3RD PARTY CONTROLLER QUICKSTART GUIDE

• NOVATION DICER •
• PIONEER CDJ-2000 • PIONEER CDJ-900 •
• PIONEER CDJ-400 • PIONEER MEP-7000 •
• NUMARK DMC2 • NUMARK ICDX
• DENON DN-HD2500 • DENON DN-HC4500 •
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INTRODUCTION

Welcome to the Serato Scratch Live 3rd Party Controller Quick Start Guide.

This guide outlines the available 3rd party controllers that are natively supported or “plug and play”.

This means that when you plug them into your computer along side your Scratch Live setup, they will work automatically with no extra MIDI mapping or configuration required.

* Note that with all 3rd party controllers, you much have your Rane Scratch Live hardware connected to use Scratch Live.

Always ensure that you are running the latest version of Scratch Live, available here:
http://www.serato.com/downloads/scratchlive

NOVATION DICER

INSTALLATION AND SETUP

1. Connect your Novation Dicer to an available USB port.
2. The Novation Dicer will be detected automatically and will be ready to use.
3. Start Scratch Live.
4. You will now be able to control Scratch Live with your Novation Dicer.

DICER MODES

The Dicer has 5 modes - the first three modes are Hot Cues, Loop Roll and Auto Loop functions and cannot be overwritten.

The last two modes are User Modes and can be mapped to other functions in Scratch Live.

NOTE: To use the Cuepoint and Looping functions you will need to set your virtual decks to Relative or Internal Modes.

HOT CUES

When in Cue Mode, press any of the 5 dice buttons to trigger stored cue points in Scratch Live.

If there is no cue point stored, and the dice button is not illuminated, pressing the button will store a cue point.

To delete a cue point hold down Cue Mode and press the dice button for the unwanted cue point.

LOOP ROLL

Press the 5 dice buttons to select the length of loop roll you want - hold down the button for the duration of time you wish to loop roll.

AUTO LOOP

Press one of the 5 dice buttons to trigger the auto-loop at the desired loop length. The loop can be exited by pressing the same dice button or pressing another auto-loop button to change loop length.

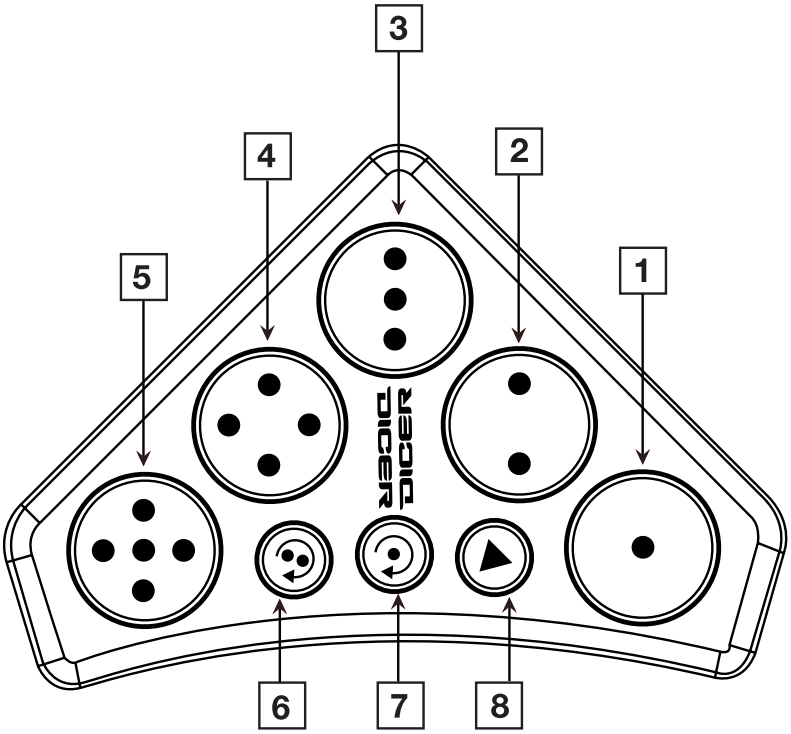
NOTE: Auto Loop and Loop Roll Modes require the track to have a correct BPM value. If none of the dice buttons are illuminated in either Loop Roll or Auto Loop Mode then you will need to analyze the track in Scratch Live or manually tap in a BPM value in the software.

USER MODES 1+2

To map functions to User Modes 1 or 2 simply click on the MIDI button in Scratch Live, click on the parameter you wish to map to the Dicer then press and hold the User Mode 1 or 2 button (Loop Roll or Auto Loop) and the desired dice button. Click on MIDI again to exit the editing mode.

To activate the function hold down the User Mode button and press the appropriate dice button .

NOTE: You can save the Dicer layers 4 and 5 as a MIDI preset in Scratch Live. (See the MIDI section of the Scratch Live manual for saving presets.)



	DICER CONTROLS	HOT CUE MODE	LOOP ROLL MODE	AUTO LOOP MODE
1	Dice 1	Set/Trigger Cue Point 1	Trigger Loop Roll 1/16 Bar	Trigger Auto Loop 1 Bar
2	Dice 2	Set/Trigger Cue Point 2	Trigger Loop Roll 1/8 Bar	Trigger Auto Loop 2 Bar
3	Dice 3	Set/Trigger Cue Point 3	Trigger Loop Roll 1/4 Bar	Trigger Auto Loop 4 Bar
4	Dice 4	Set/Trigger Cue Point 4	Trigger Loop Roll 1/2 Bar	Trigger Auto Loop 8 Bar
5	Dice 5	Set/Trigger Cue Point 5	Trigger Loop Roll 1 Bar	Trigger Auto Loop 16 Bar
6	Hot Cue	Select Hot Cue Mode		
7	Loop Roll		Select Loop Roll Mode	
8	Auto Loop			Select Auto Loop Mode

PIONEER CDJ-2000

To use a pair of CDJ-2000s with Scratch Live, you will need at least 3 available USB ports.

If you don't have 3 ports available you may be able to connect your CDJ-2000s to a powered USB hub.

It is however, important to always connect your Scratch Live hardware directly to your computer.

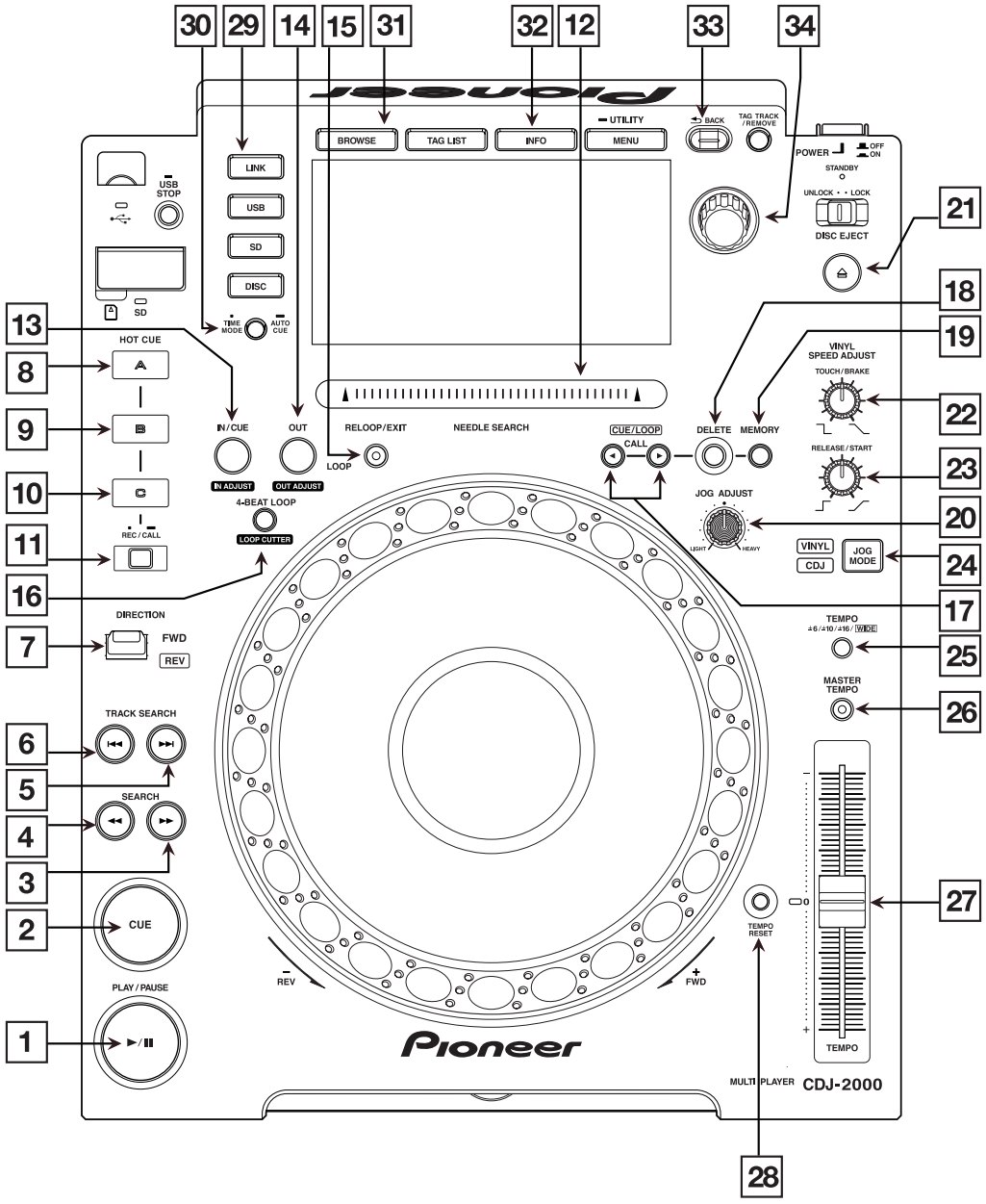
Make sure you have the latest drivers and firmware for the CDJ-2000 available here: **http://www.pioneer.co.uk/uk/content/support/support/upgrade/CDJ2000.html**

