



DJ CONTROLLER

VCI-300MKII

serato

ITCH

OWNER'S MANUAL

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IMPORTANT SAFETY INSTRUCTIONS

1. Read these instructions.
 2. Keep these instructions.
 3. Heed all warnings.
 4. Follow all instructions.
 5. Do not use this apparatus near water.
 6. Clean only with a dry cloth.
 7. Do not block any ventilation openings. Install in accordance with manufacturer's instructions.
 8. Do not install near any heat sources such as radiators, registers, stoves, or other apparatus (including amplifiers) that produce heat.
 9. Only use attachments and accessories specified by the manufacturer.
 10. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
 11. Unplug this apparatus during lightning storms or when unused for long periods of time.
 12. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
 13. If rack-mounting, provide adequate ventilation. Equipment may be located above or below this apparatus, but some equipment (like large power amplifiers) may cause an unacceptable amount of hum or may generate too much heat and degrade the performance of this apparatus.
- WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus

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SETTING UP

UNPACKING

Your package should include:

- This Printed Manual.
- VCI-300MKII Controller.
- USB Cable.
- Serato ITCH Install CD.

SYSTEM REQUIREMENTS

The minimum system requirements are:

MAC

- G4 1.5 GHz processor or better.
- 1 GB RAM.
- OSX 10.4.11 or higher.
- Available USB Port
- Hard disk space for music

WINDOWS XP

- Intel, Pentium 4 mobile 2GHz processor or better.
- 1 GB RAM.
- Service Pack 2 or higher
- Available USB Port
- Hard disk space for music

WINDOWS VISTA and WINDOWS 7 (32bit & 64bit)

- Intel processor, Core Duo 1.6 GHz or better
 - 1 GB RAM
 - 1024 x 768 screen resolution
 - Service Pack 1 or higher
 - Available USB Port
 - Hard disk space for music
- Page 11 - Supported file types now includes ALAC:

PLEASE NOTE: The above is the minimum requirement to run ITCH. For best performance and for use in professional situations we recommend you buy a higher spec computer.

SOFTWARE INSTALLATION

Free updates to the ITCH software are available from <http://www.serato.com/itch>

We suggest you check the website for the latest version before installing.

INSTALLATION MAC

- **Either**
 - Insert the Serato ITCH install CD into your computers CD drive and browse to it using Finder.
- **Or**
 - Browse using Finder to the location where the ITCH download installer was saved, double click the ITCH .dmg file to mount the image on your system, and browse to that volume.
- **Then:**
 - Double click the file called "ITCH installer.mpkg".

1. The following screen will appear. Click Continue.



2. Accept the License Agreement and then click Continue.



3. Choose the hard disk you want to install to and click Continue.



4. Confirm the install location and click Install.



5. ITCH will now begin installing.



6. A confirmation screen will appear when the install is complete.



INSTALLATION PC

The installer should start automatically, if not;

- **Either**
 - Insert the Serato ITCH install CD into your computer's CD drive and browse to it using Windows Explorer.
- **Or**
 - Browse using Windows Explorer to the location where the ITCH download installer was saved, unpack the ITCH .zip file and browse to the extracted contents.
- **Then:**
 - Double click the file called "ITCH_installer.exe".

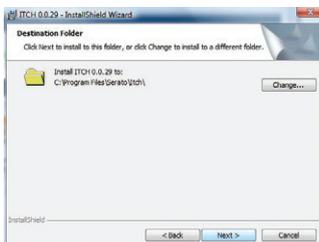
1. The following screen will appear. Click Next.



2. Accept the License Agreement and then click Next.



3. Choose the location you want to install to and click Next.



4. Complete will perform a standard installation. Click Next to continue.



5. Confirm the installation options and click Install.



6. ITCH will now begin installing.



7. A confirmation screen will appear when the install is complete.



STARTING THE SOFTWARE

The ITCH software is installed to the following locations:

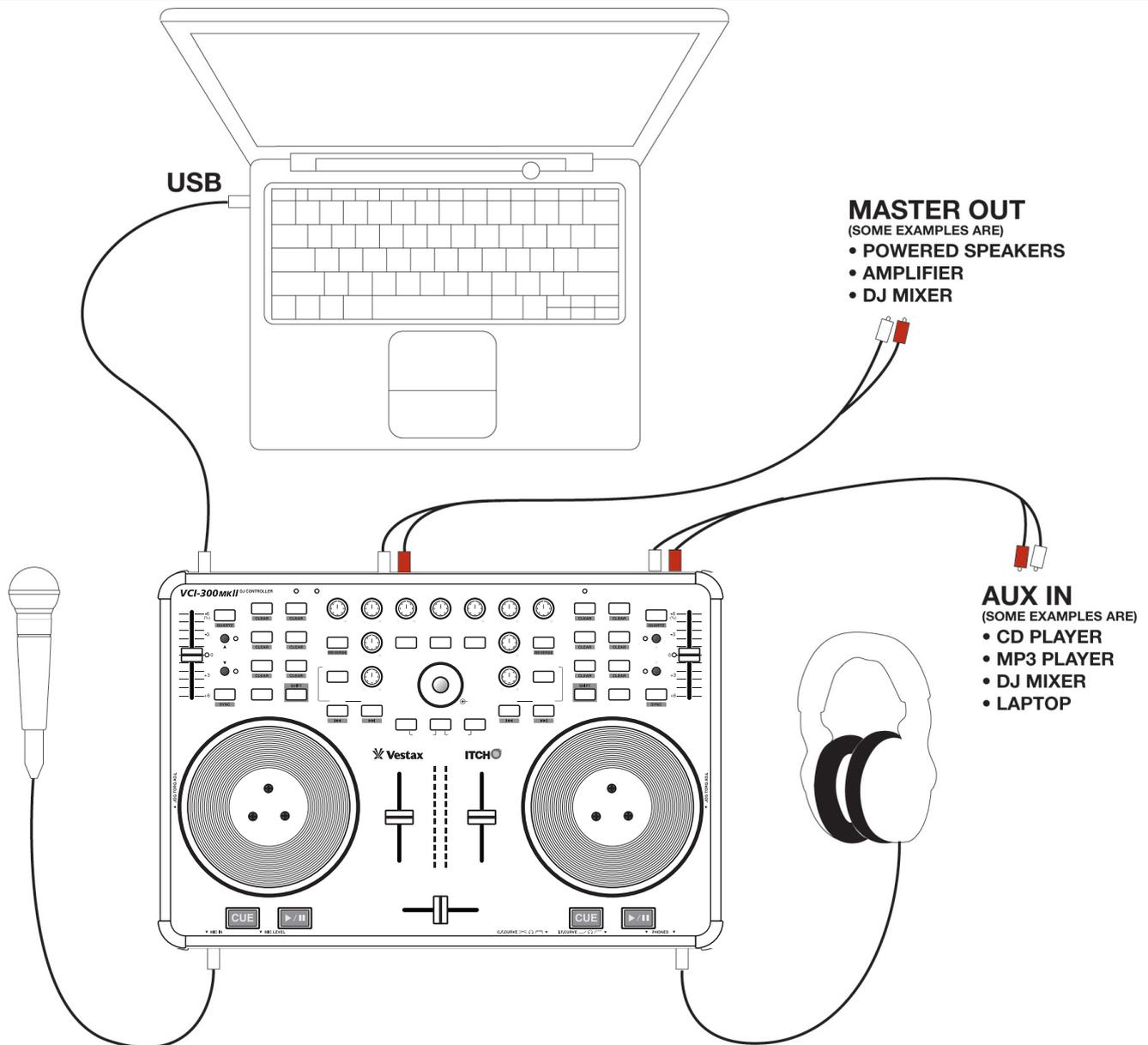
MAC: ITCH will be installed to your applications folder

WINDOWS XP: Start>All Programs>Serato>ITCH

WINDOWS VISTA: Windows Menu>All Programs>Serato>ITCH

To start ITCH on OSX double click the ITCH icon in your applications folder. To start ITCH on Windows browse your start menu and click the ITCH icon. When the software launches ITCH will automatically detect the Vestax VCI-300 if connected.

CONNECTIONS



USB

The VCI-300MKII is a bus powered device. Power is drawn from the computer and under normal operation the VCI-300MKII does not require its own power supply. The supplied USB cable is all that's required to connect the VCI-300MKII to your computer. Ensure the power switch on the back of the VCI-300MKII is set to USB POWER.

If you are using a USB hub, or have a lot of other USB devices you may need to use the optional power supply (available separately) as there is a limit to how much power your computer can supply over USB. Ensure the power switch on the back of the VCI-300MKII is set to ADAPTOR. The VCI-300MKII does not require driver installation on MAC or PC. To install, connect the VCI-300MKII to your computer and move the power switch on the rear of the VCI-300MKII to the appropriate position. Once the computer has recognized the device it will appear as a 4 channel sound device and a separate midi device.

SPEAKERS

The VCI-300MKII features both 6.5mm TRS Jack and RCA main outputs for connection to your sound system. It can be connected directly to powered speakers, a traditional stereo system and PA or another DJ mixer. Ensure the master volume is down on both the VCI-300MKII and your sound system before plugging it in and turning it on.

HEADPHONES

A 6.5mm Jack and 3.5mm Jack is provided for headphones on the front right of the VCI-300MKII. The volume of the headphone is controlled by the MONITOR LEVEL knob at the top of the VCI-300MKII. It is best to turn this volume down before plugging in your headphones.

