



# VIDEO-SL

# INTRODUCTION

## OVERVIEW

Serato Video-SL is a software plug-in for Serato Scratch Live which adds the ability to playback and mix video files, with effects and fader transitions controllable from the Rane TTM 57SL mixer's control surface, a MIDI controller or your mouse and keyboard.

## SYSTEM REQUIREMENTS

Serato Scratch Live 1.9 or greater.  
 Apple® QuickTime® 7 or greater.  
 Microsoft Windows XP® Service Pack 2 or Vista® (32 bit).  
 Or:  
 Apple OS X 10.4.10 or higher.

## HARDWARE

- Rane SL 1 or Rane SL 3 interfaces, Rane TTM 57SL, or Rane MP4 mixers.
- Mac®: 2 GHz MacBook or better, 2 GB RAM, 5 GB free on system drive, storage space for video files.
- PC: 2 GHz Core Duo or better, compatible graphics card, 2 GB RAM, 5 GB free on system drive, storage space for video files.

### Minimum graphics card\*

Intel 945 or better.

### Recommended graphics card

NVIDIA 8400 or better.  
 ATI 1650 or better.

**\*A note about graphics card performance and effects.** Video-SL scales its performance based on the capabilities of your graphics card. Some low end integrated graphics cards may reduce the number of effects and transitions available.

## SUPPORTED VIDEO FILES

mov, mp4, m4a, avi, flv, mpg, mpeg, dv, qtz (*Mac only*).

## SUPPORTED VIDEO CODECS:

H.264, DV, Motion JPEG A, Motion JPEG B, MPEG-4.

## ADDITIONAL CODECS

Video-SL will attempt to play files containing third party codecs if installed. (e.g. DIVX, Xvid). Non-standard components of QuickTime and DirectShow are not officially supported by Serato. The ability to play these files is provided for advanced users who wish to experiment with codecs beyond the officially supported ones.

**(!) Video-SL will not play MPEG-1 or MPEG-2 videos.**

## SUPPORTED AUDIO CODECS:

PCM, AAC, MP3

**(!) See page 25 for more information on file types and codecs.**

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# SOFTWARE INSTALLATION

## CHECK FOR UPDATES

We are constantly releasing updates of our software. Before you continue please check [www.serato.com/downloads](http://www.serato.com/downloads) for the latest version of Serato Video-SL.

The version in this box is 1.2

## INSTALLING FOR WINDOWS

Insert the Software Installation CD-ROM. If Setup doesn't start automatically, browse to the CD drive and run "setup.exe."

Follow the on-screen instructions. Once the installation is complete, launch Serato Scratch Live and follow the instructions below for authorizing.

## INSTALLING FOR OS X

Insert the Software Installation CD-ROM, double-click the installer icon and follow the instructions. Once the installation is complete, launch Serato Scratch Live and follow the instructions below for authorizing.

## AUTHORIZING

To authorize Video-SL, go into the setup screen in Scratch Live. Select the plug-ins tab and tick the box to enable Video-SL.

Enter the serial number found inside the Video-SL box or sent to you via our online store. Video-SL will now be available from the main screen of Scratch Live.



PLUG-INS SETUP SCREEN

(!) See the Getting Started section on page 6 for instructions on running Video-SL.

## DEAUTHORIZING

If you are moving your copy of Video-SL to another machine, you must deauthorize your current installation. To deauthorize Video-SL go into the setup screen in Scratch Live. Select the plug-ins tab, and select deauthorize.

## REGISTERING

It is strongly recommended that you register your Video-SL serial number in case you need to retrieve it at a later date. To do so please go to [www.serato.com/register](http://www.serato.com/register).

# HARDWARE SETUP

Some standard video connections are:

## S-VIDEO

Commonly available on PC video cards and laptops as “TV-Out”, S-Video can easily be interfaced with an analog television input.



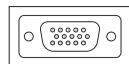
## DVI

DVI is a digital connection used by displays such as LCDs, Plasmas and Projectors. It provides the best quality and should be used if possible.



## VGA

The analog standard, used mainly by computer monitors.



## COMPOSITE / RCA

If your external display requires a composite input you will likely need a convertor from one of the above connections to a composite signal over an RCA connector.



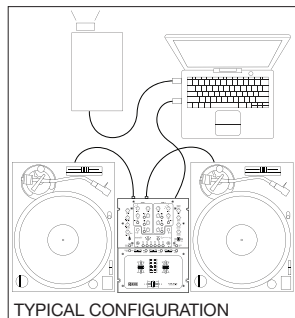
## AUDIO OUTPUT

To use Serato Video-SL you must connect the Rane SL 1 interface, Rane SL 3 interface, Rane TTM 57SL, or Rane MP 4 mixers to your computer.

(!) To set up these devices refer to the Serato Scratch Live manual.

## VIDEO OUTPUT - CONNECTING YOUR COMPUTER

Video-SL is designed to output to a secondary display. Depending on your make and model of computer, the procedure for setting up an external display will vary. Refer to your manufacturer's instructions for enabling a secondary display.



# GETTING STARTED

## LAUNCHING SERATO VIDEO-SL

Click the Video-SL button - located in the panels area, at the top of the crates column in the main screen of Serato Scratch Live - to bring up the Serato Video-SL plug-in interface.

