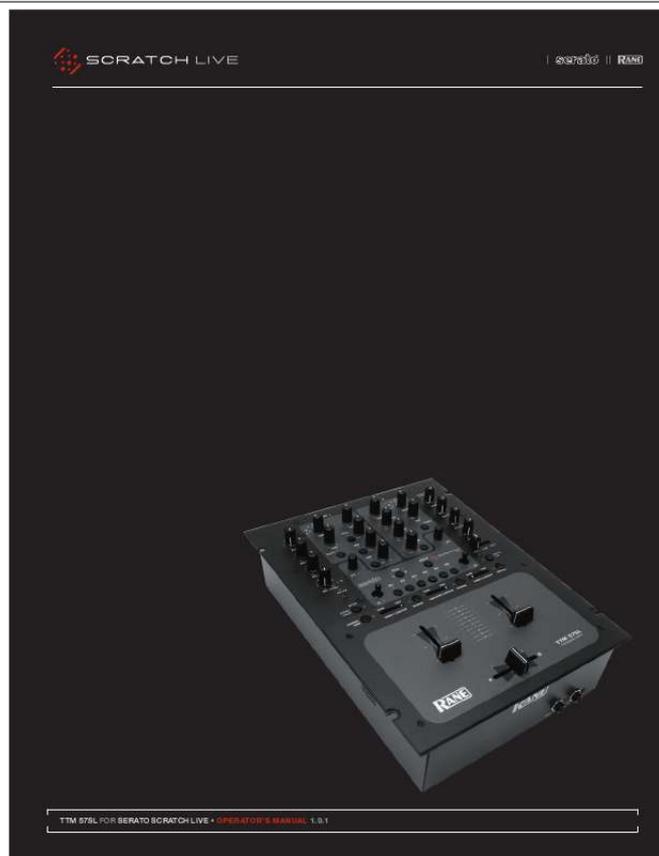# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for RANE TTM 57SL. You'll find the answers to all your questions on the RANE TTM 57SL in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

> **User manual RANE TTM 57SL**
> **User guide RANE TTM 57SL**
> **Operating instructions RANE TTM 57SL**
> **Instructions for use RANE TTM 57SL**
> **Instruction manual RANE TTM 57SL**

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http://yourpdfguides.com/dref/3538798

Manual abstract:

2. Keep these instructions. 3. Heed all warnings. 4. Follow all instructions. 5. Do not use this apparatus near water. 6. Clean only with a dry cloth. 7. Do not block any ventilation openings. Install in accordance with manufacturer's instructions. 8. @@9.
@@A polarized plug has two blades with one wider than the other. A groundingtype plug has two blades and a third grounding prong. The wide blade or third prong is provided for your safety. @@10. Protect the power cord and plug from being walked on or pinched particularly at plugs, convenience receptacles, and the point where it exits from the apparatus.
11. Only use attachments & accessories specified by Rane. 12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over. 13. Unplug this apparatus during lightning storms or when unused for long periods of time. 14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

15. The plug on the power cord is the AC mains disconnect device and must remain readily operable. 16. This apparatus shall be connected to a mains socket outlet with a protective earthing connection. 17. When permanently connected, an all-pole mains switch with a contact separation of at least 3 mm in each pole shall be incorporated in the electrical installation of the building. 18. If rack-mounting, provide adequate ventilation. Equipment may be located above or below this apparatus, but some equipment (like large power amplifiers) may cause an unacceptable amount of hum or may generate too much heat and degrade the performance of this apparatus. 19.
This apparatus may be installed in an industry standard equipment rack. Use screws through all mounting holes to provide the best support. WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus. IntroductIon Please read through these operating instructions so you will know how to get the most from your TTM 57SL and the included Scratch Live software.
Keep this manual in a safe place. If you ever lose it, a new copy may be downloaded at rane.com/ttm57sl.html. To keep up with the latest tips, and to check for software updates for your TTM 57SL, visit the Official Scratch Live Forum at scratchlive.
net. mInImum SyStem requIrementS · 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.

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Apple, Mac, Macintosh and iTunes are trademarks of Apple Computer, Inc., registered in the US and/or other countries. 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 with the ttM 57SL in the box: · Scratch Live software install disc. · 2 (two) control CDs. · 2 (two) control records. · 1 USB cable. · IeC C5 line cord. · Package of 4 rubber feet.

