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You can read the recommendations in the user guide, the technical guide or the installation guide for RANE SL 3. You'll find the answers to all your questions on the RANE SL 3 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 3
User guide RANE SL 3
Operating instructions RANE SL 3
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9.2.5 Connecting the SL 3 4. connect the SL 3 to your computer Scratch LIVE: getting Started To integrate an SL 3 unit into a typical DJ setup, connect it to your turntables (or CD players) and mixer, as follows: 1. Inputs * RIGHT DECK Using the provided USB cable, connect your SL 3 to an available USB 2.0 port on your computer.

Make sure you connect it directly to your computer and not through a hub or splitter. 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 3 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.

Connect your CD players or turntables to the DECK INPUTS on the Rane SL 3. *Optional Step: Connect an additional output (such as AUX OUT) from your mixer to the AUX INPUTS on the SL 3 to record your set in Scratch Live. See "Recording" On page 24. 2. Input Level Selection Turntable Setup 1. Set the tone arms to the specific recommendations of the cartridge used, so that the needle never leaves the record, but not heavy enough that it heats up significantly. Both produce poor tracking. 2. Grounding is extremely important when using Scratch Live. Make sure you have good connections from the ground wires of your turntables to the grounding post of your SL 3. If you do not ground your turntables properly, the control signal will be noisy and the tracking of the record position will be erratic. DIP SWITCHES Set each input to the correct input level using the dip switches. Set the switches UP for Phono (turntables) or DOWN for Line (CD players). 3. Ensure the SL 3 is set to receive a phono level signal See Step 2 OF Connecting the SL 3.

CD Player Setup 3. Outputs Disable all built-in effects on the CD player, including keylock/master tempo. Ensure the SL 3 is set to receive a LINE level signal See Step 2 OF Connecting the SL 3. AUX LEFT DECK RIGHT DECK Connect the OUTPUTS of the SL 3 to line inputs on your mixer. Connect the AUX output to an additional line input or AUX input on your mixer to output the sample player. See "Sp-6 Sample Player" On page 18. 6 RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.2 Installing Scratch LIVE Check for the latest download version of Scratch Live software at scratchlive.net.

If it is newer than what is on your CD-ROM, we recommend installing it instead. You will see the following screen: Starting the Software Installation CD-ROM and double-click the installer icon. You will see the following screen: 3. Follow the on-screen instructions.

Once the installation is complete, Scratch Live appears in the Start Menu under All Programs > Serato > 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 Because the SL 3 was connected prior to installing Scratch Live, no extra hardware installation is required. Note: Select the custom install option if you 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 3. No extra hardware or driver installation is required. wish to change the installation location of Scratch Live. 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. Additional Windows Drivers Windows treats each USB port individually. You might like to install the Drivers for the SL 3 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 the software folder and you will have to play on regardless.

In this situation, stick to rel mode. Power Supply Connect the barrel connector of the power supply to the 7.5 VDC jack on the SL 3. Plug the power supply into an AC outlet. The yellow POWER indicator will light on the SL 3.

The universal power supply includes different input plugs for the USA, Europe, UK and Australia. The USA plug is attached at the factory -- you may need to replace it in your country. To remove a plug, PUSH the button LOCK LOCK the Scope 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 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. OPE OPE while turning the outer rim counterclockwise. To attach a plug, rotate it to fit into the supply and turn clockwise until it locks in place. N N P U S H The power supply is regulated 7.5 volts DC, 1 amp, using a P6 type barrel plug. Any substitute must meet these specifications. -(5.

5mm) +(2.5mm) 8 RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.2 For optimal performance the inner ring should be as close to circular as possible. Use the scope zoom slider (1x to 16x) to zoom in or out as necessary. Use the scope L/R balance and P/A balance controls to adjust the shape of the inner ring. The number in the top left corner of the scope view gives the current absolute position within the control record or CD. The number in the top right corner is the current speed in RPM.



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In the bottom left is the current threshold setting, and the number in the bottom right shows the percentage of readable signal this number should be close to 85% when your system is calibrated properly. 2.

Once you have located your music, drag 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: 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). nOte: itunes music Store dRm files cannot 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, .WAV and Whitelabel (wl.mp3) file types. M3U playlists are also supported.

For more on Whitelabel.net audio files, see "Whitelabel.net" on page 30. 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 3 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 3 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 34. RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.

2 9 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. 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. 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. 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. *nOte: tracks Id3 tags contain data about your and are saved inside the files 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. themselves. genre, track name and artist are examples of common tag information. See "edItIng Id3 tags" On page 22. 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.

" 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 32.

The offline player is a useful tool for preparing crates, auditioning tracks, and setting cue and loop points. 10 RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.2 VInyL ScROLL FILE management 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.



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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 28.

Located in the files pane are two buttons, rescan ID3 tags and relocate lost files. Use these tools for ongoing file and library management. 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. 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.