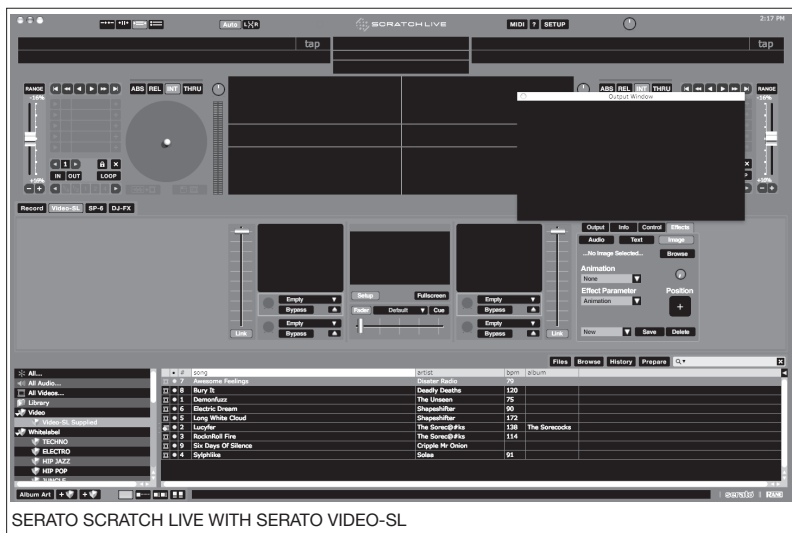


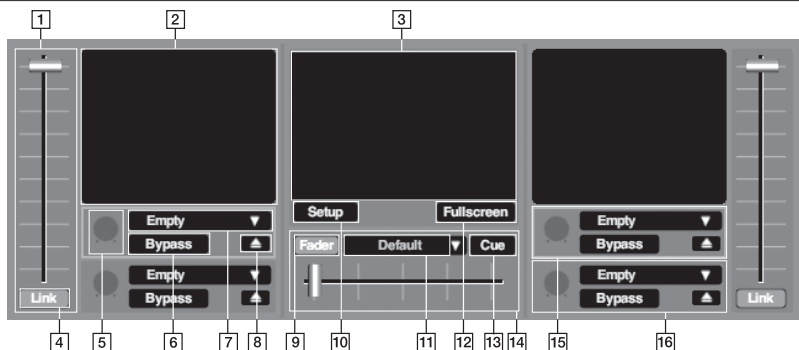
## OUTPUT WINDOW

When you first launch Video-SL you will see the Video-SL output window floating over Scratch Live. For most users the first thing to do is drag the output window onto your secondary display (refer to hardware setup for tips). Click fullscreen in the Video-SL panel to make the output window fill your display.

The output window can be closed if not needed. To re-open it double click the main mix window of the Video-SL control panel or offline player.

(!) For more output window options see the **Software Setup Options** page 21.





## THE SERATO VIDEO-SL INTERFACE

### 1. CHANNEL FADERS

Controls opacity of the video between 0-100%.

### 2. DECK SCREENS

Displays un-mixed, effected content.

### 3. MAIN MIX OUTPUT

Mirrors the output window content.

### 4. LINK BUTTON

Links the Video-SL channel fader to the Rane TTM 57SL or MIDI Controller channel fader.\*

### 5. EFFECT PARAMETER KNOB

Adjusts the effect parameter for the currently active slot.

### 6. BYPASS EFFECT

Disables the effect in the active slot without unloading it.

### 7. EFFECT SELECTION MENU

Selects which effect is assigned to the current slot.

### 8. UNLOAD EFFECT BUTTON

Unloads the current effect (same as selecting empty from the menu).

### 9. CROSSFADER LINK BUTTON

Links the Video-SL crossfader to the TTM 57SL or MIDI Controller crossfader.\*

### 10. SETUP BUTTON

Displays the software setup screen.

### 11. FADER TRANSITION SELECTION MENU

Selects which transition is assigned to the fader effects slot.

### 12. FULL-SCREEN

Toggles the Video-SL output window between full-screen and windowed mode.

### 13. CUE BUTTON

Links the TTM 57SL cue fader to the Video-SL crossfader, this allows video mixing without affecting the sound.

### 14. CROSSFADER

Controls the crossfader transition between the two decks.

### 15. EFFECT SLOT 1

This effect slot is applied to the original unaffected content.

### 16. EFFECT SLOT 2

This effect slot is applied to the effected content passed through Effect Slot 1.

**\*If you have the Rane TTM 57SL and a MIDI controller connected these functions will link the faders to the TTM 57SL and not the MIDI controller.**



## LOADING FILES INTO VIDEO-SL

Adding video files to the Serato Scratch Live library is just like adding audio files. You can drag and drop videos from Finder/Explorer into the Scratch Live library or press the files button and browse your file system for video files to import.

When the Serato Video-SL plug-in is enabled, the Scratch Live library has two subsets of the “All” crate - “All Audio” and “All Videos”. The “All Videos” crate contains all the video files in your library.

Video files can be organized like any other files in your Scratch Live library, including placing them in crates and sub-crates. For more information on using the Scratch Live library functions refer to the Scratch Live manual.

## VIDEO PLAYBACK

There are different ways you may want to use video files in your Scratch Live performance. You can either load a video file and its sound track to both Scratch Live and Video-SL at the same time or you can load separate video and audio files to Video-SL and Scratch Live and play them in sync.

Scratch Live also allows you to ‘associate’ audio and video tracks so that in future when you load the audio track into Scratch Live the ‘associated’ video file is automatically loaded into Video-SL.

Video files have one of the following icons:



A normal video with its own audio.



An audio track with an associated video file.

## LOADING A VIDEO WITH MUSIC

To load a file to both Serato Scratch Live and Serato Video-SL at the same time.

- Find the video file you want in your library.
- Load it by dragging it onto the virtual deck in Scratch Live or using the shortcut keys **shift left-arrow** for the left deck or **shift right-arrow** for the right deck.

**This loads the audio portion to Scratch Live and the video portion to Video-SL.**

## LOAD A VIDEO ONTO A PLAYING TRACK

To load a video to Video-SL while playing an audio track in Scratch Live

- Have a track loaded to the virtual deck in Scratch Live.
- Drag and drop a video file onto the related deck screen in Video-SL or using the shortcut keys **ctrl alt left-arrow** for the left deck or **ctrl alt right-arrow** for the right deck..

**This will load the video file without replacing the audio track in Scratch Live.**

## ASSOCIATING AUDIO AND VIDEO

Links a video clip to a separate audio track.

- Have a track loaded to a virtual deck in Serato Scratch Live.
- Drag a video file onto the set video track button.

This will load the video file to Serato Video-SL and associate it with the current playing track in Scratch Live.

To unassociate a video file from an audio file press **shift ctrl** and click the set video button.

**The next time you load the track into Scratch Live the associated video file will automatically be loaded to Video-SL.**

## OFFLINE PLAYER

The offline player is available when the Serato Scratch Live hardware is not connected, and outputs through the current default audio device. Clicking the video button with the hardware disconnected will open the Serato Video-SL offline player. Load a track to the offline player by dragging and dropping it onto the offline player, or pressing shift+left arrow. You can use the offline player to preview tracks, assign video files to audio files, create cue points, set loops and set and save effects.

