

THE BRIDGE

THE BRIDGE 1.0 USER GUIDE

serato™



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INTRODUCTION

WHAT IS THE BRIDGE?

The Bridge extends the functionality of Ableton Live and Serato Scratch Live, opening a world of opportunities for Djing, remixing, mash-ups and live performance.

You can control Ableton Live with Scratch Live using turntables or CDJs, combining Serato Scratch Live deck control and DJ mixing capabilities with Ableton Live's on-the-fly remixing; including manipulation of audio files, drum patterns, effects and loops.

Scratch Live also acts as a window into Ableton, effectively controlling an Ableton set from within Scratch Live, and you can turn Ableton Live into the ultimate synchronized loop player for Scratch Live.

With The Bridge, you can export your Scratch Live mix directly to Ableton Live. Every fader movement and EQ tweak you make with your Rane DJ mixer can be edited after the tape stops rolling.

ABOUT THE BRIDGE USER GUIDE

This user guide presumes that users have at least basic knowledge of both Ableton Live and Scratch Live. If you are new to either or both programs, we suggest getting familiar with each of them individually, before getting started with The Bridge. You can download copies of these user guide from Serato.com and Ableton.com.

INSTALLATION

Before you can use The Bridge, you'll need to install and register the latest version of Ableton Live (8.2) and the latest version of Scratch Live version (2.1.1.).

REGISTRATION

The Bridge is a free add-on, however you will need to register it with us in order to run it.

To register The Bridge:

- Start Scratch Live with your Rane hardware connected.
- With Scratch Live still open, start Ableton Live.
- Ableton Live will then prompt you with a pop up box asking you to register online.
- For more information visit: www.serato.com/thebridge

AUDIO OUTPUT

Ableton Live will output audio through your Rane hardware. This allows audio to be passed from Ableton Live through Scratch Live and output via your SL1, SL3, TTM 57SL or Sixty-Eight.

This will automatically be selected in Ableton Live's preference menu the first time you run Ableton Live and Scratch Live together. If you would like to output the audio from Ableton Live via a different audio output device you will need to set this up in the Ableton Live preferences menu. Scratch Live will always output audio through official Rane hardware.

You are able to select which channel the Ableton Live audio will output to within the Ableton Panel in Scratch Live. Depending on which Rane hardware you have connected you can select the audio to be routed through the left, right or auxiliary outputs.

When you load an Ableton Live Session to a deck, the audio from Ableton Live will be output through that particular output channel. As soon as this is ejected the audio will be passed through the output you have selected in the Ableton Panel.

Scratch Live always outputs audio through official Rane hardware.

If you want to use another sound card to output Ableton Live's audio, ensure you have one channel available on your mixer to connect the Ableton audio output, and at least one channel available to connect the outputs of the Rane hardware.

THE ABLETON PANEL OVERVIEW

Many of the controls you need to control Ableton Live are available to use in Scratch Live without having to switch over to Ableton Live's user interface.

From within Scratch Live, you can now:

- Launch clips and scenes.
- Control track volume, send and master levels.
- Control effect and instrument settings.
- Activate, solo and arm tracks.
- Stop all or individual clips
- Select various playback modes; On deck, sync, or internal
- Navigate around your Ableton session view
- View Set information; Name, BPM and bars and beats.

To get started, launch both Scratch Live and Ableton Live, and load up an Ableton Set.

Switch over to Scratch Live and you will see a button labeled "Ableton" midway down the screen under the left deck.

Click on this to open the Ableton Panel.
The Ableton Panel is a representation of the Ableton GUI (screen) in Scratch Live.



Think of the Ableton Panel as looking through a window into Ableton Live's Session View.





1. ABLETON INFO DISPLAY.

Displays the name, BPM, and bar and beats position of the currently loaded Ableton Live set. The display will change color, depending on which deck it is loaded or synced to. E.g. When loaded or synced to deck one, it will be colored yellow to reflect this.

