Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for RANE SL 1. You'll find the answers to all your questions on the RANE SL 1 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual RANE SL 1
User guide RANE SL 1
Operating instructions RANE SL 1
Instructions for use RANE SL 1
Instruction manual RANE SL 1

You're reading an excerpt. Click here to read official RANE SL 1 user guide
http://yourpdfguides.com/dref/3538769

Manual abstract:

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. @@@@Only use attachments and accessories specified by Rane. Refer all servicing to qualified service personnel. @@All rights reserved. Scratch Live and the Scratch Live logo are trademarks of Serato Audio Research. Trademarked in the U.S. and other countries.

Licensed exclusively to Rane Corporation. This software is based in part on the work of the Independent JPEG Group, and uses libpng code, copyright © 2000-2002 Glenn Randers-Pehrson. The Scratch Live Control Tone, the audio pressed on Scratch Live Control Vinyl and Control CDs, is copyright ©2004-2009 Serato Audio Research. The Control Vinyl and Control CDs are licensed for personal use only. The creation of personal backups of the Control CD is allowed, however duplicating Control CDs for commercial benefit is strictly prohibited.

For avoidance of doubt the duplication or creation of Control Vinyl for any use is strictly prohibited. Please respect our copyright. © 2004-2009 Serato Audio Research. Windows XP and Vista is either a registered trademark or a trademark of Microsoft Corporation in the United States and/or other countries. Apple, Mac, Macintosh and iTunes are trademarks of Apple Computer, Inc.

, registered in the US and/ or other countries. WeaR paRtS: The SL 1 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. mInImum SyStem RequIRementS · A DJ mixer with at least 2 channels. · At least one turntable or CD player. · Computer with USB 1 port supporting Full Speed Mode (USB 1.1). pc · Windows XP with Service Pack 2 or higher, or Vista with Service Pack 1 or higher. We recommend XP over Vista. · Pentium 4 / 1.

5 GHz (Intel processor) · 1 GB RAM. · Screen resolution 1024 x 768 or higher. · Hard drive space for storing music. mac · Mac OSX 10.3 or higher. · G4 / 1 GHz. · 1 GB RAM. · Screen resolution 1024 x 768 or higher. · Hard drive space for storing music. Scratch Live is compatible with Intel-based Mac computers. CHeCk LISt these items are included in the box: · SL 1 interface. · Scratch Live software install disc. · 2 (two) control CDs. · 2 (two) control records. · 1 USB cable.