## MIXING

### USING THE RANE TTM 57SL

When running Serato Video-SL, Group 5 on your TTM 57SL control panel becomes the "Video" Group. You are able to customise this group to assign functions to particular controls. Many of the Video-SL functions can also be added to other Groups as well.

Many of the functions of Video-SL are automatically associated with controls on the TTM 57SL:

#### CHANNEL FADERS

- ⑤7 Channel Faders (with link enabled)

#### LINK BUTTON

- ⑤7 Deck 2, B1 (left) B6 (right)

#### EFFECT SELECTION MENU

- ⑤7 Deck 1, P1 / P2

Push for menu, rotate to scroll, push to select

#### EFFECT PARAMETER KNOB

- ⑤7 P1 / P2

#### BYPASS EFFECT

- ⑤7 Deck 1, B1 / B6 or Joystick right.

#### CROSS FADER LINK BUTTON

- ⑤7 Deck 2, B3

#### FADER TRANSITION SELECTION MENU

- ⑤7 Deck 2, P1 / P2

Push for menu, rotate to scroll, push to select

#### CUE BUTTON

- ⑤7 Deck 2, B4

## CROSSFADER

- ⑤7 Crossfader (with link enabled)

### EFFECT SLOT 1

- ⑤7 Deck 1, J1 / J2

Moving the joystick up selects slot 1

### EFFECT SLOT 2

- ⑤7 Deck 1, J1 / J2

Moving the joystick down selects slot 2

By default the TTM 57SL crossfader and channel faders are linked to the appropriate faders in Video-SL.

## UNLINKING UP FADERS

By selecting **unlink**, the Video-SL up faders are disconnected from the TTM 57SL upfader controls. This means you can perform audio mixing with the TTM 57SL without affecting your video output levels.

## CROSSFADER LINKING

By deselecting **fader** you can unlink the Video-SL and TTM 57SL crossfaders; this allows you to perform audio crossfades without affecting your video output. Selecting **cue** links the Video-SL crossfader to the cue fader on the TTM 57SL.

If both **fader** and **cue** are selected you can crossfade video with both the main crossfader and the cue fader at the same time, this is great for performing quick video crossfades on the cue fader without affecting your audio output.

## MIXING USING THE SL 1, SL 3 AND MP 4

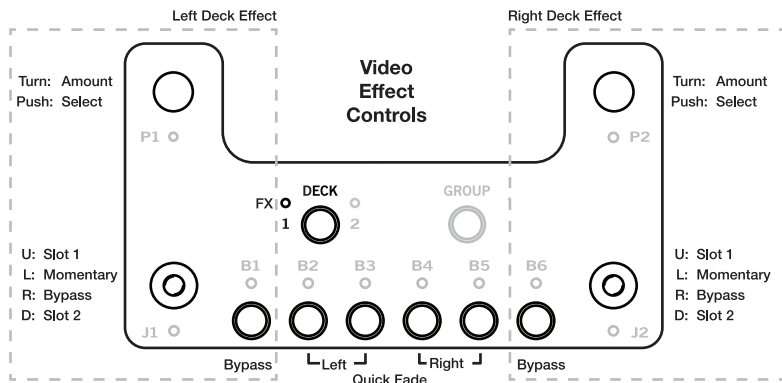
You can control any of the functions on the Video-SL control interface using your mouse. The ideal way to control Video-SL when using the SL 1, SL 3 or MP 4 is to use it in conjunction with a MIDI controller.

**See the MIDI Control section on page 16.**

You can also use the left and right cursor keys to control the crossfader by checking the 'use cursor keys to crossfade video' option in the plugins tab in the setup screen of Scratch Live.

**Note:** Enabling this function means you will no longer be able to use the left and right cursor keys to scroll across your library in Scratch Live.

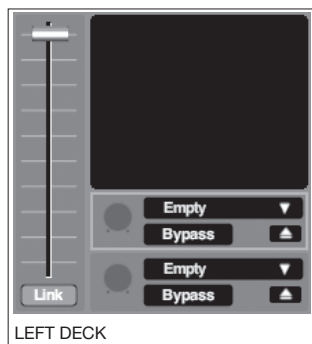
When running Video SL with the MP 4 the 'auto-fade' function is activated on fader start.



## EFFECTS OVERVIEW

Serato Video-SL has effects you can apply to your videos. What effects will be available for you to use will depend on the capability of your graphics card. There are two effects slots per deck and any available effect can be assigned to each effect slot.

(!) **The effects slots run in series. The first effect slot will apply to the original uneffected content. The second effect slot will apply to the effected content passed through the first effect slot.**



## USING EFFECTS

### WITH THE RANE TTM 57SL

1. Go to Video group on the Rane TTM 57SL (Group 5).
2. Switch to Effect control mode on the TTM 57SL (Toggle Deck 1).
3. Use the J1 or J2 joystick to select effect slot.
4. Press the P1 or P2 knob to access the effect selection menu.
5. Rotate knob to select desired effect.
6. Press knob to assign effect.

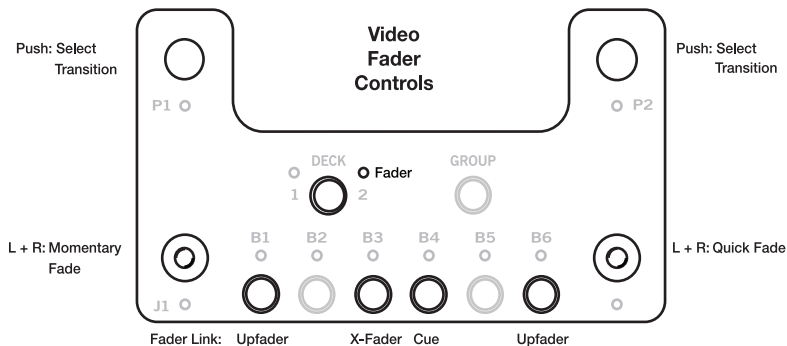
(!) **Unload the effect from a slot by clicking the unload effect button in Serato Video-SL.**

### WITH A MIDI CONTROLLER

These steps require the following Serato Video-SL features to be assigned to your MIDI Controller:

Load Effect (Slot 1 and/or Slot 2), MIDI Effects Parameter Knob (Slot 1 and/or Slot 2).

