

Numark® NS7

NUMARK PERFORMANCE CONTROLLER WITH SERATO™ ITCH

REFERENCE MANUAL

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INTRODUCTION

Welcome to NS7 – a professional motorized DJ software mixing system. NS7 gives you outstanding high-resolution control of Serato™ ITCH (included in this package). If you have an existing Serato Scratch LIVE library, you can use all those tracks, loops, and cue points in ITCH, so there's no need to create a new library. Here are a few features that you'll come to love when using NS7 with Serato ITCH:

- High-resolution, precise MIDI-over-USB control at over ten times the speed of standard MIDI
- High-definition, post-mixing analog audio output (over XLR and RCA connections) with 24-bit, 44.1kHz digital-to-analog conversion
- Unique Strip Search sensor for “virtual needle drop” track navigation
- Manual and automatic looping controls let you manage and manipulate several loops in a track
- Extensive cue controls let you assign and return to multiple cue points that are saved to the track
- Smooth pitch faders with adjustable range and pitch bend buttons for finer adjustments, plus keylock button
- Automatic tempo-matching for easier, faster mixing
- Headphone outputs with full cue mixing controls
- 2 7” motorized, direct-drive turntable controls with vinyl surfaces, slipmats, and aluminum platters with adjustable torque (for simulating the heavier, stronger feel of “modern” turntables or the lighter, graceful feel of “classic” turntables)
- Professional, replaceable CP-PRO crossfader and high-performance D-Type digital VCA line faders
- Solid, all-metal construction

We hope the NS7 serves you well for many years to come.

Sincerely,
The People of Numark

* Serato™ is a trademark of Serato Audio Research.

BOX CONTENTS

- NS7
- 2 Platter Assemblies:
 - Aluminum Platter
 - Slipmat
 - Vinyl (with 45 RPM Adapter attached)
- Quickstart Poster
- Accessories Box:
 - IEC Power Cable
 - USB Cable
 - Software/Driver CD
 - Spindle Screw
 - Allen Wrench
 - Stickers
 - Safety Instructions & Warranty Information

REGISTRATION

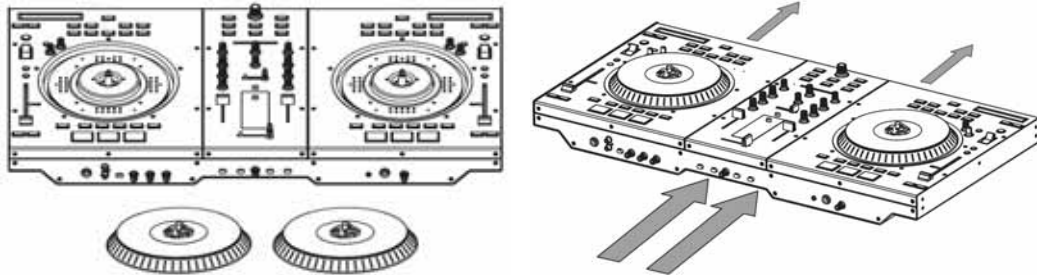
Please go to <http://www.numark.com> to register your NS7. Registering your product ensures that we can keep you up-to-date with any last-minute product developments and provide you with world-class technical support, should you run into any problems.

GROUND RULES

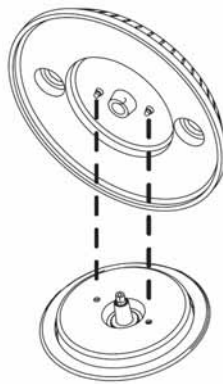
- **READ SAFETY INSTRUCTIONS & WARRANTY INFORMATION BEFORE USING THE PRODUCT.**
- Make sure all items listed in BOX CONTENTS are included.
- Before getting started and connecting devices to the NS7 or turning the NS7 on/off, make sure all devices are off and all faders and gain knobs are set to “zero.”
- **INSTALL THE SOFTWARE AND DRIVERS BEFORE CONNECTING THE NS7 TO YOUR COMPUTER** (see SOFTWARE INSTALLATION section).

PLATTER ASSEMBLY

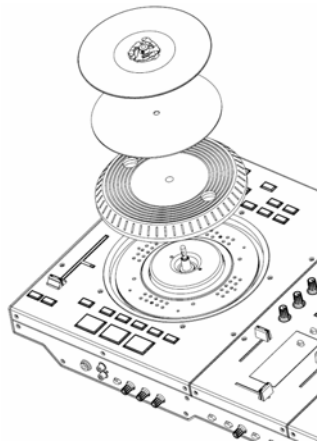
1. Remove NS7 from the packaging. Remove the two platter assemblies from package (underneath the NS7 controller). Place NS7 on a flat, stable surface for operation. Ensure unit has adequate air flow to all ventilation ports (especially if installed in a case).



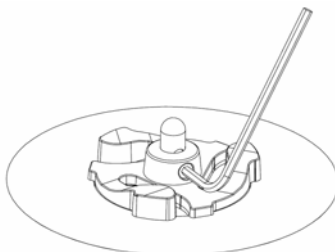
2. Place the platter onto the NS7 by aligning the pins in the bottom of the platter with the holes in the NS7's motor.



3. Place the slipmat onto the platter, then place the vinyl over the slipmat.



4. Line up the notch in the spindle with the screw in the vinyl's 45 RPM adapter. Use the allen wrench (included) to tighten the screw, locking the platter assembly to the spindle.



SOFTWARE INSTALLATION

Note: *Install the software and drivers before connecting the NS7 to your computer. Connecting it before will interfere with the installation process. You will be asked to connect the NS7 during the installation.*

Free updates to the Serato ITCH software are available online at <http://www.serato.com/itch>. We recommend checking the website for the latest update of Serato ITCH before installing it on your computer.

PC

1. Insert the software CD (included) into your computer's CD-ROM drive. An installation "wizard" will appear. (If it does not appear, open the contents of the software CD and double-click the "ITCH_Installer.exe" file.)
2. Follow the instructions on the screen to install the software and drivers. (During installation, you will need to connect NS7 to your computer.)

If you selected the default location during the installation process, you can find the program in the following location:

- Windows XP: **Start Menu ► Programs ► ITCH**
- Windows Vista: **Windows Menu ► All Programs ► Serato ► ITCH.**

You can also access it through the shortcut created on your **Desktop**.