· 4 stereo RCA cables. · Package of 4 rubber feet. · Quick Start Guide. · this manual. IntROductIOn 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 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. RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 3 GettInG StARteD 6 6 6 6 6 6 6 7 7 7 7 7 7 MAIn SCReen OVeRVIeW Virtual Deck Visual Aids Tempo Matching Display Track Overview Display Main Waveform Display Beat Matching Display Master Gain 33 / 45 Speeds Tracking Indicator Tap Tempo Key Lock Repeat Censor Eject Autoplay Input Reverse Track Gain USB Dropout Indicator 12 12 12 12 12 12 12 13 13 13 13 13 13 13 13 13 13 13 14 cOntentS Installing Scratch Live Mac Windows Additional Windows Drivers Starting the Software Using the Tool Tips Connecting Your Hardware System Overview Connecting the SL 1 Turntable Setup CD Player setup Optional Power Supply Important Safety Instructions Introduction Copyright Notices Minimum System Requirements PC Mac Check List 3 3 3 3 3 3 3 CALIBRAtInG SCRAtCH LIVe The Noise Threshold How to Calibrate Scratch Live The Scopes Calibration Troubleshooting 8 8 8 8 8 IMPORtInG AnD PLAYInG MUSIC Importing Your Music Supported File Types Playing Music Track Display 9 9 9 9 9 SCRAtCH LIVe MODeS Absolute Mode Relative Mode Internal Mode Pitch Slider Temporary Cue Speed Range More Controls 14 14 14 15 15 15 15 15 PRePARInG YOUR FILeS Analyzing Files How to Analyze Files About Corrupt Files Set Auto-BPM The Offline Player 10 10 10 10 10 10 CUe POIntS Setting Cue Points Enable Hot Cues Triggering Cue Points Editing Cue Points Customizing Cue Points 16 16 16 16 16 16 FILe MAnAGeMent Rescan ID3 Tags Relocate Lost Files 10 10 10 LOOPInG PLAYBACk COntROL The Control Record The Control CD Vinyl Scroll 16 17 17 17 17 11 11 11 11 Auto Looping The A - Slot Loop Roll Loop Roll with MIDI 4 RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 SP-6 SAMPLe PLAYeR Loading the SP-6 Playing Samples SP-6 Instant Doubles Play Modes SP-6 Pitch Controls SP-6 'Play from' Selector SP-6 Track Overviews SP-6 Slot Volumes SP-6 Output SP-6 MIDI 18 18 18 18 18 19 19 19 19 19 19 keYBOARD SHORtCUtS ADDItIOnAL SetUP Hardware USB Buffer Size (Latency) Audio Input Level Playback Track End Warning Playback Keys Use Shift Lock Playing Deck Sort Cues Chronologically Enable Hot Cues Use Auto Gain Hi-Fi Resampler Play From Start Instant Doubles Play From First Cue Point Braking Audio Output Vinyl Control Adjust Loops with Vinyl Next Song on Flip Enable Vinyl Scroll Reverse Vinyl Scroll Vinyl Scroll Speed Drop To Absolute Position Drop To Cue Points Vinyl Start Offset Library Read iTunes Library Protect library Custom Crate Columns Center on Selected Song Show All File Types Include Subcrate Tracks AutoFill Overviews Import AAC Files Display Maximum Screen Updates Audio Cache Horizontal Waveforms Show Album Art On Deck 25 26 26 26 26 26 26 26 26 26 26 26 27 27 27 27 27 27 27 27 27 27 27 27 27 27 27 28 28 28 28 28 28 28 28 28 28 28 28 28 28 SL 1 SPeCIFICAtIOnS 29 tROUBLeSHOOtInG AnD FReQUentLY ASkeD QUeStIOnS 30 CORRUPt FILe DeSCRIPtIOnS AnD DIAGnOSeS SCOPe ReADInG AnD FIXeS DeCLARAtIOn OF COnFORMItY 31 32 34 MIDI COntROL Overview MIDI Controller Setup Assigning Controls MIDI Platters Assigning MIDI to Other Controls Ctrl-Click Functionality Presets Native Controller Support Technical Information 20 20 20 20 20 20 20 20 20 20 FACtORY AUtHORIzeD SeRVICe 35 LIMIteD U.

S.A. WARRAntY LIMIteD WARRAntY OUtSIDe tHe U.S.A. 35 35 WARRAntY PROCeDURe - VALID In U.S.A. OnLY 36 ORGAnIzInG YOUR MUSIC Grouping Tracks into Crates Subcrates Sorting Your Files Using the Song Browser Searching Prepare Window History Editing ID3 Tags Library Zoom Display Album Art Status Icons More Info on Corrupt Files Scratch Live Backup Deleting Crates and Tracks 21 21 21 21 21 21 21 22 22 22 23 23 23 23 23 ReCORDInG Sampling from Vinyl 23 24 LIVeFeeD Using LiveFeed 24 24 MIXInG WItH One tURntABLe OR CD PLAYeR Menu Settings 29 29 RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.

1 5 1. Connect your SL 1 before you insert your 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 SL 1. For example, if you play at a club that uses a ttM 57SL mixer, just connect the mixer and run through the driver updater gettIng StaRted installation CD. When you first connect it, Windows will attempt to install the drivers via the hardware wizard. Cancel and close the hardware wizard.

2. Insert the Software Installation CD-ROM. Make sure your SL 1 is connected first. If a window doesn't open automatically, browse to the CD drive. Run setup.exe. You will see the following screen: InStALLInG SCRAtCH LIVe mac 1. Insert the Software Installation CD-ROM and double-click the installer icon. You will see the following screen: as above. StaRtIng the SOFtWaRe 3.

Follow the on-screen instructions. Once the installation is complete, Scratch Live appears in the Start Menu under All Programs > Serato > Scratch Live. Because the SL 1 was connected prior to installing Scratch Live, no extra hardware installation is required. Follow the on-screen instructions. Once the installation is complete, Scratch Live will appear in your applications list. You may like to drag the Scratch Live icon to your dock for quick launching. 2. Plug in your SL 1. No extra hardware or driver installation is required. nOte: Select the custom install option if you wish to change the installation location of Scratch Live.