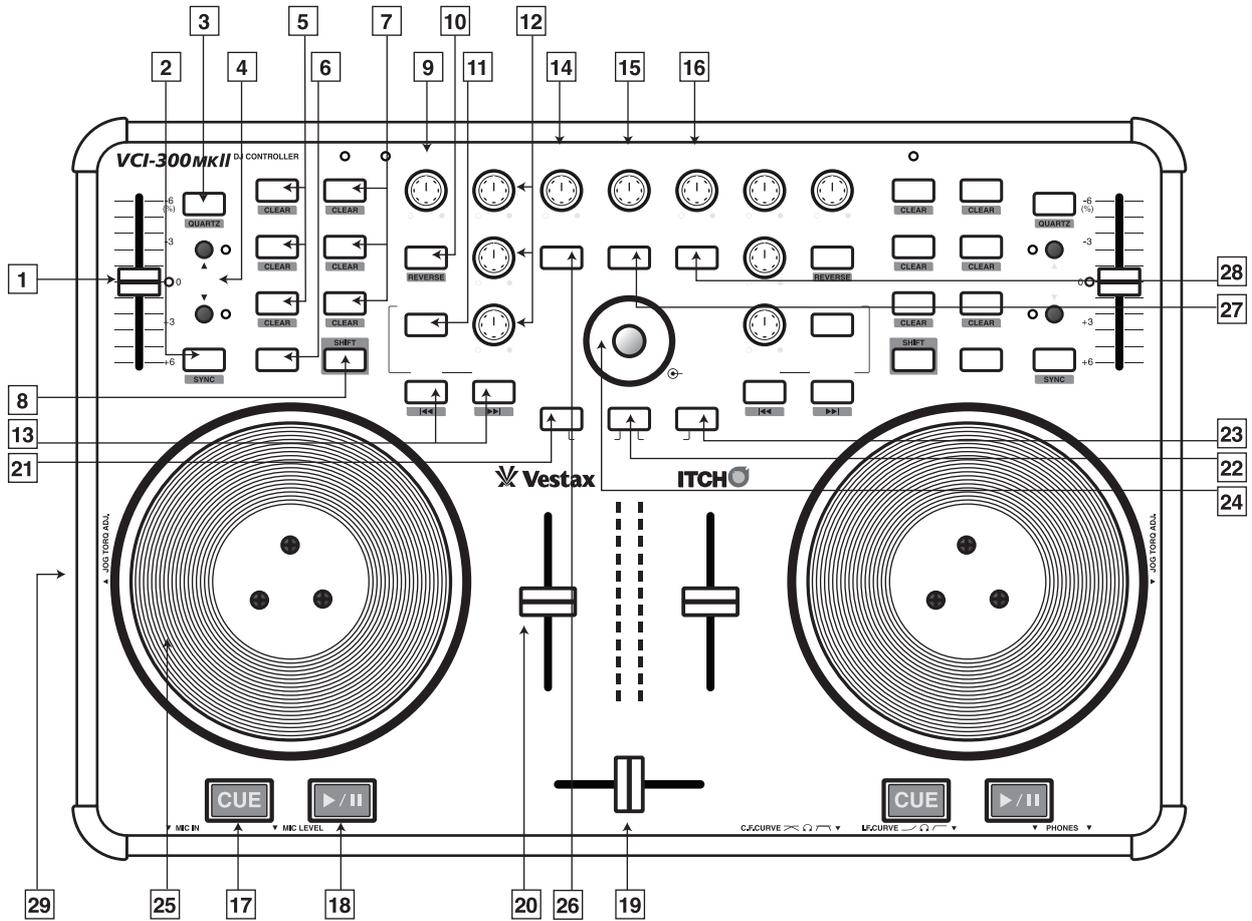
SOFTWARE OVERVIEW



More complete descriptions of these features are given in later sections of this manual, this is a brief overview of the key features in Serato ITCH.

NO.	KEY	FUNCTION
01	ALBUM ART	Displays the cover art for the album selected.
02	FILES	Displays the Files Panel, which enables you to search any connected hard drives for tracks to import into your library.
03	BROWSE	Displays the Browse Panel, which enables you to browse your library for tracks by genre, BPM, artist and album.
04	PREPARE	Displays the Prepare Panel, which contains tracks you have pre-selected for your set.
05	HISTORY	Displays the History Panel, which contains tracks that have already been played.
06	TOOL TIPS	Enables or disables the Tool Tip Display, which provides a dialog box with a description of a software feature when you place your mouse over it.
07	SETUP	Opens the software Setup screen.
08	SEARCH	Searches your Library for the text entered in this field.
09	MIC/AUX	Shows/hides the MIC/AUX channel strips for monitoring and mixing the MIC/AUX inputs.
10	LIBRARY	Displays the songs available in your current selection.
11	SAVE BUTTON	Saves the current recording to disk.
12	RECORDING FILENAME FIELD	Field for entering filename to save current recording.
13	RECORDING TIMER	Timer for current recording.
14	RECORDING METER	Peak Program meter for recording input.
15	RECORD SOURCE SELECTOR	Drop down menu to select your recording source.
16	RECORD BUTTON	Starts/stops recording.
17	BEAT MATCH DISPLAY	Shows transients (usually the drums) to visually aid beat matching.
18	TEMPO MATCH DISPLAY	Displays tempos of both tracks to visually aid mixing.
19	STATUS BAR	Displays the status of the currently selected item.
20	VIRTUAL DECK	Visual representation of the virtual deck.
21	BPM FIELD / TAP BUTTON	Displays the track's BPM. You can click this field to "tap" out a time, from which the software will approximate and save a new BPM. If there is no BPM for the track, it will display TAP to prompt you to tap out a suggested tempo.
22	TRACK TIME DISPLAY	Displays the current position of the playhead in the track.
23	AUTOLOOP VALUE	Shows the current autoloop setting in beats.
24	REPEAT MODE	Toggles repeat mode on or off for the track (when playback mode is set to single) or crate (when playback mode is set to continuous). Whenever a new track is loaded, this will default to off.
25	PLAYBACK MODE	Toggles between single and continuous playback modes. Single playback mode plays only one track, stopping when it is finished. Continuous playback mode will automatically play the next track in the crate when one track ends. Whenever a new track is loaded, this setting will remain the same.
26	WAVEFORM	Waveform of the currently loaded track. The top waveform is the left deck; the bottom is the right deck.
27	PITCH	Applied pitch offset as a percentage (%) (determined by the position of the PITCH FADER).
28	ARTIST NAME	Artist tag for the current track.
29	TRACK NAME	Title tag for the current track.
30	TRACK OVERVIEW	An overview of the currently loaded track's entire waveform.
31	CRATE LIST	Displays the list of Crates and Sub-Crates available.
32	CPU USAGE METER	Shows overall CPU usage for your computer.

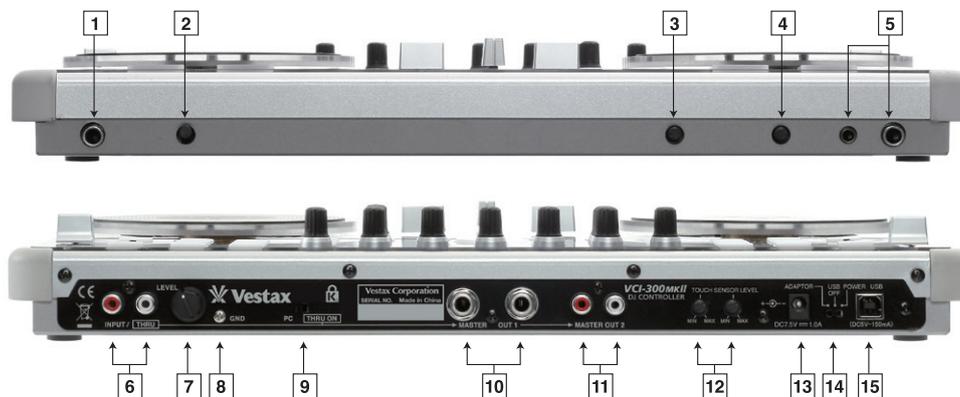
TOP PANEL OVERVIEW



NO.	KEY	FUNCTION
01	PITCH SLIDER	Adjusts playback speed $\pm 6\%$.
02	AUTOTEMPO	Turns on auto tempo. This automatically matches the speed of the track to the other playing track.
	SHIFT FUNCTION: BEAT SYNC	Automatically aligns the last transient in the track with the closest one in the other playing track.
03	KEYLOCK	Engages Keylock. This keeps the key of a track the same even when you change the tempo.
	SHIFT FUNCTION: QUARTZ LOCK	Resets the pitch of the track to zero regardless of the PITCH SLIDER setting.
04	PITCH SHIFT BUTTONS	Offsets the pitch range by 12%. For example when pitch shifted one step up your available speeds become 6% to 18%. Pressing both buttons at once return you to normal pitch range of $\pm 6\%$.
05	CUE/IN	Pressing these buttons will set cue points 1-3, pressing them again will begin playback from the relevant cue point.
	SHIFT FUNCTION: DELETE CUE	Deletes the current cue point setting.
06	SCRATCH	Puts the platter into "Scratch" mode which allows vinyl style playback control.
07	OUT/LOOP	When you have a cue point set this will create a loop out point. Playback will loop between the cue point and the outpoint until you press the out button a second time.
	SHIFT FUNCTION: DELETE OUTPOINT	Deletes the current outpoint setting.
08	SHIFT	Holding shift engages shift functions of many of the buttons. Secondary functions are printed inside a grey box.
09	TRIM	Controls the volume of the track before it goes to the EQ and fader.
10	CENSOR	Pressing censor reverses playback temporarily, when released playback resumes from where the playhead would have been if censor was not pressed. It is used to "censor" out portions of a song.
	SHIFT FUNCTION: REVERSE	Toggles playback direction.
11	AUTOLOOP	Autoloop works for tracks that have BPM calculated and when pressed will create an autoloop of the current autoloop value.
12	EQ	There are 3 EQ knobs, low mid and high. The available range is $-\infty$ dB (off) to 0 dB to +6 dB (12dB).
13	HALF/DOUBLE	These buttons set the auto loop length before you turn it on. Once autoloop is on they allow you to half or double the length of the loop.
	SHIFT FUNCTION: NEXT/PREV	Skip to the next or previous track in the current selection.
14	MASTER	Controls the overall output of the VCI-300MKII, ensure this is right down before running ITCH.
15	MONITOR SELECT	Controls the balance in the headphones between the mix output and the PFL headphone cue.

