serato || SCRATCH LIVE

STEP 1: CONNECTIONS

This Quick Start guide will get you the basics. Still, we really want you to read the manual.

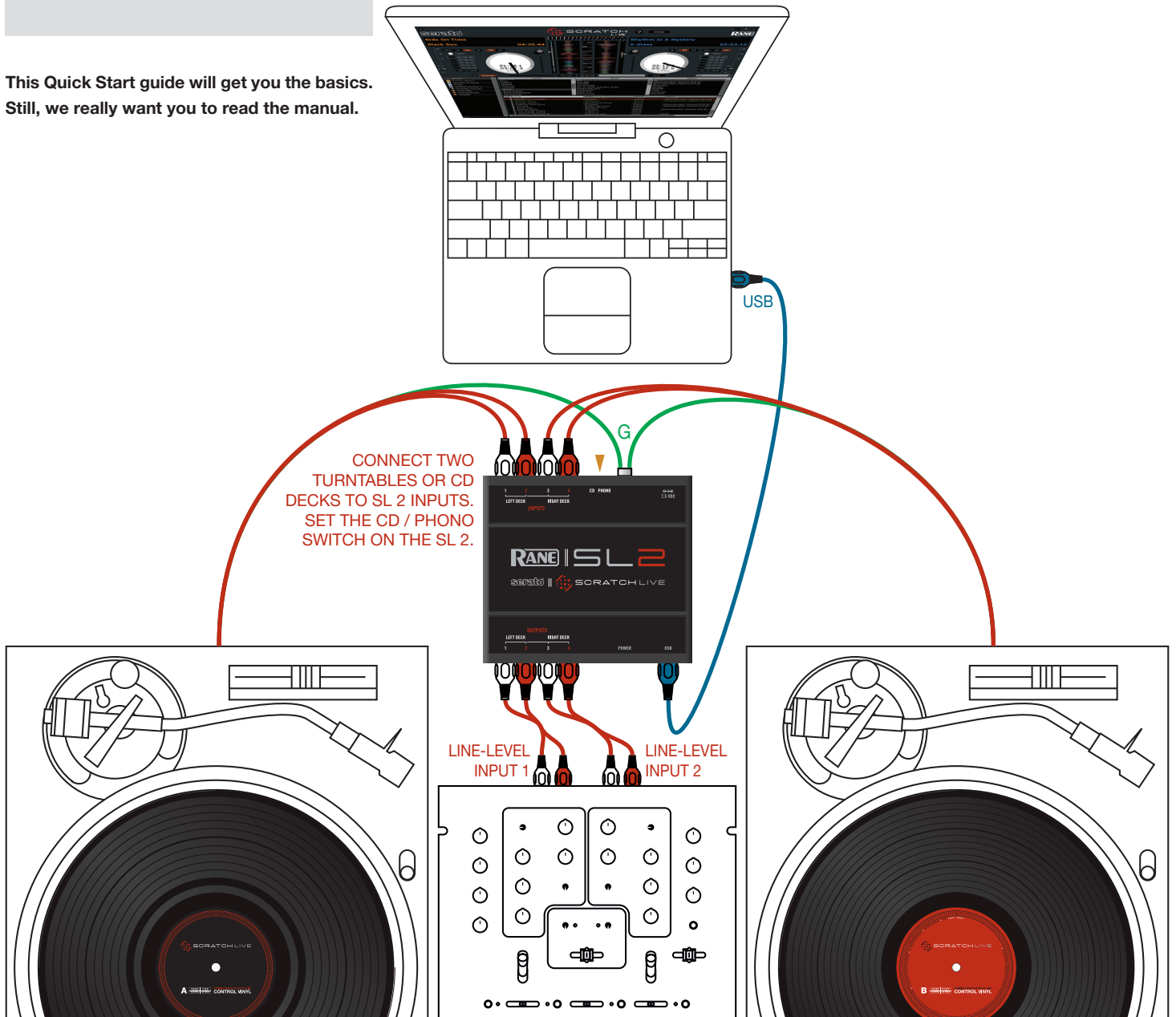**1.** Connect your CD players or turntables to LEFT and RIGHT DECK INPUTS on the SL 2.

2. If you are using turntables, connect their ground wires to either the ground post on the SL 2 or your mixer. Turntable ground wires are important for Scratch Live to run properly.

3. Set the INPUT to either CD or PHONO with the switch on the SL 2.

4. Connect the LEFT and RIGHT DECK OUTPUTS from the SL 2 to Line-level (CD) inputs on your mixer. You may need to set a switch on your mixer for Line-level input. *Note:* If Scratch Live audio is excessively loud or distorted, the SL 2 OUTPUTS have been connected to phono level inputs by mistake.

5. Using the provided USB cable, connect either USB on your SL 2 to an available USB 2.0 port on your computer. Connect directly to your computer and not through a hub or splitter.