INSTALLATION AND SETUP

1. Connect your Scratch Live hardware as per normal into an available USB port on your computer.
2. Connect the CDJ-2000 to your computer via USB cable.
3. Load Scratch Live
4. Press LINK on the CDJ-2000
5. Press the Scroll Knob to connect to the computer
6. Use the Scroll Knob to choose which virtual deck you wish the CDJ-2000 to control.
7. Set the virtual deck in Scratch Live to Internal mode (INT).

CDJ-2000s can also be used to play regular CDs. To do this just connect the CDJs Audio outs (RCA) to your Scratch Live hardware as you would your regular CD players.

	CDJ-2000 CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Play/Pause	Toggles playback on/off.
2	Cue	Works as CDJ style cue button for setting and jumping to temporary cue.
3	Search »	Fast Forward.
4	Search «	Rewind.
5	Track Search »	Loads next track.
6	Track Search «	Loads previous track.
7	Direction	Toggles playback forwards or reverse.
8	Hot Cue A	Jumps to cue point 1. If in REC mode, press to set a cue point at the current play position.
9	Hot Cue B	Jumps to cue point 2. If in REC mode, press to set a cue point at the current play position.
10	Hot Cue C	Jumps to cue point 3. If in REC mode, press to set a cue point at the current play position.
11	Rec/Call	Enters Hot Cue REC mode.
12	Needle Search	While the track is paused or platter is held, run your finger along the needle search strip to scroll through the track.
13	In /Cue (In Adjust)	Sets loop in point. (Press again to adjust the loop in point. Press again to exit loop in edit mode.)
14	Out (Out Adjust)	Sets loop out point. (Press again to adjust the loop out point. Press again to exit loop out edit mode.)
15	Reloop/Exit	Turns on and off current loop. Jumps to start of loop when turning it on.
16	4-Beat Loop/ Loop Cutter	Creates a 4 beat loop. (Press again to halve the loop to 2 beats, and again to 1 beat and so on.)
17	Cue/Loop Call < >	Jumps to next or previous loop slot.
18	Delete	Deletes current loop slot.
19	Memory	Saves the loop to the current loop slot.
20	Jog Adjust	Adjusts platter sensitivity
21	Disk Eject	Eject the current track. NOTE: This also ejects any CD in the player.
22	Touch/Break	Adjusts the stop speed. (Mimicking a slowing down record.)
23	Release/Start	Adjusts the start play speed.
24	Jog Mode	Switches between jog and scratch mode for platter interaction.
25	Tempo	Switches tempo range between +/- 6, 10, 16 and 100% (WIDE).



	CDJ-2000 CONTROLS	SCRATCH LIVE FUNCTIONALITY
26	Master Tempo	Toggles Keylock on or off.
27	Tempo Slider	Adjusts pitch slider.
28	Tempo Reset	Resets pitch to zero.
29	Link	Enters USB connection mode.
30	Time Mode. (Auto Cue)	Switches display between elapsed & remaining time.
31	Browse	Browse through library.
32	Info	Displays song information.
33	Back	Moves focus back to the crate selector.
34	Scroll Knob	Scrolls through library (crates/songs/browse). Push the scroll knob to load select track or to tab cursor focus

PIONEER CDJ-900

To use a pair of CDJ-900s with Scratch Live, you will need at least 3 available USB ports.

If you don't have 3 ports available you may be able to connect your CDJ-900s to a powered USB hub.

It is however, important to always connect your Scratch Live hardware directly to your computer.

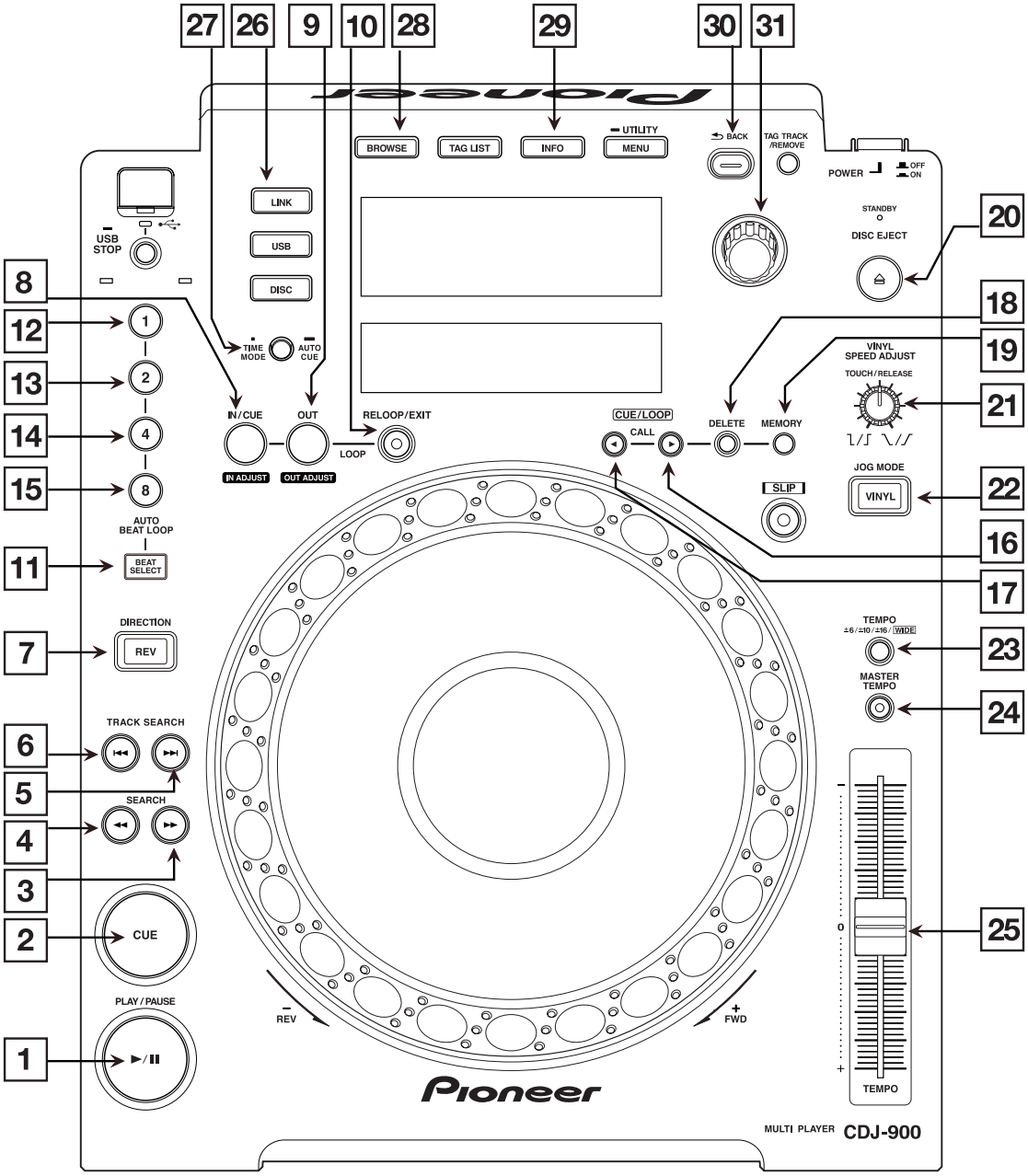
Make sure you have the latest drivers and firmware for the CDJ-900 available here: **http://www.pioneer.co.uk/uk/content/support/support/upgrade/CDJ2000.html**

