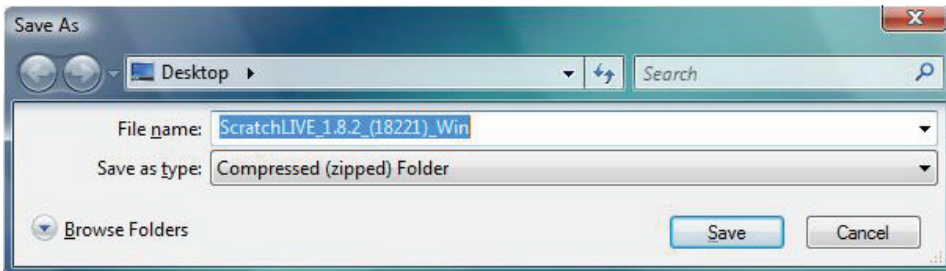# SL 1 QUICK START

WELCOME

Before installing, visit *scratchlive.net* to be sure you have the latest Scratch LIVE software update. Check back regularly for updates, advice and tips. If you are new to computers and installing software, read this section first.

1. At scratchlive.net, click UPDATE your Scratch LIVE.

2. See if the version online is higher than the disc you have.
a. If it is the same, proceed to the Mac or Windows installation section.
b. If it is higher, click the download link for Mac or Win software.

3. Enter your email before you can download. We recommend joining the Forum to learn more about using Scratch LIVE (optional).

4. **Do you want to open or save this file?** Click **Save**, and navigate to an easy place to find it, such as your desktop. When using Vista's Windows Explorer, click **Browse Folders** in the lower left corner and select **Desktop**.

5. When the download is complete, click **Open**.
a. For *Mac*, just double click the **Scratch LIVE Installer** and it will install.
b. For *Windows XP*, opening this downloaded file (double-clicking) should uncompress it. A dialog will ask where you want the files: choose **Desktop**. *Note*: if nothing happens when you double-click the downloaded file, you will need to install an unzip utility to uncompress the file. Type "unzip" into a search engine for several options.

MAC INSTALLATION

Insert the Software Installation CD and double-click the installer icon. Mac users need only connect the SL 1 interface after installing the software. No extra hardware installation is required.

WINDOWS XP & VISTA INSTALLATION

1. Connect the SL 1 to your computer with the included USB cable. Cancel the New Hardware Wizard if it pops up.

2. Insert the Software Installation CD. If the CD doesn't start automatically, browse to the CD drive and run **setup.exe**.
a. If you downloaded the installer in *Windows XP* as described in the previous section, double-click **setup.exe** on your desktop.
b. If you downloaded the installer in *Windows Vista*, double-click **setup.exe** in the compressed (zipped) folder. If a message tells you the software you are installing has not passed Windows logo testing, choose **Allow** or **Continue Anyway**.

3. 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.

DRIVER UPDATE TOOL

If you forgot or were unable to connect the SL 1 during software installation, you can update or install your drivers later by using the Driver Update Tool. By default the Driver Updater will be located at C:\Program Files\Serato\driver_updater.exe. The process works the same on both Windows XP and Vista to ensure use of the correct drivers.

1. Connect the SL 1 interface to your computer with the USB cable. If the Hardware Wizard shows up, click **Cancel**.

2. Run the driver_updater.exe utility. If you are asked whether to install one of the drivers, choose **Continue Anyway** and the utility will confirm that the driver has been updated.

3. On some Windows machines, each USB port is treated separately, requiring a separate driver install for each USB port. Follow this installation process for each USB port you will connect to an SL 1.

![SCRATCH LIVE logo]

CONNECTIONS

TURNTABLE CONNECTION

1. Connect your turntables to INPUTS 1 and 2 of the SL 1 interface. *Note:* 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 LINE OUTPUTS of the SL 1 to the line inputs (sometimes called CD or AUX) on your DJ mixer — check that those inputs are switched to line level. *Note:* If Scratch LIVE audio is excessively loud or distorted, the LINE OUTPUTS have been connected to phono level inputs by mistake.

