STEP 1:
SL 3 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 the LEFT and RIGHT DECK INPUTS on the SL 3.

2. Set each DECK INPUT to the correct input level using the dip switches. Set the switches UP for Phono (turntables) or DOWN for Line (CD players). The AUX input is usually DOWN for recording at Line level.

3. If you are using turntables, connect their ground wires to the ground posts on the SL 3. Turntable ground wires are extremely important for Scratch Live to run properly.

4. (Optional) To record your mix or from your turntables into Scratch Live, connect an additional output (such as an AUX OUT) from your mixer to the AUX INPUTS on the SL 3.

5. Connect the DECK OUTPUTS of the SL 3 to line inputs on your mixer. *Note:* If Scratch Live audio is excessively loud or distorted, the SL 3 OUTPUTS have been connected to phono level inputs by mistake.

6. (Optional) Connect the SL3 AUX OUTPUT to an additional Line input or Aux input on your mixer to output the sample player to its own mixer input.

7. Using the provided USB cable, connect your SL 3 to an available USB 2.0 port on your computer. Make sure you connect it directly to your computer and not through a hub or splitter.

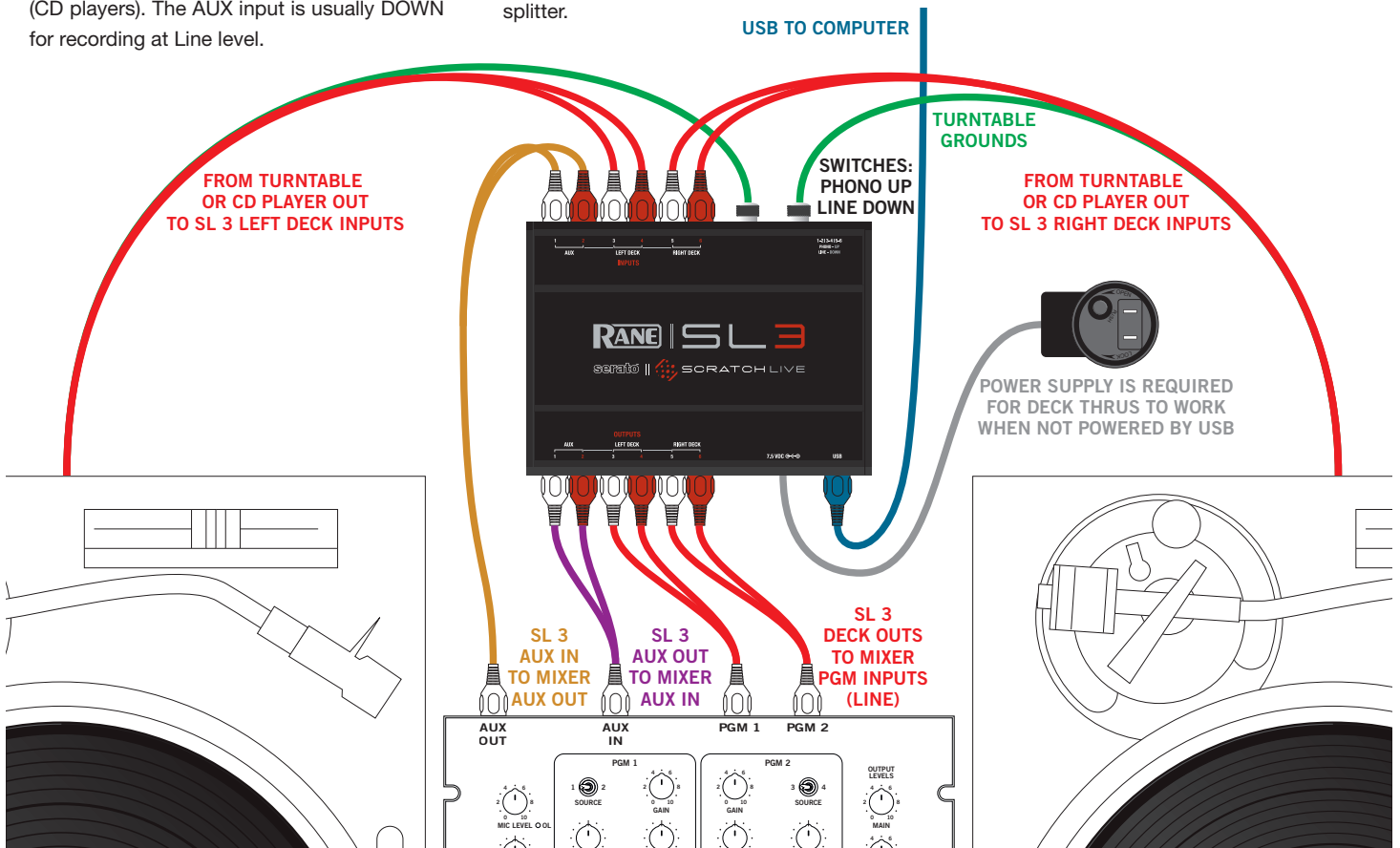### PLAYING REGULAR VINYL AND CDS

NOTE: the SL 3 must be powered by USB or the supplied external power supply for the DECK THRUs to work.