INSTALLATION AND SETUP

1. Connect your Scratch Live hardware as per normal into an available USB port on your computer.
2. Connect the CDJ-900 to your computer via USB cable.
3. Load Scratch Live
4. Press and hold MENU on the CDJ-900 until the UTILITY menu appears.
5. Scroll to HID SETTING and press the Scroll Knob. Using the Scroll Knob, change this setting from STANDARD to ADVANCED and press Scroll Knob again to set.
6. Use the Scroll Knob to choose which virtual deck you wish the CDJ-900 to control.
7. In Scratch Live, set the virtual deck to Internal mode (INT).

CDJ-900s can also be used to play regular CDs. To do this just connect the CDJs Audio outs (RCA) to your Scratch Live hardware as you would your regular CD players.

	CDJ-900 CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Play/Pause	Toggles playback on/off.
2	Cue	Works as CDJ style cue button for setting and jumping to temporary cue.
3	Search »	Fast Forward.
4	Search «	Rewind.
5	Track Search »	Loads next track.
6	Track Search «	Loads previous track.
7	Direction	Toggles playback forwards or reverse.
8	In /Cue (In Adjust)	Sets loop in point. (Press again to adjust the loop in point. Press again to exit loop in edit mode.)
9	Out (Out Adjust)	Sets loop out point. (Press again to adjust the loop out point. Press again to exit loop out edit mode.)
10	Reloop/Exit	Turns on and off current loop. Jumps to start of loop when turning it on.
11	Beat Select Press	Switches the auto loop beat division between (1, 2, 4, 8) and (1/16, 1/8,1/4, 1/2).
	Beat Select Hold	Press and hold Beat Division button to switch to (1/4, 1/3, 1/2, 3/4).
12	1	Toggles 1 bar auto loop on/off.
13	2	Toggles 2 bar auto loop on/off.
14	4	Toggles 4 bar auto loop on/off.
15	8	Toggles 8 bar auto loop on/off.
16	Call (Loop) >	Jumps to next loop slot.
17	Call (Loop) <	Jumps to previous loop slot.
18	Delete	Deletes current loop slot.
19	Memory	Saves the loop to the current loop slot.
20	Disk Eject	Eject the current track. NOTE: This also ejects any CD in the player.
21	Touch/Release	Adjusts the stop and start speeds. (Mimicking a record.)
22	Jog Mode	Switches between jog and scratch mode for platter interaction.



	CDJ-900 CONTROLS	SCRATCH LIVE FUNCTIONALITY
23	Tempo	Switches tempo range between +/- 6, 10, 16 and 100% (WIDE).
24	Master Tempo	Toggles Keylock on or off.
25	Tempo Slider	Adjusts pitch slider.
26	Link	Enters USB connection mode
27	Time Mode	Switches display between elapsed & remaining time.
28	Browse	Browse through library.
29	Info	Displays song information.
30	Back	Moves focus back to the crate selector.
31	Scroll Knob	Scrolls through library (crates/songs/browse). Push the Scroll Knob to load track or tab cursor focus.

PIONEER CDJ-400

To use a pair of CDJ-400s with Scratch Live, you will need at least 3 available USB ports.

If you don't have 3 ports available you may be able to connect your CDJ-400s to a powered USB hub.

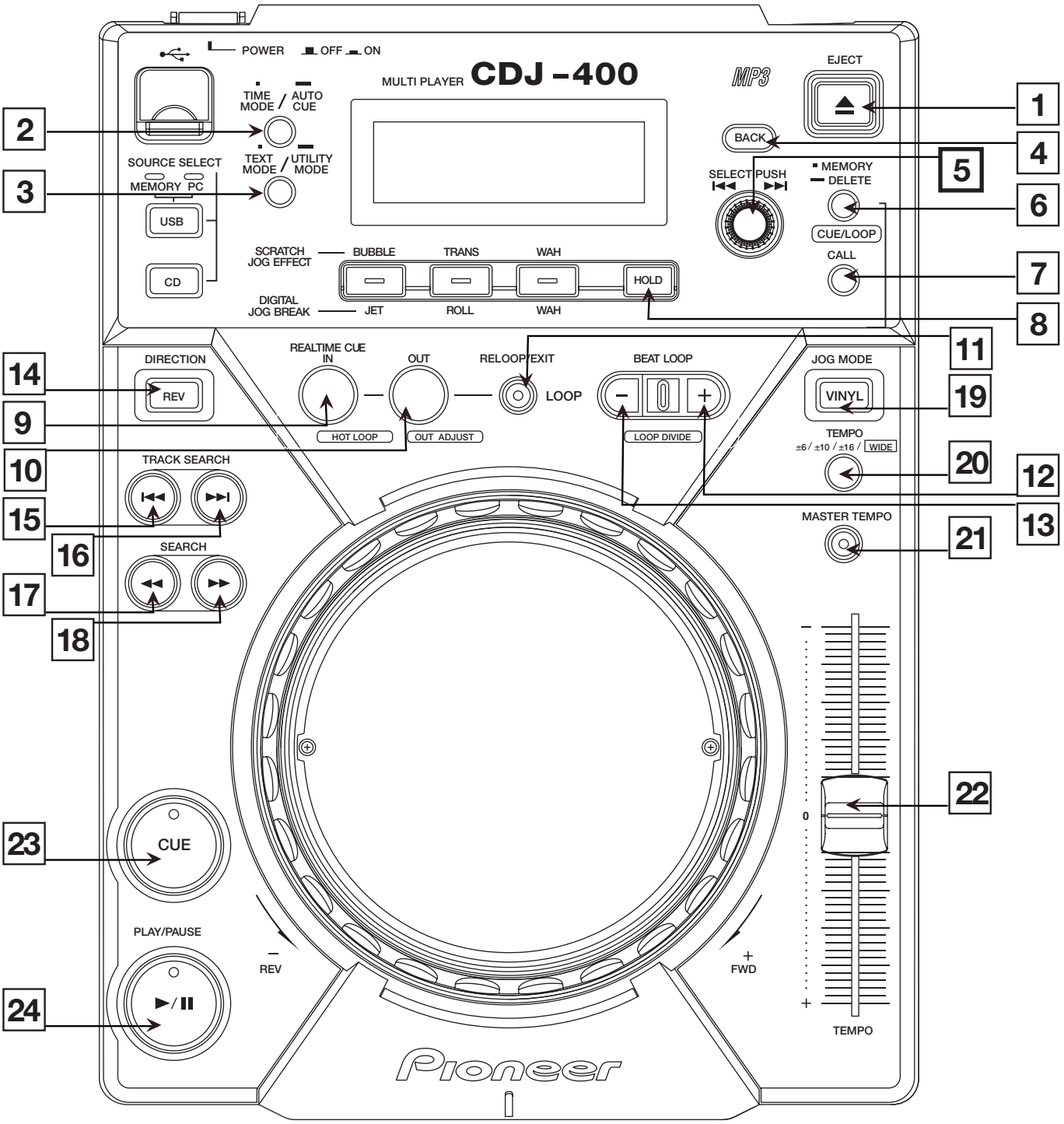
It is however, important to always connect your Scratch Live hardware directly to your computer.