· Quick Start Guide. · this manual. WarnIng To reduce the risk of electrical shock, do not open the unit. No user serviceable parts inside. Refer servicing to qualified service personnel. The symbols shown below are internationally accepted symbols that warn of potential hazards with electrical products. CAUTION RISK OF ELECTRIC SHOCK DO NOT OPEN This symbol indicates that there are important operating and maintenance instructions in the literature accompanying this unit. This symbol indicates that a dangerous voltage constituting a risk of electric shock is present within this unit. TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.
1 3 MIXeR COntROLS 8 9 9 9 9 9 9 9 9 PLAYBACk COntROL The Control Record The Control CD Vinyl Scroll 15 15 15 15 contentS Aux In Mic Level and EQ Output Levels Headphone Cueing Phones Cue Master Cue FlexFX Loop 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 16 16 16 16 16 16 16 17 17 17 17 17 17 17 17 17 17 17 17 18 GettInG StARteD Installing Scratch Live Mac Windows Important Safety Instructions Copyright Notices Minimum System Requirements PC Mac Check List 3 3 3 3 3 3 Additional Windows Drivers TTM 57SL as a Sound Card Starting the Software Using the Tool Tips Connecting Your Hardware System Overview Connecting a TTM 57SL Turntable Setup CD Player Setup 10 10 10 10 10 10 10 11 11 11 11 11 11 ttM 57SL MIXeR OVeRVIeW Future Proof Scratch Live Control Surface Effects Advanced Recording Capabilities External Sound Card Interface Magnetic Faders Hardware Features 6 6 6 6 6 6 6 6 CALIBRAtInG SCRAtCH LIVe The Noise Threshold How to Calibrate Scratch Live The Scopes Calibration Troubleshooting 12 12 12 12 12 SCRAtCH LIVe MODeS Absolute Mode Relative Mode Internal Mode Pitch Slider Temporary Cue Speed Range More Controls Setting Cue Points Enable Hot Cues Triggering Cue Points Editing Cue Points Customizing Cue Points 18 18 18 19 19 19 19 19 20 20 20 20 20 COnneCtInG tHe MIXeR PGM Inputs 1-4 Mic Input Analog Outputs USB Streaming Audio Power Supply Input Gain Pan High / Mid / Low EQ Faders Contour Reverse Channel Swap Meter 7 7 7 7 7 7 8 8 8 8 8 8 8 8 8 IMPORtInG AnD PLAYInG MUSIC 13 Importing Your Music Supported File Types Playing Music Track Display 13 13 13 13 PRePARInG YOUR FILeS Analyzing Files How to Analyze Files About Corrupt Files Set Auto-BPM The Offline Player 14 14 14 14 14 14 CUe POIntS LOOPInG Auto Looping The A - Slot Loop Roll Loop Roll with MIDI 20 20 21 21 21 21 FILe MAnAGeMent Rescan ID3 Tags Relocate Lost Files 14 14 14 4 TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.