2. CLIP LAUNCH BUTTON.

Click to launch (play) a clip

3. NEXT CLIP.

To play the next clip, click on the corresponding launch button.

4. CLIP STOP BUTTON.

Click to stop the clip which is currently playing or recording.

5. SOLO.

Click the solo [s] switch to solo, muting other tracks.

6. SEND KNOB A.

Click and drag up/down to adjust the track's contribution to the corresponding return track's input.

7. SEND KNOB B.

Click and drag up/down to adjust the track's contribution to the corresponding return track's input.

8. TRACK ACTIVATOR.

Activate this button to hear the track, or deactivate it to mute the track.

9. SCENE LAUNCH.

Rows in the Session View are called scenes. All clips in a scene can be launched simultaneously by clicking the corresponding Scene Launch button in this column.

10. STOP ALL CLIPS BUTTON.

Stop all clips that are currently playing or recording using the global quantization. The result is the same as pressing the Stop buttons in all tracks simultaneously.

11. NAVIGATE CLIPS

Click to scroll vertically or horizontally through your Ableton Set.

12. SYNC BUTTONS.

To sync Ableton Live to a deck, click the sync button with the number that corresponds to the chosen deck.

13. INTERNAL MODE.

This allows you to play back Ableton Live without syncing to a virtual deck, but still make pitch and nudge adjustments.

14. INTERNAL PLAY / PITCH.

Play and Pitch controls for using when in Internal mode.

15. DEVICE HEADER.

Displays the currently selected Ableton Live device. Click to enable or disable the device.

16. SHOW DEVICE.

Click to show or hide the parameters of the currently selected Ableton Live device

17. PREVIOUS/ NEXT DEVICE.

Use these buttons to navigate through Ableton Live's device chain.

18. DEVICE PARAMETERS.

Control the currently selected Ableton Live device using the parameter knobs. Displayed parameters will vary depending on the selected device.

19. AUDIO OUTPUT.

Use the Audio Output selectors to choose where Ableton Live outputs to. This applies when Ableton Live is synced to deck or when in Internal mode.

When the ATC is loaded to deck, Ableton Live will automatically output to that deck's channel, just as if it was an audio file.

PLAY BACK MODES

There are three different ways of controlling Ableton Live's playback with Scratch Live;

- Loaded to a deck (like a regular audio file)
- Synced to a deck
- Internal Playback

LOADING TO A DECK

In Scratch Live, the Ableton Live set appears as a virtual track in the Scratch Live library. You will notice that the saved name of the currently open Ableton set is also visible in the song tag.

To find the Ableton Live Transport Control track quickly, move your mouse to the search box (or use the keyboard shortcut ctrl-f), then type the word "Ableton".

You can also add this control track to Scratch Live crates in the same way you would other tracks in your library. This track can only be loaded to a virtual deck when both Scratch Live and Ableton Live are running simultaneously.

TRACK OVERVIEW

As it is possible to manipulate an Ableton Live set on the fly, the audio is constantly changing, so no real audio 'overview' exists. Instead, Scratch Live displays a beat grid; a visual indication of bars and beats.

You can use these bars and beats to help you beat match your Ableton set with another audio file.

PLAYBACK

Play the Ableton Live Control track as you would any other audio track. You can set cue points, loops, loop roll etc.

When you set a cue point on the Ableton Control track in Scratch Live, the cue will be stored at the Ableton set's bar and beat position where you saved it, however if you were to scroll back through the Ableton Live Control track, the relative position of the audio would be lost. Using these cues with The Bridge is most useful when you are setting them on the fly to recall in the same set, not for pre-set preparation.

Pitch changes you make with your turntables or CDJs will be recognized in Ableton Live as well as Scratch Live. However, as the audio from Ableton Live is a constant live stream of information, it isn't possible to play audio backwards with the Ableton Live Control track. When you try to scratch, you will only hear the forward motion instead of a traditional scratch sound.

