlive.

net. When you connect your MP 4 to your Mac, it will appear to the Mac operating system as multiple sound outputs and inputs. Go to the audio section of the system preferences panel to select the desired settings. The MP 4 can be used with third party software, as well as the Scratch Live software included with it.

On the Mac, you can use the MP 4 with any audio application, though technical support is limited to Scratch Live. 1. The Main-mix output 2. Program A 3. Program B 4. Microphone 6.

Windows may complain that the software driver is not digitally signed. Defy Microsoft and choose Continue Anyway. Windows XP 1. Disconnect any unnecessary USB devices from your PC. 2.

Connect the MP 4 to your computer with the supplied USB cable. As soon as you install the device driver, the 3. The Found New Hardware bubbles appear: mp 4 USB Composite device MP 4 USB1 Out USB Audio device MP 4 USB2 Out USB Audio device mp 4 Line In operating system does not see the MP 4. That means you can either [A] not install anything, and Windows will see the MP 4, or [B] install Scratch Live and the ASIO driver, and then you can use the MP 4 with Scratch Live or an ASIO application only. 7.

Click Finish once installation is complete. Scratch Live appears in the Start Menu under All Programs > Serato > Scratch Live. On the output tab, choose MP 4 USB 1 Out or MP 4 USB 2 Out, and on the MP 4 select the same USB 1 or 2 INPUT. USB Audio device mp 4 USB Human Interface device Your new hardware is installed and ready to use. RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 9 Windows Vista When you plug in your hardware: 1. A Found New Hardware wizard will pop up. 2. Choose "Locate and install driver software".

3. After Windows looks for the driver it will say "Windows couldn't find driver software for your device". Choose "Browse my computer for driver software".  
4. Browse to the location that you extracted the ScratchLive .zip file to. Choose the Drivers folder. 5. Click next and Windows will say "Windows can't verify the publisher of this driver software". Click "Install this driver software anyway".  
6. When you see the bubble "Your new hardware is installed and ready to use," proceed to install the Scratch Live driver. Windows TROUBLESHOOTING If you have a USB PCI card, your computer may have allocated bandwidth to other devices, including your mouse, preventing Scratch Live from recognising the MP 4. Unplug unnecessary devices and install Scratch Live again. You may need to temporarily move your mouse to the built-in USB port. After installation, reconnect USB units as needed. If other USB devices steal bandwidth, you may get a "interface disconnected" message when launching Scratch Live, try unplugging and re-plugging in the MP 4. The ASIO Bit Depth and "Ask host to process during callback" settings should not be adjusted unless you are having problems. Uncheck "Ask host to process during callback" if you have audio dropouts. Your application may not support an ASIO bitdepth of 32-bit.

If this is the case, there will be no audio sent to the MP 4. uSING the 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. thIRd-paRty SOFTWaRe addItIOnaL Windows DRIVERS Windows treats each USB port individually. You might like to install the Drivers for the MP 4 hardware on all of your USB ports.

Connect your Scratch Live hardware to a USB port. Windows will again attempt to install the drivers via the hardware wizard. Cancel and close the hardware wizard. With your hardware still connected, run the Scratch Live driver updater. This is usually located in: C: > Program Files > Serato > driver\_updater32.exe or for 64-bit systems: C: > Program Files (x86) > Serato > driver\_updater64.exe. Repeat this process for each of your USB ports. TIP: The driver updater can install drivers for different types of Scratch Live hardware, not just the MP 4. For example, if you play at a club that uses a TTM 57SL mixer, just connect the mixer and run through the driver updater as above.

The MP 4 can be used with third party software, as well as the Scratch Live software that comes with it. When you install Scratch Live, an ASIO driver will also be installed. You can use the MP 4 as a sound card for any third party software that supports the ASIO standard. Go to the audio interface control panel in the third party software, and choose the MP 4 Driver. Launch Control Panel to access more settings for the MP 4 ASIO driver.