MAC

1. Insert the software CD (included) into your computer's CD-ROM drive.
2. Open the contents of the software CD in your computer.
3. Double-click the ITCH Installer file.
4. Follow the instructions on the screen to install the software and drivers. (During installation, you will need to connect NS7 to your computer.)

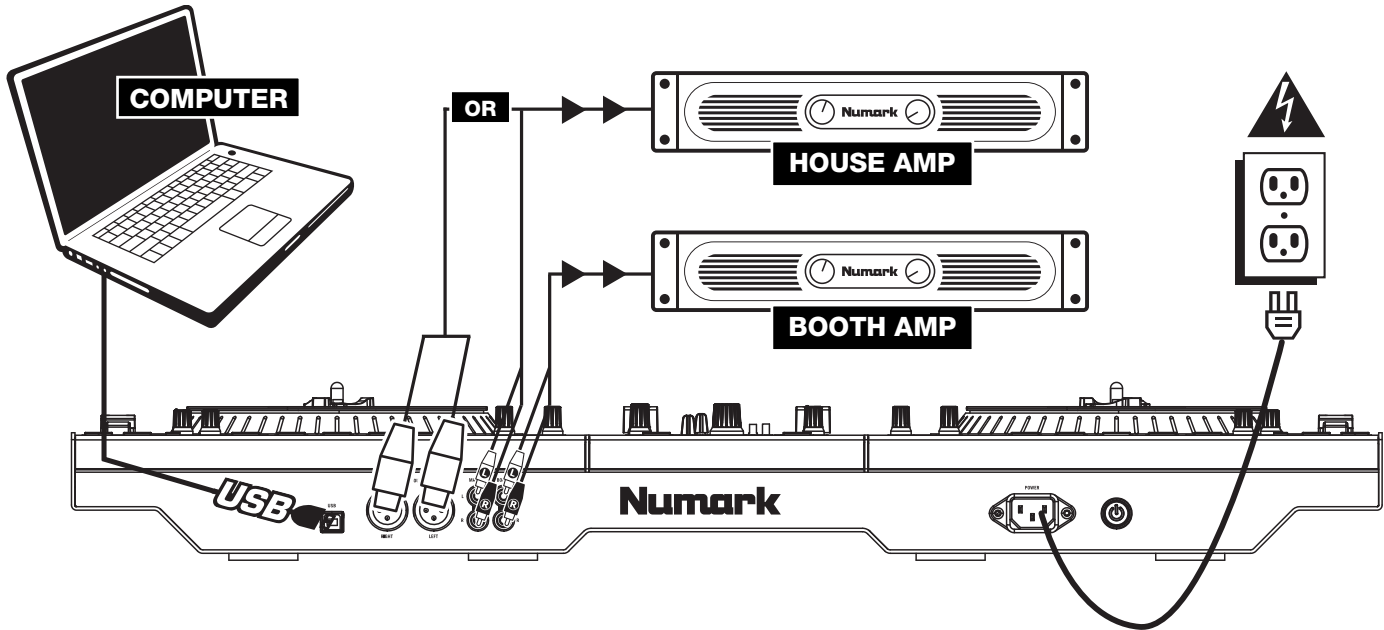
If you selected the default location during the installation process, you can find the program in your **Applications** folder.

CONNECTING THE NS7

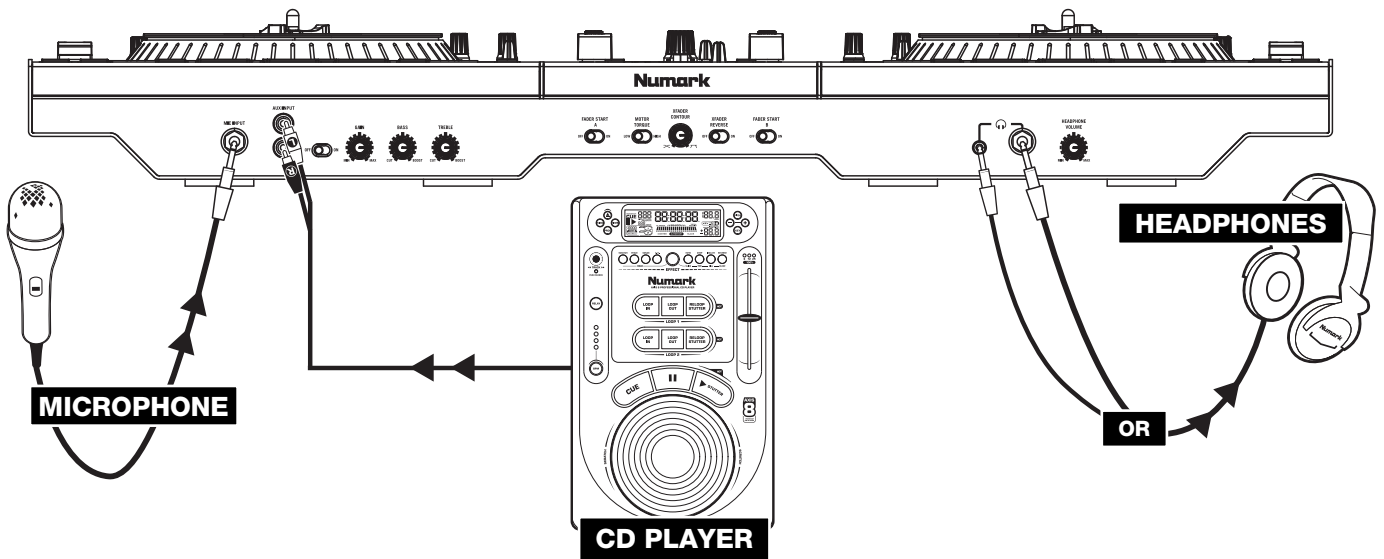
1. Connect any optional input sources (microphones, turntables, CD players, etc.) to the NS7.
2. Connect output devices (power amplifiers, sub-mixer, recorders, etc.) to the NS7.
3. Plug all devices into power supply, and turn on devices in proper order:
 - a. When **starting** a session, turn devices on in this order:
 - i. Auxiliary input sources
 - ii. NS7
 - iii. Output devices
 - b. When **ending** a session, reverse this operation by turning off:
 - i. Output devices
 - ii. NS7
 - iii. Auxiliary input sources
4. Connect the NS7 to your computer with the USB cable (included) and to your headphones.
5. Start Serato ITCH and go!