SYNCED TO A DECK

Rather than use up a Scratch Live deck to play back your Ableton Set, you can sync Ableton to any track playing on a deck. This allows you to add loops, vocals, or layer a complete tracks to existing songs in your library, and have them stay in time throughout your mix.

In order for sync to function correctly, the clips in Ableton Live need to be correctly warped, and the audio files in Scratch Live that you are syncing to will need to have a Beat Grid.

BEAT GRID

A Beat grid is a series of markers added to a track that tells Scratch Live the exact bar and beat position. Instead of relying on a song's transients (kicks / snares etc) a beat grid is a much more accurate way of syncing Ableton Live to a Scratch Live track.

Once the Bridge has been activated, you can set beat grids with hardware connected, or in the offline player. Re-analyzing files in the latest Scratch Live version will automatically set up beat grids for your files.

There are two types of beat grid markers;

- Downbeat markers (Red)
- Regular markers (White)

All markers have a number next to them, which references the bar number.

There are two main ways to manipulate a grid's timing;

SLIPPING A GRID

This keeps the grid's BPM the same, but moves the offset of the grid earlier or later. You would need to slip a grid if the grid's timing was off by a consistent amount throughout the song's duration.

To slip the grid, hold alt, and click and drag with the mouse to move a red downbeat marker, or use the keyboard shortcuts; Hold control and use the arrow keys.

STRETCHING / CONTRACTING THE GRID.

This effectively alters the grid's BPM, and either stretches it or contracts it to fit. To stretch / contract the grid, hold alt, and click and drag with the mouse to move a white marker, or use your keyboard's arrow keys.

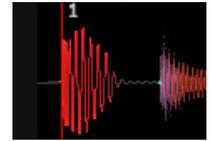
EDITING GRIDS

To enter beat grid edit mode, click on the area that says GRID EDIT. Alternatively you can use the keyboard shortcut; alt + spacebar. When in grid edit mode, the button will flash green, and the edge of the overview area will be colored green.

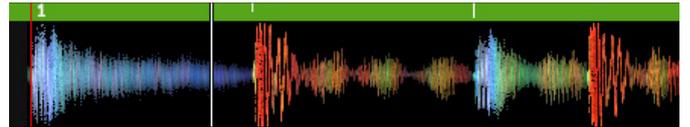
SETTING AND MANIPULATING A BEAT GRID:

When you load a track to a deck, a beat grid will be automatically added, based on the track's calculated BPM value.

In most cases, the Red downbeat marker will correctly fall on the first beat of the track.

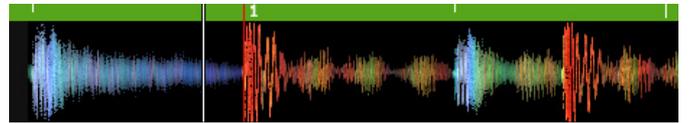


In some instances, you may need to slip the grid manually on to the

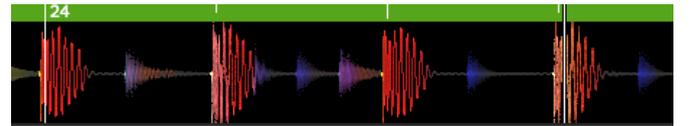


correct transient. I.e. in the case of a snare, or an intro section before the major downbeat:

To correct this, enter edit mode, and slip the grid.



See that in the picture below, the "1" is now correctly falling on the downbeat:

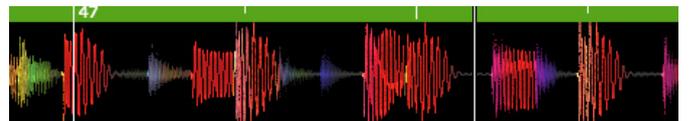


Now jump through the track a few bars at a time and check that the grid markers are lining up correctly with the track's transients.

If everything is lining up, then no further adjustments are necessary. Press enter, and your grid will be saved.