9.1 SP-6 SAMPLe PLAYeR Loading the SP-6 Playing Samples SP-6 Instant Doubles SP-6 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 22 22 22 22 22 23 23 23 23 23 23 ADDItIOnAL SetUP Hardware USB Buffer Size (Latency) Updating Firmware Save to Mixer Phono Sensitivity Transform Direction Latch Killswitches Expand Library on Track Scroll Flashing Deck Indicator Foot switch Type Reset Controls to Default Control Source 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 30 30 30 30 30 30 30 30 31 31 31 31 31 31 31 31 31 31 31 31 32 32 32 32 32 32 32 32 32 32 32 32 32 32 33 33 33 33 33 33 33 33 33 33 33 33 33 tHe HARDWARe COntROL PAneL 34 Controlling Scratch Live Groups Customizing Control Assignments (Group B1) General Controls (Group B2) Library (Group B3) Playback (Group B4) Cueing & Looping (Group B5) Recording (Group B6) Effects 34 34 34 35 35 35 36 36 36 eFFeCtS Internal Digital Effects Group 6 Inserting an Effect Basic Effects Controls Footswitch Effects Cueing Control Assignment Summary Sweep Filter Control Assignments echo effects Control Assignments Desecrator Control Assignments 37 37 37 37 38 38 38 38 39 41 43 MIDI COntROL Overview MIDI Controller Setup Assigning Controls MIDI Platters Assigning MIDI to other Controls Ctrl-Click Functionality Presets Native Controller support Technical Information 24 24 24 24 24 24 24 24 24 24 Hardware & Software Control Panels 37 Phaser / Flanger Control Assignments 40 Hold echo effect Control Assignments 42 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 25 25 25 25 25 25 25 26 26 26 27 27 27 27 27 tROUBLeSHOOtInG AnD FAQ CORRUPt FILe DeSCRIPtIOnS SCOPe ReADInG AnD FIXeS MIXInG WItH One tURntABLe OR CD PLAYeR MAGnetIC FADeR Q AnD A 44 45 46 48 48 MAGnetIC FADeR MAIntenAnCe 48 APPenDIX Analog Diagram DSP Processing Block Diagram Footswitch Diagram ReCORDInG LIVeFeeD keYBOARD SHORtCUtS 27 28 29 50 50 50 51 ttM 57SL SPeCIFICAtIOnS DeCLARAtIOn OF COnFORMItY 51 52 FACtORY AUtHORIzeD SeRVICe 53 TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 5 ttM 57SL MIXeR OVeRVIeW USB DUAL CD PLAYER OUTS TURNTABLE OUT GROUND TURNTABLE OUT The TTM 57SL Performance Mixer combines the best technologies that Rane and Serato have to offer in a single high-performance mixer.

The TTM 57SL fully integrates Rane's proven hardware and Serato Scratch Live, creating a whole new range of possibilities for your performance. The TTM 57SL was specifically designed to work with Scratch Live and the available features are best served when used with Scratch Live. The TTM 57SL is also a very competent standalone GROUND PGM 1 2 1D 4 2 0 10 6 8 PGM 2 2 1D A -15 +15 -15 +15 2 0 10 A OUTPUT LEVELS 4 6 8 INPUT HIGH GAIN GAIN INPUT HIGH AUX IN MAIN 4 6 8 0 10 L R PAN -12 +12 OFF +6 OFF +6 L R PAN MID FlexFX 2 MIC HIGH FlexFX MID BOOTH 4 6 8 0 10 OFF -12 +12 +6 OFF +6 2 MIC LOW 4 2 0 10 6 8 OL LOW LOW AUX OUT 4 6 8 0 10 P1 OFF +6 OFF +6 P2 2 MIC LEVEL MIC ON PHONES DECK 1 B1 B2 2 B3 B4 B5 B6 PGM 1 GROUP CUE PGM 2 METER STEREO HOUSE J1 SLOW FAST SLOW FAST SLOW J2 FAST MASTER CUE CHANNEL SWAP FADER 1 CONTOUR REVERSE CROSSFADE CONTOUR REVERSE FADER 2 CONTOUR REVERSE OL +8 +4 +2 0 2 4 8 16 24 A B TTM 57SL PERFORMANCE MIXER performance mixer. future proof The features and functionality of your mixer will improve with new releasis less than 10 feet (3 meters), you can usually get away with an unbalanced cable. See the RaneNote "Sound System Interconnection" at www.

rane.com for details and cable wiring. AUX OUT PGM InPUtS 1-4 The TTM 57SL has two stereo analog inputs for PGM 1 and two stereo analog inputs for PGM 2. Any of these analog inputs may be set for Line Input or Phono Input using the LINE / PHONO switches located on the rear panel. Up is LINE and Down is PHONO. Unused inputs are best set to LINE. Attach your turntable's ground wires to the Phono Ground connectors. Two stereo digital inputs from the USB connection, Digital 1 and Digital 2, are also available for PGM 1 and PGM 2. It is possible to select any combination of digital and analog signals. Any of the four analog inputs may be used for Scratch Live vinyl emulation control.

Input 1 or Input 2 may be selected for Scratch Live Virtual Deck 1 control. Input 3 or 4 may be selected for Scratch Live Virtual Deck 2 control. Control input sources are selected using the Scratch Live software. As will be discussed later in Program Controls, if a source has been selected for vinyl emulation control by the Scratch Live software, the number is back-lit as a reminder that the source is selected for control. SET THE UNUSED INPUTS TO LINE . AUX IN L POWeR SUPPLY internal universal switching BALANCE D power supply that operates on any AC mains 100 to 240 VAC, 50 or 60 Hz (most RIGHT MAIN LEFT RIGHT BOOTH LEFT places in the world). All that is required when traveling is the appropriate IEC line cord 100-240V 50/60 Hz 20 WATTS which is usually readily available. The universal supply is a major plus for the traveling DJ. PGM 2 4 L PGM 1 2 L L 3 1 LINE 1 2 3 4 PHONO R R R R TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.

