Before installing, visit the Official Scratch LIVE Forum at *scratchlive.net* to be sure you have the latest software. Check this regularly for software updates and performance tips.

Installation
1) Install the Software
Mac
1. Insert the Software Installation CD and double-click the installer icon.

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

2) Connect the Hardware
Mac
Mac users need only connect the SL 1 interface after installing the software. No extra hardware installation is required.

Windows XP
There are two drivers to install. The first is the standard Windows driver that allows you to use your TTM 57SL as a sound card. The second driver allows you to use the TTM 57SL with Scratch LIVE.

When the TTM 57SL is connected to the computer with the USB cable for the first time, Windows will recognize it with 'Found New Hardware' bubbles appearing in the taskbar. Wait for it to finish as it loads the default sound card driver. When you see the bubble "Your new hardware is installed and ready to use," proceed to install the Scratch LIVE driver.

Installing the Scratch LIVE driver.
4. With the Scratch LIVE installation CD in the drive, run Scratch LIVE.
5. Windows will ask you if you wish to search for drivers on the internet – select "No, not this time", and click "Next"
6. Choose the "Install the software automatically" option, and click "Next"
7. Windows may warn you that the driver has not been signed. Click "Continue Anyway"
8. Click Finish.

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 and Audio Devices.
2. Click the Audio tab.
3. Make changes using the drop menus for both Sound Playback and Sound Recording.
4. Click OK.

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 and Audio Devices.
2. Click the Sounds tab.
3. Under Sound scheme, change to No Sounds.
4. Click OK.

TTM 57SL Connections
Turntable connection
1. Connect your turntables to any of the PGM 1 and PGM 2 inputs on the back of the TTM 57SL. Set any of the little switches *down* that has a turntable connected to it. Set all other switches *up* to LINE. *When connected properly, circles will be displayed within the scope view of the* **setup** *screen while playing the control records (see Calibrating Scratch LIVE in the manual for more info).*
2. Connect the turntable ground wires to the ground post of your mixer.
3. Connect the USB cable from the TTM 57SL to your Mac or PC. *Windows XP drivers need to be installed when connecting the SL 1 to a USB port on a PC. On some Windows machines, each USB port is treated separately, requiring a separate driver install for each USB port.*

CD player connection
1. Connect your CD players to any of the PGM 1 and PGM 2 inputs on the back of the TTM 57SL. Set any of the little switches with a CD player *up* to LINE. *When connected properly, circles will be displayed within the scope view of the* **setup** *screen while playing the control CDs (see Calibrating Scratch LIVE in the manual for more info).*
2. Connect the USB cable from the TTM 57SL to your Mac or PC. *Windows XP drivers need to be installed when connecting the SL 1 to a USB port on a PC. On some Windows machines, each USB port is treated separately, requiring a separate driver install for each USB port.*

Calibrating the Software
When setting up Scratch LIVE in a new location, calibrate the software to the background noise picked up by the needles, cables and CD players.
1. When using turntables, place the needles on the records with the motors off and switch to the **setup** screen. When using CD players, pause the CD and switch to the **setup** screen.
2. Press and hold the **estimate** button for each side, letting go when the threshold setting is stable (usually about one second). In situations with lots of background noise, the threshold will need to be higher.
3. Start the motors, and adjust the **L/R Balance** and **P/A Balance** next to each calibration scope to adjust the shape of the inner ring. Use the scope zoom slider (**1x** to **16x**) to zoom in or out as necessary. *If you have trouble getting the rings circular, try cleaning or changing your needles. If the image appears as a line, then one channel of the turntable is not working. See examples of problems and fixes on pages Manual-24-25.*
4. Check the percentage (%) in the bottom right corner of each calibration scope, indicating the percentage of readable signal — this number should be close to 100% when your system is calibrated properly.

Keyboard shortcuts

These actions can be accessed directly from the computer keyboard.

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

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

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