You can reduce the USB Buffer Size for lower latency. 10 RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 2. Once you have located your music, drag pLAYInG muSic Click on the all .. icon to show all the tracks in your library. Use the keyboard shortcut Shift - Left Arrow to load the highlighted track on to the left deck, and Shift - Right Arrow to load the highlighted track on to the right deck. TIP: you can also load tracks to decks using the mouse. click and drag a track from the track list area on to either deck. ImpORtInG and pLAYInG muSic the folder or files you want to import onto the purple "All..." icon.

This is located to the left of your screen at the top of the crates and playlist window. If you wish to import all of your music, just drag your whole music folder onto this icon. TIP: you can also import by dragging files and folders directly from Windows Explorer (PC version) or Finder (Mac version) into the Scratch Live library. tRacK dISpLay 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. If the track has BPM or track information written in the tag this will also be displayed. See "anaLyZInG FILEs" On paGe 12. SUPPORTed FILE typeS ImpORtInG yOuR muSic The easiest way to load music into your library is by using the files button: 1. Click on the files button to open the files panel. The left side of this window displays various locations on your computer hard drive (and external drives if you have one). Click on these locations to navigate your computer and find your music.

By default, your music will usually be found in either "Music" (Mac) or "My Music" (Windows). Scratch Live supports fixed and variable bit rate .MP3, Ogg Vorbis, AAC, .



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AIFF, and .WAV file types.

M3U playlists are also supported. nOTE: iTunes Music Store DRM files cannot be played back by Scratch Live. itunes plus files are DRM-free. RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.

1 11 SET AUTO-BPM pRepaRInG yOuR FILEs If this option is checked, building overviews will FILE manaGement If this option is checked while analyzing files, Scratch Live will calculate the estimated tempos of your files. If Scratch Live is confident that the auto-BPM estimate for a file is accurate, it will be written to an ID3 tag\* in the file. The auto-BPM function will not be applied if the track already contains BPM information. To re-analyze these files and use auto-BPM or auto gain on them, drag them onto the analyze files button. If you know your files BPM will fall within a certain range, use the range drop down to avoid double or half value BPMs being calculated. \*Id3 tags contain data about your tracks and are saved inside the files themselves. Genre, track name and artist are examples of common tag information. See "edItInG Id3 taGS" On paGe 22. anaLyzInG FILEs Before you play your music in Scratch Live, it is important to first analyze your files. The analyze files function processes the songs in your library to detect file corruption, saves the waveform overview to an ID3 tag\*, and calculates auto-gain and BPM values.

Located in the files pane are two buttons, rescan ID3 tags, and relocate lost files. Use these tools for ongoing file and library management. ReScan Id3 taGS Click this button to force Scratch Live to re-read all file tags. Alternatively, you can drag and drop files, folders, or drives onto the rescan id3 tags button from the files pane. This will only scan the files that you drag and drop, resulting in much faster processing. 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. hOW tO anaLyzE FILEs To analyze files start Scratch Live with the hardware disconnected. On the left side of the main screen, you will notice a button labeled "analyze files".

Click this to automatically build the overviews for all the tracks in your library. TIP: you can drag and drop individual folders, crates or files onto this button to force the building of overviews at any time. the OFFLine pLayE R The offline player is available when Scratch Live hardware is not connected, and outputs through the current default audio device. Load a track to the offline player by dragging and dropping onto the deck, or pressing shift+left arrow. If the end of the loaded track is reached, the next track in the current playlist is played automatically.

