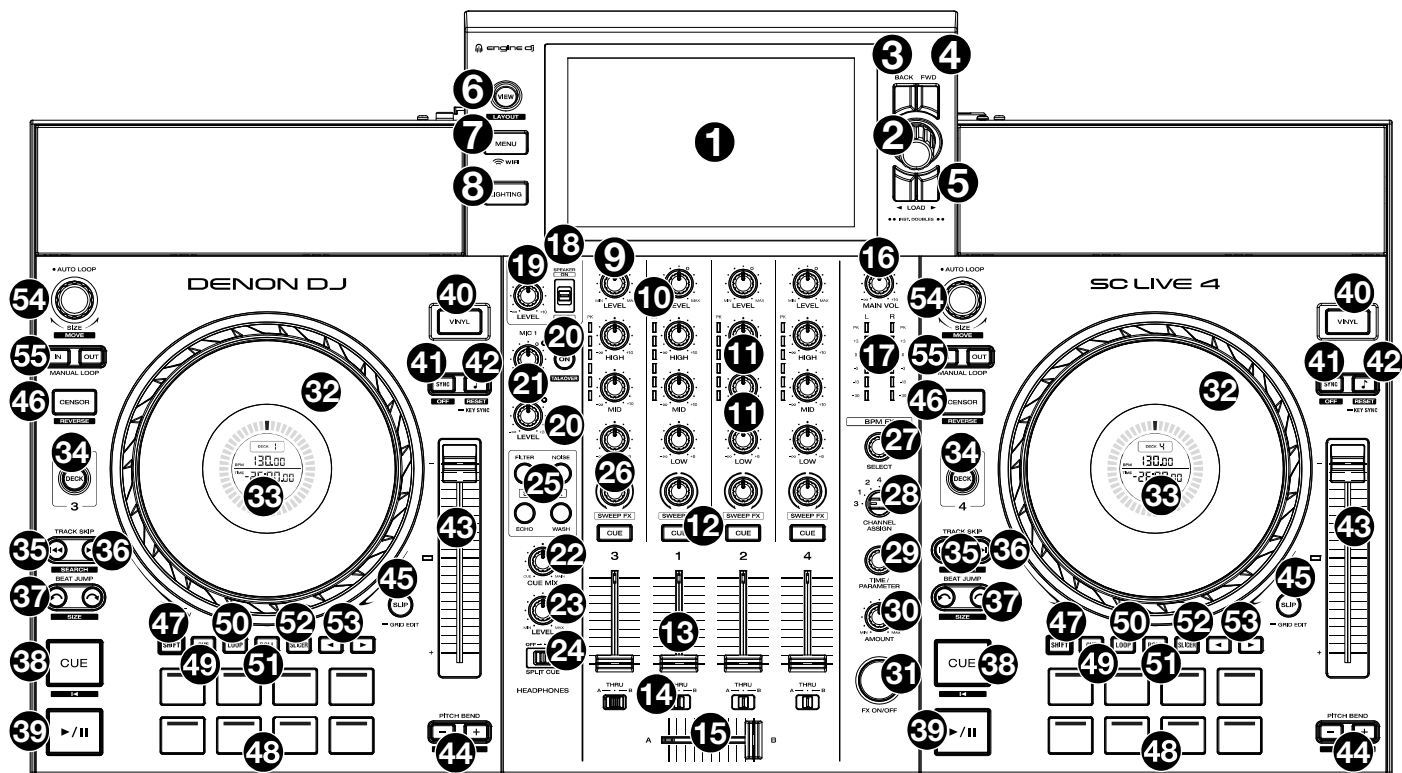## SC LIVE 4

Top Panel

1. **Touchscreen:** This full-color, multi-touch display shows information relevant to SC LIVE 4's current operation. Touch the touchscreen (and use the hardware controls) to control the SC LIVE 4 interface. See *Touchscreen Overview* for more information.