4. Connect the USB cable from the SL 1 to your computer as described in the previous section.

CD PLAYER CONNECTION

1. Connect your CD players to INPUTS 1 and 2 of the SL 1 interface. *Note:* 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 LINE OUTPUTS of the SL 1 to the line inputs on your DJ mixer, check that those inputs are switched to line level. *Note:* If Scratch LIVE audio is excessively loud or distorted, the

LINE OUTPUTS have been connected to phono level inputs by mistake.

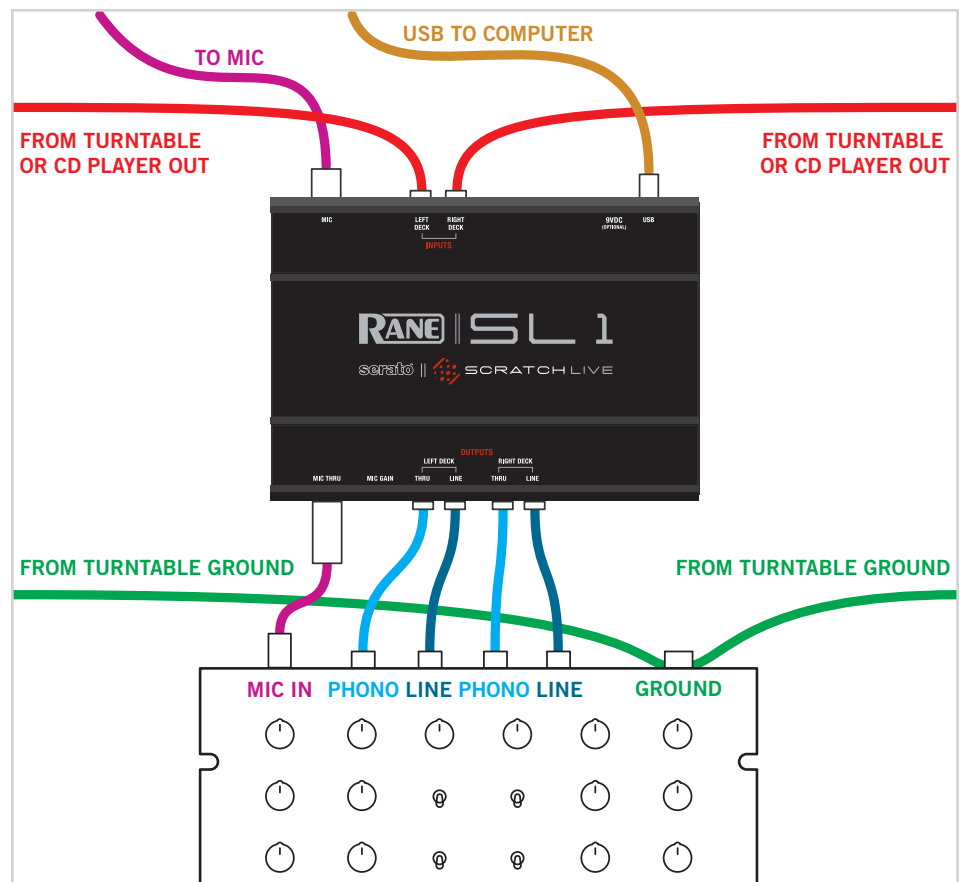3. Connect the USB cable from the SL 1 to your computer as described in the previous section.

OPTIONAL CONNECTIONS

● To play normal records, connect the THRU OUTPUTS of the SL 1 to the mixer's phono inputs, then select Phono on your mixer for normal vinyl playback. This plays "thru" without disconnecting any wires.

● To play normal CDs, connect the THRU OUTPUTS to a set of line inputs on the mixer when using CD players (when using Scratch LIVE with CD players you will need a mixer with a total of four line inputs). This plays normal CDs "thru" without disconnecting any wires. *Note:* power is required, either from the USB port or an external 9 VDC power supply when using the THRU outputs.*

● Connect a dynamic microphone to the MIC INPUT of the SL 1 to be able to scratch your own mic recordings. See RECORDING in the manual.

