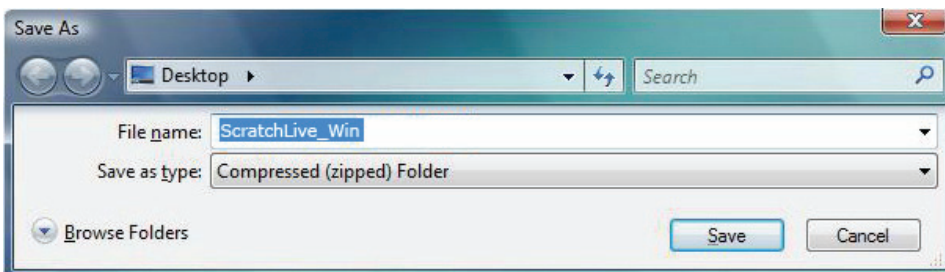


INSTALL SCRATCH LIVE

WELCOME

Before installing, visit serato.com 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 **serato.com**, 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 in this Quick Start.
 - b. If it is higher, click the download link.
3. **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 or 7's Windows Explorer, click **Browse Folders** in the lower left corner and select **Desktop**.
4. 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 unzip 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 unzip 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 TTM 57SL mixer after installing the software. No extra hardware installation is required. Make sure you connect it directly to your computer and not through a hub or splitter.

WINDOWS XP, VISTA & 7 INSTALLATION

1. Connect the TTM 57SL to your computer with the included USB cable. Make sure you connect it directly to your computer and not through a hub or splitter. 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 or 7*, 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. To change the directory you wish to install Scratch Live into, select **Custom Install**, otherwise choose **Complete**. Once the installation is complete, Scratch Live appears in the Start Menu under **All Programs > Serato > Scratch Live**.

DRIVER UPDATE TOOL

If you forgot or were unable to connect the TTM 57SL 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_updater32.exe or for Vista or 7 64-bit systems:
C: > Program Files (x86) > Serato > driver_updater64.exe.

1. Connect the TTM 57SL 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. In Window XP, 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 a TTM 57SL.