2. **Browse Knob:** Turn this knob to navigate through lists. Press the knob to move forward in the touchscreen or select a song to load on either deck.
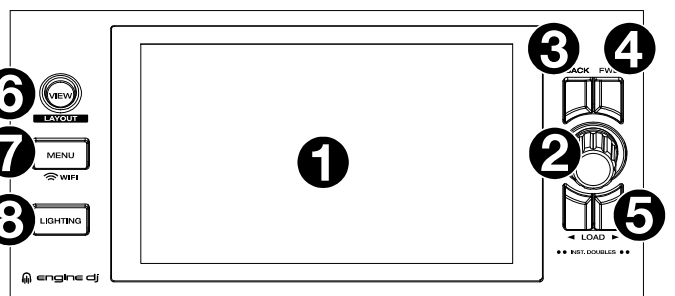
   Hold **Shift** and press the **Browse** knob to add a track to the Prepare list.

3. **Back:** While in Library View, press this button to move to the previous window. While in Performance View, press this button to enter Library View.

4. **Forward (FWD):** While in Library View, press this button to move to the next window. While in Performance View, press this button to enter Library View.

   Hold **Shift** and press **FWD** to turn **Quantize** on/off.

5. **Load ◄ ►:** Press these buttons to load the selected track to Deck 1 or Deck 2.

   Quickly double-press either button to instantly double the track currently playing from one deck to the other deck.

6. **View:** Press this button to cycle between *Library View* and *Performance View*.

   Hold **Shift** and press the **View** button to switch between horizontal and vertical waveform views in *Performance View*.

7. **Menu:** Press and hold this button to show the Control Center, which includes quick links to other menus such as Source, Record, User Profile, Wi-Fi, and Settings. See *Control Center* for more information.

8. **Lighting:** Press this button to enter the *Engine Lighting* view.

9. **Channel Level:** Turn this knob to adjust the level of the pre-fader, pre-EQ audio signal for the channel.

10. **Channel Level Meters:** These LEDs display the audio signal level for the channels.

11. **Channel EQ:** Turn these knobs to boost or cut the low, mid-range, and high frequencies for the channel.

12. **Channel Cue:** Press this button to send the channel's pre-fader signal to the headphones' cue channel.

13. **Channel Faders:** Use these faders to adjust the channel's volume level.

14. **Crossfader Assign:** Routes the audio playing on the corresponding channel to either side of the crossfader (**A** or **B**), or bypasses the crossfader and sends the audio directly to the program mix (center, **Thru**).

15. **Crossfader:** Use the crossfader to mix between Deck A and Deck B.

16. **Main Volume:** Turn this knob to adjust the volume level of the **Main Outputs**.

17. **Main Level Meters:** These LEDs display the audio signal level of the overall mix (sent out of the **Main Outputs**).

18. **Speaker:** Mutes or unmutes the internal speakers.

19. **Speaker/Booth Level:** Adjusts the volume of the internal speakers and **Booth Output**.

20. **Talkover:** Press this button to turn talkover on or off, which automatically reduces the volume level of the master mix when you speak into the microphone.
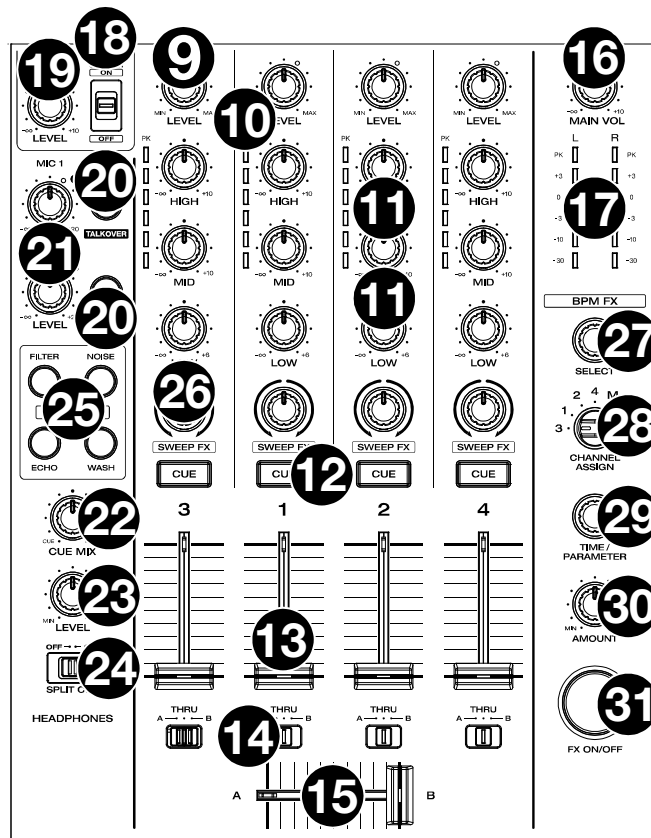
21. **Mic 1 / Aux/Mic 2 Level:** Turn this knob to adjust the volume level for the **Microphone 1–2** and **Aux** inputs. The **Peak** light next to each knob indicates the current signal level by its color: **green** (low), **amber** (normal/optimal), or **red** (maximum/peak). You can adjust additional microphone and aux settings in the *Settings* menu.