● Connect a ¼" to ¼" cable from the MIC THRU jack on the SL 1 to the microphone input on your DJ mixer to allow normal mic use independent of Scratch LIVE. *Note:* power is required, either from the USB port or an external 9 VDC power supply.*

●* Connect an external power supply to the SL 1 to power the THRU channels when USB power is not present. This allows you to play vinyl or CDs when the laptop is not present, useful for permanent installations or when using more than one laptop. The power supply is 9 VDC, 300 mA (or more) using a P6 type barrel plug. Radio Shack carries a compatible supply. Use model 273-1770 or 273-1768 with Adaptaplug N. See OPTIONAL POWER SUPPLY on page 3 of the manual.
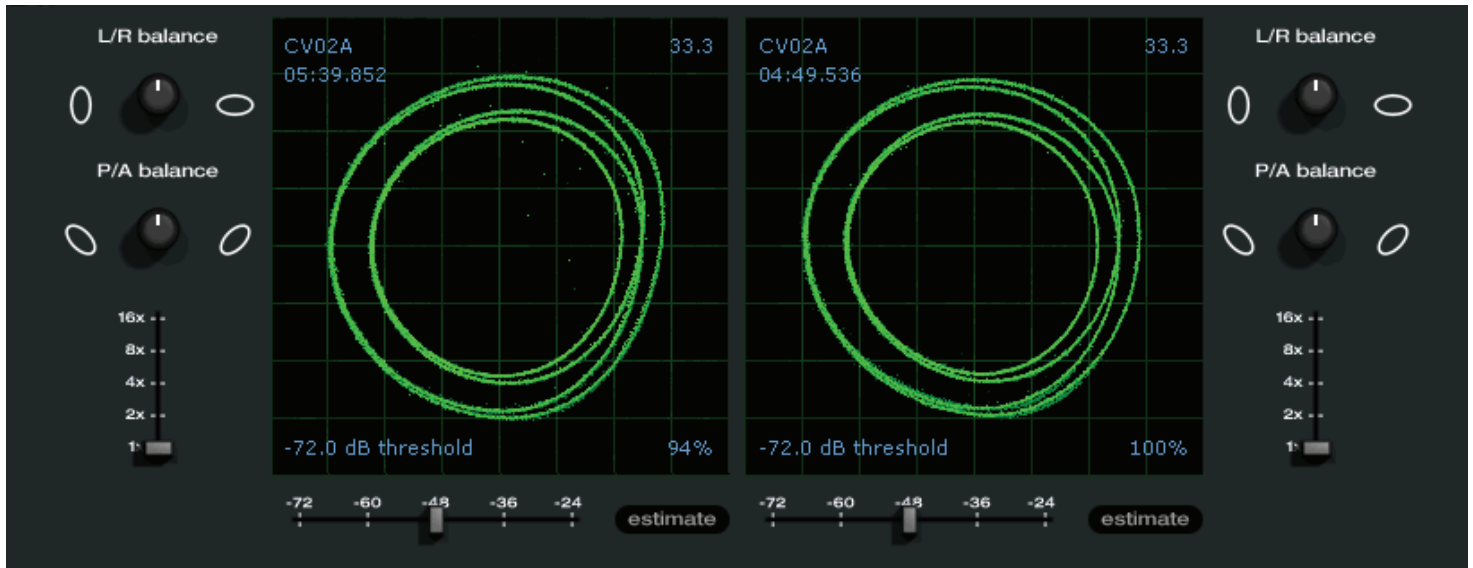
CALIBRATION

CALIBRATING SCRATCH LIVE

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. *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 in the manual.

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.

These are the basics of calibrating. If you run into any problems or questions, we really recommend reading the CALIBRATING SCRATCH LIVE on page 8 of the manual. If you aren't seeing good circles, refer to the SCOPE READING AND FIXES page on page 28 of the manual.

After your setup is calibrated properly you are ready to import music. See page 9 in the manual to get started.

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.
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.

*Note: Playback, cue and speed controls use Shift or Caps Lock. You can turn this off in the **setup** screen.*

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 - 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 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
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