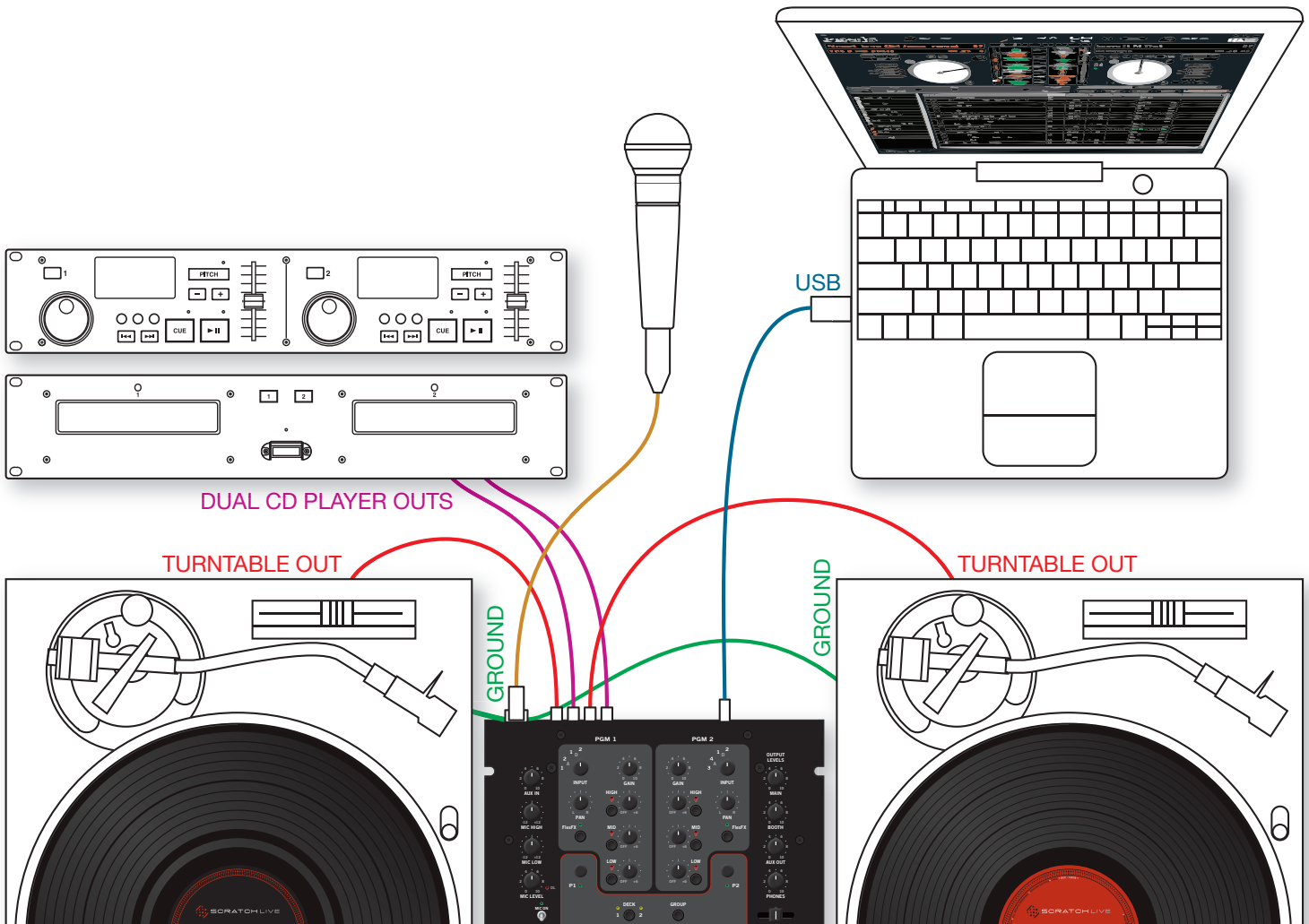
CONNECTIONS

TURNTABLE CONNECTION

1. Connect your turntables to any of the PGM 1 and PGM 2 inputs on the back of the TTM 57SL. By default, A1 and A3 are selected as the control source inputs. Set any of the little switches *down* that has a turntable connected to it. Set all other switches *up* to LINE. *Note:* When connected properly, circles will be displayed within the scope view of the **setup** screen while playing the control records (see CALIBRATION).
2. Connect the turntable ground wires to the ground post of your mixer.
3. Connect the USB cable from the TTM 57SL 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 previous page).

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. By default, A1 and A3 are selected as the control source inputs. 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).
2. Connect the USB cable from the TTM 57SL 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 previous page).

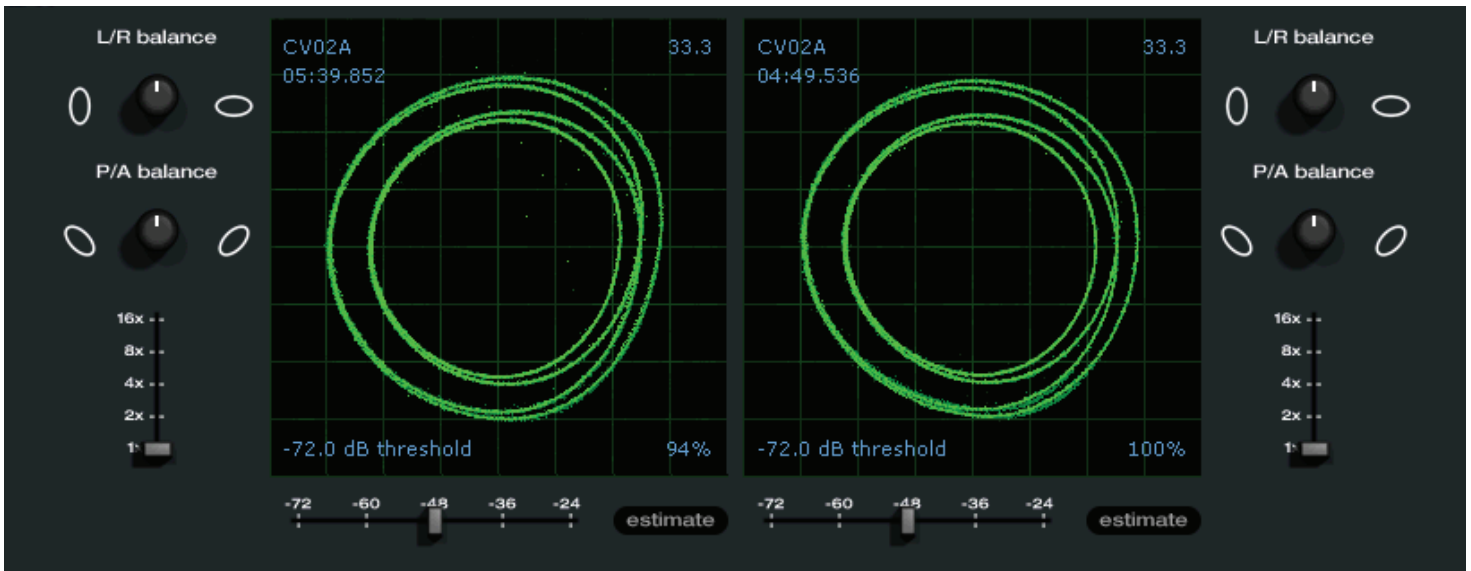


CALIBRATION

CALIBRATING SCRATCH LIVE

When setting up Scratch Live in a new location, calibrate the software to the background noise picked up by needles, cables and CD players. Play music through the system from any source.

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. With audio playing through your speakers:
 - a. When using a turntable, place the needle on the record with the motors off and switch to the **SETUP** screen.
 - b. When using CD players, pause the CD and switch to the **SETUP** screen.
3. 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.
4. 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 80% 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** in the manual. If you aren't seeing good circles, refer to the **SCOPE READING AND FIXES** pages in the manual.

After your setup is calibrated properly you are ready to import music. See **IMPORTING AND PLAYING MUSIC** 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.
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. (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