INSTALLATION AND SETUP

1. Connect your Scratch Live hardware as per normal into an available USB port on your computer.
2. Connect the CDJ-400 to your computer via USB cable.
3. Load Scratch Live
4. Press and hold MENU on the CDJ-2000 until the UTILITY menu appears.
5. Scroll to HID SETTING and press the Scroll Knob. Using the Scroll Knob, change this setting from STANDARD to ADVANCED and press Scroll Knob again to set.
6. Use the Scroll Knob to choose which virtual deck you wish the CDJ-400 to control.
7. In Scratch Live, set the virtual deck to Internal mode (INT).
You will now be able to control Scratch Live with your CDJ-400s.

CDJ-400s can also be used to play regular Cds. To do this just connect the CDJs Audio outs (RCA) to your Scratch Live hardware as you would your regular CD players.

	CDJ-400 CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Eject	Eject the current track.
2	Time Mode	Switches display between elapsed & remaining time.
3	Text Mode	Switches display between showing song title, artist name and album title. There is an icon for each.
4	Back	Moves focus back to the crate selector.
5	Scrolling Knob	Scrolls through library (crates/songs/browse). Clicking knob either tabs focus or loads song.
6	Cue/Loop Memory	Sets 1st cue point at current playhead position.
7	Cue/Loop Call	Jumps to 1st cue point.
8	Hold	When holding hold, pressing the scroll knob will perform instant doubles to the opposite deck. Pressing direction will toggle playback direction.
9	Loop In	Sets loop in point.
10	Loop Out	Sets loop out point.
11	Reloop	Turns on and off current loop. Jumps to start of loop when turning it on.
12	Loop Divide -	When loop is off: prev loop. When loop is on: halves loop.
13	Loop Divide +	When loop is off: next loop. When loop is on: doubles loop.
14	Direction	Censor.
15	Track Search «	Loads previous track.
16	Track Search »	Loads next track.
17	Search «	Rewind.
18	Search »	Fast Forward.
19	Jog Mode	Switches between jog and scratch mode for platter interaction.
20	Tempo	Switches tempo range between +/- 6,10 and 16%.
21	Master Tempo	Toggles Keylock.
22	Tempo Slider	Adjusts pitch slider.
23	Cue	Works as cdj style cue button for setting and jumping to temporary cues.
24	Play/Pause	Toggles playback on/off.


POWER
OFF
ON
MULTI PLAYER
CDJ –400
MP3
EJECT
TIME MODE / AUTO CUE
TEXT MODE / UTILITY MODE
SOURCE SELECT
MEMORY
PC
USB
CD
BACK
SELECT PUSH
MEMORY
DELETE
CUE/LOOP
CALL
SCRATCH JOG EFFECT
BUBBLE
TRANS
WAH
HOLD
DIGITAL JOG BREAK
JET
ROLL
WAH
DIRECTION
REV
REALTIME CUE IN
OUT
RELOOP/EXIT
LOOP
BEAT LOOP
JOG MODE
VINYL
HOT LOOP
OUT ADJUST
LOOP DIVIDE
TEMPO
±6 / ±10 / ±16 / WIDE
TRACK SEARCH
SEARCH
MASTER TEMPO
CUE
PLAY/PAUSE
REV
FWD
TEMPO
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PIONEER MEP-7000 & SEP-C1

INSTALLATION

MAC

1. Connect your MEP-7000 or SEP-C1 to an available USB port.
2. Your MEP-7000 or SEP-C1 will be detected automatically and will be ready to use.

WINDOWS XP

1. Connect your MEP-7000 or SEP-C1 to an available USB port.
2. You will see the following prompt from Windows: “Can Windows connect to Windows update to search for software?”
3. Select: “No, not this time”, click “next”.
4. Select: “Install automatically”, click “next”.
5. Windows will then notify you that it has “Found new Hardware PIONEER SDJ-C1 CONTROL” followed by “USB composite device”.
6. You will be prompted to install 2 drivers. “USB composite device” and “USB audio device”. Follow the prompts as per the usual driver installation method for Windows.

WINDOWS VISTA

1. Connect your MEP-7000 or SEP-C1 to an available USB port.
2. You will see the following prompt from Windows: “Windows needs to install driver software for your PIONEER SDJ-C1 CONTROL”.
3. Select “Cancel”.

SETUP

1. Start Scratch Live and switch both decks to internal mode.
2. You will now be able to control Scratch Live with your MEP-7000 or SEP-C1.

BASIC OPERATION

To select and load tracks use the KNOB (23) to scroll through your crates and tracks. By pressing the KNOB you can jump between your crate and track libraries. Use the LOAD button (21) to load a track to the virtual deck.

PLAYBACK

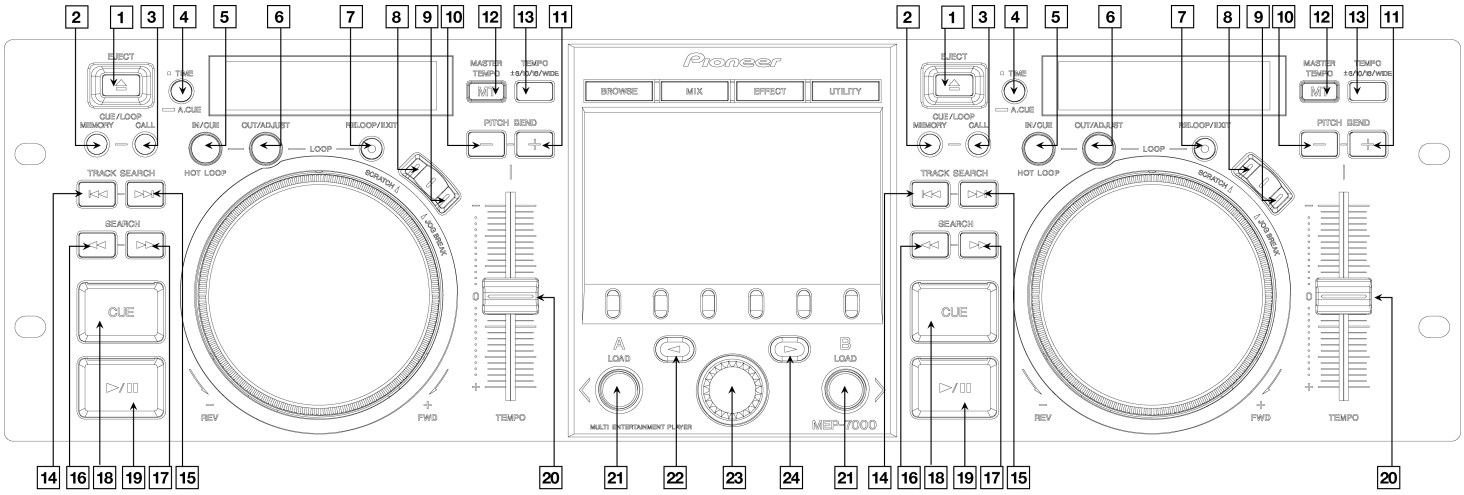
Use the PLAY/PAUSE button (19) to play and pause your tracks. You can control the speed of the braking as normal in the setup menu of Scratch Live.

USING CUES

You can set the first cue point using the MEMORY button (2). You can then delete the cue point by holding down the MEMORY button. Press the CALL button (3) to trigger the first cue point. You can set a temporary cue point at the current position of the playhead by pressing the CUE button (18) while playback is paused. Holding the CUE button will then play from the temporary cue point.

USING LOOPS

You can create loops by using the IN/CUE button (5) to set the loop in-point and the OUT/ADJUST button (6) to set the loop out-point. Once looping you can press the OUT/ADJUST button again which then allows you to use the JOG WHEEL to adjust the loop out-point manually. Press the OUT/ADJUST button again to set the new loop out-point. Use the RELOOP/EXIT button (7) to jump to the start of the loop and turn looping on or to turn looping off if it is already looping.