CONNECTION DIAGRAM

BACK



FRONT

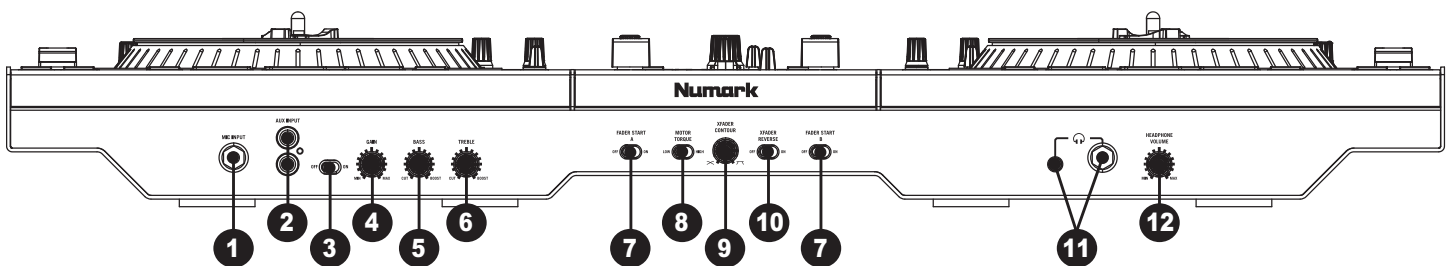


REAR PANEL OVERVIEW



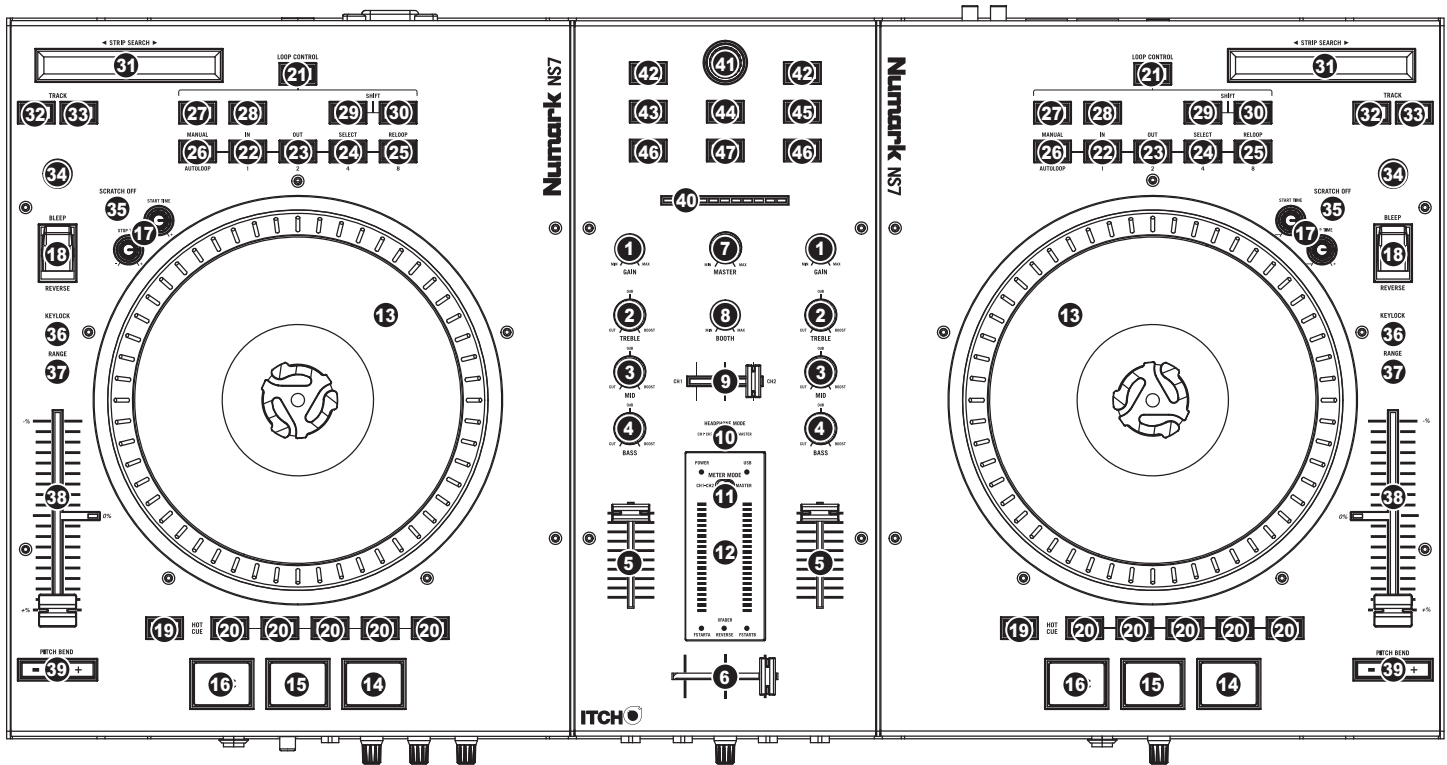
1. **USB** – This USB connection sends and receives audio and control information from a connected computer. Refer to the USB OPERATION section for more information.
2. **MASTER OUTPUT (BALANCED)** – Connect this low-impedance XLR output to a PA system or powered monitors. The level of this output is controlled with the MASTER knob on the top panel.
3. **MASTER OUTPUT (RCA)** – Use standard RCA cables to connect this output to a speaker or amplifier system. The level of this output is controlled by the MASTER knob on the top panel.
4. **BOOTH OUTPUT (RCA)** – Use standard RCA cables to connect this output to a booth monitoring system. The level of this output is controlled by the BOOTH knob on the top panel.
5. **POWER IN** – Use the included power cable to connect NS7 to a power outlet. While the power is switched off, plug the cable into NS7 first, then plug the cable into a power outlet.
6. **POWER SWITCH** – Turns NS7 on and off. Turn on NS7 after all input devices have been connected and before you turn on amplifiers. Turn off amplifiers before you turn off NS7.