1. Press the Load Effect button to access the select effect slot.



2. Rotate the MIDI Effects Parameter Knob to select desired effect.
3. Press the Load Effect button to assign effect.

You can also save your choice of effects by clicking the save effects button below the virtual deck. The next time you load the file back into Video-SL it will remember your effects selection.

(!) There is a hierarchy to the way saved effects are recalled. If a video file is loaded to the deck, the effects are saved to the video file and are recalled when it is re-loaded.

If an audio file is loaded to the deck with a video file associated, the effects are saved to the audio file. When that audio file is re-loaded it will pull the saved effects from the audio file and ignore any effects saved to the video file .

If an audio file has a video file associated to it but does not have any effects saved to the audio file, the effects will then be pulled from the video file. If the video file has no effects saved to it no effects will be loaded.

If you use the instant doubles feature your selected effects will be copied across to the other deck.

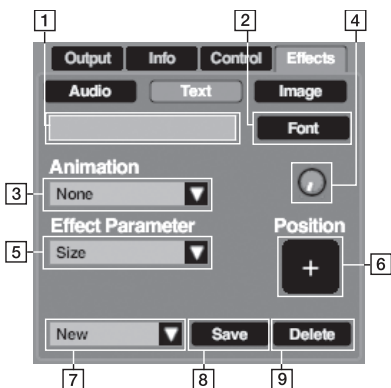
## AUDIO EFFECTS

Serato Video-SL allows you to apply video effects matched with the audio effects built in Scratch Live or the TTM 57SL mixer. These are automatically applied on top of the existing effects slots and will respond to changes in parameters of the Scratch Live DJ-FX or TTM 57SL audio effects.

To enable Audio Effects go to the effects tab in the Video-SL Setup panel, select Audio and check the “enable audio effects” box.

## TEXT EFFECTS

Text Effects allow you enter your own text to be played over the top of a video. You can edit the appearance, add animation and apply effects to customize the Text Effect.



### 1. TEXT INPUT FIELD

Enter the text to display.

### 2. FONT

Select a font for the text.

### 3. ANIMATION

Select an animation style to be applied to your text. See USING TEXT EFFECT ANIMATIONS on this page.

### 4. ANIMATION PARAMETER KNOB

Adjust the parameters of the selected animation.

### 5. EFFECT PARAMETER

Select an effect to be applied to the text. There are six options available: Opacity, position, orientation, color, size and animation.

### 6. POSITION

Select where on screen the text is to be positioned.

### 7. CURRENT TEXT EFFECT

Displays the name of current text effect.

### 8. SAVE

Saves the current text effect.

### 9. DELETE

Deletes the current text effect.

## CREATING AND USING A TEXT EFFECT

To create a Text Effect, the first step is to enter the text you want to display. Next, select the font, animation, effect and position for the text. When you are satisfied with the configuration of the Text Effect, click Save. If you wish to create a new Text Effect and discard any unsaved changes to the current Text Effect, select New from the Current Text Effect dropdown box. To make changes to a saved Text Effect, open the Text Effects panel, make the changes and click Save. The Text Effect will now be updated, even if it is currently loaded to an Effects Slot.

To load a Text Effect to an effects slot, select it from the list of available effects (see USING EFFECTS on page 11). When loaded, the Effects Parameter Knob for this slot now controls the effect you have saved in the Text Effect.

**(!) You can have more than one Text Effect loaded to a video, or have a Text Effect loaded to multiple effects slots at the same time.**

## USING TEXT EFFECT ANIMATIONS

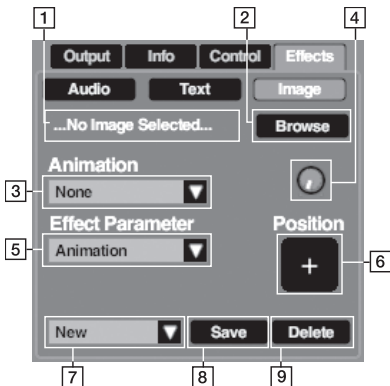
Animations can be applied to enhance your text. If you choose not to use an animation, the text is simply displayed on screen. Animations can be manipulated using the Animation Parameter Knob.

**Scroll** - The text scrolls across the screen. Use the Animation Parameter knob to adjust the speed and direction of the text scroll. Move the knob left or right from the 12 o'clock position to select the scroll direction. The further left or right the knob is turned will increase the speed of the scroll.

**BPM Zoom** - The text zooms in time with the BPM of the loaded track. Use the Animation Parameter knob to adjust the size and intensity of the zoom.

**Bass Zoom** - The text zooms in response to level of bass in the loaded track. Use the Animation Parameter knob to adjust the size and intensity of the zoom.

## IMAGE EFFECTS



### 1. IMAGE FILENAME

Filename of the current loaded image.

### 2. BROWSE

Opens the Browse window to allow you to select an image to load.

### 3. ANIMATION

Select an animation style to be applied to your image. See USING IMAGE EFFECT ANIMATIONS on page 15.

### 4. ANIMATION PARAMETER KNOB

Adjust the parameters of the selected animation.

### 5. EFFECT PARAMETER

Select an effect to be applied to the image. There are five options available: Opacity, y offset, orientation, size and animation.

### 6. POSITION

Select where on screen the image is to be positioned.

### 7. CURRENT IMAGE EFFECT

Displays the name of the current Image Effect.

## 8. SAVE

Saves the current Image Effect.

## 9. DELETE

Deletes the current Image Effect.

## CREATING AND USING AN IMAGE EFFECT

To create an Image Effect, first select the image you want to display by using the Browse option. Next, select the animation, effect and position for the image. When you are satisfied with the configuration of the Image Effect, click Save. If you wish to create a new Image Effect and discard any unsaved changes to the current text effect, select New from the Current Image Effect dropdown box. To make changes to a saved Image Effect, open the Image Effects panel, select the Image Effect, make the changes and click save. The Image Effect will now be updated, even if the effect is currently loaded to an Effects Slot.

To load an Image Effect to an Effects Slot, select it from the list of available effects (see USING EFFECTS on page 11). When loaded, the Effects Parameter Knob for this slot now controls the effect you have saved in the Image Effect.

(!) You can have more than one Image Effect loaded to a video, or have an Image Effect loaded to multiple effects slots at the same time.