	MEP-7000 CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Eject	Ejects track from virtual deck.
2	Memory	Sets first cue point. Press and hold to delete cue point.
3	Call	Trigger first cue point.
4	Time	Time remaining toggle.
5	In/Cue	Sets loop in-point if looping is off. If looping is on will jump to start of loop.
6	Out/Adjust	Sets loop out-point if loop in-point is set and not yet looping. If looping is on this will allow you to adjust the loop out-point using the jog wheel. Press again to then set new loop out-point.
7	Reloop/Exit	If looping is off this turns looping on and jumps to the start of loop. If looping is on this turns looping off.
8	Scratch	Enables Scratch mode.
9	Jog Break	Enables Pitch Bend Mode.
10	Pitch Bend -	Bend pitch down.
11	Pitch Bend +	Bend pitch up.
12	Master Tempo	Keylock toggle.
13	Tempo	Toggle between 6, 10 and 16% pitch range.
14	Track search I<<	Previous track.*
15	Track search >>I	Next track.*
		*If you hold down either track search button you can then use the jog wheel to scroll through the track library.
16	Search <<	Rewind.
17	Search >>	Fast forward.
18	Cue	If playback is paused this button will set the temporary cue point at the current position in the track. Holding down this button then plays from the temporary cue point.
19	Play/Pause	Play/Pause.
20	Tempo Slider	Adjusts pitch slider.
21	Load	Loads selected track to deck.
22	◁	Jumps cursor to crate library.
23	Knob	Scrolls through selected library. Pressing knob jumps cursor between crate and track libraries.
24	▷	Jumps cursor to track library.

NUMARK DMC2

INSTALLATION

MAC

1. Connect your DMC2 to an available USB port.
2. Your DMC2 will be detected automatically and will be ready to use.

WINDOWS

1. Connect your Numark DMC2 to an available USB port.
2. You will see the following prompt from Windows: Can Windows connect to Windows update to search for software?
3. Select: “No, not this time” followed by “Install automatically”
4. Windows will then notify you that it has found the device: “Found new Hardware Numark DMC2, followed by USB composite device” bubbles will appear.
5. You will be prompted to install 2 drivers. “USB composite device” and “USB audio device”. Follow the prompts as per the usual driver installation method for windows.
6. Once installed, the DMC2 should show a flashing message in both screens that says “PC no Link”.

SETUP

Start Scratch Live and switch both decks to internal mode. The DMC 2 should automatically be in PC mode. A flashing message on both screens will say: “PC no Link”. You will now be able to control Scratch Live with your DMC2!

BASIC OPERATION

You can browse through your Crate/Track list (whichever has focus) using the left and right Knobs (4). If focus is on Crate list, pushing the knob will move focus to Track List. If focus is on Track list then pushing the knob will load the selected track to the respective deck.

PLAYBACK

Use the PLAY and PAUSE buttons to play and stop your tracks.

SETTING CUES

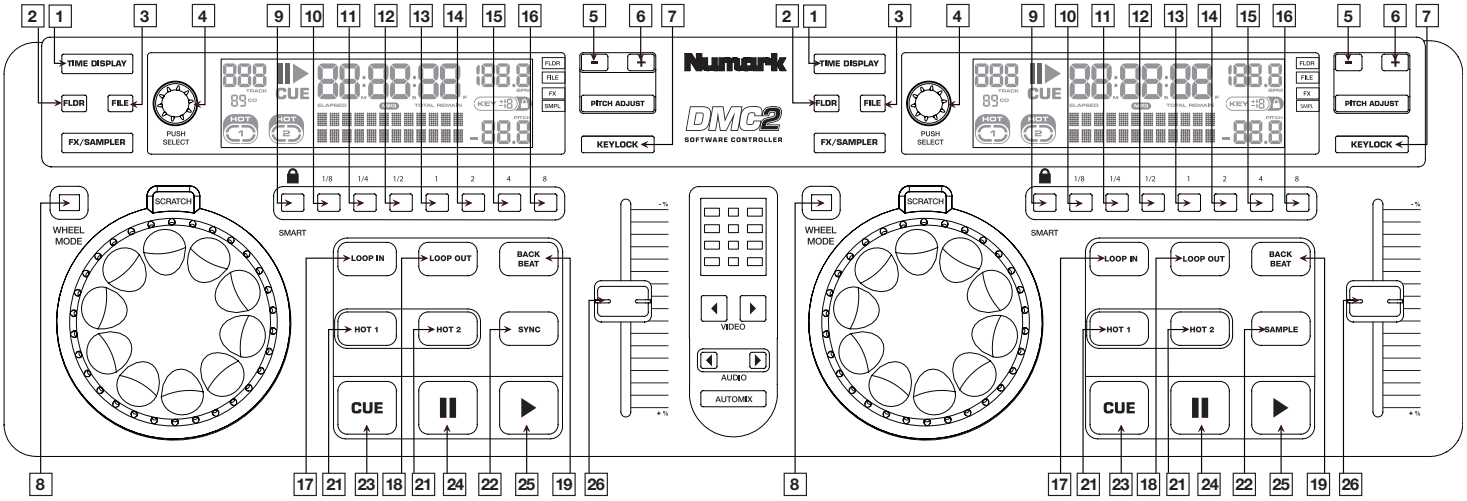
You can set a temp cue point at the current position of the playhead, while playback is paused. Holding the CUE button (24) will play from the temp cue point.

USING HOT BUTTONS

Hot 1 and Hot 2 buttons control 2 different cue points. To set a cue point, press one of the Hot buttons with the SYNC button turned on. To return to the cue point, turn the SYNC button off, and press either of the Hot buttons.

USING THE LOOPS

To set a loop during playback, simply press one of the autoloop buttons. This will create an autoloop of the duration specified on each button, ranging from 1/8 bar, to 8 bar. you can lock the loop by pressing the LOCK button (9) . You can also use the LOOP IN and LOOP OUT buttons to set your loop. The loop can be toggled on/off by pressing the BACKBEAT button (19).



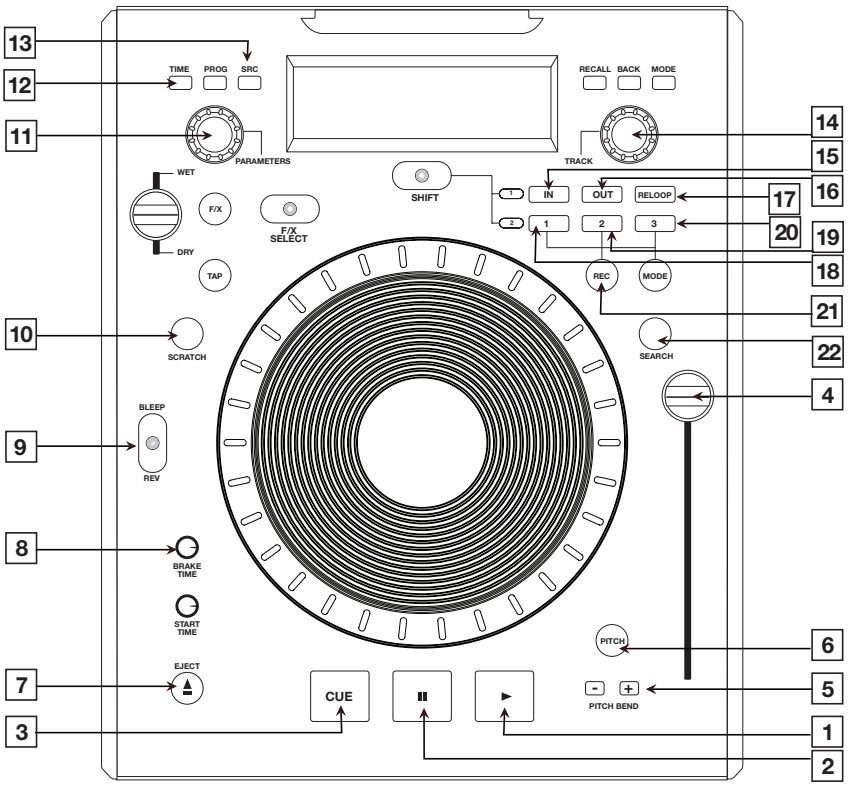
	DMC2 CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Time Display Button	Toggles between elapsed and remaining time display Fldr Button.
2	Fldr Button	Focus moves to Crate list.
3	File Button	Focus moves to Track list.
4	Knob	Turn to scroll through Crate/Track list (whichever has focus). If focus is Crate list then pushing knob will move focus to Track list. If focus is Track list then pushing knob will load selected track to the respective deck.
5	- Pitch Button	Bend pitch down.
6	+ Pitch Button	Bend pitch up.
7	Keylock Button	Toggles keylock on/off.
8	Wheel Mode Button	Toggles between Pitch Bend and shuttle mode.
9	Lock Button	Toggles locked state of current loop.
10	1/8 Button	Toggles 1/8 bar auto loop on/off.
11	1/4 Button	Toggles 1/4 bar auto loop on/off.
12	1/2 Button	Toggles 1/2 bar auto loop on/off.
13	1 Button	Toggles 1 bar auto loop on/off.
14	2 Button	Toggles 2 bar auto loop on/off.
15	4 Button	Toggles 4 bar auto loop on/off.
16	8 Button	Toggles 8 bar auto loop on/off.
17	Loop In Button	Sets current loop in point.
18	Loop Out Button	Sets current loop out point.
19	Back Beat Button	Mapped to loop button in Scratch LIVE, toggles current loop on/off.
20	Hot 1 Button	If Sync is off, jumps to cue point 1. If Sync is on, sets cue point 1.
21	Hot 2 Button	If Sync is off, jumps to cue point 2. If Sync is on, sets cue point 2.
22	Sync Button	Controls whether Hot buttons jump to or set cue points as specified above.
23	Cue Button	Holding this button plays from temp cue point. If playback is paused this button will set the temp cue point at current position in the track.
24	Pause Button	Pauses playback.
25	Play Button	Starts playback.
26	Slider	Changes playback velocity between ±16%.