FRONT PANEL OVERVIEW



1. **MIC INPUT** – Connect a 1/4" microphone to this input.
2. **AUX INPUT (RCA)** – Use standard RCA cables to connect a line-level device, such as a CD player, sampler or audio interface, to this input.
3. **MIC / AUX SWITCH** – Activates or deactivates the MIC INPUT and AUX INPUT. For best signal-to-noise performance, turn this switch off when not in use.
4. **MIC / AUX GAIN** – Adjusts the pre-fader, pre-EQ audio level of the MIC INPUT and AUX INPUT.
5. **MIC / AUX BASS** – Adjusts the low (bass) frequencies of the MIC INPUT and AUX INPUT.
6. **MIC / AUX TREBLE** – Adjusts the high (treble) frequencies of the MIC INPUT and AUX INPUT.
7. **FADER START** – Enables or disables Fader Start on the corresponding side of the crossfader. When Fader Start is enabled on one side, moving the CROSSFADER toward that side will cause that channel to start playing. Moving the CROSSFADER away from that side will cause that channel to stop, and the audio will return to the beginning of the track.
8. **MOTOR TORQUE** – Flip this switch to adjust the torque of the PLATTERS. At the high setting, the PLATTERS will have the heavier, stronger feel of "modern" turntables. At the lower setting, they are lighter and more graceful – the feel of a "classic" turntable.
9. **CROSSFADER (XFADER) CONTOUR** – Adjusts the slope of the crossfader curve. Turn the knob to the left for a smooth fade (mixing) or to the right for a sharp cut (scratching).
10. **CROSSFADER (XFADER) REVERSE** – Reverses the assignment of Channels 1 and 2 on the CROSSFADER. (An LED on the top panel labeled "XFADER REVERSE" will illuminate when activated.)
11. **HEADPHONES** – Connect your 1/4" or 1/8" headphones to this output for cueing and mix monitoring.
12. **HEADPHONE VOLUME** – Adjusts the level of the headphone audio.

TOP PANEL OVERVIEW



MIXER CONTROLS

1. **GAIN TRIM** – Adjusts the pre-fader, pre-EQ audio level of the corresponding channel in the software.
2. **CHANNEL TREBLE** – Adjusts the high (treble) frequencies.
3. **CHANNEL MID** – Adjusts the mid-range frequencies.
4. **CHANNEL BASS** – Adjusts the low (bass) frequencies.
5. **CHANNEL FADER** – Adjusts the audio level on the corresponding channel in the software.
6. **CROSSFADER** – Blends audio between the channels assigned to the left and right side of the crossfader.
Note: The crossfader is user-replaceable if it should ever wear out. Simply remove the facepanel, then remove the screws holding it in position. Replace the fader with a quality authorized replacement from your local Numark retailer only.
7. **MASTER VOLUME** – Adjusts the output volume of the Program Mix.
8. **BOOTH VOLUME** – Adjusts the output volume of the BOOTH OUTPUT mix.
9. **HEADPHONE MIX** – Blends the pre-fader audio playing on Channels 1 and 2. Sliding this to the left plays Channel 1. Sliding to the right plays Channel 2.
10. **HEADPHONE MODE** – Selects the audio that is sent to the headphones. Switch it to “MASTER” to hear the Program Mix. Switch it to “CH1 CH2” to hear a mix of Channels 1 and 2 in the headphones.
11. **METER MODE** – Determines whether audio from the Program Mix or the Cue Channel is sent to the LED METERS. When set to “CH1-CH2,” the Cue Channel will be monitored (Channel 1 in the left meter, Channel 2 in the right meter). When set to “MASTER,” the Program Mix will be monitored in stereo.
12. **LED METERS** – Monitors the audio levels of the Program Mix or Cue Channel, depending on the position of the METER MODE switch.

TRANSPORT CONTROLS

USEFUL TERMS:

- **Audio Pointer:** The current position in a track from where audio will play. When you select a track and begin playing, the Audio Pointer will usually start from the beginning and stop at the end.
- **Cue Point:** A marked position in a track, which will be permanently stored by the software. You can set, return to, or delete Cue Points with the CUE CONTROLS.
- **Temporary Cue Point:** A marked position in a track, which will only remain while that track is still loaded in the Deck. You can set and return to the Temporary Cue Point with the CUE button.

PLAYBACK CONTROLS

13. **PLATTER / SLIPMAT / VINYL** – This motorized platter (with slipmat and vinyl) controls the Audio Pointer in the software.
14. **PLAY / PAUSE** – Starts or resumes playback if the Deck is paused. Pauses playback if the Deck is playing. (The rate at which the playback shifts from “play” to “pause” and from “pause” to “play” is controlled by the START TIME and STOP TIME knobs.)
15. **CUE** – If no Temporary Cue Point is assigned, or if the Deck is paused, press CUE to set a Temporary Cue Point. While the track is playing, press it again to return to the Temporary Cue Point and pause playback.
 You can hold down CUE to start playback from the Temporary Cue Point. Release it to return to the Temporary Cue Point and pause playback.
 You can hold down CUE and PLAY / PAUSE simultaneously to start playback from the Temporary Cue Point. Release both buttons to allow playback to continue.
16. **SYNC** – Automatically matches the corresponding Deck’s tempo with the other Deck’s tempo.
17. **START TIME / STOP TIME** – Control the rate at which the playback shifts from “play” to “pause” and from “pause” to “play.”
18. **BLEEP / REVERSE** – Reverses audio playback of the track on the corresponding deck.
 - When the switch is in the REVERSE position, the playback of the track will be reversed. Returning the switch to its center (deactivated) position will resume normal playback from wherever the Audio Pointer stops.
 - When the switch is held in the BLEEP position, the playback of the track will be reversed. Returning the switch to its center (deactivated) position will resume normal playback from where it would have been if you had never engaged the BLEEP function (i.e., as if the track had been playing forward the whole time).

CUE CONTROLS

19. **DELETE CUE** – Press or hold this to enable Delete Cue Mode, so you can erase assigned Cue Points from the HOT CUE BUTTONS. When the DELETE CUE button is lit bright red, it is in Delete Cue Mode. You can then press a red HOT CUE BUTTON to delete its assigned Cue Point. (Pressing the DELETE CUE button to enable Delete Cue Mode will let you delete one Cue Point at a time. Holding the DELETE CUE button to enable Delete Cue Mode will let you delete multiple Cue Points.)
20. **HOT CUE BUTTONS (1-5)** – Assigns a Cue Point or returns the track to that Cue Point. When a HOT CUE BUTTON is unlit, you can assign a Cue Point by pressing it at the desired point in your track. Once it is assigned, the HOT CUE BUTTON will light up white. To return to that Cue Point, simply press it.
Tip: If the Deck is paused, holding a lit HOT CUE BUTTON will start playback from that Cue Point. Releasing it will return the track to that Cue Point and pause playback.
Note: Cue Points cannot be overwritten. You must first erase a Cue Point by pressing or holding the DELETE CUE button while pressing the appropriate HOT CUE BUTTON.