1 7 POWER The TTM 57SL features an ON gaIn DB ATTENUATION MIXeR COntROLS These "trim" controls adjust the selected input to match other inputs. These controls have a built-in Limiter that prevents the signal from clipping regardless of the Gain setting. If increasing the Gain does not increase the signal level, then the signal is already at maximum and the Limiter is controlling the signal to prevent clipping. The Gain range is +15 dB to off. CHANNEL AND CROSSFADER CONTOUR TRAVEL 0 20 40 60 80 100 SLOW FAST ReVeRSe These switches are provided for each fader just to the right of each pan These controls pan the signal Contour control.

Reverse toggles on (lit green) and off with each push of the switch. These switches are slightly recessed to prevent accidental engagement. Input Choose one of four INPUT sources for each Program. PGM 1 selects: · Analog-1 · Analog-2 · Digital-1 · Digital-2 PGM 2 selects: · Analog-3 · Analog-4 · Digital-1 · Digital-2 (A3) (A4) (D1) (D2) (A1) (A2) (D1) (D2) between the Left and Right outputs. HIGH / MID / LOW eQ The control range is OFF to +6 dB. These use 2nd-order, LinkwitzRiley, Accelerated SlopeTM filters. The Low-Mid cross-point is 300 Hz. The Mid-High cross-point is 4 kHz. Kill switches provide instantoff for each control. The skull lights red and the band is off when its Kill switch is pressed. When the switch is released, the EQ goes back to the setting of its EQ control. These switches may be set to momentary or toggle operation within the Scratch Live software. See "LAtCH kILLSWItCHeS" On PAGe 30. CHAnneL SWAP This button reverses the channel assignment for all three faders. Pressing the switch toggles Channel Swap on and off.

When the yellow indicator is lit, Channel Swap is engaged. When channels are swapped, the PGM 1 Fader controls PGM 2 and the PGM 2 Fader controls PGM 1. PGM 1 is also moved from the A side of the Crossfader to the B side of the Crossfader. Fader Contour and Reverse controls stay with the original Fader. Fader 1 Contour and Reverse is always with the left Fader and Fader 2 Contour and Reverse is always with the right Fader. This switch is slightly recessed to prevent accidental engagement. The Analog Inputs come from your turntables or CD players. The Digital Inputs come from the Virtual Decks in the Scratch Live software. If the number for A1 or A2 is illuminated, the Input has been selected by the Scratch Live software as the control source input for Deck One. If the number for A3 or A4 is illuminated, the Input has been selected by Scratch Live as the control source input for Deck Two.
The backlit number is a reminder that this source may be a control signal and not audio. You may select a control input and use it as a normal analog input at any time without de-selecting it for control in Scratch Live, but remember that if you are playing a control record or CD, you will hear the control signal. See "COntROL SOURCe" On PAGe 31. faderS Magnetic faders are used for both Channel Faders and Crossfader (the same faders used in the TTM 56S). Each fader has an independent Contour control and a Reverse switch.
meter The Meter has two modes of operation. The METER switch toggles between dual mono CUE and STEREO HOUSE. When the green indicator is lit, the Meter displays Stereo Mix, which is being sent to all three outputs. When the green indicator is off, the Meter displays Dual Mono Cue, to show the levels of PGM 1 and PGM 2. The red OL indicator lights at 0 dBFS (clipping).
The Meter displays loudness with a solid string of lights, and how close you are to clipping with a moving dot. If the red OL indicator lights, turn the level down using the Gain control. contour These controls provide a full range of fader adjustment from constant power (Slow) to extremely fast cut (Fast). 8 TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 AUX In This level adjusts the level of the Auxiliary Input signal. This is a fullrange control providing Off to +6 dB gain adjustment. phoneS The headphone output can deliver very high volume to some headphones. To avoid pain, never put headphones on your head before plugging them in. Always start with the PHONES Level turned down, and then turn it up to the desired level.