## USING IMAGE EFFECT ANIMATIONS

Animations can be applied to enhance your image. If you choose not to use an animation, the image is simply displayed on screen. Animations can be manipulated using the Animation Parameter Knob.

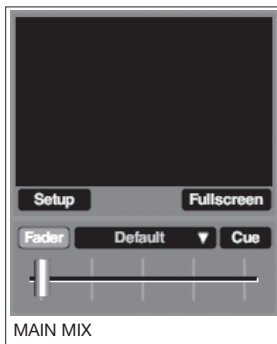
**Scroll** - The image scrolls across the screen. Use the Animation Parameter knob to adjust the speed and direction of the image scroll. Move the knob left or right from the 12 o'clock position to select the scroll direction. The further left or right the knob is turned will increase the speed of the scroll.

**BPM Zoom** - The image zooms in time with the BPM of the loaded track. Use the Animation Parameter knob to adjust the size and intensity of the zoom.

**Bass Zoom** - The image zooms in response to level of bass in the loaded track. Use the Animation Parameter knob to adjust the size and intensity of the zoom.

## FADER TRANSITIONS OVERVIEW

Serato Video-SL has fader transitions which apply when fading from one deck to the other. What transitions will be available for you to use will depend on the capability of your graphics card. One transition at a time may be used in the fader effects slot.





## USING FADER TRANSITIONS

### WITH THE RANE TTM 57SL

1. Go to Video group on your Rane TTM 57SL (Group 5).
2. Switch to Fader control mode on the TTM 57SL (Toggle Deck 2).
3. Press the P1 or P2 knob to access the transition selection menu.
3. Rotate knob to select desired transition.
4. Press knob to assign transition.

### WITH A MIDI CONTROLLER

These steps require the following Serato Video-SL features to be assigned to your MIDI Controller:

MIDI Fader Transition Knob, Load Transition.

1. Press the Load Effect button to access the transition selection menu.
2. Rotate the MIDI Fader Transition Knob to select desired transition.
3. Press the Load Effect button to assign transition.

Video-SL will remember the last Fader Transition used and re-use it the next time you start.

### AVAILABLE EFFECTS AND TRANSITIONS

Video-SL assesses your graphics hardware and scales the available effects and transitions to your machine's capabilities. This means that on different machines, you may see a different list of available effects.

Users with no graphics processing hardware on their system will not be able to use any effects, and transitions will be limited to a basic fade.

## MIDI

### OVERVIEW

All Serato Video-SL functions are assignable to MIDI, allowing full control of Video-SL with a MIDI controller. MIDI control is highly recommended for those Video-SL users not using a Rane TTM 57SL.

### MIDI CONTROLLER SETUP

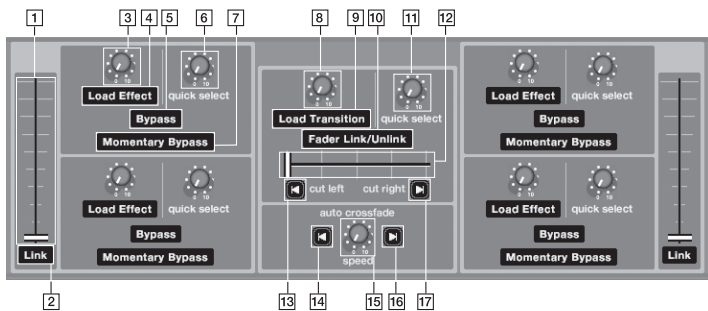
The process of setting up a MIDI controller for use with Video-SL is the same as with Scratch Live. See the MIDI section of the Scratch Live manual for further information.

### ASSIGNING CONTROLS

To ensure the Video-SL functions are visible when assigning MIDI, make sure you have the Video-SL window open before enabling MIDI assign mode.

To enable MIDI assign mode, click the MIDI button or press ctrl+M. In place of the Video-SL interface, the Video-SL MIDI assign panel will appear. To assign a MIDI control, click on the control in Video-SL, then move / tap the MIDI control. The MIDI assignment box will update to show it has been mapped.

To un-assign a MIDI control, click on the control in Scratch Live and press return on your computer keyboard.



## AVAILABLE CONTROLS.

For a full description of these controls, see the Serato Video-SL Interface section on page 7.

### 1. CHANNEL FADERS

For best results assign these to MIDI capable faders or another similar slider type control.

### 2. LINK

### 3. EFFECT PARAMETER KNOB

For best results assign this to a suitable rotary MIDI knob.

### 4. LOAD EFFECT

Loads the effect selected by the effect parameter knob to the corresponding effect slot.

### 5. BYPASS

### 6. EFFECT QUICK SELECT

Scrolls through the available effects. When scrolling is stopped, the selected effect is loaded to the effects slot.

### 7. MOMENTARY BYPASS

Momentarily disables the effect in the active slot without unloading it, i.e. it is only active when the button is held down.

### 8. CROSSFADER TRANSITION KNOB

Scrolls through available crossfader effects. For best results assign this to a suitable rotary MIDI knob.

## 9. LOAD TRANSITION

Loads the transition effect selected to the corresponding effect slot.

### 10. CROSSFADER LINK/UNLINK

Link/unlink the video transition effect with the audio crossfader (when the Video-SL crossfader is assigned to an audio/MIDI crossfader on your DJ mixer).

### 11. TRANSITION QUICK SELECT

Scrolls through the available transitions. When scrolling is stopped, the selected transition is loaded.

### 12. CROSSFADER

Controls the crossfader transition between the two decks. For best results, assign this to a MIDI capable fader.

### 13&17. CUT LEFT & RIGHT

Cuts immediately to either left video deck or right video deck, ignoring the transition effect.

### 14&15. AUTO CROSSFADE LEFT & RIGHT

Starts an automatic crossfade from one deck to the other.

### 15. AUTO CROSSFADE SPEED KNOB

Controls the rate at which the automatic crossfade happens.

# EFFECT AND TRANSITION DESCRIPTIONS

## EFFECT DESCRIPTIONS

\* = Light, \*\* = Medium, \*\*\* = Heavy

### **ROTATE \***

Rotates image.

### **ZOOM \***

Zooms into center of image.

### **TILE \***

Multiplies image onto an increasing number of tiles.

### **ZOOM TILE \***

Combination of the tile and zoom effects.