LOOP CONTROLS

21. **ON / OFF** – Press this to turn a loop on or off. If the Deck is already looping, it will exit the loop. If the Deck is not looping, the currently selected loop will be enabled (once the Audio Pointer enters the loop region). If no loop is set, nothing will happen.
22. **IN** – Press this to set a “Loop In” point where your loop will begin. If you are already in a loop when you press it, you can “fine tune” the placement of the “Loop In” point by moving the PLATTER. (Be sure the SCRATCH OFF button is lit so the PLATTER’s motor is not running.) If no track is assigned to the Deck, nothing will happen.
23. **OUT** – Press this to set a “Loop Out” point where your loop will end. If you are already in a loop when you press it, you can “fine tune” the placement of the “Loop Out” point by moving the PLATTER. (Be sure the SCRATCH OFF button is lit so the PLATTER’s motor is not running.) If no track is assigned to the Deck, nothing will happen.
24. **SELECT** – Press this to rotate through the loops set in the track. From here, you can edit, reloop, or enable the loop you have selected.
25. **RELOOP** – Press this to jump to the start of the loop and enable it. If the Deck is already looping when you press it, the Audio Pointer will jump to the start of the loop and continue. If no loop is set, nothing will happen.

26. **MODE** – Press this to switch between Manual Mode and Autoloop Mode, which changes the functions of the bottom four LOOP CONTROL buttons. In Manual Mode, the LOOP CONTROL buttons function as IN, OUT, SELECT, and RELOOP (explained above). In Autoloop Mode, the LOOP CONTROL buttons will set 1-, 2-, 4-, and 8-beat loops, respectively. Each loop will start at the Audio Pointer's location when the button is pressed.

Note: Due to the way the software analyzes beats per minute (BPM), the length of 1-, 2-, 4-, and 8-beat loops will vary between tracks with different BPM readings.

27. **1/2 X** – Press this to halve the length of the selected loop.
28. **2 X** – Press this to double the length of the selected loop.
29. **SHIFT LEFT (◀)** – Press this to shift the selected loop to the left. It will move left the same distance as the length of the loop itself.
30. **SHIFT RIGHT (▶)** – Press this to shift the selected loop to the right. It will move right the same distance as the length of the loop itself.

TRACK CONTROLS

31. **STRIP SEARCH** – The length of this strip represents the length of the entire track. Place your finger on a point along this sensor to jump to that point in the track. (If you want to scroll through a track, we recommend using your computer rather than running your finger along the strip.)
32. **TRACK FORWARD (▶▶)** – Press this to skip to the next track.
33. **TRACK BACK (◀◀)** – Press this to skip to the beginning of the current track. If the Audio Pointer is within the first few seconds of the current track, pressing it will skip to the previous track.

PITCH CONTROLS

34. **TAP** – Tap this button at the same tempo as the track to help the software detect a more accurate BPM reading.
35. **SCRATCH OFF** – Press this to disable the PLATTER's motor and bring it to a stop.
36. **KEYLOCK** – If you have changed the pitch of the track, you can press the KEYLOCK button to return the track's pitch to its original key. The track's tempo will remain at the speed designated by the PITCH FADER.
37. **PITCH RANGE** – Press this to adjust the range of the PITCH FADER to $\pm 8\%$, $\pm 16\%$, and $\pm 50\%$.
38. **PITCH FADER** – Controls the track's playback speed. An LED next to the fader will light up when set at 0%.
39. **PITCH BEND (+ / -)** – Press or hold down either of these buttons to temporarily adjust the track's playback speed. When released, the track playback will return to the speed designated by the PITCH FADER.
40. **BPM METER** – This meter is an aid for matching the tempo of both decks. When the white center LED is lit, the BPMs are matched. Otherwise, the meter will tend towards the faster deck. The further from center, the greater the difference between the two BPMs.

The meter is also an aid while adjusting Loop In or Loop Out points. If you are making fine adjustments to your Loop In or Loop Out points using the PLATTERS, the lit LED will "wrap around" the meter. It will rest on the white center LED whenever the loop's length has been doubled or halved exactly.

Note: The BPM METER will aid in loop adjustments only if (1) a BPM reading has been entered for that track and (2) the two Decks' tempos have been synchronized.

NAVIGATION CONTROLS

41. **SCROLL KNOB** – Use this knob to scroll through lists of tracks, Crates, etc. in the software. You can also press it to move between the panels shown in the software.
42. **FWD / BACK** – These buttons move the selector between various panels in the software.
43. **CRATES** – Press this to move the selector to the Crates Panel in the software.
44. **PREPARE** – Press this to move the selector to the Prepare Panel in the software.
45. **FILES** – Press this to move the selector to the Files Panel in the software.
46. **LOAD A / LOAD B** – Press one of these buttons while a track is selected to assign it to Deck A or Deck B, respectively.

Tip: Pressing the LOAD A or LOAD B button twice quickly will load the opposite Deck's track to that Deck as well, with its Audio Pointer in the same position. For more information, see "Instant Doubles" under "Playback" in the SOFTWARE SETUP section.

47. **LOAD PREPARE** – Press this to add a selected track to the list of tracks in the Prepare Panel in the software.

USING SERATO ITCH WITH THE NS7

GETTING STARTED

STARTING THE SOFTWARE

Serato ITCH will be installed to the following locations:

- Windows XP: **Start ► Programs ► ITCH**
- Windows Vista: **Windows Menu ► All Programs ► Serato ► ITCH**
- Mac OSX: **Applications** (on your hard drive)

Connect NS7 before opening Serato ITCH. When the software launches, it will automatically detect the NS7.

IMPORTING MUSIC

■ Supported File Types

Serato ITCH supports the following file types:

- mp3
- AAC
- WAV
- AIFF
- Ogg Vorbis

Note: Serato ITCH will load and play the 32kbps mono preview portion of Serato Whitelabel files (wl.mp3). Full quality Whitelabel playback requires Rane hardware and Serato Scratch LIVE software.