HEADPHONES FlexFX switches are provided for PGM 1 and PGM 2. Pressing the FlexFX switch lights the green indicator and sends the signal to the external FlexFX Loop. Press the switch again to stop sending signal to the loop (the green indicator goes dark). FlexFX jacks are unbalanced mono ¼" TS (Tip/Sleeve). SEND jacks provide output to the effects processor. RETURN jacks provide input from the effects processor. Effects insert devices with a single in/ out TRS jack place Send on the TIP and Return on the RING. For this application, you will need a "Y" cable, as shown below. Send signals may be used as another auxiliary output, allowing PGM 1, PGM 2 or both to be routed to an external source (another amp or recorder). If you wish to disconnect your external effects processor, it is not necessary to connect cables from FlexFX Send to FlexFX Return, as the TTM 57SL detects the presence of cables, and automatically connects the Send and Return when a cable is not connected.
Any signal assigned to the FlexFX Loop will be processed by any internal digital effect assigned to the AUX BUS. This has the advantage of allowing one of the two internal effects to be connects processor. an The assigned to the AUX BUS and then assigning PGM 1 and/or PGM 2 to the FlexFX Loop. MIC LeVeL AnD eQ The MIC ON switch engages the Mic. The green indicator is lit when the MIC is engaged.
MIC LEVEL adjusts the Mic gain over a range of Off to +50 dB. Set the gain where you want it and use the MIC ON switch to turn the MIC on and off. The OL indicator lights when the signal reaches clipping. If this lights red, turn the MIC LEVEL down. MIC HIGH and MIC LOW tone controls allow you to adjust the bass and treble of the MIC Input signal.
cue This slider allows you to pan between PGM 1 and PGM 2 in the headphones when the Master Cue light is off. When Master Cue is on, this control has no effect. The cue signals are post-EQ and pre-fader. maSter cue Press this switch (green light on) to hear the Main Mix in the headphones. When this light is off, the Cue slider takes over. OUtPUt LeVeLS Output Level controls are provided for MAIN, BOOTH and AUX Outputs. All three outputs have the same Main Mix source. As shown previously in Analog Outputs (on page Manual-3), the Main output is a balanced output on XLR connectors, the Booth output is a balanced signal on TRS connectors and the AUX output is an unbalanced signal on RCA connectors. This combination of jacks allows you to hook into other equipment regardless of the connector type. (RCA) (TRS) (XLR) FLeXFX LOOP This stereo loop external effects signals coming from the PGM 1 fader, the PGM 2 fader, or both may be routed to the FlexFX loop.

This allows a single external effects unit to process PGM 1 and/or PGM 2. nOte: this Loop is for an external effects unit. For details on the built-in internal effects, See "eFFeCtS" On PAGe 37. UNBALANCED headphone cueIng The Cueing system allows users to Pan the Cue from PGM 1 to PGM 2 or select the Master Mix. Cueing is also provided for the internal digital and ¼" jacks are provided. These can be used simultaneously, but using only one at a time yields more power to the headphones. RIGHT LEFT RIGHT LEFT SEND RETURN FlexFX + T = SEND R = RETURN S = SHIELD 1-CONDUCTOR SHIELDED CABLE + SHIELD SEND effects, COVeReD On PAGe-10.

Both 3.5 mm + SHIELD 1-CONDUCTOR SHIELDED CABLE + SHIELD RETURN SenD/RetURn CABLe WIRInG TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.

1 9 1. Connect your TTM 57SL with the USB cable tIP: the driver updater can install drivers for different types of Scratch Live hardware, not just the SL 3. For example, if you play at a club that uses an SL1, just connect the mixer and run through the driver updater as above. gettIng Started before you insert your 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. If a window doesn't open automatically, browse to the CD drive. Run setup.

exe. You will see the following screen: ttM 57SL AS A SOUnD CARD The TTM 57SL will be available as a standard Windows sound card whenever Scratch Live is not running. It will replace the previous sound card and default to TTM57SL Line 2 (select D 2 on either of the PGM INPUTS). If you wish to change to Line 1 or back to your previous sound card when not using the TTM 57SL: 1. Start > Control Panel > Sounds & Audio Devices. 2. Click the Audio tab. 3. Make changes using the drop menus for both Sound Playback and Sound Recording. 4.