### **FALSE COLOR \***

Replaces colors in image with various preset palettes.

### **ISOLATOR BASS \***

Desaturates the image except for one color which is saturated related to the amount of bass being played.

### **COLOR ISOLATER \*\***

Makes the image grayscale while retaining one color.

### **UV PAINT \*\***

Fully saturates color and brightness of moderately colorful pixels, otherwise black.

### **ANAGLYPHIC 3D \*\***

'3D glasses' effect.

### **ANALYZER \***

Eight band spectrum analyzer.  
Parameter chooses color.

### **ANALYZER LINE \***

A line based analyzer. Parameter chooses color.

### **ANALYZER BLOCKS \*\***

The image is split into areas which are then turned on and off to create a spectrum analyzer.

### **ANALYZER IMAGE \*\***

The image is split into columns creating a spectrum analyzer.

### **BLOCK COLUMNS \***

Image is split into blocks which then bounce and fall with the bass.

### **SPLIT \***

Splits the image into 5 areas.

### **MIRROR \***

Splits the image and mirrors one side.

### **KALEIDOSCOPE \***

Creates a kaleidoscope.

### **DELAY GRID \*\*\***

Shows a grid of the past 16 frames to be played. Each update one frame will change.

### **FRAME FREEZE \*\*\***

Freezes a frame of video for a given time period.

### **FRAME PULSE \*\*\***

Pulses the edges of a video frame in a given time period.

### **FLASH ON BPM \*\***

Dark areas of the image flash in time with the BPM of the playing song.

### **AUDIO SPLIT \***

Splits the image into 3 areas which zoom based on the bass, mids and treble.

**AUDIO FADE \***

Splits the image into 3 areas which fade based on the bass, mids and treble.

**BASS BLUR \*\*\***

The image blurs depending on the amount of bass in the audio being played.

**BASS ZOOM \***

The image zooms depending on the amount of bass in the audio being played.

**TREBLE BLUR \*\*\***

The image blurs depending on the amount of treble in the audio being played.

**TREBLE ZOOM \***

The image zooms depending on the amount of treble in the audio being played.

**AUDIO RGB \*\***

The bass, mids and treble of the audio affects the red, green and blue color channels.

**AUDIO CSL \*\***

The bass, mids and treble of the audio affects the contrast, saturation and luminance of the image.

**AUDIO KALEIDOSCOPE \*\***

Creates a kaleidoscope that changes with the audio being played.

**RECORD ROTATE \***

Rotates the image in time with the record.

**CENTER FADE \***

Image fades towards the center.

**RECORD FADE \***

Image fades with the speed of the record being played.

**RGB EQ \*\***

TTM 57SL EQ knobs affect the red green and blue color channels.

**CSL EQ \*\***

TTM 57SL EQ knobs affect the contrast, saturation and luminance of the image.

**BRIGHTNESS \*\***

Increases the brightness of the image.

**SMUDGE \*\***

Blends the edges of the video towards the center.

**SATURATION \*\***

Increases the color levels proportional to the levels in the image.

**CONTRAST \*\***

Changes the difference between light and dark.

**GAMMA \*\***

Darkens the darks.

**POSTERIZE \*\***

Reduces the number of colors to 3.

**NEGATIVE \*\***

Inverts the color of the image.

**SEPIA \*\***

Fades to sepia tone.

**ROSCOPE \*\*\***

Hand drawn effect.

**LUMA KEY BLACK \*\***

Replaces black areas with the other deck.

**LUMA KEY WHITE \*\***

Replaces white areas with the other deck.

**CHROMA KEY GREEN \*\***

Replaces green areas with the other video.

**COLOR PHOTOCOPY \*\*\***

Replaces blurred areas with solid color.

**EMBOSS \*\*\***

Makes the image appear raised or indented.

**SHARPEN \*\*\***

Defines the edges in the image.

**BLUR \*\*\***

Blurs the image.

**EDGE DETECT \*\*\***

Retains only the edges in image.

**LED BILLBOARD \*\*\***

Displays image as a decreasing number of LEDs.

**V-HOLD \*\***

'Broken TV' effect.

**TRANSITION DESCRIPTIONS****DEFAULT \***

A standard transition.

**CENTER \***

Standard transition in the center 50% of the fader.

**ADDITIVE AVERAGE \***

Transition that bridges the gap between the default and additive transitions.

**ADDITIVE \*\***

Only bright areas are mixed.

**DIFFERENCE FADE \***

Standard transition that fades through the difference of the two images.

**SCRATCH \***

A quick cut at the ends of the fader.

**LATCH 50 \***

A quick cut in center of the fader.

**SCRATCH FADE \***

Variation of the scratch transition that allows for mixing on the upfaders.

**GRID SIMPLE \***

3x3 grid which changes in a simple pattern when moving from A to B.

**GRID FADE \***

3x3 grid which fades into a simple pattern when moving from A to B.

**GRID 2X2 \***

2x2 grid which changes in a simple pattern when moving from A to B.

**GRID SEQUENCE \***

3x3 grid which changes in a semi-random pattern when moving from A to B.

**PUSH SLIDE HORIZONTAL \***

Incoming image pushes the outgoing image horizontally off screen.

**PUSH SLIDE VERTICAL \***

Incoming image pushes the outgoing image vertically off screen.

**BOX HORIZONTAL \*\***

Images are projected onto the outside of a horizontally rotating box.

**BOX VERTICAL \*\***

Images are projected onto the outside of a vertically rotating box.

**BOX BOTH \***

Alternates between the below two faders.

**TILE WAVE HORIZONTAL \*\***

Side-to-side wipe of flipping tiles.

**TILE WAVE VERTICAL \*\***

Up-down wipe of flipping tiles.

**WIPE HORIZONTAL \***

A standard wipe.

**WIPE VERTICAL \***

A standard wipe.

**LUMA KEY FADE \*\***

Luma key transition.

**SWAP \***

An animation to switch between the two video sources.

**SMUDGE FADE\*\***

Blends the edges of the two videos together towards the center.