NUMARK ICDX

NUMARK ICDX

INSTALLATION AND SETUP

1. Plug in the iCDX unit to your computer using a USB A-B cable.
2. Switch on your iCDX power, and press the SRC button.
3. Use the parameter knob to select USB-HID mode.
4. Select left deck or right deck.
5. Put Scratch Live into INT mode.
6. You will now be able to control Scratch Live with your iCDX!



	ICDX CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Play	Play.
2	Pause	Pause.
3	Cue	Sets and triggers temp cue point.
4	Pitch Slider	Adjusts playback pitch.
5	Pitch Bend	Pitch Bend.
6	PItch	Keylock enable/disable.
7	Eject	Eject.
8	Brake Time	Set brake time (on ICDX, not inside Scratch LIVE).
9	Bleep/Rev	Censor/Play reverse.
10	Scratch	Enable platter control.
11	Parameter Knob	Select ICDX mode.
12	Time	Toggle time display mode.
13	SRC	Change ICDX control mode.
14	Track Knob	Select track/ press to load.
15	In	Set loop in point.
16	Out	Set loop out point.
17	Reloop/Stutter	Enable/Disable Loop.
18	1	Trigger/Set cue point 1.
19	2	Trigger/Set Cue point 2.
20	3	Trigger/Set Cue point 3.
21	Rec	Toggle set cue mode.
22	Search	Toggle browse mode.

DENON DN-HD2500

INSTALLATION

MAC

1. Connect your DN-HD2500 to an available USB port.

2. Your DN-HD2500 will be detected automatically and will be ready to use.

WINDOWS

1. Connect your DENON DN-HD2500 to an available USB port.

2. You will see the following prompt from Windows: "Can Windows connect to Windows update to search for software?"

3. Select: "No, not this time" followed by "Install automatically"

4. Windows will then notify you that it has found the device: "Found new Hardware DN-HD2500, followed by USB composite device" bubbles will appear.

5. You will be prompted to install 2 drivers. "USB composite device" and "USB audio device". Follow the prompts as per the usual driver installation method for windows.

SETUP

1. Start Scratch Live and switch both decks to internal mode.

2. Turn on the DN-HD2500 and the set it to "Midi"mode. To set it to "Midi" mode, press the SOURCE button, and use the PARAMETERS knob to scroll through the options. *make sure you set it to MIDI and not PC.

3. You will now be able to control Scratch Live with your DENON DN-HD2500.

BASIC OPERATION

To select and load tracks, use the PARAMETERS knob to scroll through your library and crates.

By pressing the PARAMETERS knob can select a crate, sub-crate, and load your track all without touching your computer. The BACK button returns you to the previous location selected.

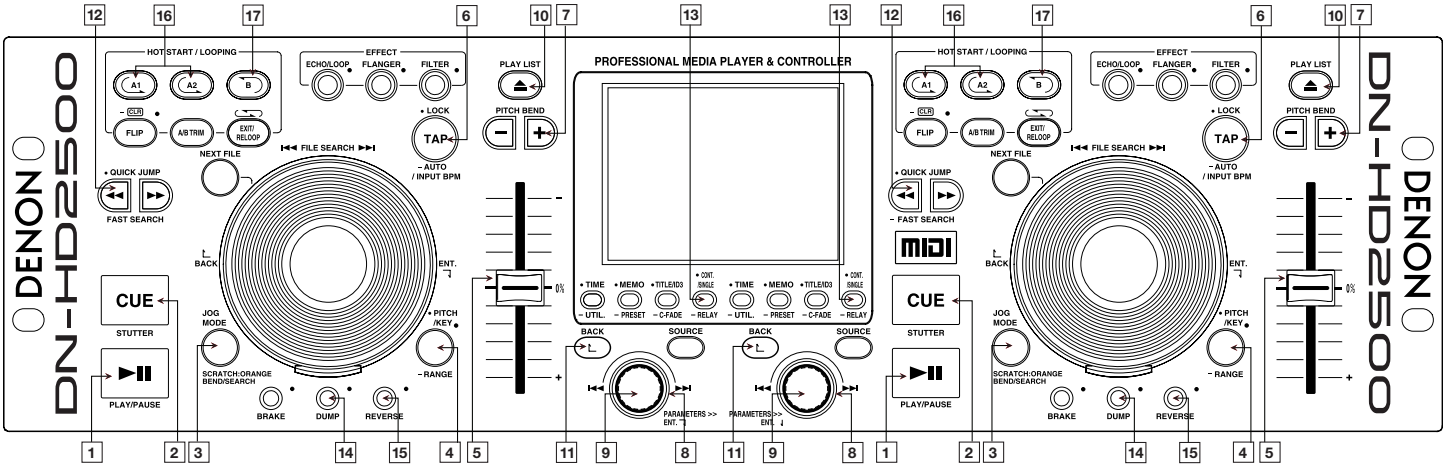
PLAY/ PAUSE plays and stops your track. Control the speed of the braking as normal in the setup menu of Scratch Live.

Pitch Bend, fast search, eject, and tap tempo are all mapped directly to Scratch Live.

The PITCH / KEY button turns the Key Lock feature on or off in Scratch Live.

The DUMP button controls the Censor feature in Scratch Live.

You can assign up to 2 Loops using the HOT START / LOOPING buttons on the DN-HD2500. Use the A1/A2 button to start your loop and the B button to set your end point. To exit a loop, press the EXIT/RELOOP key. To return to your loop, use the A1 and A2 keys for loops 1 and 2 respectively.



	DN-HD2500 CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Play/Pause	Play/Pause.
2	Cue	CD player style cue.
3	Jog mode	Toggles between scratch and bend modes.
4	Range / Key	Keylock.
5	Pitch Slider	Pitch Slider +/- 8%.
6	Tap	Tap Tempo have to tap at least 4 times, hold button down to cancel save.
7	Pitch bend +/-	Pitch bend +\-.
8	Parameter knob	Scroll crates / browse / track list.
9	Parameter press	Enter crate / browse column / load track.
10	Eject / Playlist	Eject.
11	Back	Up a level of your browsing.
12	Fast search « »	Rewind / Fast Forward
13	Cont/single	Toggles auto mode.
14	Dump	Censor.
15	Reverse	Reverse.
16	A1 - A2	Sets the Loop In point.
17	B	Sets the Loop Out point.