22. **Cue Mix:** Turn this knob to adjust the blend of the pre-fader and main mix together in the headphones.

23. **Headphones Level:** Turn this knob to adjust the volume of the cue level in the headphones.

24. **Split Cue:** When this switch is **On**, the headphone audio will be "split" such that all channels sent to cue channel are summed to mono and sent to the left headphone channel and the master mix is summed to mono and sent to the right channel. When this switch is **Off**, the cue channel and main mix will be "blended" together. You can swap the left/right position of these channels in the *Settings* menu.

25. **Sweep FX:** Press these buttons to select the active Sweep FX. The available selections are:

    - **Filter:** This effect applies a filter to the channel. Starting from the center (12:00) position, turn a **Sweep FX knob** counter-clockwise to apply a low-pass filter, or turn it clockwise to apply a high-pass filter.

    - **Noise**: This effect adds noise to the signal. Starting from the center (12:00) position, turn a **Sweep FX knob** counterclockwise to add pink noise, or turn it clockwise to add white noise.

    - **Echo**: This effect is a brief echo. Starting from the center (12:00) position, turn a **Sweep FX knob** counterclockwise to decrease the length of the delay and increase the feedback, or turn it clockwise to increase the length of the delay as well as the feedback.

    - **Wash Out**: This creates a transition effect. Turn a **Sweep FX knob** to its most counter-clockwise (minimum) position to apply a 1-beat echo that will also mute the channel's normal audio signal, or turn it to its most clockwise (maximum) position to apply a 1/2-beat echo.

26. **Sweep FX A/B:** Turn these knobs to control the active Sweep FX A or FX B.

27. **BPM FX Select:** Turn this knob to select the active effect for FX 1 and FX 2.

28. **BPM FX Channel Assign:** Adjust this switch to assign effect routing from Deck 1, Deck 2, Deck 3, Deck 4, or the Main Outputs.

29. **BPM FX Time/Parameter:** Turn this knob to decrease or increase the rate of time-based effects on that deck. Press this knob to toggle between FX Time and FX Parameter control, and then turn the knob to adjust the parameter.

30. **BPM FX Amount:** Turn this knob to adjust the wet/dry mix of the effects.

31. **BPM FX On/Off:** Press this button to enable or disable the selected effect.

32. **Platter:** This capacitive, touch-sensitive platter controls the audio playhead when the wheel is touched and moved.

33. **Jog Display:** This display shows information relevant to the performance, including the current playhead position, active deck, and track BPM. See *Jog Display* below for more information.

34. **Deck:** Selects which deck in the software is controlled by that hardware deck. The left deck can control Deck 1 or 3; the right deck can control Deck 2 or 4.

    Press and hold **Shift** and then press the Deck 3 or Deck 4 buttons to switch between four-deck and two-deck operation.

35. **Track Skip Back:** Press this button to skip to the previous track.

    Press this button in the middle of a paused track to return to the beginning of the track.

    Press and hold **Shift** and this button to search backward through the track.

36. **Track Skip Forward:** Press this button to skip to the next track.

    Press this button in the middle of a paused track to go to the next track.

    Press and hold **Shift** and then press one of these buttons to search forward through the track.

37. **Beat Jump:** Press either of these buttons to skip backward or forward through the track.

    Press and hold **Shift** and press one of these buttons to increase or decrease the beat jump size.