ABOUT CORRUPT FILES If Scratch Live detects a corrupt file it will tag it with a corrupt file icon: It is very important that you delete ANY corrupt files from your library as they can cause Scratch Live to crash regardless if you play the file or not. See "StatuS IcOnS" On paGe 23 and "cORRUpt FILE deSCRiptIonS and dIaGnOSeS" On paGe 29. ReLOCate LOSt FILEs This feature finds music and folders on your computer that you have either moved or altered. 1. Clicking the relocate lost file button to search all your drives (internal and external) for files currently marked as not found in your library. The offline player is a useful tool for preparing crates, auditioning tracks, and setting cue and loop points. 2. When this process is complete, your Scratch Live library will be updated with the new location of your files. TIP: drag and drop files, folders, or drives onto the relocate lost files button from the files pane. This is useful if you know the location of your files, as it only scans the drag and drop location, with faster relocation. 12 RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 area. When the two tracks are matched to the waveform to `scrub' or make fine adjustments to your position within the track. The Main Waveform is zoomed around the current position in the track.

See "cue pOIntS" On paGe 16. TIP: Use the + and - keys to zoom in and out. TIP: Waveform can be either vertical or horizontal. See "hORIZOntAL WaVeFORmS" On paGe 27. maIn ScReen OVerVieW 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. Kick drum tRacK OVerVieW dISpLay This view provides a complete overview of the track waveform, 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 sound spectrum - 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. 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, disable auto fill overviews in the setup screen - with this setting disabled, the overview will be filled as you play the track.

See "pRepaRInG yOuR FILEs" On paGe 12. In this example, the red part of the wave represents a kick drum, while the purple part represents a snare drum. Snare drum VIRTuaL deCK The Virtual Deck shows everything about the speed and position of a track. 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 pitched BPM (BPM with pitch adjustment multiplier added) is shown on the left of the Virtual Deck, and the percentage pitch shift is shown on the right of the Virtual Deck. If the track has no BPM information, pitched BPM will not be shown. TIP: Use the keyboard shortcut shift-alt+arrow to unload a track from the Virtual deck. 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.



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After a few seconds, blue peaks appear in the Tempo Matching display. VISuaL aIdS When the track is playing several waveforms are displayed. Each shows a different aspect of the track being played. maIn WaVeFORm dISpLay This view provides a close-up of the track, including color coding to show the frequency of the sound; red representing low frequency bass sounds, green representing mid3. 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. frequency sounds and blue 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. 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 representing treble high-frequency You by can sounds. view also switch to a three-band spectrum holding the ctrl key and clicking on the waveform. Click on the RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.

9.1 13 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. Repeat Use the repeat function to repeat the entire song.

@@the loops must be less than 10 seconds long, and cut at the start and end of a bar. Autoplay works in both rel and int modes. Play from start must be checked in the setup screen for autoplay to work correctly. Input ReVeRSe Swaps the Program A input with the Program B input of the MP 4. This transfers control over to the alternate Virtual Deck. For example, the controller for the right hand side now controls the left hand side Virtual Deck. This lets you mix using just one controller. 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.

tap tempO For tracks with no BPM information, there is a tap tempo button displayed where the BPM usually is, in the song info area. Pressing alt-space bar activates the tempo tapper (press alt-space bar a second time to activate the tempo tapper on the right Virtual Deck). Tap the space bar along with the beat.

After you've tapped the first beat, you can switch to double time tapping, half time, start of each bar etc. The range is set by the first two taps, after that you can switch to any steady rhythm you feel comfortable with quarter notes, half note, whole notes. Esc resets the BPM, Enter saves the BPM to the track. You can use the mouse if you prefer. Your controller's pitch slider doesn't need to be at zero, we do the math for you. You can also use the tempo tapper when no song is loaded, for finding the BPM of regular records, for example. 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. See "uSe autO GaIn" On paGe 26. eJect This ejects the track playing or loaded track from the Virtual Deck. FadeR StaRt Playback may be triggered from the Crossfader.

To start playback using the Crossfader, pause the track at the desired position and press the fader start button. Now each time you move the Crossfader from its end position, the track will start playing from that point. Moving the Crossfader from the right end point will start the left deck when fader start is turned on, and moving the Crossfader from the left end point will start the right deck when fader start is on. You can set the fader start point using the keyboard shortcut ctrl-i for the left deck, and ctrl-k for the right deck. You can also jump to this point without moving the fader by pressing i for the left deck, and k for the right deck.