Fixed and variable bitrate files are both supported.

■ Adding Files to the Library

There are several ways to add files to your Serato ITCH library.

1. To show a view of your file system where you can browse your hard disk for music to load you can:
 - Click the **Files** button in the upper-left hand corner of the software window
 - Push the FILES button on the NS7
2. To navigate your files or Library, you can use:
 - NS7's Navigation Controls (the SCROLL KNOB or FWD and BACK buttons)
 - the cursor keys on your keyboard
 - the mouse
3. To load files into Serato ITCH, you can:
 - Click on files (or folders containing files) in the software's file browser and drag them onto the "All" heading in the Crate column, or into a specific Crate or Sub-Crate
 - Drag files (or folders containing files) directly from Windows Explorer (PC) or Finder (Mac) into the Serato ITCH Library
 - Load a file to either Deck, which automatically adds it to your Library



■ Deleting Files

To delete a track from a Crate, Sub-Crate, or the Library, select it in the software, then press CTRL + Delete (Windows) or CMND + Delete (Mac).

■ Importing Music from Audio CDs

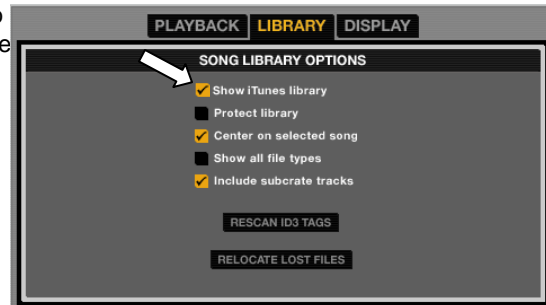
Serato ITCH does not support CD ripping. We suggest you use a third party application like iTunes to convert your audio CDs into a suitable file type for Serato ITCH. We recommend importing songs as 320kbps mp3 files for high sound quality and low CPU load. Audio CDs can be played directly from the computer's CD-ROM or DVD-ROM drive.

Please visit <http://www.serato.com> for articles and information on file conversion.

■ Showing Your iTunes™ Library:

Serato ITCH can read your iTunes library and show it while browsing in ITCH. To see this, then under the **Library** tab, select "Show iTunes Library." You will be able to see tracks that have already been built for your iTunes Library, you will have to build them.

Note: Serato ITCH cannot play files that have been protected by Digital Rights Management systems like those sold through the Apple iTunes Music Store.



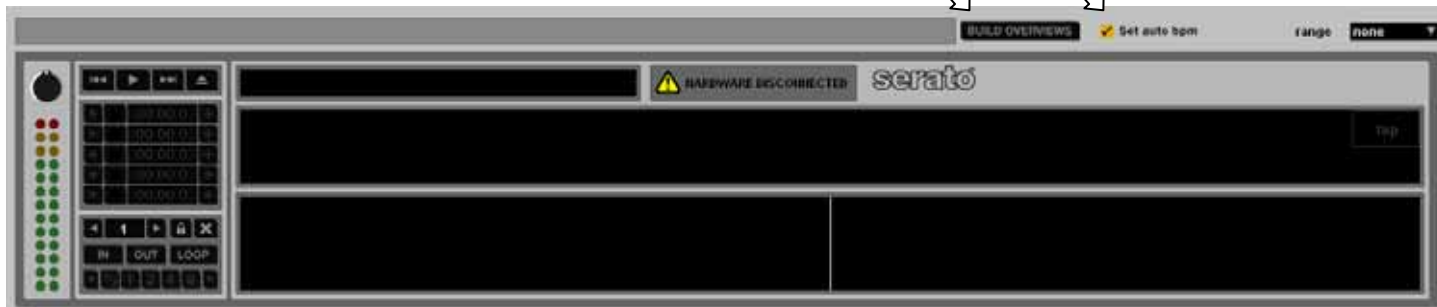
PREPARING YOUR FILES

Before you play your music in Serato ITCH, it is important to prepare your files by building overviews. The Overview Builder analyzes the songs in your library to detect file corruption, saves the waveform overview to an ID3 tag*, and calculates auto-gain and -BPM values.

■ How to Build Overviews

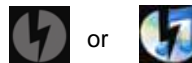
To build overviews, start the software with the NS7 disconnected. On the left side of the main screen, you will notice a button labeled "Build Overviews." Click this to build the overviews automatically for all the tracks in your library. You can drag and drop individual folders, Crates, or files onto this button to force the building of overviews at any time.

* ID3 tags contain data about your tracks and are saved inside the files themselves. "Genre," "Track Name," and "Artist" are examples of common tag information.



■ About Corrupt Files

If the software detects a corrupt file, it will tag it with one of two corrupt file icons:



It is very important that you delete any corrupt files from your library as they can cause the software to crash whether or not you play the file.

■ Auto-BPM

If this option is checked while building overviews, Serato ITCH will calculate the estimated tempos of your files. If it is confident that the auto BPM estimate for a file is accurate, it will be written to an ID3 tag* in the file.

The auto-BPM function will not be applied if the track already contains BPM information. To rebuild overviews and use auto-BPM or auto gain on those files, drag them onto the build overviews button. If you know your files BPM will fall within a certain range, use the "Range" drop-down menu (on the right-hand side) to avoid double or half value BPMs being calculated.

■ Offline Player

The Offline Player is available whenever the NS7 is disconnected from your computer. The Offline Player's sound will be sent through your computer's default audio device (e.g., your computer's soundcard). This player is a useful tool for auditioning tracks and preparing your Crates. You can also use it to set, edit, or delete Cue Points and Loop Points without the NS7.

Load a track to the player by dragging it from your Library and dropping it onto the Deck. You can also select it in your Library by clicking on any one of the five slots. The lower part of the panel represents a combination of the software loop controls, which you can use to set your Loop In and Loop Out points or Autoloops.



When the track being played ends, the next track in the current playlist will load and play automatically.

