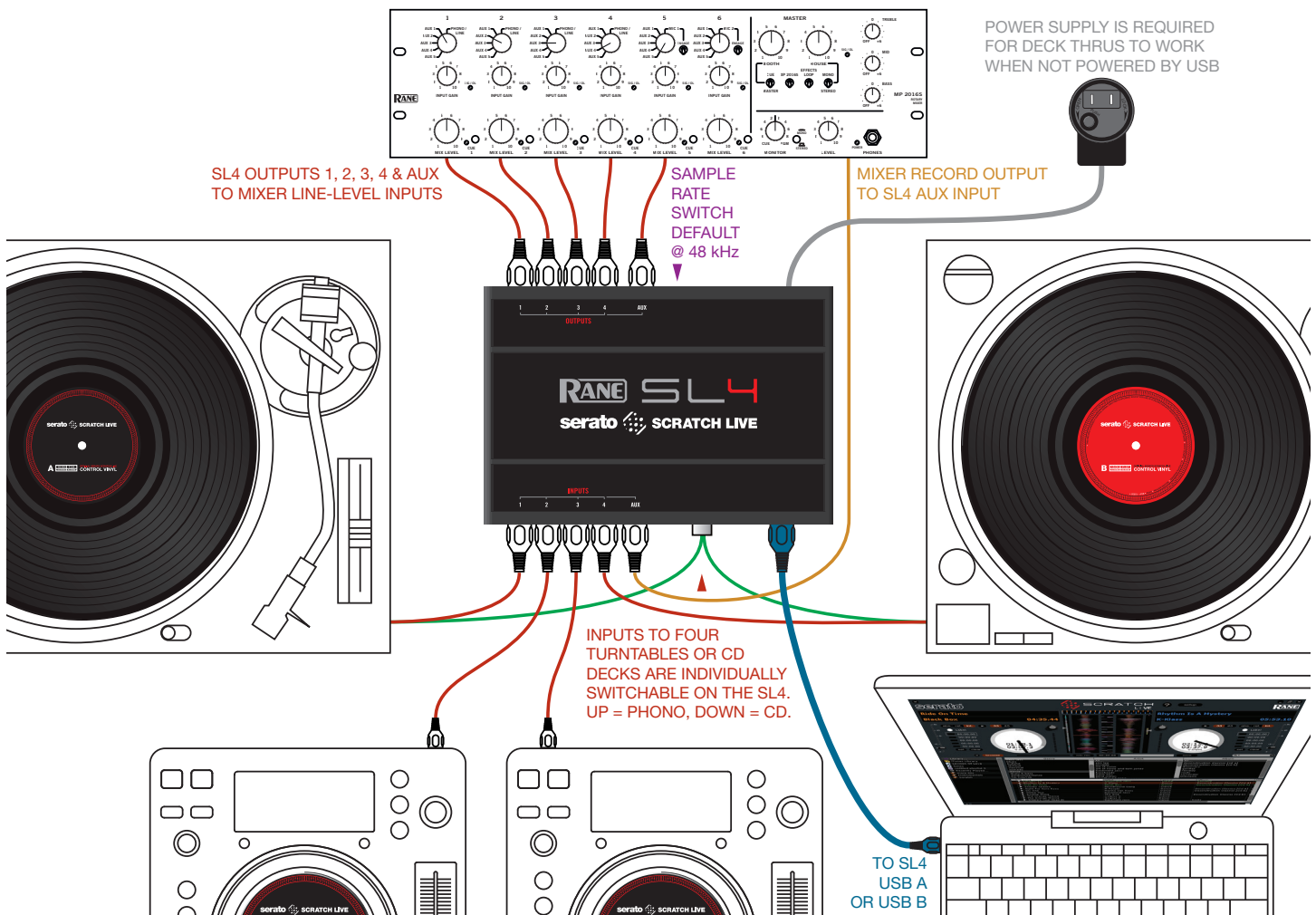# SL4 QUICK START

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 INPUTS 1-4 on the SL4. If this is your first experience with Scratch Live, we recommend starting with just two decks into INPUTS 1-2.

2. Set each INPUT to the correct input level using the dip switches. Set the switches UP for Phono (turntables) or DOWN for CD (line level).