The fader start point is not saved with the file, and by default this point is set to the start of the track. USB dROPOUT INDICATOR The USB dropout indicator on the main screen is a useful trouble shooting 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: · Try closing other applications that are running at the same time as Scratch Live. Key LOcK When Key Lock is on, the key or pitch of the song stays locked at what it would be if the track was playing at normal speed, regardless of the pitch slider setting or external controller platter speed. Key Lock has scratch detection, so that it automatically turns off when scratching for a natural scratching sound. Turn Key Lock on or off by pressing the button to the top right of the Virtual Deck.

TIP: F5 and F10 will turn Key Lock on and off for the left and right decks respectively.

autOpLay Click the autoplay 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. · Try turning off background tasks, for example, wireless networking. · If your CPU load is very high, try decreasing the maximum screen updates. SEE "MAXIMUM ScReen updateS" On paGe 27. 14 RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 Bend down - Create a temporary Speed RanGe These buttons 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). MIXInG WITH THE MP 4 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.



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*pIth SLIdER Use the pitch slider to make pitch adjustments while using internal mode. Scratch Live software has many features allowing you to smoothly mix two tracks together.*

*From left to right, these are: previous track Go to the previous track in the list. Rewind - The rewind function speeds up the longer you press the button. 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'. Play / pause forward Press to play, press again to stop playback.*

*Uses the same braking as described above. Fast forward The fast forward function speeds up the longer you hold the button. next track Jump to the next track in the list. Drag the pitch slider with the mouse to make large pitch movements, or hold the shift key and drag the pitch slider to make fine adjustments. mORe cOntROLS You can also control playback using the computer keyboard shortcuts -- turn Caps Lock on to enable. SEE "PLAYBACK KEYS USE SHIFT" On paGe 26. Left deck Q W E R T Y Alt-Q Alt-W Alt-E Alt-R Ctrl-I Function play / pause reverse play / pause forward pitch down pitch up bend down bend up load previous track load next track rewind fast forward Right deck A S D F G H Alt-A Alt-S Alt-D Alt-F Ctrl-K tempORaRy cue 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 to the beginning of the track if the temporary cue point has not been set. See "cue pOIntS" On paGe 16. set temporary cue point 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 a controller connected. RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 15 TIP: Zoom in on the waveform using the and cue pOIntS + keys and 'scrub' to the desired position for greater accuracy when setting cue points.*

*LOOPInG EnABLE HOT CUES To turn on hot cues, check "enable hot cues" in the playback tab on the setup screen. When hot cues are enabled, you can set cue points simply by pressing the number keys 1 through 0 (no ctrl modifier required). Note that you can only add cues this way if the cue point slots are empty. SEE "EnABLE HOT CUES" On PAGE 26. tRIGGeRInG cue pOIntS Use cue points in Scratch Live to mark and trigger different parts of your tracks. The cue point markers are saved with the file in the track's ID3 tag. This means they will be present each time you load the track. Click the arrow to the left of each cue point to jump to it. 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 right deck cue points. 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: left arrow to move the in-point towards the start of the track, right arrow 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 SettInG cue pOIntS You can set up to five cue points for each track. Click on the + button to place a cue point, or use the keyboard shortcuts below. A cue point will be set at the current playhead position of the track and can occupy any of the 5 slots. Use the keyboard shortcuts: ctrl-comma (for left) and ctrl-period (for right) to place cue points in chronological order. Alternatively, use ctrl-1 through 0 to set a specific cue point, i.e., to set a cue point on the left deck in slot two, press ctrl-2.*

*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 track plays on beyond the position of the cue point, the colored bar shortens 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 shows the track just before the end of the 5th rotation before the cue point. editInG cue pOIntS To remove a cue point, use the x button on the right side of the cue point panel.*

