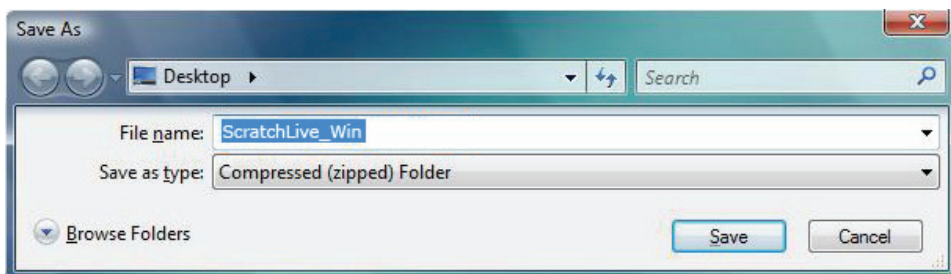


INSTALL SCRATCH LIVE

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 **DOWNLOADS**.
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 MP 4 mixer after installing the software. No extra hardware installation is required.

WINDOWS XP & VISTA INSTALLATION

1. Temporarily disconnect any unnecessary USB devices from your PC that may consume bandwidth.
2. Connect the MP 4 to your computer with the included USB cable.
3. The WDM drivers are installed as the Found New Hardware bubbles appear:
 - MP 4
 - USB Composite Device
 - MP 4 USB1 Out
 - USB Audio Device
 - MP 4 USB2 Out
 - USB Audio Device
 - MP 4 Line In
 - USB Audio Device
 - MP 4
 - USB Human Interface Device
 Your new hardware is installed and ready to use.
4. You now have the option to stop installation and use the WDM drivers with a third-party application if it does not utilize ASIO. If you wish to install Scratch Live or use ASIO drivers with a third-party application, keep reading.

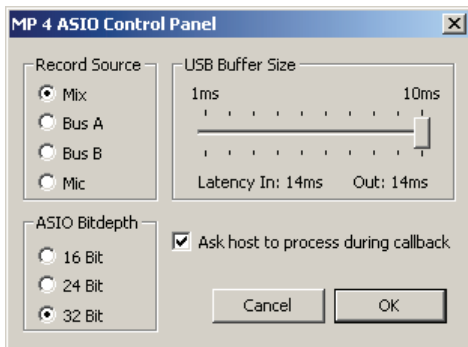
SCRATCH LIVE INSTALLATION FOR WINDOWS

1. If you wish to use the MP 4 with Scratch Live (in Windows), connect the MP 4 with the USB cable, then run the installer.
 - a. Insert the Software Installation CD. If the CD doesn't start automatically, browse to the CD drive and run **setup.exe**.
 - b. If you downloaded the installer in *Windows XP* as described in the previous section, double-click **setup.exe** on your desktop.
 - c. 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**.
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.

OTHER DRIVERS

ASIO DRIVERS

The MP 4 can be used with third party software, as well as the Scratch Live software that comes with it. When you install Scratch Live, an ASIO driver is also installed. You can use the MP 4 as a sound card for any third party software that supports the ASIO standard. Go to the audio interface control panel in the third party software, and choose the MP 4 Driver. Launch Control Panel to access more settings for the MP 4 ASIO driver. You can reduce the USB Buffer Size for lower latency.



DRIVER UPDATE TOOL

You can update or reinstall your drivers later by using the Driver Update Tool. By default the Driver Updater will be located at C: > Program Files > Serato > driver_updater32.exe or for Vista 64-bit systems: C: > Program Files (x86) > Serato > driver_updater64.exe.

1. Connect the MP 4 mixer 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 MP 4.

MP 4 AS A SOUND CARD

Mac

1. System Preferences > Sound.
2. Make changes for both **Input** and **Output**.

Windows

The MP 4 will be available as a standard sound card after the WDM driver is installed. It will replace the previous sound card and default to MP 4 **USB 2** on either of the **PROGRAM INPUTS**. If you wish to change to USB 1 or back to your previous sound card when not using the MP 4:

Windows XP

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**.

Windows Vista

1. **Windows logo** in lower left desktop corner > **Control Panel > Hardware and Sound**.
2. Click **Sound**.
3. Make changes using the drop menus for both **Sound Playback** and **Sound Recording**.
4. Click **OK**.

Note: Be aware that Windows system event sounds (beeps, dings, etc.) will come through your MP 4 when it is your sound card. To prevent embarrassment, have no other applications running. Better yet, turn off your computer's sound scheme:

Windows XP

1. **Start > Control Panel > Sounds and Audio Devices**.
2. Click the **Sounds** tab.
3. Under **Sound scheme**, change to **No Sounds**.
4. Click **OK**.

Windows Vista

1. **Windows logo** in lower left desktop corner > **Control Panel > Hardware and Sound**.
2. Click **Sound**.
3. Click the **Sounds** tab.
4. Under **Sound scheme**, change to **No Sounds**.
5. Click **OK**.

WINDOWS TROUBLESHOOTING

If you have a USB PCI card, your computer may have allocated bandwidth to other devices, including your mouse, preventing Scratch Live from recognising the MP 4. Unplug unnecessary devices and install Scratch Live again. You may need to temporarily move your mouse to the built-in USB port. After installation, reconnect USB units as needed.