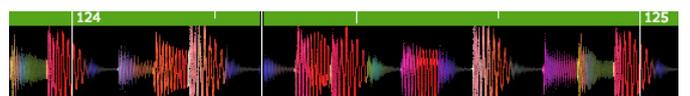
Grid markers that are falling out of time with the track's transients will look like this:

and slowly drift out as you progress through the song:

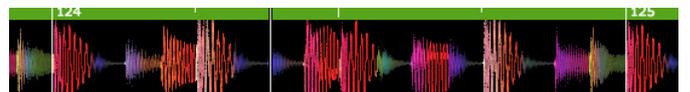


There is a very easy quick fix for this. Jump forward in the track as far as you can, to a point where the grid has fallen out, but where you can still identify where the markers should be.

In the example below, this position is around the 124/ 125 bar mark.



To fix this, contract the grid slightly, (using the left arrow key) so that the grid lines up with the transients correctly, as in the example below:



Now the beat grid lines are sitting in the correct position, right on the transients.
Skip forward further into the song, and repeat as necessary.

TRACKS WITH FLUCTUATING BPM VALUES

If the method described above fails, then chances are you have a track with a fluctuating BPM - either by design (e.g. live funk track), or perhaps caused by the wow and flutter of a turntable via a vinyl recording.

In this case you will need to set extra downbeat markers, (a bit like Ableton Live warp markers) to the grid at certain points throughout the song. You can do this slowly with the track paused or when playing.

In the example below using an old funk track, several downbeat markers have been set. This is necessary as this track's tempo fluctuates wildly.



Tip: Use the x key to quickly set downbeat markers as the track plays back. Don't worry if your timing is bad - each downbeat marker will snap to it's nearest transient.

BEAT GRID KEYBOARD SHORTCUTS

Function	Shortcut
Enter Grid Edit Mode	alt + spacebar
Contract / stretch grid	arrow keys
Slip grid	ctrl + arrow keys
Set downbeat marker	x

SYNCING

Once your Beat grid has been set, Ableton Live can be synced to a track using the sync buttons on the Ableton Panel.



Click on the Sync button to start syncing the Ableton transport with Scratch Live. There is a Sync button for each deck, i.e. If you want to sync to deck 1, press the button labeled Sync 1. The Ableton transport will now start and use the Beat grid to sync to this track, following all tempo changes.

If Ableton is synced to a track, and that track is ejected, or finishes playing, then Ableton will continue playing at the same velocity (BPM) in the internal player, with no interruption to playback position or speed.

You can also swap the sync deck source mid-set, i.e. as you mix out of one track into another, however you need to have both decks in time with each other to do so effectively.

ADJUSTING SYNC ON THE FLY

Sync mode snaps the Ableton grid and the Scratch Live Beat grid together. As different tracks can have different timing and swing, you may need to occasionally adjust the timing of the grid snapping on the fly to get the "swing" right.

To do this, use the nudge buttons on the Ableton player. To re-snap the grids back into time, simply hit the corresponding sync button again.



NOTE: Sync buttons are only available when a track is loaded to deck. If no track is loaded to a deck, then the sync buttons for that deck will be greyed out.

Although not recommended, Sync is still possible without Beat grid. If a track has no Beat grid present, Scratch Live will use the track's BPM tag and transients to perform sync. To adjust timing, use the nudge buttons.

INTERNAL PLAYBACK

Internal Playback mode is just like the internal mode you find on a Scratch Live virtual deck. There is no control from your turntable or CD player - you use the buttons and sliders on screen to control playback of the Ableton set.

This allows you to play back Ableton without syncing to a virtual deck, but still make pitch and nudge adjustments.

PLAY BUTTON

The Play button starts and stops the Ableton set playback.

PITCH AND NUDGE BUTTONS

Use the Pitch slider to increase or decrease the pitch of the Ableton set's playback. You will see the BPM value changing as you do this.