*You can also over-write cue points by using the shortcut keys ctrl-1 through 0. cuStOmIzInG cue pOIntS The colors of cue points can be changed at any time. To change the color of a cue point, click on the colored square and choose a new color from the drop down menu. You can also drag and drop cue points to change their order in the list. If you wish to have the cue points sorted chronologically, check "sort cues chronologically" in the playback tab on the setup screen.*

*If you load the same track onto both decks, you will be able to add or modify cue points from either deck. When you jump to a cue point in internal mode while paused, the track will play from the cue point for as long as the key or mouse button is pressed, after which the playhead returns to the cue point. If this is done using the keyboard while the track is playing in either internal or relative mode, the cue point will be repeatedly triggered, producing a stuttering effect. 16 RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 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.*



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Press the x button to clear the loop. If you click on the locked loop symbol, 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.  
NOTE: Looping applies to rel and int modes. the a - SLOt A special loop slot 'A' exists for auto-looping. The act of using the auto-loop buttons sets a loop in the 'A' slot, following the rules above. Turning a loop off using the auto-loop buttons returns you to the loop slot that you were previously in at the time you started auto-looping. Turning the loop off using the 'loop' button leaves you in the 'A' slot. The 'A' slot is not saved to disk automatically, pressing 'save' saves the loop to the first empty slot in 1-9. Auto-looping shortcut keys are alt-1 to 5 for the left deck, and alt-6 to 0 for the right deck. They correspond to the looping buttons as laid out on screen. ie.

if the onscreen buttons display 1 2 4 8 16 bar loops, alt-1 triggers 1 bar loop, and alt-5 triggers a 16 bar loop. LOOp ROLL With mIdI You can assign loop roll to MIDI in several ways: After pressing the MIDI assign button in Scratch Live, press the control + alt keys, click on an auto-loop value, then click on the button/slider you want it mapped to on your MIDI controller. Alternatively, you can assign the singular loop roll button to MIDI, then assign a MIDI knob or slider on your controller to the autoloop select knob (visible in the MIDI assign panel area when in MIDI assign mode) to change the values on the fly. TIP: When you have the "Autoloop Select" knob assigned to mIdI, you have all of the loop roll lengths at your disposal. this allows you to roll up and down the loop length scale, to create interesting stutter and build-up effects.

NOTE: Like autoloop, loop roll requires a BPM value written to the Id3 tag in order to work. Build overviews with the "set auto-bpm" box checked and the proper range for your music selected to ensure an accurate BPM value. auto LOOpInG Auto looping allows you to create loops instantly. If the track has a BPM value simply click the number of bars you wish to loop and Scratch Live will create the loop for you. The loop is snapped to the beats in the song detected by Scratch Live so even if you press the button slightly out of time Scratch Live will still create a perfect loop for you.

Five auto-loop buttons are available on screen at any one time. They range from 1/32 to 32 bars. The user can select the auto loop range with the and buttons. Pressing an auto-loop button will create a loop start point from the nearest beat to the playhead (within reason), and set a loop endpoint in the future. Pressing auto-loop 1 while auto-loop 1 is active will deactivate the loop. Pressing a different auto-loop button while looping is active will extend the endpoint of the current loop to the appropriate new auto-loop length. You can also save an auto-loop to the next available slot. When using an auto-loop, a save button is visible where the lock loop button normally is. NOTE: Auto-looping requires the track BPM to be set. SEE "SET AUTO-BPM" On PAGE 12.

LOOp ROLL Loop roll performs a standard auto-loop, but when the loop is turned off, the playback position is returned to the position where it would be if it had not entered the loop (much like censor). The other difference between loop roll and standard autoloop is the 'roll' button is momentary. The loop is engaged when the button is pressed down, and disengaged when the button is released. Use short loop lengths to create "stutter" type effects. To activate loop roll, hold control + alt while clicking on the desired autoloop increment, or use the keyboard shortcuts: control + alt + 1 through 5 for the left deck and control + alt + 6 through 0 for the right deck. (ie. the same as the autoloop controls with the additional 'alt' key as a modifier). The range of values available for loop roll are 1/32 through to 32 bars. The shortcut keys will activate whichever loop lengths are visible on screen, i.e.