While Scratch Live is not running, and the SL 3 is powered by the external supply, the deck thrus on the SL 3 will always be on, allowing you to play regular CDs and vinyl with your CD players or turntables.

When the SL 3 is powered by the universal power supply, and then Scratch Live is launched, the deck thrus are still on. This allows a laptop to be connected during a set (when using the deck thru) with no audio interruption.

If the SL 3 is not powered by the universal power supply when Scratch Live is launched (USB connected), the deck thrus will be off, but can be turned on in Scratch Live.

To turn the thrus off and on in Scratch Live, click on the thru button next to each Virtual Deck in Scratch Live. This will change the state of the channels to thru mode, sending audio direct from the SL 3 inputs to your mixer.

USB TO COMPUTER

TURNTABLE GROUNDS

FROM TURNTABLE OR CD PLAYER OUT TO SL 3 LEFT DECK INPUTS

SWITCHES: PHONO UP LINE DOWN

FROM TURNTABLE OR CD PLAYER OUT TO SL 3 RIGHT DECK INPUTS

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

SL 3 AUX IN TO MIXER AUX OUT

SL 3 AUX OUT TO MIXER AUX IN

SL 3 DECK OUTS TO MIXER PGM INPUTS (LINE)

STEP 2: INSTALL SCRATCH LIVE

SERATO.COM

Before installing, visit *serato.com* to be sure you have the **latest** Scratch Live software update, which includes **new fixes and features**. 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. Look for Scratch Live. 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 Win 7 or Vista'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 to your Applications folder.

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 3 interface after installing the software. No extra hardware installation is required.

WINDOWS XP, VISTA & 7 INSTALLATION

1. Connect the SL 3 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 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 SL 3 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 SL 3 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. In Windows 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 an SL 3.
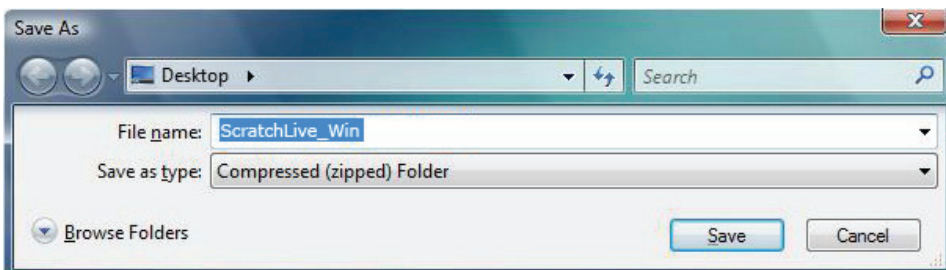
STEP 3: CALIBRATION

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. 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 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 in the manual.*

5. 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 on page 8 of the manual. If you aren't seeing good circles, refer to the SCOPE READING AND FIXES in the manual.

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

TROUBLESHOOTING

If you aren't getting any sound, disconnect all of the cords and start fresh. For now, let's keep it simple and get Scratch Live up and running. Leave the AUX connections off for now.

- The SL 3 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" position.

- The three little switches on the SL 3 need to match what is plugged in — Switch up for "phono" (turntables), down for "line" (CDJs).
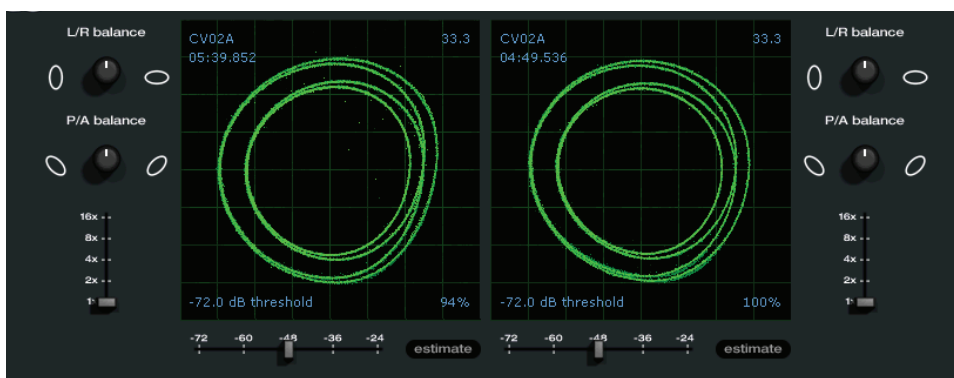
- If you aren't hearing audio, you should at the very least see the waveform move on the screen as the control vinyl or cd is playing. The meters next to the virtual deck should display sound levels. If not, check that you are using **ABS** or **REL** mode above the Virtual Deck.

- If nothing is moving on the screen, recheck connections and then see the ADVANCED TROUBLESHOOTING TECHNIQUES in the manual.

- 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" knobs located 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 in the manual. 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.

Many things can cause perfect circles in one Scope View but a straight line or nothing in the other Scope View. 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 3, plug the turntable giving the problem into the "good" SL 3 input. If the turntable still gives you a line or nothing in Scope View, the problem is somewhere in the turntable cartridge, tonearm or its RCA cable.

- If you are using CDJ players, try replacing its RCA cable to the SL 3 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**