USB

G

CONNECT TWO TURNTABLES OR CD DECKS TO SL 2 INPUTS. SET THE CD / PHONO SWITCH ON THE SL 2.

RANE || SL2
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LINE-LEVEL INPUT 1

LINE-LEVEL INPUT 2

STEP 2: INSTALL SCRATCH LIVE

Check for the latest download version of Scratch Live software at serato.com. If it is newer than what is on your CD-ROM, we recommend installing it instead.

MAC

1. Insert the Software Installation CD-ROM and double-click the installer icon.
or
Launch the installer you just downloaded from serato.com.

2. 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.

3. Plug in your SL 2. No extra hardware or driver installation is required.

WINDOWS

It is important that Windows users install the SL 2 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.

1. Connect your SL 2 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. Make sure your SL 2 is connected first. If a window doesn't open automatically, browse to the CD drive. Run setup.exe.

or
Launch the installer you just downloaded from serato.com.

3. Follow the on-screen instructions. Once the installation is complete, Scratch Live appears in the Start Menu under All Programs > Serato > Scratch Live.

Because the SL 2 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.

ADDITIONAL WINDOWS DRIVERS

The driver updater can install drivers for different types of Scratch Live hardware, not just the SL 2. For example, if you play at a club that uses a TTM 57SL mixer, you can add its driver to your computer.

Connect the new Scratch Live hardware to your computer's USB port. Windows will 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.

RANE USB DRIVERS

Scratch Live 2.2 includes drivers that allow you to use your Rane SL 2 with other audio applications. The Core Audio (Mac) and ASIO (PC) drivers will be installed automatically when you install Scratch Live with your hardware connected.

Once installed, you will have the option to select the SL 2's inputs and outputs in the audio settings of other applications when Scratch Live is not open.

When using Serato Scratch Live, proprietary Serato Audio Research drivers are used in place of Rane ASIO (Windows) and Core Audio (Mac) drivers. The included Rane drivers are used when Scratch Live is not running, and will not run the same time as Scratch Live.

NOTE: These drivers only work with audio applications that are compatible with these audio standards (ie. some DAWs might not work with 64-bit drivers, you also can't use these to output core Windows sounds).

Rane ASIO and Core Audio drivers allow the SL 2 to act as a 4-in 4-out external USB sound card for use with multiple third-party software applications supporting Core Audio or ASIO. These drivers are multi-client, meaning they allow multiple applications on a computer to share the device at the same time.

ASIO (WINDOWS)

The SL 2 uses a low-latency, multi-client, ASIO device driver to interface with software applications other than Scratch Live on Windows operating systems. Multi-client ASIO allows different audio software applications to simultaneously stream audio to and from the SL 2. If the same playback channel is selected in more than one application, the driver mixes the audio from the different applications before streaming it to the device.

The driver Control Panel may be launched from the Windows Control Panel. Select **Start > Control Panel > Rane SL4**.

CORE AUDIO (MACINTOSH)

The SL 2 uses a low-latency Core Audio device driver to interface with software applications other than Scratch Live on Macintosh operating systems. Core Audio allows different audio software applications to simultaneously stream audio to and from the SL 2.

To launch the SL 2 driver Control Panel, open the System Preferences window. Locate SL 2 in the "Other" section and click the SL 2 icon.

CONTROL PANEL
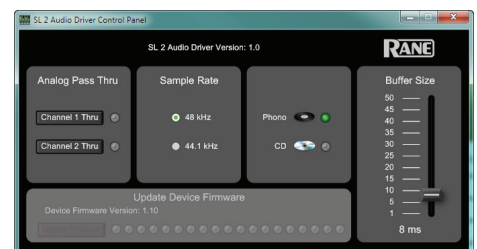
Control panel descriptions are in "USB Drivers" on page 7 in the manual.

STEP 3: CALIBRATION

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. Put one Virtual Deck in **INT** mode, load a track, press the ▶ play button, and turn up the mixer volume and sound system as loud as you will be playing your session.

2. 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.

3. Switch between calibrating the primary and secondary decks by clicking the **Primary** and **Secondary** buttons above the scopes.

4. 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.

5. Start the turntables, 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. *Note:* 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 "Scope Reading and Fixes" on page 38 in the manual.

6. 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.

These are the basics of calibrating. If you run into any problems or questions, we really recommend reading "Calibrating Scratch Live" on page 9 in the manual. If you aren't seeing good circles, refer to "Scope Reading and Fixes" on page 38 in the manual.