, if you have lengths of a 1/4 bar through to 4 bars visible for the left deck, control + alt + 1 will activate a 1/4 bar loop roll, control + alt + 2 will activate a 1/8 bar loop roll and so on. Use the and buttons to toggle through the range of possible lengths visible on screen. RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 17 Sp-6 SampLe pLayeR This enables you to set up the sample player with the appropriate controls that suit your workflow.

LOadInG the Sp-6 To load a track to the SP-6, drag and drop the desired file from your library into one of the sample slots. To eject a track, click on the eject button to the right of the title display. TIP: you can load tracks to the SP-6 with the keyboard shortcuts: ctrl + alt + z to n. @@@@ Upon release of the play button, the audio stops immediately. @@@@ Pressing play again stops the audio.

Repeat mode - Each slot has a repeat button. @@@@ Click on the sample player button to access the SP-6 window. @@@@ · pitch - Pitch Slider / Bend / Nudge / Keylock controls. @@ · Overview - Displays the overview of each track. · Level - Individual sample slot level and Gain controls. @@@@ The BPM is also displayed next to the pitch slider. @@ Click and drag the pitch slider to make regular pitch adjustments. @@ Click on the + and buttons to nudge the track into time. @@@@ The SP-6 window must be opened first before enabling MIDI assign mode. See "mIdI cOntROL" On paGe 20.

Sp-6 SLOt VOLumeS Each individual sample slot has a separate volume slider and gain control. Volume Sliders - Use the volume slider to mix and make temporary adjustments to the volume of the sample you are playing. You can use these sliders like you use the line faders or up faders on your DJ mixer, fading from full volume right through to completely silent. Gain Knobs - In addition to the volume slider there is an additional gain knob for each slot. These allow you to fine tune the maximum gain volume of the loaded sample. The gain adjustment will also be written to the track's ID3 tag, meaning that it will be the same everytime you load it. SP-6 PLAy FROM' SELECTOR Use the 'play from' selector to choose where the track will play from. You can choose to play a track from the start of the file, any one of the cue points, or any one of the loop in points. When this is set to play from start, or play from a cue point, the track will play right through until stopped. When a loop is selected, the track will play until the loop out point, unless you have "track repeat" on, in which case the track will loop using the in and out points of the selected loop.

The number of options will be dependent on the number of cue points and loops already set in your track. i.e if the track loaded has no cue points and loops set, then only "start" will be available as a "play from" option.



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*TIP: To set or adjust cue and loop information for a track, load it to a Virtual deck, make your adjustments, then load it back into the sample slot. Sp-6 Output Use the output selector to choose where you wish to have the SP-6 output to.*

*L outputs through the left channel m outputs through both channels (mix) R outputs through the right channel There is also a master sample player gain knob to adjust the overall SP-6 volume. RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 19 aSSIGnInG cOntROLS pReSetS the mIdI cOntROL To enable MIDI assign mode, click the MIDI button. Hovering mouse pointer over a control will bring up the MIDI assignment box, showing the current assignment status.*

*To assign a MIDI control, click on the control in Scratch Live, then move the MIDI control. The MIDI assignment box should update to show it has mapped the controls to one- another. To un-assign a MIDI control, click on the control in Scratch Live, and press return on your computer keyboard. MIDI presets are accessible in the MIDI panel of the setup screen. By default, the current MIDI assignments in Scratch Live are automatically remembered and loaded next time you start the program. The preset screen allows you to save and recall several different MIDI setups. This is useful if you are using several MIDI devices or want to quickly switch MIDI setups without having to reassign all your controls. OVeRVieW The MIDI Control feature in Scratch Live provides the ability to map MIDI controls to Scratch Live controls, and thus control the functions of Scratch Live using MIDI controllers such as keyboards, triggers, sliders, and knobs. Integrating MIDI controllers into your Scratch Live setup can improve live performance usability, such as hitting pads on a MIDI controller to trigger loops and cue points. nOTE: Once in MIdI assign mode, Scratch Live controls will no longer respond directly to the mouse.*