NO.	KEY	FUNCTION
16	MONITOR VOLUME	Controls the volume of the headphones.
17	CUE	When playback is paused this sets a temp cue point. Once the temp cue is set pressing it while playing will jump to the temp cue point.
18	PLAY/PAUSE	Starts and stops playback.
19	CROSSFADER	Fades between the left and right channels.
20	CHANNEL FADERS	Control the volume of their respective tracks.
21	PFL A	Sends the left deck to the headphone mix.
	SCROLL+PFL A	Pressing with SCROLL loads the current selection to the left deck.
	SCROLL+2X PFL A	Double tapping PFL A with SCROLL loads the current selection playing on the right to the left deck.
22	SCROLL	Turns on platter scrolling, which allows you to browse the library using the platters.
23	PFL B	Sends the right deck to the headphone mix.
	SCROLL+PFL B	Pressing with SCROLL loads the current selection to the right deck.
	SCROLL+2X PFL B	Double tapping PFL B with SCROLL loads the current selection playing on the left deck to the right deck.
24	NAVIGATION	This control works like cursor keys for navigating the library.
25	PLATTER	On startup the platters temporarily NUDGE the playback speed slower or faster.
	SHIFT FUNCTION: FFWD/REWIND	Skips through the track at high speed.
26	CRATES	Switches cursor focus to the crate area.
	SHIFT + CRATES	Sort the currently selected crate by BPM.
27	FILES	Opens the Files panel where you can browse your files system for tracks to load and add to your library.
	SHIFT + FILES	Sort the currently selected crate by Song Title.
28	BROWSE	Opens the Browse panel where you can filter the selection by Genre, BPM, Artist and Album.
	SHIFT + BROWSE	Sort the currently selected crate by Artist.
29	JOG TORQUE ADJUST KNOB	Adjusts the torque of the platter.

FRONT AND REAR PANEL OVERVIEW



NO.	KEY	FUNCTION
01	MIC IN	Microphone input socket. MIC signals directly to the master out.
02	MIC LEVEL	Hardware microphone input gain control before sending to software.
03	CROSSFADER CURVE	Adjusts slope of Crossfader. Rotate clockwise to shorten fade time with sharper cut off at either end, and 50/50 mix across width of fader. Rotate anti-clockwise to lengthen fade to gradually mix across fader and 50/50 mix in centre only.
04	CHANNEL FADER CURVE	Adjusts slope of Channel Faders. Rotate clockwise to shorten fade time with sharper cut off at bottom and full level most majority of fade length. Rotate anti-clockwise to lengthen fade to gradually increase level up fade and 100% level at top only.
05	HEADPHONE OUT	6.5 mm TRS Jack and 3.5mm Jack for headphone connection.
06	AUX IN	RCA connections for auxiliary sound source. AUX signals directly to the master out.
07	AUX GAIN	Hardware AUX input gain control before sending to software.
08	GROUND POST	Connect AUX input devices requiring grounding to prevent interference.
09	THRU SWITCH	Sends the AUX and mic signals directly to the master out and disconnects the computer output.
10	MASTER OUT JACK	6.5mm TS Jack Master outputs.
11	MASTER OUT RCA	RCA Master outputs.
12	PLATTER SENSITIVITY CONTROLS	Adjust level of touch sensitivity for the platters, adjust if ITCH is not detecting your touches correctly.
13	DC POWER INPUT	To power hardware with optional DC adapter: 7.5V DC 1.0A.
14	POWER SOURCE SELECTION	Select between Adapter, Off, and USB power for unit.
15	USB SOCKET	For connecting the VCI-300mkII to your computer.

IMPORTING MUSIC

ADDING FILES TO THE ITCH LIBRARY

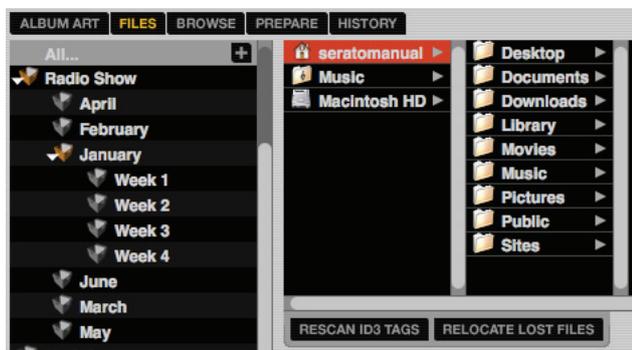
There are several ways to add files to your ITCH library:

Press the FILES button on the VCI-300MKII to open the files panel where you can browse your hard drives for music to add. Loading a file to either deck from the files panel will automatically add it to your library.

You can also access the files panel in ITCH using your mouse by clicking on the files button in the main screen. You can drop files and folders directly into the library (including crates) or straight onto either virtual deck.

Dragging a file or folder from Finder or Explorer into ITCH will also add the track to your library.

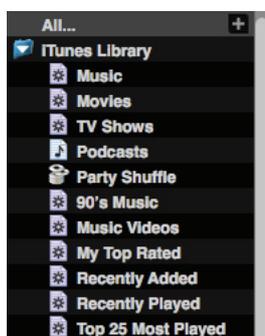
TIP: Dragging a folder into the crates view will instantly create a crate



Any external hard drive connected to your computer will show in the files panel. You can add files to your library from an external drive just like you would do when importing from the internal hard drive of your computer. If the external hard drive is not connected when you run ITCH any files added from this drive will not display in your library. The library information for files on your external drive is stored on the drive itself. This means if you add tracks on an external drive to your library and then plug that external drive into another machine running ITCH, the crates and tracks will automatically be visible in the other machine's library.

SHOWING YOUR iTUNES LIBRARY

ITCH can import your iTunes™ library allowing you to play your iTunes music and access playlists. To enable this feature go to the setup screen, open the library tab and check the show iTunes library box.



NOTE: Your iTunes library can be minimized by clicking the iTunes library icon.

HOW TO GET MUSIC FROM CDs INTO ITCH

ITCH does not have a CD ripping function. We suggest you use a 3rd party application to convert your audio CDs into a suitable file type for ITCH. We recommend 320 kbps MP3 files for a good balance of audio quality and file size. ITCH can play Audio CDs direct from your computer's CD ROM or DVD drive, however playback performance can be impeded by the speed of the drive and computer.

NOTE: We recommend ripping your CDs rather than playing from them directly.

SUPPORTED FILE TYPES

- .MP3
- .OGG
- .AAC
- .ALAC
- .AIF
- .WAV
- .WL.MP3

Fixed and variable bit rate files are both supported. Tracks protected by DRM are not compatible with Serato ITCH.

PREPARING YOUR FILES

ANALYZING FILES

ANALYZE FILES

Before you play your music in ITCH it is very important to analyze your files first. The analyze files function processes the tracks in your library to detect file corruption, prepare the waveform overviews, and if enabled calculate the BPM values.

HOW TO ANALYZE FILES

To analyze your files open ITCH with the Vestax VCI-300MKII disconnected. On the lower right side of the main screen you will see the analyze files button. Click this to automatically analyze all the tracks in your library.



TIP: You can also drag and drop individual folders, crates and files onto the button to analyze small or specific groups of files at a time.

To force ITCH to re-analyze all files, hold ctrl while clicking on the analyze files button. Dragging a file, folder or crate which has already been analyzed onto the button will also force ITCH to re-analyze these files.

ABOUT CORRUPT FILES



If you have a corrupt file in your library, hover your mouse over the status icon for information on what type of corruption was found.

SEE CORRUPT FILES page 47.

SET AUTO BPM



If this option is checked, ITCH will calculate the BPM and add the value to your file during the analyze files process. The range drop down allows you to specify the BPM range of your tracks to avoid half or double BPM values being calculated.

For example: You have a selection of house tracks, that you guess are in the 120 - 130 BPM range. Set the drop down range to 68-135 BPM, setting the lower and upper limits. That way, when ITCH runs into a 120 BPM file, it will know for sure that it is 120 BPM, and not a half value of 60 BPM (60 BPM is lower than the set threshold of 68 BPM).

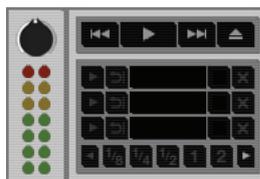
NOTE: As Auto BPM is part of the analyzing file process, it will not apply to any files that already have already been analyzed. Re-analyze these files with a new range to recalculate the BPM.

TRACK GAIN



Use the track gain knob to adjust the volume of individual tracks in your library. Any adjustment made to the gain of a track is saved to the file and will be reapplied when it is loaded again. The level meter shows the level sent to the hardware interface after both individual track gain and master gain adjustments.