Close all other programs on your Mac or PC. When you load Scratch Live for the first time, you will see the screen shown above. USInG tHe tOOL tIPS Click on the ? icon to enable tool tips. This is located in-between the midi and setup button next the Scratch Live logo, as shown below. 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 contextsensitive 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.

ADDItIOnAL WInDOWS DRIVeRS Windows treats each USB port individually. You might like to install the Drivers for the SL 1 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. WIndOWS It is important that Windows users install the SL 1 drivers as well as the Scratch Live software. The easiest way to do this is to allow the Scratch Live installer to do all the work. 6 RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 TO MIC USB TO COMPUTER 4.

Connect the SL 1 to your computer. Using the provided USB cable, connect your SL 1 to an available USB port on your computer. FROM TURNTABLE OR CD PLAYER OUT FROM TURNTABLE OR CD PLAYER OUT Make sure you connect it directly to your computer and not through a hub or splitter. tURntABLe SetUP 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. FROM TURNTABLE GROUND FROM TURNTABLE GROUND 2. Grounding is extremely important when using Scratch Live. Make sure you have good connections from the ground wires of your MIC IN PHONO LINE PHONO LINE GROUND turntables to the grounding post of your DJ mixer. All DJ mixers with turntable inputs have built in grounding points for this purpose.

If cOnnectIng yOuR haRdWaRe SYSteM OVeRVIeW The Scratch Live control records and CDs are pressed with an audible tone specifically developed for controlling the Scratch Live software application. The SL 1 interface converts the control signal coming from each deck into digital audio, to be sent via USB to the Scratch Live software, which decodes that signal into a stream of information based on what the DJ is doing with the control disc. A virtual `deck' replicates the movements of the control disc. Audio files loaded onto the Virtual Decks are then played back through the outputs of the hardware, with any manipulation of the control discs reproduced on the audio, effectively emulating vinyl control of the files loaded in software. 2.

Connect the Line Outputs to your Mixer. The output from Scratch Live comes from the LINE OUTPUTS on the SL 1. Using the included RCA cables, Connect the Deck 1 Line outputs into the left line iLive is controlled by an analogue signal, there is no guarantee of what state that signal will be in by the time the software gets to interpret it. Therefore, Scratch Live needs to be able to handle a wide range of signals, and be configurable to use them optimally. Calibrating is just configuring the software to your situation.

Calibration is equally important for both vinyl and CD users of Scratch Live. There are two parts to the Scratch Live control signal: The directional tone, and the noise map. Listening to the control vinyl, the directional tone is the 1 kHz tone. The noise map sounds like random noise over the top of the tone. The directional tone provides the current speed and direction of the record, while the noise map tells the software precisely where on the record the needle is currently. CALIBRAtIOn tROUBLeSHOOtInG After calibration, the number in the upper right corner of the scope view should say 0.0 while the needle is on the record and the turntable is stopped. If that number is fluctuating then manually move the estimate slider to the right until that number is stable at 0.0. If you've moved the slider all the way to -24 and its still fluctuating then you have a grounding or interference problem somewhere in the chain.

If so, the first thing to check is that the grounding wire coming from your turntable is connected to your mixer's grounding posts. Next, make sure that the SL 1 isn't sitting next to a power source such as a power strip or power box and that the rca cables connected to the SL 1 aren't laying across other power conducting cables. If you are still experiencing issues, you might have to adjust the placement of your setup. For example, make sure bass bins aren't directly under the turntables. FOR MORe CALIBRAtIOn tROUBLeSHOOtInG HeLP See "SCOPe ReADInG AnD FIXeS" On PAGe 32. tHe nOISe tHReSHOLD A threshold is a lower limit, below which a process will not occur. In the case of Scratch Live, the noise threshold is the limit below which the input signal will not be interpreted as control signal; in other words if it's below the threshold, it is considered noise and ignored. This setting is necessary because a stylus is very sensitive, and will inevitably pick up noise from the environment as well as the signal on the record, especially in the noisy environment of a live show.

the ScOpeS The scopes on the setup screen in Scratch Live display the input signal as a phase diagram. The key factors to look at on the scope display are crisp clean lines, round shape, and the tracking percentage in the lower right corner.