*If you need to change a control using the mouse, disable mIdI assign mode. natIVe cOntROLLeR SuppORt While in MIDI assign mode, controls which have MIDI inputs assigned show a green box indicator around them. Scratch Live version 1.9 currently has native support for the following 3rd party controllers: · Denon DN-HC4500 · Denon DN-HD2500 · Numark DMC2 · Numark iCDX · Pioneer CDJ-400 · Pioneer MEP-7000 / SEP-C1 These controllers are plug and play, and can automatically control Scratch Live with no MIDI assignment necessary. Visit [scratchlive.net](http://scratchlive.net) for detailed documentation on how to use these controllers. mIdI pLattErs The Scratch Live Virtual Decks are not user assignable to MIDI control. MIDI devices with platters on them all send different data so user mapping is not possible. To control the platter use a natively supported controller. mIdI cOntROLLeR Setup The process of setting up a MIDI controller for use with Scratch Live will vary depending on the hardware in question.*

*Many devices can connect to a computer using MIDI over USB, and will either be supported directly by your operating system, or require installation of drivers and configuration utility software. Follow the manufacturers instructions for installation. Other controllers may solely use a MIDI out connector to send control messages, and will require a separate MIDI interface unit to communicate to software. Generally the MIDI interface will come with drivers and configuration tools which pass your controllers output onto an available MIDI channel, which can be used by Scratch Live. Once your controller is installed and functioning correctly, use the directions for assigning controls below.*

*aSSIGnInG mIdI tO OtheR cOntROLS Controls which are not normally visible are available for assignment in the lower part of the screen when in MIDI assign mode. These include library navigation controls and the temporary cue points for either deck. technIcAl InFORmatIOn Scratch Live MIDI Control only supports: · Note On/Off · Standard 7-bit CC (Control Change) · 14-bit CC · RPN/NRPN (14-bit). aSSIGnInG cTRL-cLIcK FunctIOnaLIty Some Scratch Live controls on the GUI have additional functionality assigned to ctrl-click. You can assign ctrl-click functionality to a MIDI control, alongside the normal functionality.*

*For example, ctrl-click on the internal mode pitch slider returns pitch to zero. To assign this to MIDI control, enter MIDI assign mode, ctrl-click on the slider, and then assign one of the pads to it. When you press the pad, pitch goes to 0. 20 RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 crates. If you do delete a crate by accident, USInG THE SOng BROWSEr ORGanIZInG yOuR muSIC you can get it back from the recycle bin / trash. Crate files have the extension .crate. SUBCRATES You can drag and drop crates into other crates to make subcrates.*

*If you drag a crate to the very left of the crate panel, it will stay in the top level of the crate structure. If you drag the crate a little to the right, onto the name of another crate, it will make the crate you are dragging a sub crate of the first crate. 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. 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. SORTInG yOuR FILEs The track information display area can be customized to display the columns listed below: · Added · Album · Artist · Bitrate · BPM · Comment · Composer · Filename · Genre · Grouping · Key · Label · Length · Location · Remixer · Sampling · Size · Track · Video Track · Year The column button is located at the top of the library pane in the right hand corner. 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. 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. 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. 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.*



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If you then click on a crate or playlist, the search query will be cleared.