OFFLINE PLAYER



The offline player is available when the VCI-300MKII is not connected and will output through the current default audio device. Load a track to the offline player by dragging and dropping onto the offline player or by pressing shift+left arrow. If the end of the loaded track is reached, the next track in the current playlist will automatically play next.

TIP: The offline player is a useful tool for preparing crates, auditioning tracks, and setting cue and loop points.

LIBRARY NAVIGATION

The library contains all the music that you have added to ITCH. By using browse and search you can easily narrow down your selection to find the track you want.

TIP: You can change the size of your library text by using the keyboard shortcuts ctrl + and ctrl -.

HARDWARE NAVIGATION CONTROLS

The DIRECTION PAD controls cursor movement in ITCH. UP and DOWN allow you to navigate up and down through the library, BACK and FWD move the cursor between adjacent columns in the browser view. Use the BACK and FWD buttons to move through any browse fields available.

MOUSE AND KEYBOARD

As well as using the VCI-300MKII control surface you can also use the cursor keys and mouse to navigate the library. The cursor keys work as UP, DOWN, FWD and BACK.

PLATTER SCROLL

By pressing the SCROLL button you can engage platter scrolling. This allows you to use the platters to scroll up and down within the library. Press the SCROLL button again to disengage.

NOTE: Platter scroll will apply to the selected panel (eg. if the history panel is selected it will scroll through this). If no panel is selected, platter scroll will apply to the library view.

SEARCHING



ITCH includes a search function to help you find tracks quickly and easily. Just enter text into the search box and ITCH will automatically find as you type.

TIP: Use the keyboard shortcut CTRL + F to jump to the search box. This keyboard shortcut will also take you out of any crate or playlist that you might be in and into your main library, so you can find any track in your collection. If you then click on a crate or playlist, the search query will be cleared. To select which fields the search function will look through, click on the left hand side of the search box. The drop down menu shows which fields are currently being used. Press ESC or the X button on the right of the search box to clear the search.

BROWSING

Press the BROWSE button to open the browse panel.

Use the NAVIGATION PAD to navigate the browse panel. The browse panel will open above the main file library. The filters are genre, BPM, artist, and album.

You can narrow down your search by selecting the specific genre, BPM or name of the track you're looking for, and ITCH will show the results on the main library window. You can move between the four filters with the FWD and BACK buttons, the computer keyboard or by clicking with the mouse.

LIBRARY STATUS ICONS

The column at the far left shows the status of each track, examples of these icons are below.

-  ITCH has detected some corruption in the MP3 file. If possible, re-encode the MP3.*
-  The track has been imported from the iTunes library.
-  The track has been imported from iTunes but is corrupt *
-  The track cannot be found. Most likely the file has been renamed or moved.
-  ITCH is trying to import a track from the iTunes library, but cannot find the file.
-  The track is set to read only.

* SEE CORRUPT FILES page 47.

PREPARE

The prepare panel is an area for holding tracks, much like preparing a set by lifting records partially out of your record bag.

Click the prepare button in ITCH to open the prepare panel. Navigate through your library with the keyboard and use the mouse to drag tracks or crates into the prepare window or onto the prepare tab. These tracks will be removed from the prepare panel once they have been played. All tracks in the prepare panel will be discarded when you exit ITCH.

HARDWARE CONTROL

LOADING A TRACK TO A DECK

Once you have located the track you want to play in the library you can load it to a deck using the Vestax VCI-300MKII, the mouse or the keyboard.

HARDWARE

SCROLL + PFL A to load to the left deck.
SCROLL + PFL B to load to the right deck.

KEYBOARD

Shift + Left Arrow to load to the left deck.
Shift + Right Arrow to load to the right deck.

MOUSE

Drag the track to either the left or right virtual deck.

TIP: Use the keyboard shortcuts Shift + Alt + Left Arrow or Shift + Alt + Right Arrow to unload a track from the Virtual Deck.

STARTING PLAYBACK

To begin playback press the PLAY/PAUSE button for that deck on the VCI-300MKII. Playback will start from the beginning of the track. Pressing PLAY/PAUSE during playback will pause playback at the current position. Pressing it again will resume playback from that position.

NOTE: When play from start is selected in the setup screen, the deck will try to skip any silence at the start of the track, and play from the start of the audio. See page 44.

TRACK SCROLL

By pressing and holding SHIFT and moving the platter you can engage track scrolling. This allows you to use the platters to scroll through the track at high speed.

ADJUSTING GAIN

The TRIM knob at the top of the channel strip on the VCI-300MKII allows you to boost or cut the volume of the track before you control it with the channel fader for mixing. It is best to have the level of the track adjusted so that in the loudest part of the song the first 2 red lights on the meters are lighting up but are not permanently lit. Setting the TRIM so both tracks are metering in this manner makes it easy to balance the mix between them with the EQ and faders.

EQUALIZING

The EQ is used to boost and cut specific frequencies. The VCI-300MKII features a 3 band EQ with low, mid and high controls. The knobs go from full cut (or kill) when turned all the way left, unity when facing straight up and 6 or 12 dB of boost when turned all the way to the right. EQ is used to balance the sound of 2 tracks that have been mastered differently, to make a track sound "right" on your particular system, or for creative mixing techniques. With EQ, less is usually better - when boosting do so sparingly. Cutting frequencies is also usually better than boosting them. For example if you have a track with too much mid range, rather than boosting bass and treble to compensate it is better to cut back the mid range. Every speaker system and room has a different frequency response so you will need to adjust your EQ to suit.

KEY LOCK

Normally when changing the speed of a track you will hear a change in the pitch of the music. With key lock on, when you change the speed the pitch will stay the same. This is useful to avoid two tracks sounding out of tune when mixing them together. Press the KEY LOCK button on the VCI-300 to turn keylock on and off. Key lock has scratch detection, so that it automatically turns off when scratching for a natural scratching sound.

QUARTZ LOCK

When QUARTZ LOCK is on, the pitch is reset to zero. This overrides any PITCH SHIFT or PITCH SLIDER settings. Any pitch setting you might have will return once you turn QUARTZ LOCK off.

CENSOR/REVERSE

Pressing the CENSOR button on the VCI-300MKII reverses playback temporarily. When released playback resumes from where the playhead would have been if censor was not pressed. It is used to censor out portions of a track or as an effect. Pressing SHIFT + CENSOR will toggle reverse playback.

CONTROL PLATTERS

The Vestax VCI-300MKII features touch sensitive platters, allowing tighter and more realistic control of your tracks. On the rear of the VCI-300MKII there are two touch sensor level knob, which allow you to set the sensitivity of the VCI-300MKII platters.

It is important to adjust the sensors before you play, to make sure they respond correctly to your touch.

When the knob are turned all the way anti-clockwise (to the left), the platters will be at their least sensitive, and won't respond to touch at all, even when pressed hard.

By adjusting the knob you will find a level that will respond to every movement and touch.

ADJUSTING TOUCH SENSITIVITY



Using a screw driver, carefully turn the touch sensor level knob at the back of the VCI-300MKII. For correct operation, the platters should glow blue for normal playback, and glow red when touched and scratched.

When the knob are turned all the way clockwise (to the right), the platters will be at their most sensitive, and will glow red without even being touched. The platters will appear "frozen" and ITCH will cease picking up any control signals from your platter movements.

MAIN SCREEN OVERVIEW

VIRTUAL DECK



The virtual deck shows the speed and position of a track. When a track is loaded to the virtual deck it will change from black to white with a black stripe. As the track progresses, the virtual deck will rotate. The circular progress bar around the edge is a visual representation of the position within the track, and will begin flashing 20 seconds from the end of the track to warn you that the track is nearing its end.

TRACK DISPLAY

When a track is loaded, the track name, artist, length and pitched BPM are displayed in the track title bar. If any of this information is not contained in the file it will not be displayed. Displayed below this are pitch, playback, repeat and auto loop.

The time and remaining time are displayed in minutes and seconds.

The pitched BPM is the recalculated BPM value of the track relative to the position of the PITCH SLIDER.

Pitch displays the pitch value relative to the position of the PITCH SLIDER.

Playback allows you to select which playback mode you want. Single means once the end of the track is reached you will hear silence. Cont means when the end of the track is reached the next track in the playlist will be loaded and playback will continue.

If repeat is on, when the end of the track is reached the track will return to the start and playback will continue.

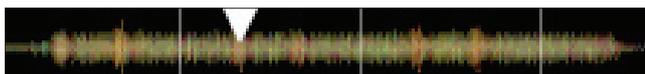
Auto loop displays the current loop slot. For more on loops see page 39.

TAP TEMPO

If a track has no BPM information stored the tap tempo box is displayed where the BPM is usually displayed in the track title bar. Pressing alt + space bar activates the tempo tapper for the left virtual deck (press alt + space bar a second time to activate the tempo tapper on the right virtual deck). To calculate, tap the space bar along with the beat. After you've tapped the first beat, you can switch to double time tapping, halftime, start of each bar etc. The range is set by the first two taps, after that you can switch to any steady rhythm you feel comfortable with – quarter notes, half note, whole notes. The esc key resets the BPM, the enter key saves the BPM to the track. You can also use the mouse if you prefer by clicking in the tap tempo box and clicking the mouse button in time.

NOTE: You don't need to be at Zero on the pitch slider, ITCH does the math for you.