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. 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. 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 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.2 11 tempO matchIng dISpLay maIn WaVeFORm dISpLay This view provides a close-up of the track, including color coding to show the frequency maIn ScReen OVeRVieW 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. The tempo display is aligned with the beginning of the bar, so the peaks keep their relative position as the of the sound; red representing low frequency bass sounds, green representing midfrequency sounds and blue 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 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 Virtual Deck eject buttons.

tip: use the keyboard shortcut shift-altarrow to unload a track from the Virtual deck. track plays. This display does not show the relative timing of the beats, only the tempos of the tracks. The peaks will still line up when the tracks are playing at the same tempo, but are out of sync. tRack OVeRVieW dISpLay This view provides a complete overview of the 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 (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. See "pRePaRIng yOuR FILEs" On page 10 and "autOFILL OVeRVieWS" On page 29. *tip:* use the + and keys to zoom in and out. *tip:* Waveform can be either vertical or horizontal. See "hORiZontaL WaVeFORmS" On page 30. 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. VISuaL aIdS When the track is playing several waveforms are displayed. Each shows a different aspect of the track being played. 12 RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.

2 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. 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. 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. tIp: F5 and F10 will turn key Lock on and off for the left and right decks respectively. 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. cenSOR Use the censor button to 'mask' parts of a song, or use as a special effect. When you press the censor button, the track starts playing backwards from that point. When you release the censor button, the track plays forward from the point you would have been, had you not pressed the censor button.

Censor is available only in rel and int modes. tap tempoO 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.

thRu ButtOnS Use the thru buttons to switch between Scratch Live and regular vinyl or CDs. Click on the thru button for the respective channel in Scratch Live. (The thru button on the left Virtual Deck for the left channel, and vice versa.) This will change the state of the channels to thru mode, sending audio direct from the SL 3 inputs to your mixer. See "pLayIng ReguLaR VInyL and cdS" On page 8. 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. Input ReVeRSe Swaps the left deck input (3 & 4) with the right deck input (5 & 6) of the SL 3. 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 33 / 45 SpeedS Set this to match the speed of your turntable for normal playback. RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.2 13 you continue mixing, but just using one turntable. See "Mixing With One Turntable Or CD Player" on page 30. record. Emergency Internal mode will activate 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 28.

ScRatch LIVE mOdeS after 1 second. Use the keyboard shortcut F1 (left deck) or F6 (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 internal 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. 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 27. 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.

Relative mode disables needle dropping, but allows skip-free scratching. See: "dROp tO aBSOLute POSItION" On page 29. 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.

Relative mode disables needle dropping, but allows skip-free scratching. See: "dROp tO aBSOLute POSItION" On page 29. 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.



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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 relative or absolute modes, Scratch Live automatically switches to internal 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 absolute mode by lifting the needle and placing it in the lead-in of the control 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 relative mode. · 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 30. 14 RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.2 InteRnaL mOde 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. 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 27.

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 int mode allows you to play tracks without external vinyl (or CD player) control. Internal 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 internal mode when the end of the control record is reached; you can switch back to absolute mode by placing the needle in the lead-in of the control record. If you switch from absolute or relative into internal 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 internal 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'. See "BRakIng" On page 28. 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. set temporary cue point 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 temporary cue point. As soon as you release the key, it will jump back to the temporary 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.

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 internal mode, and then switch to absolute or relative 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 absolute or relative 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.

Speed Range play / pause forward Press to play, press again to stop playback. Uses the same braking as described above. 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). RANE SL 3 FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.2 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 27.

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.



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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 3 FOR SERATO SCRATCH LIVE ·

OPERATOR'S MANUAL 1.

9.2 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.



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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 3 FOR SERATO SCRATCH LIVE - OPERATOR'S MANUAL 1.9.

2.17 Sp-6 Sample Player 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 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 3 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. · Output Select - Assigns individual slot outputs to the left, mix, aux, right or to the master output selector. · 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. This enables you to set up the sample player with the appropriate controls that suit your workflow.

Tip: Select and drag six tracks from your library onto the first sample player slot to simultaneously load six tracks across all six slots. keyboard shortcuts: ctrl + alt + z to n. 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. **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 (slot 6) to trigger each sample respectively. Sp-6 Instant Double 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. Click and drag an already playing track from a Virtual Deck or sample slot and drop it on another sample slot to begin instant doubling. 18 RANE SL 3 FOR SERATO SCRATCH LIVE - OPERATOR'S MANUAL 1.9.2 Sp-6 Pitch Controls There individual Slider, are Pitch Bend, 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.

To send an individual slot to a different output from the master, deselect the master option by clicking on the master button for the corresponding slot. This will unlink the sample slot from the master sample player output selection, allowing you to choose the L, M, A, R output for each slot. These output routings will be saved when you close down Scratch Live, so the next time you launch Scratch Live, your preferred settings will remain the same. 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 Sample Banks The SP-6 has four separate sample banks, labeled A, B, C and D. To switch between the different banks click on the A, B, C or D buttons. Each bank will save the individual sample and sample slot settings you last used, allowing you to prepare banks for easy recall at a later stage. Sample Bank A will load as the default. 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.

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.



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