SOFTWARE OVERVIEW



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

1. **Album Art:** Displays the cover art for the album selected.
2. **Files:** Displays the Files Panel, which enables you to search for tracks on your hard drive.
3. **Browse:** Displays the Browse Panel, which enables you to browse for tracks by genre, BPM, etc.
4. **Prepare:** Displays the Prepare Panel containing tracks you have pre-selected for your set.
5. **Review:** Displays the Review Panel containing tracks that have already been played.
6. **Tool Tips:** Enables or disables Tool Tip Display, which provides a dialog box with a description of a software feature when you place your mouse over it.
7. **Setup:** Shows the software Setup screen.
8. **Search:** Searches your Library for the text entered in this field.
9. **Crates:** Displays the list of Crates and Sub-Crates available.
10. **Library:** Displays the songs available in your current selection.
11. **Mic / Aux:** Displays the channel or mix to which the MIC / AUX INPUT signal is sent.
12. **Cue:** Sends the MIC / AUX INPUT signal to the Cue Channel to be monitored through the headphones.

13. **Record:** Starts or stops recording.
14. **Record Source Selector:** Select a recording source from this drop-down menu.
15. **Recording Meter:** Indicates the peak levels of the audio being recorded.
16. **Recording Timer:** Timer for current recording.
17. **Recording Filename:** Enter the name of the file you are currently recording here.
18. **Save:** Saves the current recording to the “Recordings” folder inside your Main Library folder.
19. **Status Bar:** Displays the status of the currently selected item.
20. **Virtual Deck:** Rotates during playback.
21. **Beat-Matching Display:** Shows “transients” (usually the drum hits) to aid beat-matching.
22. **Tempo-Matching Display:** Displays tempos of both Decks to help the mixing process.
23. **Waveform:** Waveform of the currently loaded track. The top waveform is Deck A; the bottom is Deck B.
24. **Track Overview:** An overview of the currently loaded track’s entire waveform.
25. **Track Name:** “Title” tag for the current track.
26. **Artist Name:** “Artist” tag for the current track.
27. **BPM Field / Tap:** Displays 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.
28. **Track Time Display:** Displays the current position of the Audio Pointer in the track.
29. **Pitch:** Applied pitch offset as a percentage (%) (determined by the position of the PITCH FADER).
30. **Pitch Range:** Current range of the NS7’s PITCH FADER.
31. **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.
32. **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.”
33. **Loop Number:** Displays the number of the currently selected loop. Clicking the “lock” icon next to it will disable any changes to the current loop. Clicking the “X” icon next to it will delete the current loop.

SOFTWARE SETUP

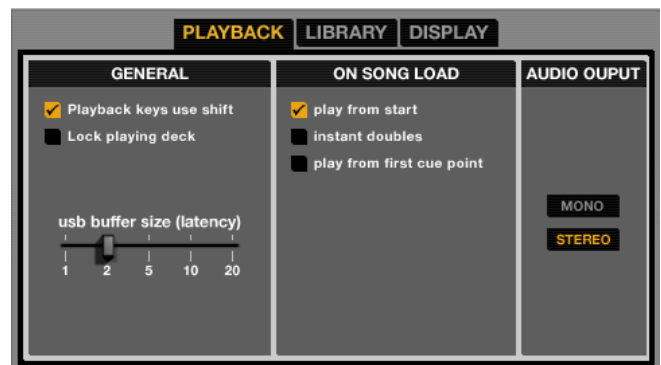
The Setup screen has controls to personalize and maintain your Serato ITCH system. Click the “Setup” button to enter the Setup screen. From here, you can click the tabs to switch between three groups of options: **Playback**, **Library**, or **Display**.

SOFTWARE VERSION & UPDATES: The version of Serato ITCH software is displayed in the bottom left corner of the **Setup** screen. The **Check for Updates** button will open <http://www.serato.com> in your web browser to tell you if there are available updates for your version of the ITCH software.

PLAYBACK

GENERAL:

- **Playback Keys Use Shift:** When checked, all Cue Point, Loop, and Playback keys on the computer keyboard require Shift or Caps Lock to function.
- **Lock Playing Deck:** When checked, you can only load a track to a Deck if it is paused.
- **USB Buffer Size (Latency):** Adjust this virtual fader to set the buffer size of the USB connection between the hardware (NS7) and the software (Serato ITCH). If you are using a slower computer, increase the buffer size. At a larger buffer size, you should no longer experience any problems with your audio, but there may be a slight delay when the software responds to the hardware.



ON SONG LOAD: These options affect the state of tracks when first loaded to the Deck.

- **Play from Start:** When checked, a newly loaded track will start from the beginning. If this box is unchecked, a newly loaded track will start from wherever the Audio Pointer was located in the previously loaded track.
- **Instant Doubles:** When checked, this allows you to match the Audio Pointer position of two tracks. When you have a track loaded on one Deck, then load the same track on the other Deck, the Audio Pointer will jump to the same position as the track that was loaded first (its Keylock and Loop settings will also be copied). This setting overrides the “Play from First Cue Point” option.

Tip: Even if this option is unchecked, pressing the NS7’s LOAD A or LOAD B button twice quickly will load the opposite Deck’s track to that Deck as well, with the Audio Pointer in the same position (the same as “Instant Doubles”).
- **Play from First Cue Point:** When checked, all tracks will start from their first Cue Point when loaded.

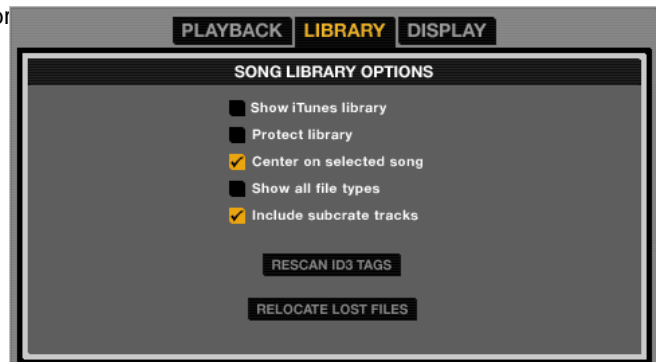
AUDIO OUTPUT: Sets the audio output to Stereo or Mono.

LIBRARY

- **Show iTunes Library:** When checked, the current default iTunes library will be imported into the IMPORTING MUSIC section for more information.)