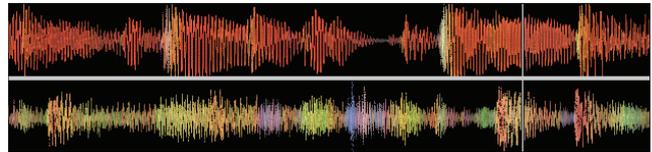
TRACK OVERVIEW DISPLAY



This area provides a complete overview of the waveform of the track and includes a marker to show the current position within the track. This view is useful for finding transitions within the track. The waveform is colored according to the spectrum of the sound; red representing low frequency bass sounds, green representing mid frequency sounds and blue representing high frequency treble sounds. You can jump to different positions within the track by clicking on the track overview display. Grey lines behind the overview show the length of the track; a thin grey line every minute, and a thick grey line every 5 minutes. If you have not analyzed your files the overview will be filled when you load the track onto a virtual deck.

TIP: Analyze files before you play.

MAIN WAVEFORM DISPLAY



This area provides a close-up view of the track, including color-coding to show the frequency of the sound; red representing low frequency bass sounds, green representing mid frequency sounds and blue representing high frequency treble sounds. You can also switch to a three-band spectrum view by holding the ctrl key and clicking on the waveform. Click and hold on the waveform to 'scrub' or make fine adjustments to your position within the track. The main waveform is zoomed around the current position in the track.

TIP: Use the + and – keys to zoom in and out.

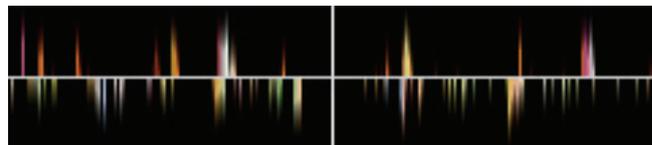
Note: The waveforms scale with the PITCH SLIDER to make it easier to see when beats are aligned and in time.

TEMPO MATCHING DISPLAY



The tempo matching display area provides a helpful tool for beat matching. ITCH detects the beats within the track and places a row of orange peaks (for the track on the left side) above a row of blue peaks (for the track on the right side) in the tempo matching display area. When the two tracks are matched to the same tempo, the peaks will line up. This display does not show the relative timing of the beats, only the tempos of the tracks. The peaks will still line up when the tracks are playing at the same tempo, but are out of sync.

BEAT MATCHING DISPLAY



This view shows the position of beats within the track. When beat matching, this view helps align the downbeats of the two tracks. The markers are matched up when the two tracks are beat matched.

EXAMPLE OF USING THE VISUAL AIDS TO BEAT MATCH

The following is an example of how to use the visual aids to help beat match. In this example, the track that is playing is on the left deck and the track to be mixed in is on the right deck.

1. Start the track playing on the right deck. After a few seconds, blue peaks appear in the tempo matching display.
2. Adjust the pitch of the right deck until the blue peaks sit under the orange peaks in the tempo matching display. Once they are aligned, the two tracks have the same tempo.
3. Next align the markers in the beat matching display. Watch the color of the items passing by in the main waveform display. Remember that a kick or bass drum will be red in color, and a snare drum will be green or blue.

This technique will by no means guarantee perfect mixes, but may help to speed up the process of beat matching.

CUE POINTS

The Vestax VCI-300MKII features controls for three cue/loop slots. To create a cue point, press one of the CUE/IN buttons for the deck. The button will light up to show that there is a point set. To delete a cue point hold SHIFT and press the CUE/IN button for the point you want to delete. Once a cue point is set, you can jump to it at any time by pressing the relevant CUE/IN button. If playback is paused, triggering a cue point will play from that point for as long as the CUE/IN button is held down, and will return to the cue point and pause when the button is released. You can also jump to cue points using keyboard shortcuts 1 through 3 for the cue points on the left deck and 6 through 8 for the right deck cue points. If you press and hold these keyboard shortcuts while the track is playing the cue point will be repeatedly triggered, producing a stuttering effect.

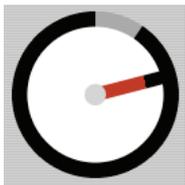
TIP: The rate of cue point stuttering is controlled by your operating system keyboard repeat rate settings.

Windows users: Keyboard properties are in the Control Panel.

Mac users: Keyboard and Mouse are in System Preferences.

Your cue points are saved to the file and recalled the next time it is loaded. They are not lost if the file is moved or renamed.

VISUAL AID : CUE POINT STATUS



Notice that the stripe on the Virtual Deck jumps to the 12 o'clock position and changes color when you set a cue point - you are at the cue point when the stripe is one solid color and at the 12 o'clock position. As the track plays on beyond the position of the cue point, the colored stripe will shorten by a fifth for each rotation. Likewise, as you approach the cue point, the color will grow by a fifth each rotation.

TEMPORARY CUE

The temp cue function allows you to set a temporary cue point in a track that is not saved to the file. This is useful for finding a point in a track and then being able to easily start again from this point as you get your mix right. While paused you can use the platter to fine tune the playhead placement to ensure your cue point is set exactly on a downbeat.

If no temp cue is set, pressing the CUE button while playback is paused will create one at the current playhead location. Once the temp cue is set, holding the CUE button whilst paused will play from the temp cue point. Releasing the button will pause playback and return to the temp cue position. This is good for stuttering in the start of a track.

If you press the PLAY/PAUSE button whilst you are holding down the CUE button, playback will continue when you let both buttons go. This allows you to cue a track in from pause mode and then continue playback once you know the mix is right.

The CUE button can also be pressed whilst the track is playing at any point to return to this point and put the deck in pause. To change the location of the temp cue put the deck in pause with the playhead at a different location and press the CUE button again.

The temp cue point is also useful to repeatedly start from a preset point in the track. This allows you to easily drop in a few times until you get it right.

LOOPING

Once you have set some cue points, you can add outpoints to turn them into loops. Pressing the OUT/LOOP button once will set the loop outpoint and turn the loop on. Both the CUE/IN and OUT/LOOP buttons will light to indicate that you are in a loop and playback will loop between the cue point and the outpoint. Pressing the OUT/LOOP button a second time will turn the loop off. Holding SHIFT and pressing the OUT/LOOP button will delete that outpoint. By holding the OUT/LOOP button and moving the platter you can adjust the position of the outpoint to fine tune your loop. By holding the OUT/LOOP button and pressing the CUE/IN button at the same time, the playhead will jump to the outpoint and turn the loop off. Loop areas show up green in the main waveform display.

AUTO LOOPING

Auto looping allows you to create loops that will automatically be in time with the music. This is great for creating loops on the fly and other creative mixing techniques. The loop length can range from 1/32 to 32 beats and is calculated using the tracks BPM value (tracks must have a BPM value set for auto looping to be available). Choose the loop length using the HALF and DOUBLE buttons on the Vestax VCI-300MKII. The current auto loop length is displayed beside the virtual deck. Press the AUTO LOOP button to activate a loop of the set length, which is snapped to the beat closest to the playhead. The length can be adjusted while the loop is active using the HALF and DOUBLE buttons, and the loop can be disabled by pressing the AUTO LOOP button again.

LOOP ROLL

Loop roll performs a standard auto-loop, but when the loop is turned off the playback position is returned to the position where it would be if it had not entered the loop (much like censor). The range of values available for loop roll are 1/32 through to 32 bars. Use short loop lengths to create "stutter" type effects. The other difference between loop roll and standard auto loop is the "roll" button is momentary.

To activate loop roll, hold down SHIFT and AUTO LOOP, the loop roll will activate whichever loop length is visible on screen.

NOTE: The loop is engaged when the button is pressed down, and disengaged when the button is released.

MIXING

Previously we have covered finding, loading and playing tracks. Once you have a track playing, the next step is to mix it into another track.

FINDING THE NEXT TRACK

First you'll need to find the next track to mix in. Browse your library to find a suitable track.

TIP: The library's BPM column is useful for finding a track with a similar tempo to the current track.

LOADING IT TO THE DECK

Load the next track to the desired virtual deck by pressing the SCROLL + PFL A or SCROLL + PFL B buttons on the Vestax VCI-300MKII, using the mouse or the keyboard shortcuts (CTRL + Left Arrow to load onto the left deck, CTRL+ Right Arrow to load onto the right deck).

PREVIEWING IN THE HEADPHONES

When you load a track to a deck, PFL (pre-fader listen) is automatically engaged for that deck. When PFL is on the track is sent into the headphones so that you can cue it up without it playing out to the speakers. The MONITOR SELECT knob controls the mix of what is sent to the headphones. You can balance the mix in the headphones between what is playing to the master out (MSTR) and the PFL channel (CUE). The MONITOR LEVEL knob controls the headphone volume.

FINDING THE RIGHT PART OF THE TRACK

When the track is paused the platter is always in scratch mode. This allows you to cycle through and find the point you want the track to start.

TIP: The first kickdrum is a good place to start from for many genres.

TIP: Set a cue point at the part of the track you want to start your mix from so you can return to it easily and save it for next time.

GETTING THE TRACKS IN TIME

The playback speed of the track is controlled by the PITCH SLIDER. The range of the PITCH SLIDER is set by default to $\pm 6\%$ from the track's initial tempo (you can adjust the pitch range by pressing the PITCH SHIFT buttons. For more information see Pitch Shift below). Moving the slider up will slow the track down, moving it down will speed the track up. This allows you to take two tracks that are of different tempos and mix them together in time. The pitched BPM and the pitch % are shown in the ITCH track information display. The simplest way to adjust the speed to match the other track is to move the pitch slider until the BPM value is the same as the track that is already playing. By repeatedly playing from the temp cue point and fine tuning the pitch slider you can get the tracks playing at exactly the same speed.

NOTE: ITCH can play your music at a large range of speeds with or without key lock, for more information see page 36.