38. **Cue:** During playback, press this button to return the track to the initial cue point and stop playback. To move the initial cue point, make sure the track is paused, move the platter to place the audio playhead at the desired location, and then press this button.

    If the deck is paused, press and hold this button to temporarily play the track from the initial cue point. Release the button to return the track to the initial cue point and pause it. To continue playback without returning to the initial cue point, press and hold this button and then press and hold the Play button, and then release both buttons.

    During playback, press and hold **Shift** and then press this button to set the initial cue point at the current playhead position.

39. **Play/Pause:** This button pauses or resumes playback.

    Press and hold **Shift** and then press this button to "stutter-play" the track from the initial cue point.

40. **Vinyl:** Press this button to activate/deactivate a "vinyl mode" for the platter. When activated, you can use the **platter** to "scratch" the track as you would with a vinyl record. When deactivated (or if you are touching only the side of the **platter**), move the **platter** to temporarily adjust the track's speed.

41. **Sync:** Press this button to activate sync. When Key Lock is activated, the track's key will remain the same even if you adjust its speed.

    Press and hold **Shift** and press this button to turn off key lock.

42. **Key Sync:** When a track is playing back, press and hold this button to activate key sync to that track.

    Press and hold **Shift** and press this button to reset to the track's original key.

43. **Pitch Fader:** Move this fader to adjust the speed (pitch) of the track.

44. **Pitch Bend –/+:** Press and hold one of these buttons to momentarily reduce or increase (respectively) the speed of the track.

    Press and hold **Shift** and then press one of these buttons to set the range of the **pitch fader**.
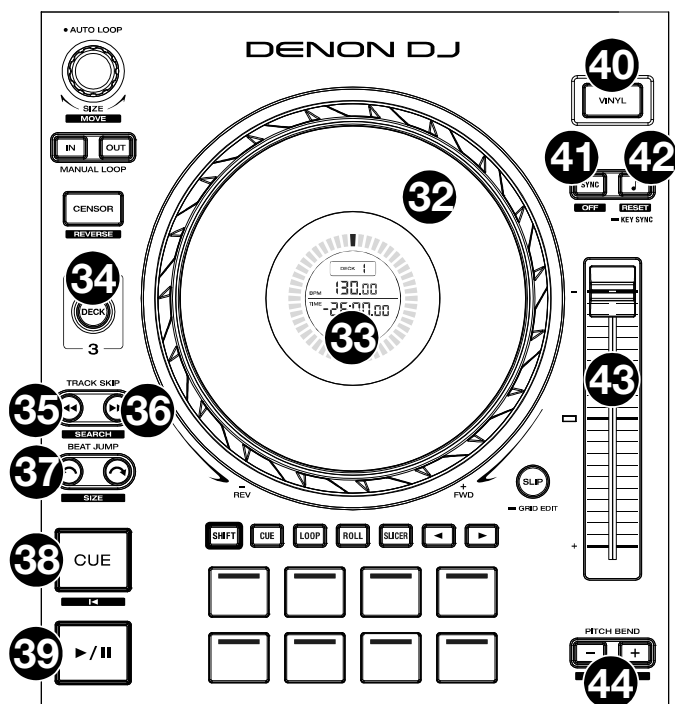
45. **Slip:** Press this button to enable or disable Slip Mode. In Slip Mode, you can jump to cue points, trigger loop rolls, or use the platters, while the track's timeline continues. In other words, when you stop the action, the track will resume normal playback from where it would have been if you had never done anything (i.e., as if the track had been playing forward the whole time).

    Press and hold **Shift** and then press this button to enable beat grid editing.

    Press and hold **Shift** and then press this button while beat grid editing is enabled to reset the beat grid.

    Press and hold **Shift** and then press and hold this button while beat grid editing is disabled to manually adjust cue/loop point locations left or right using the **touchscreen** controls.

46. **Censor / Reverse:** Press this button to activate/ deactivate the Censor feature: the playback of the track will be reversed, but when you release the button, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time).

    Press and hold **Shift** and then press this button to reverse the playback of the track normally.

47. **Shift:** Press and hold this button to access secondary functions of other controls.