Click OK. 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. mac Insert 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. Because the TTM 57SL was connected prior to installing Scratch Live, no extra hardware installation is required. nOte: Select the custom install option if you wish to change the installation location of Scratch Live.

tip: Be aware that Windows system event sounds (beeps, dings, etc.) will come through your ttM 57SL when it is your sound card. to prevent embarrassment, have no other applications running. Better yet, turn off your computer's sound scheme. 1.

Start > Control Panel > Sounds & Audio Devices [in Vista, Control Panel > Sounds]. 2. Click the Sounds tab. 3. Under Sound scheme, change to No Sounds. 4. Click OK. ADDItIOnAL WInDOWS DRIVeRS 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. Windows treats each USB port individually. You might like to install the Drivers for the TTM 57SL on all of your USB ports. Connect your Scratch Live hardware to a USB port. Windows will again attempt to install the drivers via the hardware wizard. Cancel and close the hardware wizard.

With your hardware still connected, run the Scratch Live driver updater. This is usually located in C: > Program Files > Serato > driver_updater32. exe [or for 64-bit systems: C: > Program Files (x86) > Serato > driver_updater64.exe.] Repeat this process for each of your USB ports. StartIng the SoftWare Close all other programs on your Mac or PC. When you load Scratch Live for the first time, you will see the screen shown below: WIndoWS It is important that Windows users install the TTM 57SL 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. 10 TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.

1 tROUBLeSHOOt: the ttM 57SL mixer is not recognized. It takes five seconds for Scratch Live to detect the TTM 57SL. The mixer can be unplugged at any time; you do not need to exit Scratch Live before disconnecting the hardware. Use the supplied USB cable -- longer lengths are not recommended. On some Windows machines each USB port is treated separately, so you will need to install the driver separately for each USB port.

COnneCtInG A ttM 57SL 4. Select Scratch Live as the audio source for the mixer by turning the input selector knobs on the top of the TTM 57SL to D1 and D2 on the PGM1 and PGM2 channels respectively. 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.

2. Grounding is extremely important when using Scratch Live. Make sure you have good USInG tHe tOOL tIPS Click on the ? icon to enable tool tips. Tool tips provide a handy way to learn the various features of Scratch Live. Move the mouse over a section of the screen to bring up a context-sensitive tool tip. Holding the mouse over the ? button with tool tips turned on will show you a list of all keyboard shortcuts. Tool tips are available in several languages. Scratch Live will display the tool tips in the language that your computer is set to. If your language is not available, the tool tips will be displayed in English. 2.

Match the L channel from each of your decks (usually white) with the white (uppermost) RCA sockets on the mixer and R (usually red) with the red sockets. This is important to give Scratch Live the correct direction of playback. If your songs play backwards, you probably have the left and right channels swapped from your deck. 3. Set the input level dip switches for channels 1 and 3 to LINE or PHONO to match the output level of the respective decks. (In general, PHONO for turntables, and LINE for CD players). For example if you have one turntable connected to input 1 and a CD player connected to input 2, push dip switch 1 down into the PHOnO position, and dipswitch 3 up into the LIne position. To setup a TTM 57SL mixing audio from Scratch Live, using 2 turntables or CD players to control the software playback, follow this quick guide. 1. Connect your left decks output cable to the input 1 sockets on the rear of the mixer, and your right decks outputs into input 3.

connections from the ground wires of your turntables to the grounding post of your DJ mixer. All DJ mixers with turntable inputs have built in grounding points for this purpose. If you do not ground your turntables properly, the control signal will be noisy and the tracking of the record position will be erratic. CD PLAYeR SetUP Ensure the input level on the TTM 57SL is set correctly to accept a LINE level signal. Disable all built-in effects on the CD player, including keylock/master tempo.

connectIng your hardWare SYSteM OVeRVIeW The Scratch Live control records and CDs are pressed with an audible tone specifically developed for controlling Scratch Live. The Scratch Live audio hardware 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. TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.

9.1 11 HOW tO CALIBRAte SCRAtCH LIVe For optimal performance the inner ring should be as close to circular as possible. Use the scope zoom slider (1x to 16x) to zoom in or out as necessary. Use the scope L/R balance and P/A balance controls to adjust the shape of the inner ring. The number in the top left corner of the scope view gives the current absolute position within the control record or CD. The number in the top right corner is the current speed in RPM. In the bottom left is the current threshold setting, and the number in the bottom right shows the percentage of readable signal this number should be close to 85% when your system is calibrated properly. CALIBRAtInG SCRAtCH LIVe With music playing in the background (from any source), put your needle on record with the turntable stopped. If you are using CD players, the same rules apply. Have the CD deck paused or stopped while calibrating.