DENON DN-HC4500

INSTALLATION

MAC

1. Connect your DN-HC4500 to an available USB port.
2. The Denon DN-HC4500 will be detected automatically and will be ready to use.

WINDOWS

1. Connect your DENON DN-HC4500 to an available USB port.
2. You will see the following prompt from Windows: "Can Windows connect to Windows update to search for software?"
3. Select: "No, not this time" followed by "Install automatically"
4. Windows will then notify you that it has found the device: "Found new Hardware DN-HC4500, followed by USB composite device" bubbles will appear.
5. You will be prompted to install 2 drivers. "USB composite device" and "USB audio device". Follow the prompts as per the usual driver installation method for windows.

SETUP

1. Start Scratch Live and switch both decks to internal mode.
2. Turn on the Denon DN-HC4500. It will automatically be in PC link mode.
3. You will now be able to control Scratch Live with your DENON DN-HC4500.

BASIC OPERATION

To select and load tracks, use the PARAMETERS knob to scroll through your library and crates.

By pressing the PARAMETERS knob can select a crate, sub-crate, and load your track all without touching your computer. The BACK button returns you to the previous location selected.

SETTING CUE POINTS

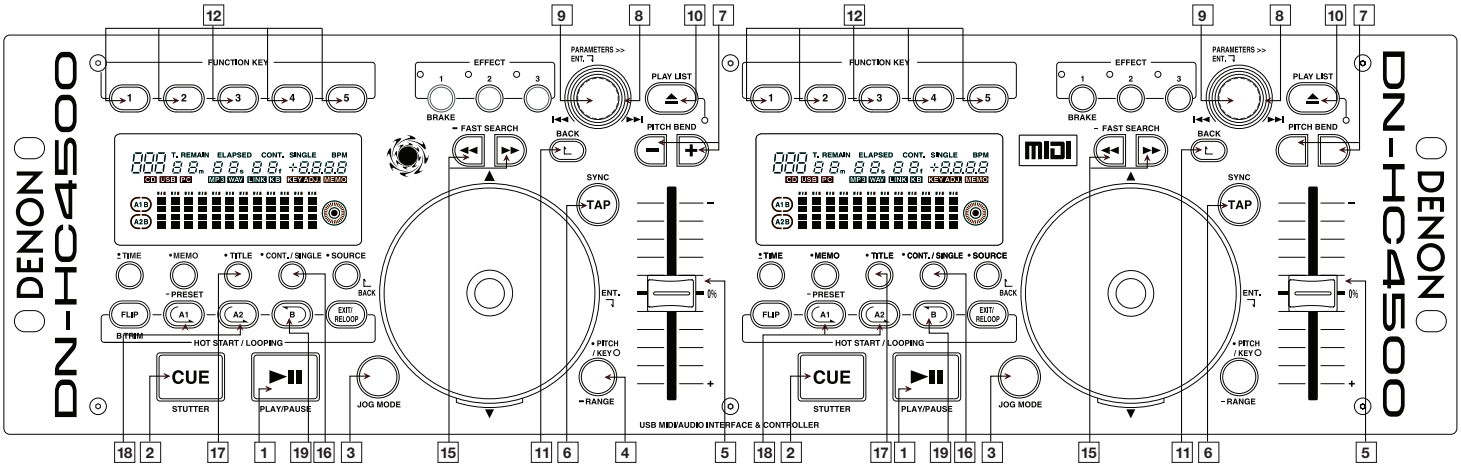
1. Press the "MEMO" button.
2. You can then set your cue points 1-5 using the "FUNCTION" keys along the top.
3. Once set, press the "MEMO" button again to return to the main menu.

Your cues will now be mapped to the "FUNCTION" keys. To delete or change your cue points, simply repeat process 1 -3.

USING LOOPS

There are 2 loop cues you can use on the DN-HC4500 - A1 and A2. To set the beginning ("In') point of the A1 loop, push the "A1" button.

To set the end ("Out") point of the loop push the "B" button. This button sets the end point for both loop cues, depending on which loop is currently playing. To clear all loop points simultaneously, hold down the "FLIP" button for 3 seconds.



	DN-HC4500 CONTROLS	SCRATCH LIVE FUNCTIONALITY
1	Play/Pause	Play/Pause.
2	Cue	CD player style cue.
3	Jog mode	Toggles between scratch and bend modes.
4	Range / Key	Keylock.
5	Pitch Slider	Pitch Slider +/- 8%.
6	Tap	Tap Tempo have to tap at least 4 times, hold button down to cancel save.
7	Pitch bend +/-	Pitch bend +\-.
8	Parameter knob	Scroll crates / browse / track list.
9	Parameter press	Enter crate / browse column / load track.
10	Eject / Playlist	Eject.
11	Back	Up a level of your browsing.
12	Function Key 1-5	Cue 1-5.
13	Memo	Edit Cue Mode.
14	Time	Toggle time remaining/elapsed for display.
15	Fast search « »	RW / FF.
16	Cont/single	Toggles auto mode.
17	Title	Scrolls the song title if display can’t fit name.
18	A1 - A2	Sets the Loop In point.
19	B	Sets the Loop Out point.

DENON DN-HC1000S

INSTALLATION & SETUP

1. Connect your DN-HC1000S to an available USB port.

2. The Denon DN-HC1000S will be detected automatically and will be ready to use.

BASIC OPERATION

Use the Back and Fwd buttons to move between the crate and library view and use the File Select knob to navigate through your selection. Use the A Load and B Load buttons to load the selected track to a deck.

USING CUE POINTS

Press the Cue 1-5 buttons for the left or right deck to trigger your set cue points in Scratch Live. If a cue point is not already set, pressing these buttons will set the cue point. Press Shift and Cue 1-5 to delete a cue point.

LOOPING

The DN-HC1000S allows control of manual loops, auto loops and loop rolls.

MANUAL LOOP

Use the In button to set the loop in point and the Out button to set the loop out point. Once the out point is set the loop is saved to the track in the next available loop slot. You can adjust the loop in and out points by holding either In or Out and turning the Loop Cut knob, or you can fine adjust by holding Shift + In or Out and turning the Loop Cut knob.

AUTO LOOP

Use the Loop Cut knob to select the length of auto loop you want, then press Auto Loop to turn the loop on and off.

LOOP ROLL

Use the Loop Cut knob to select the length of loop roll you want then hold Loop Roll for the duration of time you wish to loop roll.

NOTE: Auto Loop and Loop Roll require the track to have a correct BPM value.

You can halve and double the length of any loop type while it is playing by turning the Loop Cut knob.