Click on the + and - buttons to nudge the track into time (temporary pitch adjustment).

ADDITIONAL BRIDGE CONTROLS

CLIP AND TRACK NAVIGATION

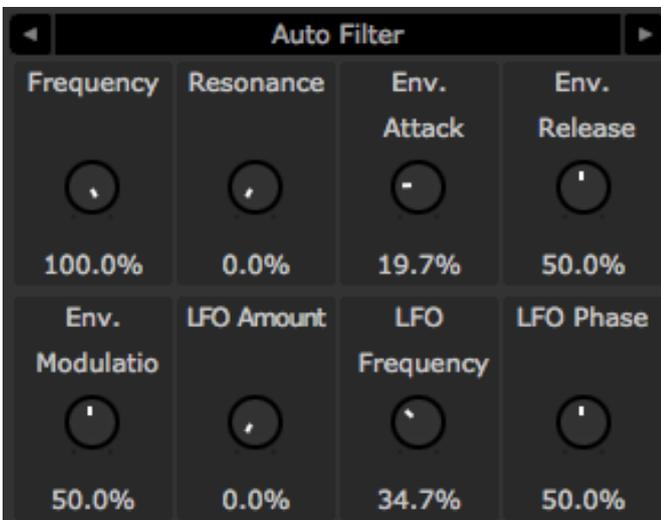
Use the arrows on the clip and track navigator to move up/down and left/right through the clip view.

To jump in increments of 8 clips or tracks, hold control while clicking.



DEVICE CONTROL

Use the Device Control section of the Ableton Player to adjust the parameter controls of audio effects you have enabled in your Ableton set.



To show / hide the Device control, click on the Device button which is to the right of the nudge buttons.

When you click on a track, the device displayed (the device currently selected in Ableton) will default to the first device in the chain for that track. To switch to another device on that track, use the arrow buttons next to the device header to go to the next / previous device in the chain.

To control another track's device, first click on the track header, and then use the device arrow buttons to scroll through that track's device chain.

MIDI ASSIGNMENT

There are two ways to set up MIDI control for The Bridge. Which method you choose is really up to you.

The recommended method is to use the regular MIDI mapping method from within Ableton. You don't need to have Scratch Live open to do this, you can do it all from within Ableton. This also means that Scratch Live doesn't have to be open for your MIDI assignments to work, useful if you want to occasionally perform an Ableton only set.

Click on the MIDI tab at the top right of the Ableton screen to enter MIDI learn mode.

Any element in Ableton that is MIDI assignable will now be highlighted blue.



Then, just click on the element on screen that you want to map, and tap or move the corresponding button or slider on your MIDI controller.

Alternatively, you can MIDI assign The Bridge from within Scratch Live. You will need to have both Ableton and Scratch Live open to do it this way.

Any controls displayed in the Ableton panel can be assigned to a MIDI controller, right in Scratch Live.

To do it this way, click on the MIDI button at the top of the Scratch Live screen to enter MIDI learn mode.



Then, click on the element on screen that you want to assign to your MIDI controller, and press the corresponding button on your MIDI controller.

For more advanced MIDI techniques, please consult the Ableton Live or Scratch Live Manuals.

ENABLING / DISABLING MIDI DEVICES

This option allows you to enable or disable any MIDI device you have connected, preventing potential MIDI message conflicts between Scratch Live and Ableton. Any MIDI devices that are not enabled will be ignored by Scratch Live, allowing it to be used solely by Ableton Live with no conflicting messages.