PITCH SHIFT

The PITCH SHIFT buttons allow you to offset the pitch of the track to give you access to different speed ranges. Pitch shifting up will make the track faster and pitch shifting down will make it go slower. The maximum pitch shift is 12 steps up and 12 steps down.

Even when you have pitch shift engaged the PITCH SLIDER range is always $\pm 6\%$ from the base pitch you are shifted to. Pressing both PITCH SHIFRT buttons at once will reset the pitch shift to zero.



TIP: Before taking either deck out of sync mode, note the arrows in the pitch field (of the slave deck). This is the pitch navigator. An arrow pointing up indicates the deck's pitch must be increased to match the master deck. An arrow pointing down indicates the deck's pitch must be decreased to match the daster deck. Change the pitch accordingly (with the PITCH SLIDER) before taking it out of sync mode. This will ensure the tempo of your mix will remain constant.

AUTO TEMPO

To simplify getting your tracks in time, ITCH features auto tempo. Pressing the AUTO TEMPO button for a deck will disengage the pitch slider on that deck and automatically match it's tempo to that of the other deck. Auto tempo requires a BPM value to be set for each track to work. While auto tempo is on, the AUTO TEMPO button will light for that deck. Whilst auto tempo is engaged, the playback speed is controlled by the PITCH SLIDER of the deck that doesn't have auto tempo turned on. Both decks will follow any changes you make to this deck. If you have both decks in auto tempo mode, they will follow a "ghost tempo", which is the tempo that you were at when you started using auto tempo. On the ITCH track information display there is a pitch navigator that shows you how far away the slider is from the current auto tempo value. This can be used to get the pitch slider into the right position before switching back to manual tempo mode.

DROPPING IT IN

The platters on the VCI-300MKII have two modes. Use the SCRATCH button to choose between either scratch mode or nudge mode.

Selecting scratch mode with the SCRATCH button will allow you to press and hold the platter to stop playback just like with a record. Moving the platter will scratch backwards and forwards through the track as if you were using vinyl.

In nudge mode, moving the platter backwards or forwards will temporarily bend the speed of the track faster or slower. This is for when you have two tracks mixed together but they are not quite in time. By "nudging" the platter back and forth you can ensure that the timing is aligned.

BEAT SYNC

BEAT SYNC is an advanced feature that will automatically align the transients (usually the drums) in the two playing tracks. If you have dropped your next track in but it's not quite in time, by pressing SHIFT + AUTO TEMPO you can perform an automatic beat sync. When the current track is playing on the left side press SHIFT + the right hand AUTO TEMPO button. This will snap the right track's beats to be in time with the left hand side. BEAT SYNC works by snapping the two closest transients together, this means the timing of the two tracks has to be close before BEAT SYNC will work.

CONTINUOUS AUTOPLAY

Click the CONT button inside ITCH's virtual deck area to enable continuous autoplay. With this setting turned on, when one track finishes playing, the next track starts automatically. Load from a crate to play through the songs in that crate, or from your library to play through your library.

NOTE: Play from start must be checked in the setup screen for autoplay to work correctly, see page 42.

ORGANIZING YOUR LIBRARY

ITCH can support an unlimited number of tracks – the only limitation is the size of the hard drive of your computer. A number of features are included to help you to keep your music organized and find tracks quickly and easily.

MAIN LIBRARY VIEW

#	bpm	song	artist	album	length
2	120	10 pm	Action Track	Moon Mountain Sounds	06:08:46
3	174	500 Degrees	Grenadesafe	Tip The Roof	07:04:80
13	124	Back Flash	Subwall	Subwall	05:06:76
1	127	Badlands	Atomic Load	Million	04:14:90
4	103	Batman you're Fying	Suddenly Loose	Northern Lights	04:18:32
5	174	Bring me Back	Bobbecker	Everything Else Known to man	08:56:08
6	121	Contemplating A Noisy future	Massiveism	Inside A Nolsy Brain	13:10:28
7	94	Dark Of The Light	Comball	Comball	04:53:64
8	128	Defend	The Gully		02:52:04
9	97	Dignity	Trade Sister	My Only Salvation	02:59:10
10	174	Evening Dark	Bobbecker	Downsetting	06:42:91
11	125	Feel me	Blow	Moon Mountain Sounds	08:27:06
12	174	Filthy Joe	Grenadesafe	Tip The Roof	06:00:75
14	139	from there to here and back again or not	Suddenly Loose	Northern Lights	05:40:53
15	110	God Of The Sky	Cyberskin		05:03:16
16	132	Lesser Thought Process	Taste Foundation	Lesser Thought Process	06:54:41
17	97	Lights Out	Solar Flower	Moves On	04:42:93
18	89	Loosey Lucy	Brain over a hill	hug It Or kias It?	04:13:28
19	136	May we be Open and Lost	Flying Blue	We Have Responsibilities	09:05:33
20	126	Move Forward	Subwall	Self Titled	07:24:45
21	140	Not Heaps	Calligraphy	The Hurricane	03:43:14
22	136	Nymphs	The 88	Get Dancing	05:03:46
23	126	Out of it	Subwall	Self Titled	06:21:20
24	146	Pussycat	Four Lane Highway	The Mechanical Man	03:59:28
25	119	Rainbow City	Massiveism	Inside A Nolsy Brain	03:39:48
26	95	Redeemer	Solar Flower	Moves On	04:44:00
27	139	Restless Address	Massiveism	Inside A Nolsy Brain	05:28:70
33	130	Smashing Up Mom's Golf cart	Head of Ropblers		01:52:01
28	125	St. Jacques dance	Yesterday Robot	Moon Mountain Sounds	07:44:88

CRATES

ITCH uses digital crates for quick access to your favorite collections. There is no limit to the number of crates you can create, and any given track can be placed in multiple crates. The crate area is on the left hand side of the library.

For example, you could organize your tracks into the following crates, where any one track would be filed in more than one crate.

- Hip Hop
- French Hip Hop
- UK Hip Hop
- Instrumental Hip Hop
- Old School Hip Hop
- Hip Hop Lps

To make a new crate, click the + button. To rename a crate, double click the crate name. You can change the order of tracks within a crate by dragging them up or down.

TIP: The protect library option in the setup screen applies to removing, editing and renaming crates. Check this option to prevent changes to your crates. See page 43.

SUBCRATES

You can drag and drop crates into other crates to make subcrates. If you drag a crate to the very left of the crate panel, it will stay in the top level of the crate structure. If you drag the crate a little to the right, onto the name of another crate, it will make the crate you are dragging a sub crate of this crate. Subcrates can be opened and collapsed, allowing you to have a large number of crates whilst making them easy to browse.

SETTING UP COLUMNS

The track information display area can be customized to display any of the columns listed below.

- album
- artist
- bitrate
- BPM
- comment
- composer
- filename
- genre
- grouping
- key
- label
- length
- location
- remixer
- sampling rate
- size
- track
- year

Clicking on the triangle at the top right of the library will show the list so you can turn fields on and off. You can resize columns by grabbing the edge and dragging to the width you want.

TAGGING

EDITING ID3 TAGS

Much of the information associated with each track can be edited from within ITCH. Double click on the field within the main library to edit it. Filename, length, size, bit rate and sampling cannot be edited, this information is saved in the file itself. Note that the protect library option in setup must be unchecked to allow edits (see page 43).

TIP: Use the keyboard shortcut CTRL + E to edit text. Hold down the ctrl key and move with the arrow keys to change to a different field while staying in edit mode. When you have more than one track selected, editing tags changes all the tracks in your selection.

TIP: The second column in the library is the label color for that track. Click it to bring up a color palette, and customize the virtual deck for that track.

NOTE: Tracks that are read-only have a locked icon.

ALBUM ART

MP3 files can contain album art. To display this album art, click the show album art button. There are many third party applications available for adding album art to MP3s.

LIBRARY AUTO-BACKUP

ITCH will create a folder on your hard disk called Serato where it stores your library database, crate information and other information. The Serato folder is located in the My Music folder on Windows and in the Music folder on Mac.

ITCH will also create a Serato folder on any external drive that you have added files from into the library.

When you first exit ITCH you will be prompted to backup your library. This creates a copy of the Serato folder on your system drive and on any connected external drives containing a Serato folder. The backup folder is called SeratoBackup. After the initial backup, you will be prompted to backup again if the last backup on that drive is older than a week or if no backup exists. ITCH will only keep ONE backup at a time, so each time you backup ITCH will overwrite the previous backup.

NOTE: If you have a previous version of ITCH or Scratch Live installed the library folder will be called ScratchLIVE, not Serato.

NOTE: The "Serato" folder can not be created when the hard disk drive is set as "read-only".

LIBRARY MANAGEMENT



RESCAN ID3 TAGS

The Rescan ID3 tags button is found in the Files panel and re-reads file tags for the entire library. Use this function if you have edited or modified file tags in other software.

TIP: Rescanning the tags is a handy way to identify any files that can't be found, for example, if the files have been re-named or moved. These tracks are then shown as red in the library pane, with a question mark icon in the status column.

RELOCATE LOST FILES

The relocate lost files button is located in the files panel. If you've moved the location of files which are already in your library, they will show up as not found and be displayed in red. Drag and drop a folder from Finder (Mac) or Explorer (Windows) onto the relocate lost files button to search it, and any sub-folders, for files currently marked as not found in your library. Doing this will update the database with their new location.

NOTE: Clicking the relocate lost files button will search all attached drives for missing files and can take some time.