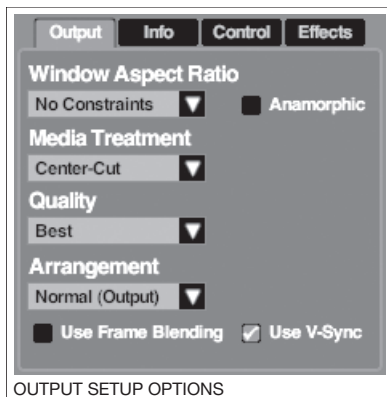
**MELT \*\*\***

'Melts' the two images together.

## SOFTWARE SETUP OPTIONS

There are four Serato Video-SL setup panels: Output, Info, Control and Effects.

To access the Video-SL setup options click on the setup button in the Video-SL panel.

**OUTPUT****WINDOW ASPECT RATIO**

The aspect ratio is the relationship between the width and height of your image, common aspect ratios are 4:3 (Standard TV) and 16:9 (Widescreen). The output constraint settings restrict the output window of Serato Video-SL to certain aspect ratios while not in fullscreen mode. Use this to preview your output at the selected aspect ratio.

## NO CONSTRAINTS

Output is not constrained.

## 16:9

Output is constrained to 16:9 (Widescreen).

## 4:3

Output is constrained to 4:3 (Standard TV).

## ANAMORPHIC CHECK BOX

If outputting to an anamorphic device ensure this box is checked.

## MEDIA TREATMENT

These options allow you to choose how Serato Video-SL behaves when your video file is a different aspect ratio to the display you are outputting to.

## PRESERVE

The original aspect ratio of your video is maintained and is never cropped. Serato Video-SL will create a letterbox (black lines at the top and bottom of the screen) or a pillar box (black lines at the sides) to fill any remaining space on the output display.

## STRETCH

Your video is always stretched to fill the entire output display, this can create image distortion if the output display and video files have different aspect ratios.

## CENTER-CUT

The aspect ratio of your file is maintained and it is zoomed to always fill the output display. Cropping can occur if the resulting output is bigger than your display.

## LETTERBOX

The aspect ratio of your file is preserved and it will always fit the width of the display. If your file is taller than the current display (i.e. 4:3 on a 16:9 display) or shorter (i.e. 16:9 video on a 4:3 display) it will either be cropped, or have a letterbox inserted.

## QUALITY

Improves output quality at the expense of speed. Select your video quality using the dropdown box - you can choose from poor, low, medium, high or best. If you are experiencing low frame rates or choppy performance, try reducing this setting.

**(!) Most standard quality videos will only require the medium setting, anything higher will just use extra CPU for no visible gain. Only use the high or best settings if you are playing high quality or HD video files.**

## ARRANGEMENT

Use this dropdown box to select your desired format for the output window. There are three options to choose from:

**Normal (Output):** Normal un-split output window.

**Left - Right:** Output window is a split of the left and right channels.

**Left - Output - Right:** Output window is a split of all three of the above.

This can be used with a video splitter and the output can then be fed into other devices (ie. an analog video mixer).

## USE FRAME BLENDING

Makes playback smoother at less than full speed, by blending adjacent frames. This makes slow movements of the video smoother by reducing the jumps between frames. This option increases CPU load.

## USE V-SYNC

This option is on by default, it synchronizes Serato Video-SL's frame rate to the refresh rate of your monitor to avoid 'tearing' on your output.

By turning it off you can see the frame rate your system is capable of achieving, this is primarily used as a benchmarking tool.

For best image results leave this option on.

## INFO

The screenshot shows the 'Info' tab of the 'PERFORMANCE SETUP OPTIONS' menu. At the top, there are four tabs: 'Output', 'Info', 'Control', and 'Effects'. The main content area is titled 'Graphics Restrictions' and shows '+ No Effects Restricted'. Below this is a 'Buffer Size' slider ranging from 200mb to 2gb, with a vertical marker at approximately 1.2gb. At the bottom, a table displays the following values:

Left Frames In Buffer	10
Right Frames In Buffer	10
Frames Per Second	59.4

PERFORMANCE SETUP OPTIONS

## GRAPHIC RESTRICTIONS

Serato Video-SL automatically determines what effects and transitions your system is capable of running. It will display any restrictions your graphics card has.

## BUFFER SIZE

This setting determines how much system RAM to set aside for Serato Video-SL buffering. The slider will stop at the point above which your machine probably won't be able to work efficiently. Most standard quality videos won't require a buffer setting of more than 1GB.

## LEFT BUFFER SIZE

Displays the number of frames currently in the buffer (Video on Left deck).

## RIGHT BUFFER SIZE

Displays the number of frames currently in the buffer (Video on Right deck).

## FRAMES PER SECOND

This displays the frame rate of Serato Video-SL's output. This is not the frame rate of your video but the rate at which faders, effects and transitions are currently being calculated.

## CONTROL

The screenshot shows the 'Control' tab of the 'PERFORMANCE SETUP OPTIONS' menu. At the top, there are four tabs: 'Output', 'Info', 'Control', and 'Effects'. The main content area is divided into two columns. The left column has 'Auto' (selected), 'Speed:' with a circular speed indicator, 'Fader' (selected), 'Upfaders' (with a slider), 'Crossfader' (with a slider), and a checked checkbox for 'End Video With Audio'. The right column has 'Reverse' (selected), 'Crossfader' (checkbox), 'Upfaders' (checkbox), and 'Enable Contouring' (checkbox). At the bottom, it shows 'Version Number XXXXX'.  
CONTROL SETUP OPTIONS



## AUTO CROSSFADE

Rotate the knob to adjust the speed of the auto crossfader. Turn the knob to the left for a faster crossfade or to the right for a slower crossfade.

## REVERSE FADERS

You can reverse the crossfader and upfaders by checking the appropriate box.

## FADER CONTOURING

You can adjust the contours of the upfaders and the crossfader in Video-SL by checking the enable fader contouring option. You can then make adjustments by using the sliders. Move the slider to the left for a slower fade contour and to the right for a faster, “tighter” fade contour. If you are using the TTM 57SL you can have Video-SL use the same fader contour settings as the mixer by checking the use hardware options.

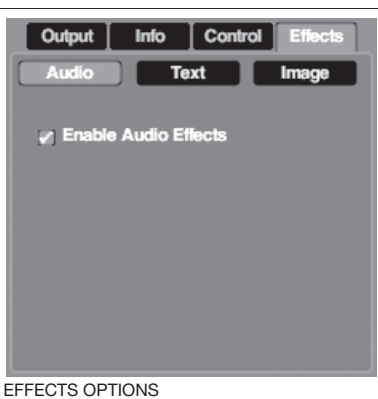
## END VIDEO WITH AUDIO

Check this option to stop the video file playing with the associated audio file if the audio file is of a shorter time length.