48. **Performance Pads**: These pads have different functions on each deck depending on the current pad mode. See *Pad Modes* for more information.

49. **Hot Cue**: Press this button to enter Hot Cue Mode.

50. **Loop**: Press this button once to enter Manual Loop Mode, and press it again to enter Auto Loop mode.

51. **Roll**: Press this button to enter Roll Mode.

52. **Slicer**: Press this button once to enter Slicer Mode, and press it again to enter Slicer Loop Mode.

53. **Parameter ◄/►:** Use these buttons for various functions in each Pad Mode. See *Pad Modes* for more information.

54. **Auto Loop/Loop Move**: Turn this knob to set the size of an automatic loop. The value will be shown in the touchscreen and platter display.

    Press this knob to activate or deactivate an automatic loop at the current location of the track.

   Press and hold **Shift** and turn this knob to shift the active loop to the left or right.

55. **Loop In/Loop Out**: Press either of these buttons to create a Loop In or Loop Out point at the current location. Their placement will be affected by the **Quantize** and **Smart Loops** settings. See *Looping & Beat-Jumping* for more information.

    Press and hold **Shift** and press either of these buttons to manually adjust the loop in and out points.
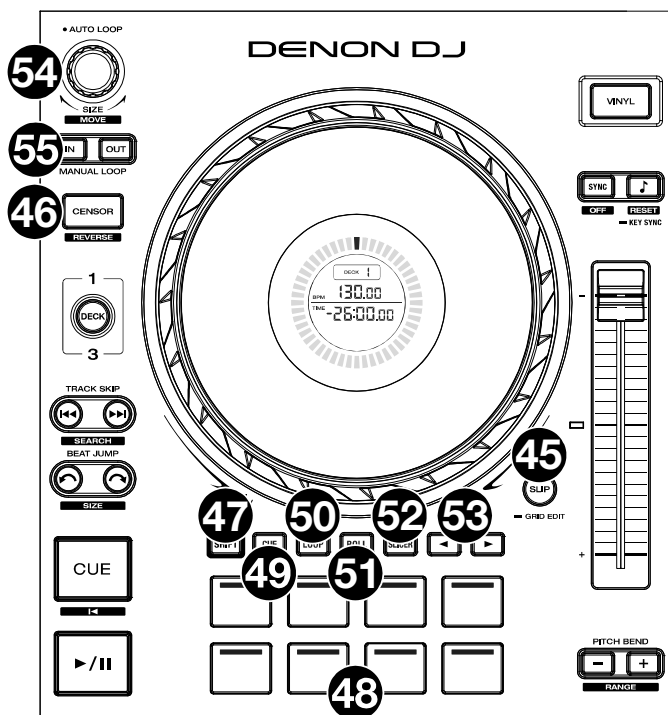
Jog Display

1. **Playhead Position:** Indicates the current position of the playhead.

2. **Selected Deck:** Shows the active deck.

3. **BPM:** Shows the BPM of the track loaded to the active deck.

4. **Track Time:** Shows the elapsed or remaining time for the track. Tracks shorter than one hour will be shown as MM:SS:ss. Tracks longer than one hour will be shown as HH:MM with an "HR" label next to the time.
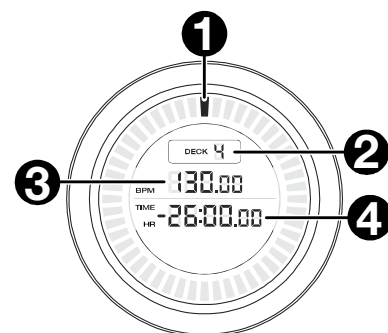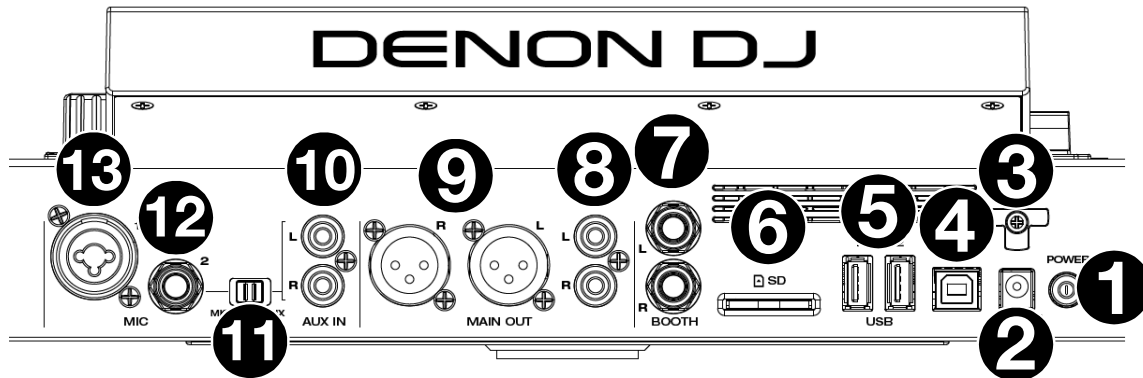
Front Panel