Start both turntables or CD players. You will see green rings appear in the scope view, as shown above. 8 RANE SL 1 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 onto 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. To start playing a track, simply put the needle on the record and start the turntable. The track will start playing as soon as it detects the signal from the control vinyl (or CD). In ABS mode, the track will play 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). See "SCRAtCH LIVe MODeS" On PAGe 14. 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. SUPPORteD FILe tYPeS ImpORtIng yOuR muSIc The easiest way to load music into your library is by using the files button: nOte: itunes Music Store DRM files cannot 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).

be played back by Scratch Live. itunes Plus files are DRM-free. Scratch Live supports fixed and variable bit rate .MP3, Ogg Vorbis, AAC, .AIFF, and . WAV file types. M3U playlists are also supported. 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 key information written in the tag this will also be displayed. See "Set AUtO-BPM" On PAGe 10.

RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 9 Set AUtO-BPM pRepaRIng YOUR FILeS 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.

FILe MAnAGeMent 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 PLAYeR 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 31. ReLOCAte LOSt FILeS This feature finds music and folders on your computer that you have either moved or altered.

1. Click the relocate lost files 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. 10 RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 VInYL SCROLL PLAYBACk COntROL 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. tIP: You can also use Vinyl Scroll in the prepare window.

See tHe OPtIOnS FOR "VInYL COntROL" On PAGe 27. 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. tHe COntROL CD The control CD has two tracks. The first track is 15 minutes long and controls playback.

The second track is 40 seconds long and controls vinyl scroll. RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 11 VISUAL AIDS MAIn WAVeFORM DISPLAY This view provides a closeup view of color the track, to including coding maIn ScReen OVeRVIeW When the track is playing several waveforms are displayed. Each shows a different aspect of the track being played. show the frequency of the teMPO MAtCHInG DISPLAY sound; red representing low frequency bass sounds, green representing mid-frequency sounds and blue representing 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. 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 "CUe POIntS" On PAGe 16 AnD "SCRAtCH LIVe MODeS" On PAGe 14. VIRtUAL DeCk The 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 pitched BPM (BPM with pitch adjustment multiplier added) is shown on the left of the Virtual Deck, and the turntable speed as a 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. 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-altarrow to unload a track from the Virtual Deck. tIP: Use the + and keys to zoom in and out. 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 "pRepaRIng YOUR FILeS" On PAGe 10. tIP: Waveform can be either vertical or horizontal. See "HORIzOntAL WAVeFORMS" On PAGe 28. kick Drum In this example, the red part of the wave represents a kick drum, while the purple part represents a snare drum. Snare Drum 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. 12 RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 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. 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 CD player or turntable'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. cenSOR Use the censor button to ˋmask' 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.

eJeCt This ejects the track playing or loaded track from the Virtual Deck. 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. Autoplay works in both rel and int modes. Play from start must be checked in the setup screen for autoplay to work correctly. 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. 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 platter speed of the turntable or CD player.
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. InPUt ReVeRSe Swaps the left deck input (1) with the right deck input (2) of the SL 1. This transfers control over to the alternate Virtual Deck.
For example, the physical record on the right hand side now controls the left hand side Virtual Deck. This essentially lets you continue mixing, but just using one turntable. 33 / 45 SPeeDS Set this to match the speed of your turntable for normal playback. 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 tracking indicator to be red when cueing or scratching. 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 the repeat function. the loops must be less than 10 seconds long, and cut at the start and end of a bar. 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. nOte: For automatic gain setting of your tracks, See "USe AUtO GAIn" On PAGe 26. RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 13 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: · Increase the USB audio buffer size. See "USB BUFFeR SIze (LAtenCY)" On PAGe 26.
Use the keyboard shortcut F1 (left deck) or F6 SCRAtCH LIVe mOdeS (right deck) to switch to abs mode. nOte: Be careful when scratching near the end of the record not to accidentally go past this point and into int mode, or the track will no longer respond to record movement! ReLAtIVe MODe Scratch Live has three different modes of operation. You can switch between these modes by clicking the mode buttons near the Virtual Deck. · Try closing other applications that are running at the same time as Scratch Live. · 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 28. ABSOLUte 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. See "DROP tO ABSOLUte POSItIOn" On PAGe 27.
rel mode adds additional speed controls: Previous track Go to the previous track in the list. Rewind - The rewind function speeds up the longer you press the button. Fast forward The fast forward function speeds up the longer you hold the button. next track Jump to the next track in the list. tIP: Use the keyboard shortcut F2 (left deck) or F7 (right deck) to switch to rel 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 using either rel or abs modes, 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. Emergency int mode will activate after 1 second. 14 RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 InteRnAL MODe PItCH SLIDeR Use the pitch slider to make pitch adjustments while using internal mode.