## VERSION NUMBER

Displays the version number of Video-SL you are using.

## EFFECT



EFFECTS OPTIONS

## AUDIO

Check to enable Audio Effects. See AUDIO EFFECTS on page 12.

## TEXT

Create and edit Text Effects. See TEXT EFFECTS on page 13.

## IMAGE

Create and edit Image Effects. See IMAGE EFFECTS on page 14.

## VIDEO FORMATS AND CODECS

Serato Video-SL uses QuickTime to decode video files with Mac OS X, and DirectShow and QuickTime with Windows. This means Video-SL has all the benefits and limitations that your currently installed version of QuickTime and DirectShow has.

(!) Video-SL requires QuickTime version 7 or above.

### QUICKTIME

QuickTime is available free from Apple® and is installed with Serato Video-SL if not already on your system.

### QUICKTIME VERSION CHECK

#### MAC

Run QuickTime player, then click about QuickTime in the QuickTime menu.

#### WINDOWS

Run QuickTime player, then click about QuickTime in the help.

### INSTALLING ADDITIONAL CODECS

QuickTime plays many video formats by default, and more can be added by installing QuickTime components to your system.

**Get QuickTime components from <http://www.Apple.com/QuickTime>**

Follow the instructions contained in the QuickTime download.

### DIRECTSHOW

DirectShow is a multimedia framework developed by Microsoft® and is included with Windows.

### INSTALLING ADDITIONAL CODECS

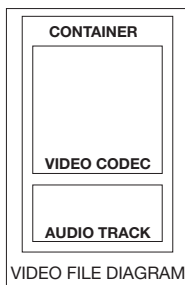
DirectShow plays many video formats by default, and more can be added by installing DirectShow codec packages to your system.

**For a list of suggested DirectShow codecs visit <http://www.serato.com/faq/video-sl>**

Follow the instructions in the DirectShow codec download.

### VIDEO FILES

Video files are “containers” for video and audio tracks. The video and audio tracks inside these containers can consist of varying codecs.



A codec is the way the video and audio data is stored inside the video file/container. Some examples of common audio codecs are MP3 and AAC, examples of common video codecs are H.264 and MPEG-4. For example you can have a .mov file (or container) with an H.264 video track and MP3 audio track, you could also have another .mov file that contains completely different codecs, for example AAC audio and MPEG-4 video. These files

will appear the same in your file system but the data inside them is very different. Your encoding program or video delivery service will provide information about which codecs your video files contain.

## CONTAINERS

mov, mp4, m4a, avi, flv, mpg, mpeg, dv.

## VIDEO CODECS

### SUPPORTED FORMATS

H.264, DV, Motion JPEG A  
Motion JPEG B, MPEG-4

### CODECS

With video files you are always walking the line between CPU usage, file size and image quality.

A large file may look great and not use much CPU, however even with modern hard disks video files that are a few hundred MB each will quickly eat up your hard disk space. Conversely files compressed to only be a few MB will not take up much disk space but your image quality and CPU usage will suffer on a highly compressed file.

You will have to experiment to find ideal combination of settings for your system, the following descriptions give a brief overview of each codec Serato Video-SL supports as a guide.

Visit our website for tips and tricks on encoding and video file types:

[www.serato.com/support](http://www.serato.com/support)

### DV

The format used by most cam corders is a low compression format and is commonly used in video editing programs. Offers high quality images and low CPU usage at the expense of large file sizes.

### MOTION JPEG A AND B

Motion JPEG is very similar to the DV format, it offers slightly smaller file sizes than DV, maintains the low CPU usage but with a slight degradation of the image quality.

### MPEG-4

MPEG-4 is a widely supported codec that offers medium file sizes, image quality and CPU usage.

### H.264

Is a modern variant of MPEG-4, it offers good image quality at low file sizes with the expense of higher CPU usage.

### ADDITIONAL

Serato Video-SL will attempt to play any additional codecs which QuickTime has components installed for, such as DivX. However, results may vary and these are not officially supported by Serato.

## TROUBLE SHOOTING

### **If you're output is looking stretched in the horizontal axis on your projector**

Your projector may be 4:3 aspect ratio resolution, stretched into a 16:9 shaped image. Try checking the anamorphic checkbox in the output setup tab.

### **My screen has gone all black, help!**

The Serato Video-SL output window has taken over your primary display.

Double clicking it will return it to window mode, drag it to your secondary display and then return it to fullscreen mode.

### **My video files won't load into the library**

Please ensure the file you are trying to load is on Serato Video-SL's supported file list. Also Serato Scratch Live will only allow you to add files to the library that contain supported audio codecs.

For more FAQ's and troubleshooting tips visit:

[www.serato.com/support](http://www.serato.com/support)

**(!) Many problems encountered using Serato Video-SL can be solved by ensuring the drivers for your graphics card are up to date. Please visit your graphics cards manufacturers site for the latest drivers.**

### **If you're experiencing low frame rates or 'choppy' output:**

1. Close unneeded applications
2. Use lower rated effects
3. Use lower resolution videos
4. Lower the quality slider
5. Lower the output monitor resolution
6. Defragment your hard disk

### **If you're experiencing black borders in the rotate effect:**

Insert a zoom effect in slot 2 with rotate in slot 1, the zoom will compensate the clipped edges during the rotate effect.

### **If you're experiencing slow response when seeking through the file, or choppy playback when playing backwards:**

Try re-encoding your files with more keyframes, Serato Video-SL is probably having to decode large amounts of information to get specific frames.

## SUPPORT

Articles, FAQ's and online support for Serato Video-SL are available at:

**[www.serato.com/support](http://www.serato.com/support)**

Read in depth tutorials on encoding, conversion and other Serato Video-SL related topics.

Support for Video-SL is available through Rane technical support, if you are unable to find a solution on [www.serato.com](http://www.serato.com) please contact Rane. The Rane technical support team are available 8 am to 5 pm Pacific Time: West Coast USA.

**Rane Technical Support: +1 425 355-6000**