1. **Headphones** (**1/4", 1/8"**) (**6.35 mm, 3.5 mm**): Connect your 1/4" or 1/8" (6.35 mm or 3.5 mm) headphones to this output for cueing and mix monitoring. The headphone volume is controlled using the **Headphones Level** knob.
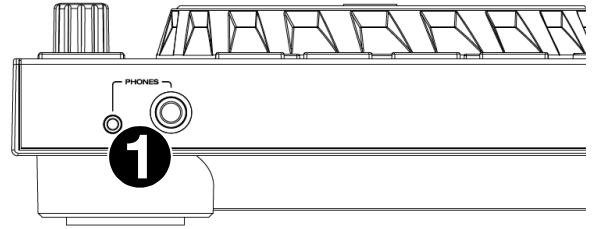
Rear Panel

1. **Power Button:** Press this button to power SC LIVE 4 on. Power on SC LIVE 4 only **after** you have connected all your input devices and **before** you power on your amplifiers and loudspeakers.

   To power off SC LIVE 4, press this button and follow the prompts on the touchscreen. Power off your amplifiers and loudspeakers **before** powering off SC LIVE 4.

2. **Power Input:** Use the included power adapter to power the unit.

3. **Power Cable Support:** Wrap the power cable here for added support.

4. **USB-B Port:** Use a standard USB cable (included) to connect this USB port to an available USB port on your computer.

5. **USB-A Ports 1–2:** Connect standard USB drives to these USB ports. When you select a USB drive as a source, you can use the touchscreen to select and load tracks from your USB drive.

6. **SD Card:** Insert a standard SD card to this slot. When you select that SD card as a source, you can use the display to select and load tracks on your SD card.

7. **Booth Outputs** (**1/4" / 6.35 mm**): Use standard 1/4" (6.35 mm) cables to connect these outputs to booth monitors or a booth amplifier system. Use the **Speaker/Booth Level** knob on the top panel to control the volume level.

8. **Main Outputs** (**RCA, unbalanced**): Use standard RCA cables to connect these outputs to loudspeakers or an amplifier system. Use the **Main Volume** knob on the top panel to control the volume level.

9. **Main Outputs** (**XLR, balanced**): Use standard XLR cables to connect these outputs to loudspeakers or an amplifier system. Use the **Main Volume** knob on the top panel to control the volume level.

10. **Aux Input** (**RCA, unbalanced**): Use standard RCA cables to connect these line-level inputs to an external audio source. Set the **Mic 2/Aux** switch to **Aux** and then use the **Aux/Mic 2 Level** knob on the top panel to control the volume level.

11. **Mic 2/Aux:** Use this switch to select whether the **Mic 2 Input** or **Aux Input** is active.

12. **Microphone 1 Input** (**XLR**): Use a standard XLR cable (not included) to connect a standard dynamic microphone to this input. Use the **Mic 1 Level** knob on the top panel to control the volume level.

13. **Microphone 2 Input** (**1/4" / 6.35 mm**): Use a standard 1/4" (6.35 mm) cable (not included) to connect a standard dynamic microphone to this input. Set the **Mic 2/Aux** switch to **Mic 2** and then use the **Aux/Mic 2 Level** knob on the top panel to control the volume level.