MIXTAPE

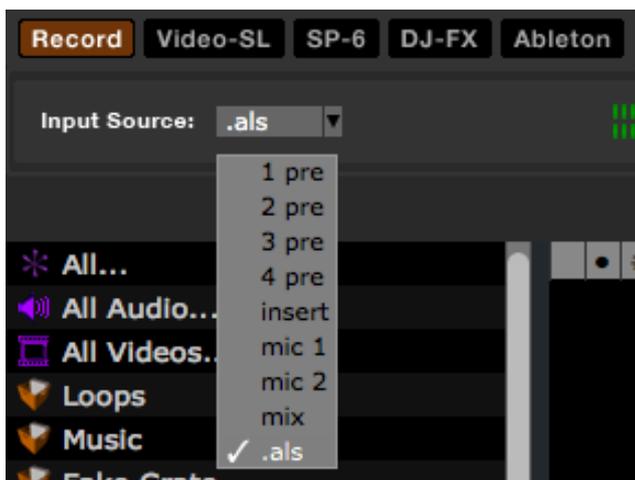
In addition to being a live remix tool, The Bridge is also the ultimate mixtape creation tool, letting you export your Scratch Live mix as an Ableton Live set.

Fader movements, effects, EQ and gain adjustments will all be recorded (hardware dependent), so you're able to tweak the recorded information once you've finished your set.

GETTING STARTED

You don't need to have Ableton Live open to begin a Mixtape recording (As long as The Bridge is authorised on your computer).

Launch Serato Scratch Live, and when you're ready to begin recording, choose the ".als" option from the recording drop down menu.



Press the record icon to start recording. The record icon flashes while recording and the display will show the elapsed recording time. Press the record button again to stop the recording.

To save the Mixtape recording, type in a name for the recording and click the save icon. The recording will be saved as an Ableton .als file in a project folder in the following location:

MAC:

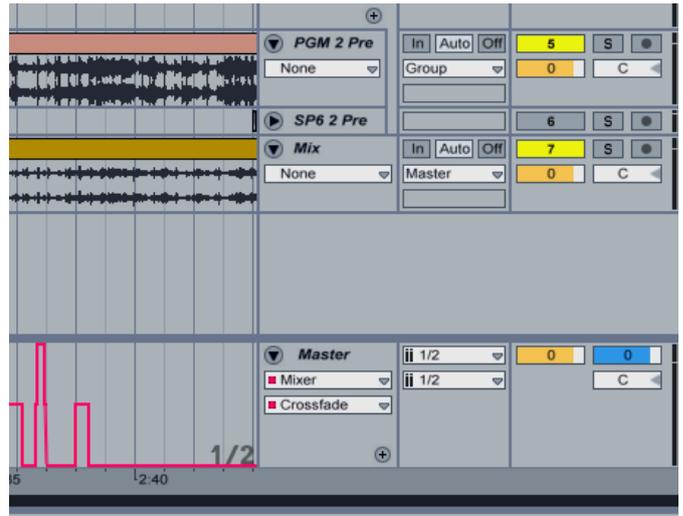
Music>ScratchLive>Recording>

WINDOWS:

My Music>ScratchLive>Recording>

PLAYING A MIXTAPE RECORDING IN ABLETON LIVE

Open Ableton Live and launch your Mixtape recording.



You can now edit your Ableton Live Set as much as you want; add new loops, apply effects, adjust your timing, smooth out your fades and correct any slip-ups.

Please Consult your Ableton Manual for editing techniques

HARDWARE COMPATIBILITY

Depending on which Scratch Live or ITCH hardware you own, Mixtape will record different adjustable parameters. To get the most benefit from Mixtape, we recommend a Rane Mixer such as the TTM 57SL or Sixty-Eight

RANE SL 3	A, B and C pre-fader audio, and sample player audio, as separate tracks.
RANE SL 1	A and B pre-fader audio, and sample player audio, as separate tracks.
RANE SIXTY-EIGHT	A, B, C and D pre-fader audio, Aux input and sample player audio, as separate tracks. Gain, EQ, pan and fader automation.
RANE MP 4	A and B pre-fader audio, and sample player audio, as separate tracks.
RANE TTM 57SL	A and B pre-fader audio, Aux input and sample player audio, as separate tracks. Gain, EQ, pan and fader automation.