3. If you use turntables, connect their ground wires to either the ground post on the SL4 or your mixer. Turntable ground wires are important for Scratch Live to run properly.

4. If you want the ability to record your mix into Scratch Live, connect an additional output (such as an AUX OUT) from your mixer to the SL4 AUX INPUT.

5. Connect OUTPUTS 1-4 of the SL4 to line inputs on your mixer. AUX can output the SP-6 sample player to another mixer line input. *Note:* If Scratch Live audio is excessively loud or distorted, the SL4 OUTPUTS have been connected to phono level inputs by mistake.

6. Switch the SL4 SAMPLE RATE switch to 48 kHz if you are not using 96 kHz audio files.

7. Using a USB cable, connect either USB A or USB B on your SL4 to an available USB 2.0 port on your computer. Connect directly to your computer and not through a hub or splitter.

8. For a second computer, **see "Two Computer Connection" in the manual**.

SL4 OUTPUTS 1, 2, 3, 4 & AUX TO MIXER LINE-LEVEL INPUTS

SAMPLE RATE SWITCH DEFAULT @ 48 kHz

MIXER RECORD OUTPUT TO SL4 AUX INPUT

POWER SUPPLY IS REQUIRED FOR DECK THRUS TO WORK WHEN NOT POWERED BY USB

INPUTS TO FOUR TURNTABLES OR CD DECKS ARE INDIVIDUALLY SWITCHABLE ON THE SL4. UP = PHONO, DOWN = CD.

TO SL4 USB A OR USB B

Step 2: Install Scratch Live

Mac

1. Insert the Software Installation CD-ROM and double-click the Scratch Live Installer.mpkg icon. Or, launch the installer 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 SL4. No extra installation is required to use Scratch Live.

4. The optional Rane Device Drivers are required for other software you may have that uses Core Audio to communicate with your Rane device. To install the Core Audio drivers, double-click the .pkg file inside the appropriate product folder in the Rane Device Drivers folder on the software installation CD. Core Audio driver updates are available to download from the product's page at rane.com.
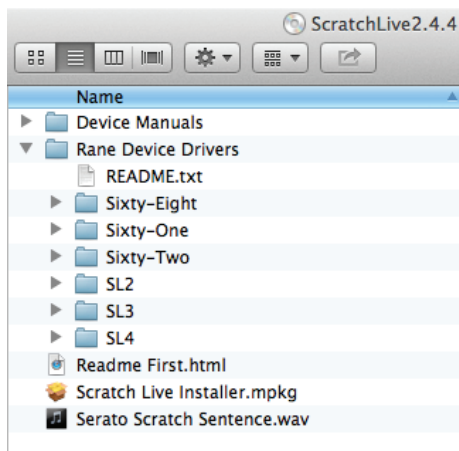
Windows

It is important that Windows users install the SL4 drivers as well as the Scratch Live software. The easiest way is to allow the Scratch Live installer to do all the work.

1. Connect your SL4 before you insert your installation CD. When you first connect, Windows will attempt to install the drivers via the hardware wizard. Cancel and close the hardware wizard.

2. Insert the Software Installation CD. Make sure your SL4 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 SL4 was connected prior to installing Scratch Live, no extra hardware installation is required.

Additional Windows ASIO Drivers

Once Scratch Live is installed, any additional hardware that is connected will be recognized and the drivers will be automatically installed.

Rane Device Drivers

The Scratch Live installer includes drivers that allow the SL4 to act as a 10-in 10-out external USB sound card for use with third-party software applications supporting Core Audio (Mac) and ASIO (PC). These drivers allow multiple programs to share the SL4 at the same time. The SL4's inputs and outputs may be selected in the audio settings of other applications **when Scratch Live is not open**. The SL4 has two independent USB ports, allowing simultaneous connection of two computers. You can run Scratch Live using Serato drivers on one port while running other ASIO or Core Audio software on the other. Driver updates are also available to download from the product's page at rane.com. **See "USB Drivers" In the manual.**

Step 3: Virtual Deck Setup

Each Virtual Deck in Scratch Live has a unique input / output source, which you can change to suit your DJ setup.