SERATO SCRATCH LIVE COMPATIBILITY

Serato ITCH uses the same library as Serato Scratch Live. If you are an existing Scratch Live user all your music, loops and cue points will be available in ITCH. If you create a library in ITCH and then install Scratch Live the music loops and cues from ITCH will automatically be available in Scratch Live. Any changes made in either program will be written to the library so if you have existing cue and loop points, be aware of this when moving between systems.

HISTORY

period	name	artist	start time	end time	playtime	deck	notes
▼ this year							
▶	22/04/09		22/04/09 3:41:36 PM	22/04/09 3:49:40 PM	00:08:04		
▶	23/04/09		23/04/09 9:41:09 AM	23/04/09 9:43:11 AM	00:02:02		
▶	23/04/09		23/04/09 9:46:18 AM	23/04/09 9:47:14 AM	00:00:56		
▶	9/06/09		9/06/09 11:42:24 AM	9/06/09 11:51:16 AM	00:08:52		
▶	2/07/09		2/07/09 2:38:23 PM	2/07/09 2:40:15 PM	00:01:52		
▼ today							
▶	23/07/09		23/07/09 9:40:31 AM				

Pressing the HISTORY button in ITCH opens History panel. This is a complete log of all the tracks you have played (in sessions) and allows you to export your ITCH session information as a data file. Each session is catalogued by date and time. Using the drop down arrow, you can navigate to and view detailed information of any previous sessions. There are columns for the period (i.e. date of session), name of track and artist name.

In addition, these other categories listed below will give you more detailed information about your sessions:

Start Time - When viewing a track row, the start time of the track is displayed. When viewing a session row, the start time of the session is displayed with the date (in real time value).

End Time - When viewing a track row, the end time of the track is displayed. When viewing a session row, the end time of the session is displayed with the date (in real time value).

Playtime - When viewing a track row, the total played time of the track is displayed (e.g. 00:03:00). When viewing a session row, the total elapsed time of the session is displayed with date (e.g. 10/09/08 01:38:16).

Deck - The virtual deck the track was played on will be displayed under the deck column. In the track row, either left or right is displayed. The offline player will be listed as offline.

Notes - Use this field to list particular information about your tracks and each session (i.e., note how you transitioned from one track to another).



Start Session / End Session - To start or end a session, click the corresponding button.

Insert Track - If you wish to add information for tracks not played in

ITCH into your session (e.g., if you played one of your favorite vinyl or cd), select the track you want to insert after and click the insert track button. Double click the inserted track fields and edit your information accordingly. (Note that when exporting an m3u playlist [see exporting below] inserted tracks will not be present.)

Export - You can export each session as a data file using the export button. Select a session, then choose your preferred file format, and click export. There are three possible export formats:

- **text** - to create a simple text file with your session information contained within.
- **csv** - to create a file for use in spreadsheet software.
- **m3u** - to create a playlist file, which can be imported into media players. Note that an m3u does not contain audio itself, it only points to the location of your audio files. (Inserted tracks within sessions will not be included in an m3u playlist.)

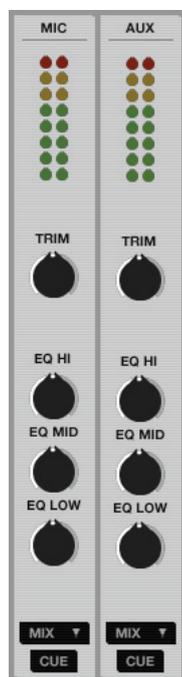
TIP: To make a new ITCH crate containing your session information, select a session and drag it to the + plus crate button. (This will automatically name the crate with the session date).

Listing Behavior - only the tracks you actually play are listed in history. This is done using an A-B algorithm, meaning a track on deck A is only listed once the track on deck B has been changed or ejected. You can choose to show tracks which you have auditioned, but not actually played, by checking the show unplayed tracks box. The session will then also list these tracks in grey, along with actual played tracks.

Alternatively, you can mark or unmark tracks as played manually. Select a track (or a group of tracks) and click the mark played / mark unplayed button. This may be useful if you play a track off regular vinyl or CD - (breaking the A-B algorithm). Tracks that you have played are marked as green in your library. Click on the button marked clear to reset the list of recently played tracks and turn the color of your library back to white.

RECORDING AND MIC

MIC AND AUX MIXING



The VCI-300 features a Microphone and an Auxiliary line input. The volume and equalization of these two inputs is controlled in software and each can be either assigned to the main mix or either side of the crossfader. Click the MIC/AUX button to open the MIC/AUX mixing panel.

The knobs can be controlled with the mouse and the drop down box allows you to choose where you'd like each source to be sent. There are also physical gain controls next to both the MIC and the AUX inputs on the hardware. These knobs control the gain before the signal is sent up to ITCH for mixing.

NOTE: Ctrl - Click to reset a knob's position.

RECORDING

ITCH can capture recordings of your mix output, mic, or aux input channel. Recording controls are grouped into a strip above the right deck. Select the source to record from the drop down menu. The recording meter shows the signal level that will be recorded to disk. The Mix source records the master output signal, post faders and EQ, pre master gain. Adjust the recording level using the controls for the applicable source being recorded. To show and hide the channel controls for MIC and AUX, click the MIC/AUX button below the clock.

Right of the AUX input(rear panel) is a THRU switch, which outputs AUX and MIC signals directly to MASTER OUT without outputting via application software. Although, the application software can receive the signal when the switch is ON for recording.

If you feel any latency while you're playing, turning on the TRHU switch can help.

Click the REC button to start and stop recording. To save the recording to disk, type a filename into the text field, and click save. Recordings are saved in the recordings folder inside your main library folder.

NOTE: You can select the file format and bit depth for your recording in the playback tab of the setup screen. See page 44.

ADDITIONAL SETUP

The setup screen allows you to customize elements of ITCH to how you want them to work. Click the associated tabs to switch between five groups of options; Hardware, Playback, Library, Display, and Mixer.

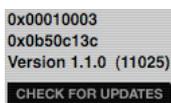
The version and build number of ITCH are displayed in the lower left hand corner of the setup screen.

Also located here is the check for updates button. Click this to go online and see if there is an updated version of ITCH available.

NOTE: You must be connected to the Internet for check for updates to work.

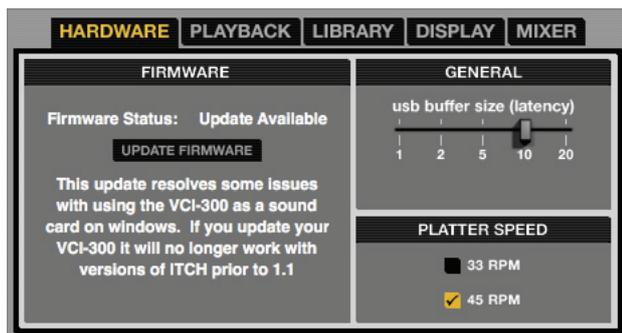
SOFTWARE VERSION

The ITCH software version is displayed in the bottom left corner of the setup screen.



The check for updates button will launch your web browser and take you to <http://www.serato.com> to tell you if there are updates available for your version of the ITCH software.

HARDWARE OPTIONS



FIRMWARE

Click the update firmware button to update your firmware if any are displayed as available.

GENERAL

USB BUFFER SIZE (LATENCY)

ITCH processes audio data in small chunks. When smaller chunks are used, the movement of the platter is translated into audio more often, which results in a lower overall system latency. However, this requires more processing power and therefore a higher CPU load, so lower buffer size settings require a more powerful computer to produce uninterrupted audio. If you want tighter control, you should try decreasing this setting, on the other hand, if you experience audio dropouts, you need to increase this setting (or use a more powerful computer).

PLATTER SPEED

Changes the virtual deck speed between 33RPM and 45RPM.

PLAYBACK OPTIONS



GENERAL

PLAYBACK KEYS USE SHIFT

With this option on, all cue point, loop, and general playback keys on the computer keyboard require shift or caps lock to function.

LOCK PLAYING DECK

When this option is checked, you can only load a track to a deck if it is paused.

HI-FI RESAMPLER

This significantly reduces digital distortion at very slow or very fast playback speeds, increasing the CPU load slightly. This option is on by default.

ON SONG LOAD

PLAY FROM START

Positions the playhead at the start of each track when loaded. If this setting is not enabled, freshly loaded tracks will continue to play from the point the last track was at. This option is on by default. This option is overridden by instant doubles and play from first cue point' options.

NOTE: When play from start is selected on the setup screen, the deck will try to skip any silence at the start of the track, and play from the start of the audio

INSTANT DOUBLES

This allows you to quickly match the playhead position of the same file on both decks. With this option set, when you load a track on one virtual deck that is already loaded on the other virtual deck (it must be the same file), the playhead will jump to the position of the track that was loaded first, with the keylock state and looping settings copied. This setting overrides the play from start and play from first cue point options.

PLAY FROM FIRST CUE POINT

Enable this option to start all tracks from the first cue point when loaded. This setting overrides the play from start option. If the track has no cue points set it will play from the start.

BRAKING

This controls how fast the track stops when the deck is paused. Counter-clockwise, the stop is immediate. Clockwise rotation increases the stopping time from a finger grab all the way to a slow turntable power-down.

RECORDING

BIT DEPTH

Select the recording bit depth as either 16 Bit or 24 Bit.

FILE FORMAT

Select the file format you wish the recording to be saved as (AIFF or WAV).

LIBRARY OPTIONS



SONG LIBRARY OPTIONS

SHOW ITUNES LIBRARY

Shows the current default iTunes library and iTunes playlists in the ITCH library.