Click and hold the estimate button until the slider stops moving. Moving the threshold slider to the left will make Scratch Live more sensitive to slow record movement, but also more sensitive to background noise. Repeat the process for each deck. Since Scratch Live is controlled by an analog 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. things to remember: · Yourneedlemustbeontherecord. · Your turntable (or CD player) must be stationary. · The background music playing must be at a similar level to which you will play your set at. · CalibrateScratchLiveeverytimeyouplay.

tIP: If the slider jumps to the far right, then you have a problem with noise in your turntables/CD players/mixer. Check all your connections and make sure your equipment is well earthed. In some situations you will not be able to improve the signal quality, and you will have to play on regardless. In this situation, stick to rel mode. 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 your mixer isn't sitting next to a power source such as a power strip or power box and that your rca cables connected aren't lying 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. If you have trouble getting the rings circular, you probably need to clean or change your needles. If the image appears as a line, then you have a missing channel.

Check your RCA connections and needles. See "SCOPe ReADInG AnD FIXeS" On PAGe 46. the ScopeS 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. 12 TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.

9.1 2. Once you have located your music, drag the 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 18 ImportIng and PLAYInG MUSIC 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).

Scratch Live supports fixed and variable bit rate .MP3, Ogg Vorbis, AAC, .AIFF, and .WAV file types. M3U playlists are also supported. nOte: itunes Music Store DRM files cannot be played back by Scratch Live. itunes Plus files are DRM-free. 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 14. TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 13 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 26. 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 27 AnD "CORRUPt FILe DeSCRIPtIOnS AnD DIAGnOSeS" On PAGe 45.

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. 14 TTM 57SL 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 32. 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. TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 15 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. 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. 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 20 AnD "SCRAtCH LIVe MODeS" On PAGe 18. VIRtUAL DeCk Virtual Deck shows everything about the speed and position of a track. As the vinyl rotates, so does the line on the label. The circular progress bar around the edge is a visual representation of the position within the song, and can be set to flash to warn you that the track is nearing its end. The time and remaining time are displayed in minutes and seconds. The 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. tRACk OVeRVIeW DISPLAY This view provides a complete overview of the track waveform, including 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 with this setting disabled, the overview will be filled as you play the track. See "PRePARInG YOUR FILeS" On PAGe 14 AnD "AUtOFILL OVeRVIeWS" On PAGe 33. tIP: Use the + and keys to zoom in and out.

tIP: Waveform can be either vertical or horizontal. See "HORIzOntAL WAVeFORMS" On PAGe 33. 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.

16 TTM 57SL 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 `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. 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. See "tRACk GAIn" On PAGe 17. 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 InPUt ReVeRSe Swaps the Program 1 input with the Program 2 input of the TTM 57SL.

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. 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. 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. For automatic gain setting of your tracks, See "USe AUtO GAIn" On PAGe 31. TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.

9.1 17 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: ·IncreasetheUSBaudiobuffersize.See "USB BUFFeR SIze (LAtenCY)" On PAGe 30. 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.

·Tryclosingotherapplicationsthatarerunning at the same time as Scratch Live. ·Tryturningoffbackgroundtasks,forexample, wireless networking. · If your CPU load is very high, try decreasing the maximum screen updates. See "MAXIMUM SCReen UPDAteS" On PAGe 33. 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 32. rel mode adds additional speed controls: Previous track Go to the previous 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. 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. 18 TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.

9.1 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. 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. 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 31. 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 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 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 20. Click on the waveform to `scrub' or make fine adjustments to your position within the track.

This may be useful if you wish to set cue points in your tracks, and don't have your turntables or CD players connected. nOte: If you play a track in int mode, and then switch to abs or rel mode, the pitch adjustment will be dictated by the turntable, so there will be a jump in pitch unless they are already perfectly matched. tIP: 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. 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). TTM 57SL FOR SERATO SCRATCH LIVE · OPERATOR'S MANUAL 1.9.1 19 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 20. 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.

trIggerIng cue poIntS 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. 20 TTM 57SL 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.