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

int mode adds these additional controls: 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. 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. 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 your turntables or CD players connected. nOte: If you play a track in int mode, and 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). 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: 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. RANE SL 1 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 (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 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 SL 1 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. 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 10. 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 SL 1 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. tIP: Select and drag six tracks from your library onto the first sample player slot to simultaneously load six tracks across all six slots.

SP-6 PLAY MODeS Each sample slot has three different play modes: trigger mode - When play is pressed, the audio plays through until the end of the track. Pressing repetitively will trigger the audio from the beginning of the track. To stop the audio, hold the alt key while either clicking the play button, or pressing the corresponding shortcut key (e.g., alt - z for slot one). Hold Mode - The sample will only play while you press and hold the play button or the corresponding shortcut key. Upon release of the play button, the audio stops immediately. This mode most closely resembles the function of the "note off" mode found on many popular samplers.

On / Off Mode - When play is pressed, the audio plays through until the end of the track. Pressing play again stops the audio.

Repeat Mode - Each slot has a repeat button. When activated, this will repeat the loaded audio file from beginning to end, or will turn on the loop selected in the "play from" field. tIP: Short "loop" samples can be turned into a continuous track using the repeat function. ensure there is a clean cut at the start and end of a bar. The SP-6 Sample Player allows you to play up to six sources of audio, in addition to the tracks playing on the Virtual Decks. Any audio file in your Scratch Live library can be loaded to any one of the six slots, allowing playback of short samples, sound effects, or full length tracks. The SP-6 is enabled when the SL 1 is plugged in, but not operational in the offline player mode. Click on the sample player button to access the SP-6 window. In the top right corner of the SP-6 there is a button which opens the Display Menu. Clicking on this drops down a menu with the list of available controls: · Mode - Chooses the play mode - Trigger / OnOff / Hold / Repeat modes.
· Pitch - Pitch Slider / Bend / Nudge / Keylock controls. · Play from - Choose which cue point / loop to use for the loaded track. · Overview - Displays the overview of each track. · Level - Individual sample slot level and Gain controls. · Level meter - Displays the volume level for the sample slot.
PLAYInG SAMPLeS Pressing the play button on each slot will play the loaded audio. tIP: Use the shortcut keys z (slot 1) v (slot 4) x (slot 2) b (slot 5) c (slot 3) n (for slot 6) to trigger each sample respectively. SP-6 InStAnt DOUBLeS You can instant double from the Virtual Decks down to the SP-6, from the SP-6 up to the Virtual Decks and also between the sample slots themselves. This means the position, track gain and speed will match when you drag a track to from one location into another. This allows you to beat match tracks with your turntables/CD players on the Virtual Decks, and then "instant double" the track down to a slot, freeing up the Virtual Decks to continue your mix with other tracks.
18 RANE SL 1 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 SP-6 PItCH COntROLS There are individual Pitch Slider, Bend, Nudge, and Keylock controls for each sample slot. The BPM is also displayed next to the pitch slider. If no BPM is present in the tracks ID3 tag, the pitch of the track is displayed as a percentage. Click and drag the pitch slider to make regular pitch adjustments. Hold the shift key and move the pitch slider to make fine pitch adjustments. Click on the + and buttons to nudge the track into time. (temporary pitch adjustment) Hold the ctrl key and click on the + and buttons to make ultra-fine pitch adjustments to nudge the track, adjusting the pitch permanently. SP-6 tRACk OVeRVIeWS Displays an overview of the track loaded to each sample slot.

The waveform, play head position, cue points and selected loops will all be visible. SP-6 MIDI All features of the SP-6 are MIDI assignable. 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. @@@@@@@@@@@@@@@@@@@@MIDI presets are accessible in the MIDI panel of the setup screen. @@@@@@@@@@@@@@@@@@@Follow the manufacturers instructions for installation. @@@@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). 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 SL 1 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. 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. iTunesTM 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 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 (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 SL 1 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. 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. 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. · 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. 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 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 ID3 tAGS 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. FOR DetAILS On AUtO-BPM See "PRePARInG YOUR FILeS" On PAGe 10. 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. When you have more than one file selected, editing tags changes all the files in your selection.

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. LIBRARY zOOM You can change the size of your library text by using the shortcuts ctrl + and ctrl .