Starting with two turntables or CD players, select these as your "Primary Decks." In a multi-deck setup, this defines the sources that you will play the majority of your tracks from. Select your Primary Decks in the **Hardware** tab of the **Setup** screen. **See "Select Primary Decks" in the manual**.
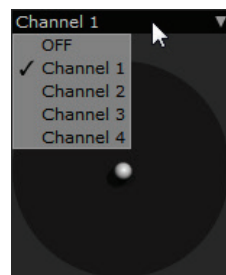
To set a USB Source in Scratch Live, click the dropdown box above the Virtual Deck.

Change your Display Mode to Classic Vertical mode if you don't see the dropdown above the Deck. We recommend learning Scratch Live with just two Decks. **See "Display Modes" In the manual**.

Start with the Left Deck, select "Channel 1." This Deck is now controlled by the turntable / CD player plugged into Input 1 on the SL4, and the audio from Scratch Live will be sent to Output 1.

On the Right Deck select "Channel 2." This Deck is now controlled by the turntable / CDJ plugged into Input 2 on the SL4, and the audio from Scratch Live will be sent to Output 2.

Changing the Display to 4-Deck Stack Mode allows you to see and assign all four Decks at once. Your Primary Decks will have a white border around them. Repeat the above steps for the remaining two Decks.

Step 4: 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. Select your Primary Decks under the **Hardware** tab.

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. If you have trouble getting the rings circular, try cleaning or changing your needles. If the image appears as a line, one channel of the turntable is not working. **See examples of "Scope Reading and Fixes" 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.
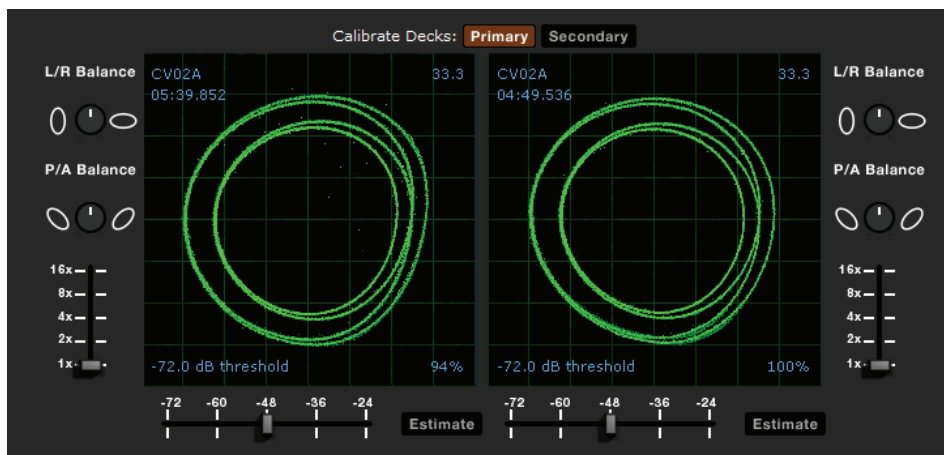
These are the basics of calibrating. If you run into any problems or questions, read through **"Calibrating Scratch Live"** in the manual. If you aren't seeing good circles, refer to **"Scope Reading and Fixes."**

After your setup is calibrated properly you are ready to import music. **See "Importing and Playing Music" 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 SL4 outputs connect to a "LINE" or "CD" input on your mixer. Set any phono/line switches on the mixer's top or back to the "LINE" or "CD" position.
- The four little switches on the SL4 need to match what is plugged in — Switch up for "PHONO" (turntable), down for "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 on the scope, re-check all connections. **See "Troubleshooting and Frequently Asked Questions" in the manual.**
- Play the control vinyl from the beginning (outer part). When using the control CD, play from the beginning of Track 1.
- In Setup, set the "Vinyl Start Offset" knob in the Vinyl Control tab to **0**.
- If you hear music when in **INT** mode but not in **ABS** or **REL** mode while using control vinyl or CDs, **see "Scope Reading and Fixes."** A common problem is seeing a straight or diagonal line in the scope view. This means you are either getting an uneven stereo signal or a mono signal. Scratch Live needs an even stereo signal to function.
- 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 SL4, plug the turntable giving the problem into the "good" SL4 input. If the turntable still gives you a line or nothing in the scope, the problem is somewhere in the cartridge, tonearm or its RCA cable.
- If you are using a CD player, try replacing its RCA cable to the SL4 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