After your setup is calibrated properly you are ready to import music. See "Importing and Playing Music" on page 10 in the manual to get started.
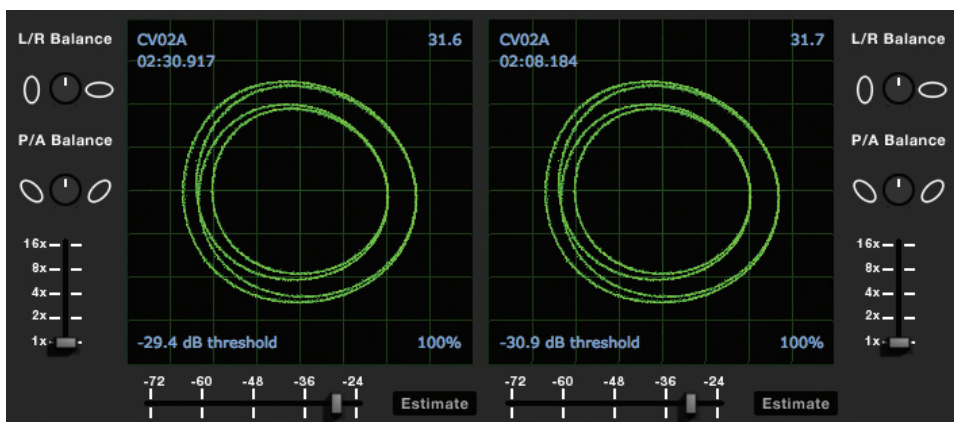
TROUBLESHOOTING

If you aren't getting any sound, disconnect all cables and start fresh. For now, let's keep it simple and get Scratch Live running.

• The SL 2 outputs connect to a "LINE" or "CD" input on your mixer. Set any phono/line switches on the top or the back of the mixer to the "LINE" or "CD" position.

• The little switch on the SL 2 needs to match what is plugged in — Switch to "PHONO" (turntable) or "CD" (line).

• If you aren't hearing audio, you should at least see the waveform move on the screen as the control vinyl or CD is playing. The meters next to the Virtual Deck should display sound levels. If not, check that you are using **ABS** or **REL** mode above the Virtual Deck.

• If nothing is moving onscreen, re-check connections and see "Troubleshooting and Frequently Asked Questions" on page 36.

• Make sure you are playing the control vinyl from the beginning (outer part). When using the control CD, be certain you are playing from the beginning of Track 1.

• In Setup, set the "Vinyl Start Offset" knob located in the Vinyl Control tab to **0**.

• If you hear music in **INT** mode but not in **ABS** or **REL** mode while using control vinyl or CDs, see "Scope Reading and Fixes" on page 38 in the manual. A common problem is seeing a straight or diagonal line in the scope. This means you are either getting an uneven stereo signal or a mono signal. Scratch Live needs an even stereo signal to function.

• Many things can cause perfect circles in one scope but a straight line or nothing in the other. A bad needle, loose cartridge-to-headshell wiring, dirty contacts between the headshell and tonearm, dirty control vinyl, dust bunny on the needle, or loose RCA output wiring.

• Start by taking the needle from the "good" turntable and put it on the "bad" turntable. Does it now play fine? If so, you need a new needle. If not, put the "good" needle back on the "good " turntable.

• If we have established good playback from one input of the SL 2, plug the turntable giving the problem into the "good" SL 2 input. If the turntable still gives you a line or nothing in the scope, the problem is somewhere in the turntable cartridge, tonearm or its RCA cable.

• If you are using a CD player, try replacing its RCA cable to the SL 2 inputs.

KEYBOARD SHORTCUTS ACTIONS 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.
ctrl - or +	Zoom the library text size.
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).
alt - del and alt - backspace	Remove track from crate and from library.
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.

SP-6 SAMPLE PLAYER	slot 1	slot 2	slot 3	slot 4	slot 5	slot 6
Load to sample slot	ctrl - alt - Z	ctrl - alt - X	ctrl - alt - C	ctrl - alt - V	ctrl - alt - B	ctrl - alt - N
Play sample slot	Z	X	C	V	B	N

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 (instant doubles).		ctrl - shift - ←
shift - alt - ←	Unload the track from a deck.		shift - alt - →
ctrl - , (comma)	Place a cue point.		ctrl - . (period)
ctrl - 1, 2, 3, 4, 5	Place a cue point in a slot.		ctrl - 6, 7, 8, 9, 0
1, 2, 3, 4, 5	Jump to cue points slots.	(rel and int modes)	6, 7, 8, 9, 0
F1	Switch deck to absolute mode.		F6
F2	Switch deck to relative mode.		F7
F3	Switch deck to internal mode.		F8
F5	Key lock on / off.		F10
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 - [	Jump to selected loop.		ctrl - '
alt - Q	Load previous track.		alt - A
alt - W	Load next track.		alt - S
alt - 1, 2, 3, 4, 5	Auto loop on / off.		alt - 6, 7, 8, 9, 0
ctrl - alt - 1, 2, 3, 4, 5	Loop roll.		ctrl - alt - 6, 7, 8, 9, 0
alt - E	Rewind.	(rel and int modes)	alt - D
alt - R	Fast forward.	(rel and int modes)	alt - F
alt - O	Previous loop.		alt - P
alt - L	Next loop.		alt - ;
alt - space bar	Activate the tempo tapper.		alt - space bar (x2)
ctrl - I	Set temporary cue point.	(rel and int modes)	ctrl - K