GROUPING TRACKS INTO CRATES Scratch Live supports several ways of organizing and sorting your file library. iTunes users will notice that Scratch Live can incorporate 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 · Inst Hip Hop · Old Hip Hop · Hip Hop LPs To make a new crate, click the + button under the library window. 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: Check the protect library option in the setup screen to prevent changes to your prepared 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 (or whole crates) from the main track list into the prepare window, or simply drag them 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. RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 21 TIP: Select the contents of the prepare window, drag them onto the new crate button (+) to save the selection. Start Session / End Session - To start or end a session, click the corresponding button. Alternatively, you can mark or unmark tracks as played manually. Select a track (or a group of tracks) and click the mark played / mark unplayed button. This may be useful if you play a track off regular vinyl or CD - breaking the A-B history. Insert track - If you wish to add information for tracks not played in Scratch Live into your session (e.g. if you played one of your favorite vinyl or cd), select the song you want. The history button opens a complete log of all the tracks you have played and allows exporting Scratch Live session information as a data file. Each session is catalogued by date and time. Using the drop down arrow, you can navigate to and view detailed information of any previous sessions. There are columns for the period (i.e.

, date of session), name of track and artist name. In addition, these other categories listed below will give you more detailed information about your sessions: Start time - When viewing a song row, the start time of the song is displayed. When viewing a session row, the start time of the session is displayed with the date (in real time value). end time - When viewing a song row, the end time of the song is displayed. When viewing a session row, the end time of the session is displayed with the date (in real time value).

playtime - When viewing a song row, the total played time of the song is displayed (i.e., 00:03:00). When viewing a session row, the total elapsed time of the session is displayed with date (i.e., 10/09/08 01:38:16). deck - The Virtual Deck the song was played on will be displayed under the deck column. In the song row, either left or right is displayed. The offline player will be listed as offline. notes - Use this field to list particular information about your songs and each session (i.

e., note how you transitioned from one track to another). to insert after and click the insert track button. Double click the inserted track fields and edit your information accordingly. (Note that when exporting an m3u playlist [see exporting below] "inserted tracks" will not be present.) Export - You can export each session as a data file using the export button. Select a session, then choose your preferred file format, and click export. There are three possible export formats: · text - to create a simple text file with your session information contained within. algorithm). Songs that you have played are marked as green in your library.

Click on the button marked 'clear' to reset the list of recently played tracks and turn the color of your library back to white. EDITING 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. See "PREPARING YOUR FILES" On page 12. TIP: Use the keyboard shortcut "ctrl-e" to · csv - to create a file for use in spreadsheet software. · m3u - to create a playlist file, which can be imported into media players. Note that an m3u does not contain audio itself, it only points to the location of your audio files.

(Inserted tracks within sessions will not be included in an m3u playlist.) TIP: To make a new Scratch Live crate containing your session information, select a session and drag it to the + plus crate button. (this will automatically name the crate with the session date). Listing Behavior - only the tracks you actually play are listed in history. This is done using an A-B algorithm, meaning a track on deck A is only listed once the track on deck B has been changed or ejected. You can choose to show tracks which you have auditioned, but not actually played, by checking the show "unplayed tracks" box. The session will then also list these tracks in grey, along with actual played tracks. TIP: The second column in the library is the label color for that file. Click it to bring up a color palette, and customize the Virtual deck for that file. edit text.

Hold down the ctrl key and move with the arrow keys to change to a different field while staying in edit mode. When you have more than one file selected, editing tags changes all the files in your selection. LIBRARY ZOOM You can change the size of your library text by using the shortcuts ctrl + and ctrl -. 22 RANE MP 4 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 DISPLAY ALBUM ART SCRATCH LIVE BACKUP Scratch Live stores your library database and crates information in the Scratch Live folder on your hard disk. This folder is created on a drive when files are added to Scratch Live. A copy of each Scratch Live folder called ScratchLivebackup is created next to the folder it is backing up. This folder is created when RECORDING MP3 files can contain album art information. Click on the show album art button at the very bottom left of the screen to open a small window.

This window displays the album art of the track currently selected in the library. Album art can also be shown next to the track information display on each Virtual Deck.



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