NOTE: The iTunes library can be minimized by clicking the small triangle in the blue iTunes folder icon.

NOTE: ITCH cannot play files that have been protected by Digital Rights Management systems, such as those previously sold through the Apple iTunes Music Store.

PROTECT LIBRARY

Uncheck this setting to remove tracks and crates from your library. Enable to lock your library and prevent accidental track or crate deletion. Enabling this setting will also lock all file tags and crate names, so that no text can be changed.

CUSTOM CRATE COLUMNS

Check this option to set custom column views for each crate and playlist. When the option is off (default), all crates will share the same column configuration as the 'All...' crate.

CENTER ON SELECTED SONG

With this option on, scrolling up and down in your library holds the selected track in the middle of the library panel.

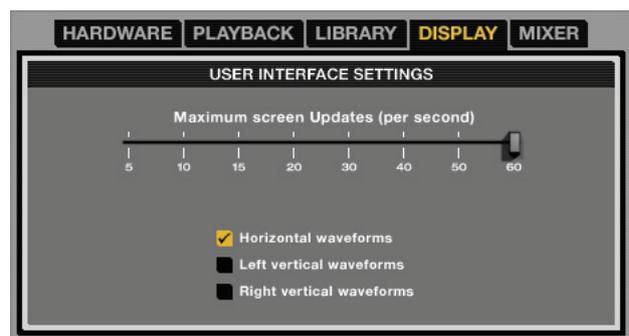
SHOW ALL FILE TYPES

Enable this option to show all files when importing tracks into your library. If this option is not selected, only files that ITCH can play will be displayed.

INCLUDE SUBCRATE TRACKS

Displays the tracks from any subcrates in their parent crate. With this off browsing in a crate will not show tracks that are in any subcrates of that crate.

DISPLAY OPTIONS



USER INTERFACE SETTINGS

MAXIMUM SCREEN UPDATES

This slider allows you to lower ITCH's screen refresh rate and potentially use less CPU. Users with slower computers or those running a recording program at the same time might like to do this if they are having performance issues. The default setting is 60 Hz, or refreshed 60 times per second. This setting applies to the entire ITCH user interface; the Virtual Decks, the Waveforms, the library, and the setup screen.

HORIZONTAL WAVEFORMS

Display the main waveforms horizontally across the bottom of the screen.

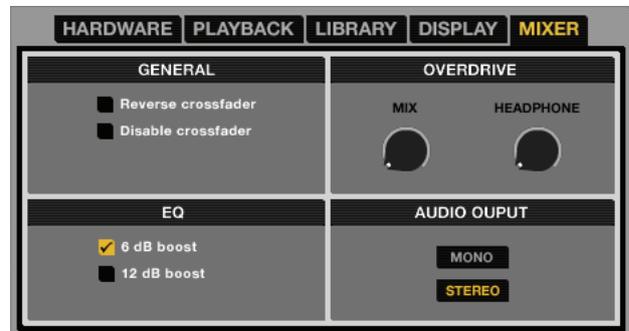
LEFT VERTICAL WAVEFORMS

Display the main waveforms vertically on the left side of the screen.

RIGHT VERTICAL WAVEFORMS

Display the main waveforms vertically on the right side of the screen.

MIXER OPTIONS



GENERAL

DISABLE CROSSFADER

Disables the cross fader.

EQ

Gives you the option to select either 6dB or 12dB of gain for your equalizers.

OVERDRIVE

MIX

Turns up the mix output level.

HEADPHONE

Turns up the headphone volume.

NOTE: Adding overdrive can reduce audio quality so is only recommended if you are encountering problems with your output levels.

WHITELABEL AUDIO FILES

Whitelabel audio files are a unique file format (file extension .wl.mp3) developed by Serato. They are specially prepared for use in ITCH - with files pre-analyzed, tagged with song and artist info, BPM and album art where possible.

Whitelabel audio files play as high quality 320kbps stereo audio in ITCH with an ITCH controller attached. Without an ITCH controller connected, or when playing these files through other mp3 software and devices, they will play as low quality 32kbps mono audio.

Whitelabel audio files are promotional releases from records labels available to ITCH DJs for free from Whitelabel.net.

Whitelabel .net

The Serato Whitelabel Delivery Network is a unique system that allows record labels to digitally deliver promotional releases directly to DJs.

To download Whitelabel audio files and to sign up to receive updates on the latest promotional releases, visit <http://www.whitelabel.net/>

Locked whitelabel .net Files

Due to some labels' licensing requirements, certain Whitelabel audio files will require email and password verification to unlock them. If you have legitimately downloaded these tracks yourself, entering the email and password you use for Whitelabel.net will unlock the files for playback within ITCH. If you are still having problems unlocking these files, please contact Serato support: www.serato.com/support

Whitelabel .net System Requirements

Whitelabel.net is tested to work on these browsers:

- Internet Explorer 6 and above (7 and above highly recommended)
- Firefox 3 and above
- Safari 3 and above

You will also need Flash installed and have Javascript enabled to be able to preview and download tracks.

TROUBLE SHOOTING

The following suggestions may help you if you are experiencing poor performance with ITCH.

- Check for updates using the check for updates button in the setup screen or by visiting <http://www.serato.com/itch>
- Close all other open programs.
- Disable wireless networking devices.
- Disable bluetooth devices.
- Disable antivirus software.
- Disable screen savers.
- Disable sleep mode.
- Increase the USB buffer size.
- Connect the Vestax VCI-300MKII directly to a USB port on your computer, not via a USB hub.
- Try all USB ports, some work better than others.
- Unplug other USB devices.
- Run your laptop connected to power supply.

For more trouble shooting help visit <http://www.serato.com/itch>

SUPPORT

SOFTWARE UPDATES AND ONLINE SUPPORT

For ITCH software updates and online support visit the ITCH website: <http://www.serato.com/itch>

To help us with your support enquiry please have the following information available.

- ITCH software version
- Operating System
- Computer model and specifications

OFFICIAL SUPPORT CHANNEL

For Vestax VCI-300MKII hardware support and customer service, including warranty cover, contact your local Vestax distributor or visit the website http://ci.vestax.com/en/support/support_01.html

CORRUPT FILES

Corrupt file: This MP3 contains invalid frames.	This MP3 contains frames which do not conform strictly to the official MP3 specification. ITCH can not be certain that this file will play back 100% accurately.
Corrupt file: This file contains corrupt frames that may result in audible glitches.	This file contains two or more contiguous corrupt frames. Since corrupt frames are replaced with silence, this could result in what might sound like an audio glitch.
Corrupt file: This file has been split. You should check the beginning for audio glitches.	The first MPEG audio frame in this file refers to audio that should be present before it but is not. This is usually the result of incorrect MP3 editing. Since a corrupt frame is replaced with silence and most songs start with silence, the resulting silence might not be noticeable. All the same, listen to the beginning of the song, just to be sure.
Corrupt file: This MP3 contains frames with corrupt data.	Decoding of an MPEG audio frame failed. This means that the frame contained invalid data. As usual with corrupt frames, this frame will be played as silence.
Corrupt file: This MP3 lost synchronization between the frame index and the frames.	ITCH is reading an old overview of an MP3 that has been edited in a 3rd party editing program. Re-building the overviews for the affected files usually corrects this error.
Corrupt file: This MP3 is completely invalid and is not playable.	Self explanatory. Possible causes are disk bad sectors, file system corruption, wrong file types, wrong file extensions, etc
Corrupt file: This file contains invalid audio data.	ITCH encountered a lot of invalid data while looking for audio in this file. This message alerts you to the fact that the file you're trying to play contains corrupt data. This may, or may not, affect playback.
Corrupt file: This MP3 contains no valid frames.	No audio could be found in this file, which means it is completely unplayable as far as ITCH is concerned. Please make sure this really is an audio file.
Unsupported file: This MP3 contains multiple layers.	While scanning this file, ITCH found frames belonging to multiple MPEG layers. ITCH does not support MP3s that contain frames from multiple layers – some frames may be output as silence.
Unsupported file : This file is more than 2GB in size.	Self explanatory. At the moment, ITCH does not support files that are 2GB in size (or larger).
Unsupported file : This file has data blocks greater than 2GB in size.	This file contains chunks of data that are larger than 2GB. ITCH does not support files that are more than 2GB in size.
Corrupt file: This WAV contains no valid chunks.	This WAV file contains no recognizable WAV data. It is quite possible that this might not be a WAV file.
Unsupported file: This file's data is not in PCM format.	WAV files can contain data in several formats. ITCH only supports WAV files that contain data in the PCM format.
Unsupported file: This file has a sampling rate greater than 48kHz.	ITCH does not support sampling rates greater than 48 kHz. If you see this message, the simplest approach is to resample the audio at 48 kHz and re-save the file.
Unsupported file: This file uses more than 24 bits per sample	ITCH supports a maximum of 24 bits per sample of audio data.
Corrupt file: This WAV is incomplete.	ITCH expected more data in the file, but found none. This could be because the file was incorrectly truncated or because the data in the file is corrupt, causing ITCH to incorrectly estimate the amount of data present in the file.
Corrupt file: This file contains corrupt blocks.	This file contains blocks of data that report their size to be zero. This message was inserted to identify files that might cause lockups on previous versions of ITCH.
Corrupt file: This song contains no audio data.	ITCH could not find any audio in this file. Please check to make sure this file contains audio in a format that ITCH supports.
Corrupt file: This song contains invalid samples.	This file contains samples of audio that are too small to represent accurately and will therefore be truncated to zero. This should not result in any audible audio artifacts, but could cause audio dropouts on earlier versions of ITCH.