If other USB devices steal bandwidth, you may get a "interface disconnected" message when launching Scratch Live, try unplugging and re-plugging in the MP 4.

The ASIO Bit Depth and "Ask host to process during callback" settings should not be adjusted unless you are having problems.

Uncheck "Ask host to process during callback" if you have audio dropouts. Your application may not support an ASIO bitdepth of 32-bit. If this is the case, there will be no audio sent to the MP 4.

CONNECTIONS

CD PLAYER CONNECTION

1. IN 1 and IN 2 inputs on the back of the MP 4
4. Push the PHONO / LINE switches *out* for LINE.
2. Connect the USB cable from the MP 4 to your computer as described in the previous section. *Note:* On some Windows machines, each USB port is treated separately, requiring a separate driver install for each USB port. See DRIVER UPDATE TOOL on the previous page.

USB MIDI CONTROLLER CONNECTION

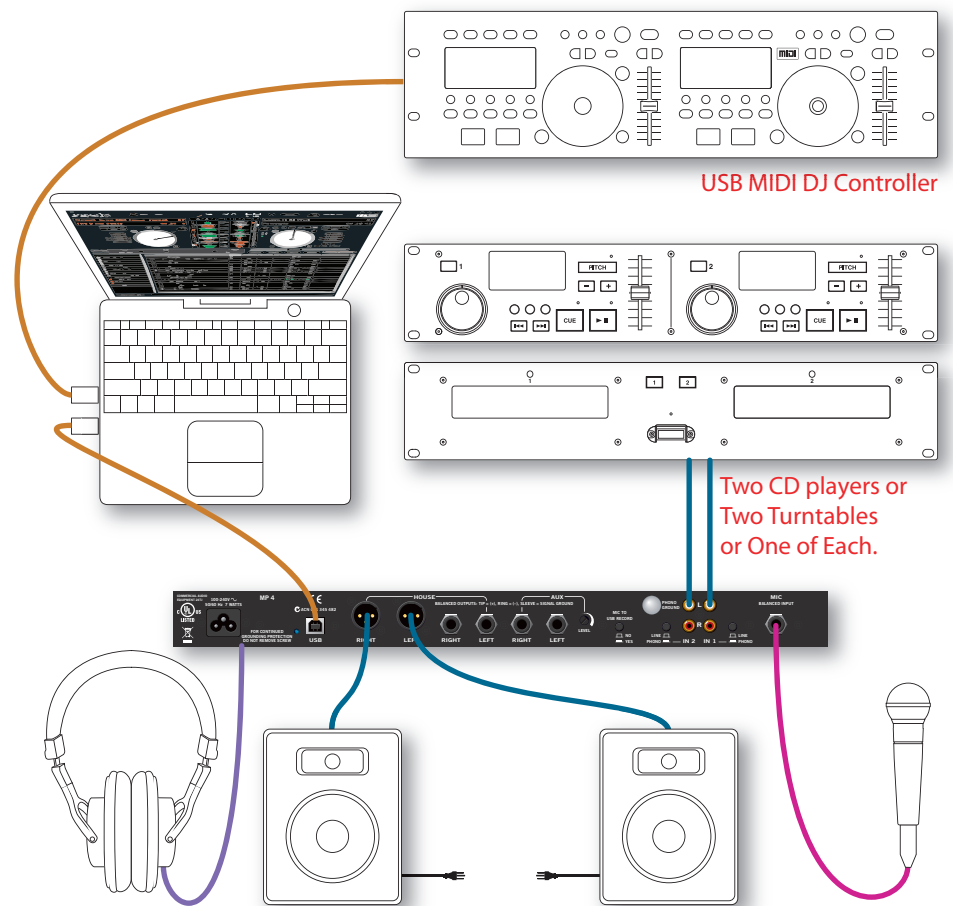
Scratch Live version currently has native support for the following 3rd party controllers:

- Denon DN-HC4500
- Denon DN-HD2500
- Numark DMC2
- Numark ICDX
- Pioneer CDJ-400
- Pioneer MEP-7000

These controllers use MIDI to operate transport controls and “scratch” with Scratch Live. These are plug and play, and can automatically control Scratch Live with no MIDI assignment necessary. Connection requires two USB cables from your computer: one to the MP 4, and another to the USB controller. Installation and features will vary. Search for support instruction articles with your model number at www.scratchlive.net.

TURNTABLE CONNECTION

1. Connect your turntables to the IN 1 and IN 2 inputs on the back of the MP 4. Push the PHONO / LINE switches *in* for PHONO.
2. Connect the turntable ground wires to the ground post of your mixer.
3. Connect the USB cable from the MP 4 to your computer as described in the previous section. *Note:* On some Windows machines, each USB port is treated separately, requiring a separate driver install for each USB port. See DRIVER UPDATE TOOL on the previous page.



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 <i>and</i> 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.	6, 7, 8, 9, 0
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.	G
Y	Bend up.	H
U	Censor.	J
I	Go to temporary cue point.	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.	alt - D
alt - R	Fast forward.	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.	ctrl - K