SAMPLE PLAYER

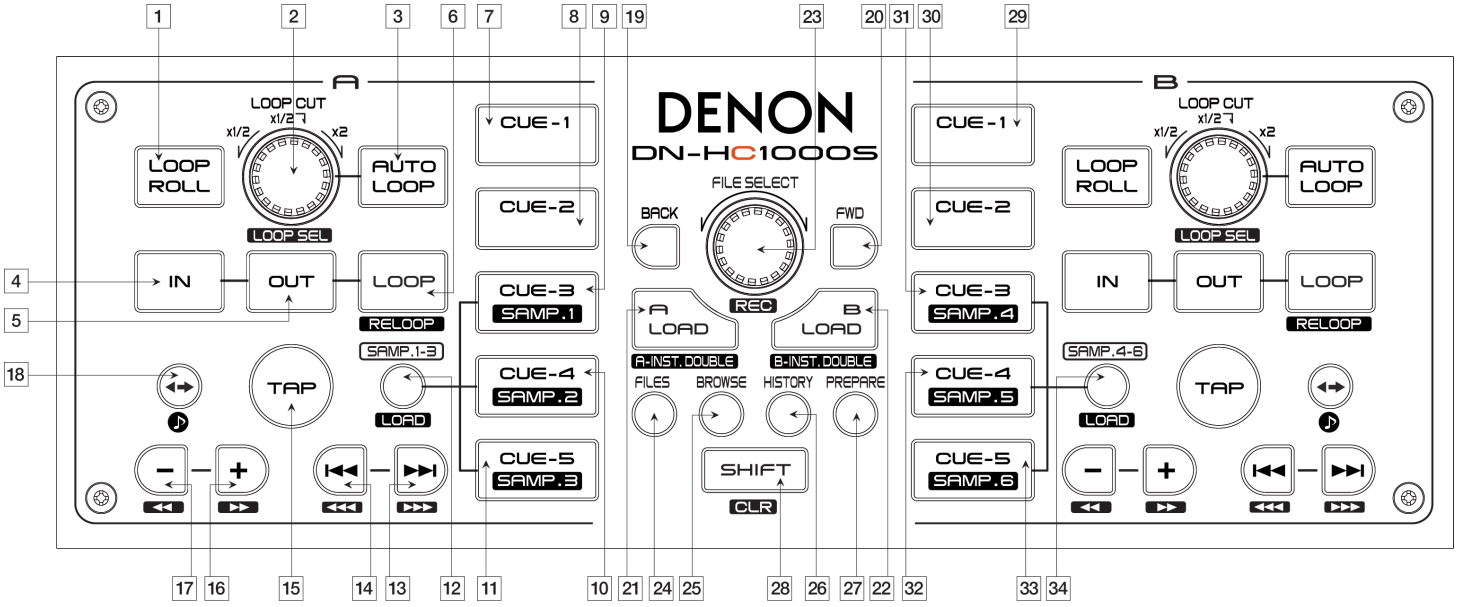
The Samp 1-3 and Samp 4-6 buttons allow you to use the left and right Cue 3, 4 and 5 buttons to trigger the Sample Player slots. Hold the Samp 1-3 button and press the left Cue 3, 4 and 5 buttons to trigger Sample Player slots 1, 2 and 3 respectively. Hold the Samp 4-6 button and press the right Cue 3, 4 and 5 buttons to trigger Sample Player slots 4, 5 and 6. You can load a track to a Sample Player slot by pressing Shift + Samp 1-3 + Cue 3, 4 or 5 for slots 1, 2 and 3 and by pressing Shift + Samp 4-6 + Cue 3, 4 or 5 for slots 4, 5 and 6.

MIDI CHANNELS

The DN-HC1000S has four MIDI channels. Channel 1 is the default and is reserved for when using the DN-HC1000S as a native controller, leaving channels 2-4 free to be assigned to other functions in Scratch Live. You can choose the channel by pressing Shift + Files to select channel 1, Shift + Browse for channel 2, Shift + History for channel 3 and Shift + Prepare for channel 4.

NOTE: When you unplug the DN-HC1000S it will remember the last MIDI channel used and will default to that when re-connected. When you connect the DN-HC1000S the Cue 1, 2, 3 or 4 buttons will flash to let you know which MIDI channel is currently being used.

NOTE: When assigning the rotary knobs on the DN-HC1000S to functions in Scratch Live make sure the MIDI data type is set to relative on/off [to do this click the desired MIDI control, turn the rotary knob then press the C key to select the MIDI data type]



	DN-HC1000S CONTROLS	SCRATCH LIVE FUNCTIONALITY (SHIFT FUNCTIONS IN GREY)
1	Loop Roll	Engages Loop Roll while the button is held down.
2	Loop Cut	Rotate the dial left to decrease loop length, rotate right to increase. Press to decrease the current loop by half.
	Loop Sel	Scrolls through saved loops in the current track.
3	Auto Loop	Turns Auto Loop on and off.
4	In	Sets loop in point. Hold In and turn the Loop Cut knob to adjust the loop in point.
	Fine Adjust In	Hold these and turn the Loop Cut knob to fine adjust the loop in point.
5	Out	Sets loop out point. Hold Out and turn the Loop Cut knob to adjust the loop out point.
	Fine Adjust Out	Hold these and turn the Loop Cut knob to fine adjust the loop out point.
6	Loop	Turns current loop on and off.
	Reloop	Jumps to selected loop and turns loop on.
7	Cue-1 (L)	Triggers cue point one on the left deck. If cue point one is not already set this button will set it.
	Clear Cue-1 (L)	Clears cue point one on the left deck
8	Cue-2 (L)	Triggers cue point two on the left deck. If cue point two is not already set this button will set it.
	Clear Cue-2 (L)	Clears cue point two on the left deck.
9	Cue-3 (L)	Triggers cue point three on the left deck. If cue point three is not already set this button will set it.
	Clear Cue-3 (L)	Clears cue point three on the left deck.
10	Cue-4 (L)	Triggers cue point four on the left deck. If cue point four is not already set this button will set it.
	Clear Cue-4 (L)	clears cue point four on the left deck.
11	Cue-5 (L)	Triggers cue point five on the left deck. If cue point fivee is not already set this button will set it.
	Clear Cue-5 (L)	Clears cue point five on the left deck.
12	Samp 1-3	Hold this and press Cue-1 (L), Cue-2 (L) or Cue 3 (L) to trigger sample player slots 1, 2 or 3.
	Load 1-3	Hold these and press Cue-1 (L), Cue-2 (L) or Cue 3 (L) to load selected track to sample player slots 1, 2 or 3.
13	Next	Skip to the next track in your library/crate/playlist.
	Fast Seek Forward	Hold to move forward through the track at a very fast speed.
14	Prev	Skip to the previous track in your library/crate/playlist.
	Fast Seek Reverse	Hold to move backward through the track at a very fast speed.
15	Tap	Tap to manually calculate the BPM for a track. Once you have tapped the BPM, leave for 5 seconds to save the value to the track.

	DN-HC1000S CONTROLS	SCRATCH LIVE FUNCTIONALITY (SHIFT FUNCTIONS IN GREY)
16	+	Pitch bend up.
	Fast Foward	Hold to move forward through the track at a fast speed.
17	-	Pitch bend down.
	Rewind	Hold to move backward through the track at a fast speed.
18	Censor	Press to reverse playback temporarily. When released, playback resumes from where the playhead would have been had Censor not been pressed.
	Keylock	Turns keylock on and off.
19	Back	Moves the cursor focus backwards through the open display panels.
	Expand/Collapse	Expand or collapse the selected crate and its subcrates.
20	Fwd	Moves the cursor focus forwards through the open display panels.
21	A Load	Loads selected track to the left deck (deck A).
	A-Inst. Double	Instant doubles the track loaded on the right deck (B) to the left deck (A).
22	B Load	Loads selected track to the right deck (deck B).
	B-Inst. Double	Instant doubles the track loaded on the left deck (A) to the right deck (B).
23	File Select	Scrolls through the tracks in your library/crate/playlist. Press to move between the Crates and Library views.
	Rec	Press to start and stop the record function.
24	Files	Opens the Files panel.
	MIDI Channel 1	Change to MIDI channel 1.
25	Browse	Opens the Browse panel.
	MIDI Channel 2	Change to MIDI channel 2.
26	History	Opens the History panel.
	MIDI Channel 3	Change to MIDI channel 3.
27	Prepare	Opens the Prepare panel. Hold Prepare to add the selected track to the Prepare panel.
	MIDI Channel 4	Change to MIDI channel 4.
28	Shift	Press in conjunction with other buttons to access alternate functions.
29	Cue-1 (R)	Triggers cue point one on the right deck. If cue point one is not already set this button will set it.
	Clear Cue-1 (R)	Clears cue point one on the right deck.
30	Cue-2 (R)	Triggers cue point two on the right deck. If cue point two is not already set this button will set it.
	Clear Cue-2 (R)	Clears cue point two on the right deck.
31	Cue-3 (R)	Triggers cue point three on the right deck. If cue point three is not already set this button will set it.
	Clear Cue-3 (R)	Clears cue point three on the right deck.
32	Cue-4 (R)	Triggers cue point four on the right deck. If cue point four is not already set this button will set it.
	Clear Cue-4 (R)	Clears cue point four on the right deck.
33	Cue-5 (R)	Triggers cue point five on the right deck. If cue point five is not already set this button will set it.
	Clear Cue-5 (R)	Clears cue point five on the right deck.
34	Samp 4-6	Hold this and press Cue-1 (R), Cue-2 (R) or Cue-3 (R) to trigger sample player slots 4, 5 or 6.
	Load 4-6	Hold these and press Cue-1 (R), Cue-2 (R) or Cue-3 (R) to load selected track to sample player slots 4, 5 or 6.