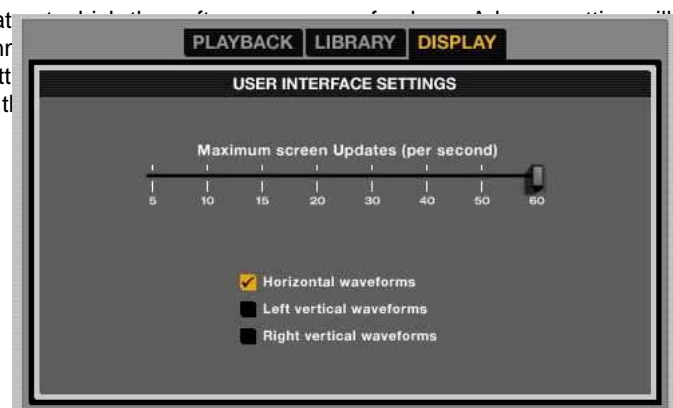
Note: ITCH cannot play files that have been protected by Digital Rights Management systems like those sold through the Apple iTunes Music Store.
- **Protect Library:** When checked, your Library will be locked to prevent accidental deletion of tracks or Crates, and you will be unable to change file tags or Crate names.
- **Center on Selected Song:** When checked, scrolling up and down in your Library will hold the selected track in the middle of the Library panel.
- **Show All File Types:** When checked, you will be able to see all files when importing tracks into your Library. If this option is not checked, only files that Serato ITCH can play will be displayed. (See the IMPORTING MUSIC section for more information.)
- **Include Sub-Crate Tracks:** When checked, the tracks from any Sub-Crate will be displayed in their “parent” Crate. When this option is unchecked, browsing a Crate will not show tracks that are in any of its Sub-Crates.
- **Rescan ID3 Tags:** 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 not be found (for instance, if the files have been re-named or moved). These tracks are shown red in the Library pane, with a “?” icon in the Status column.
- **Relocate Lost Files:** If you have moved files which are already in your Library, they will show up as not found (denoted by a “?” icon in the Status column) and be displayed in red. Drag and drop a folder from Finder (Mac) or Explorer (Windows) onto this button to search it, and any sub-folders, for these files. Doing this will update the Library with their new location. You can also click this button to scan your whole file system, including external drives connected to your computer, for missing files.



DISPLAY

- **Maximum Screen Updates:** This slider allows you to adjust the rate at which the user interface updates. A higher rate potentially use less CPU. Users with slower computers or those running on slower hardware should use a lower rate if they are experiencing CPU performance issues. The default setting is 30 updates per second. This setting applies to the entire Serato ITCH user interface: the Virtual Decks, the Library, and the Waveforms.
- **Horizontal Waveforms:** When checked, main waveforms will be displayed horizontally across the bottom of the screen.
- **Left Vertical Waveforms:** When checked, main waveforms will be displayed vertically on the left side of the screen.
- **Right Vertical Waveforms:** When checked, main waveforms will be displayed vertically on the right side of the screen.

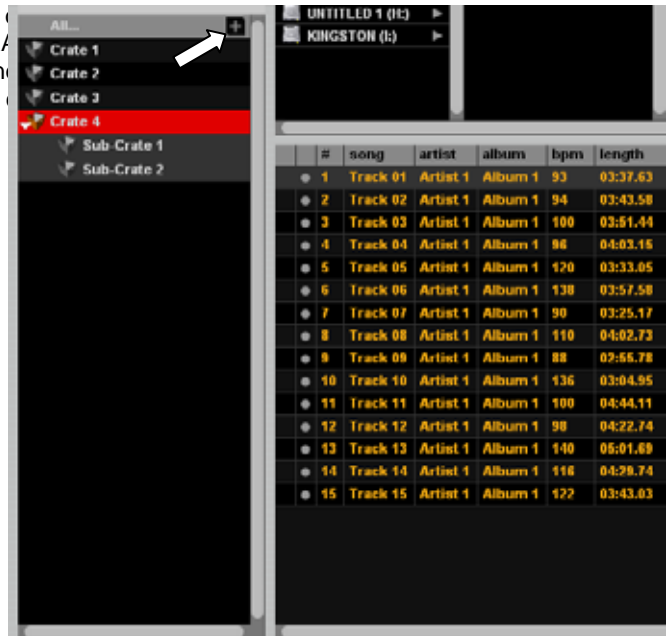


THE LIBRARY

Serato ITCH can support an unlimited number of tracks, so the only limitation is the size of your computer's hard drive. A number of features are included to help keep your music organized and find your songs quickly and easily.

CRATES & SUB-CRATES

Crates and Sub-Crates are a way to organize your music into groups for your DJing style. The Crates area can be accessed by pressing the **CRATE** button with the mouse. The "+" button on the software allows you to create a new Crate from the library into the Crate. Crates can be nested inside each other to



■ Crates

Serato 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 files 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 on the upper-right hand corner of the Crates area. 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 in the Library window.

Tip: The "Protect Library" option in the **Setup** screen applies to removing, editing and renaming Crates. Check this option to prevent unintentional changes to your Crates.

■ Sub-Crates

You can drag and drop Crates into other Crates to make Sub-Crates. 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 the first Crate. Sub-Crates can be opened and collapsed. This way you can have a large number of Crates but still keep them easy to browse.

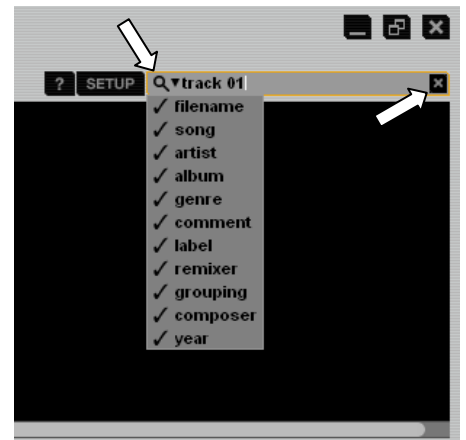
SEARCHING & BROWSING

■ Search

Serato ITCH includes a **Search** function to help you find files quickly and easily. Just enter text into the **Search** field in the upper-right hand corner of the screen. As you type, ITCH will automatically display files containing that text.

To select which fields the **Search** function will look through (i.e. Artist, Album, etc.), click on the icon on left side of the **Search** field. A drop-down menu will show which fields are currently being used. Press "Escape" on your keyboard or the "X" button on the right side of the **Search** field to clear it.

Tip: Press "Control" and "F" on your keyboard to jump to the **Search** field. This keyboard shortcut will also display the **Main Library** – taking you out of any **Crate** or **Playlist** you might be in – so you can find any track in your collection. If you then click on a **Crate** or **Playlist**, the **Search** field will be cleared.



■ Browse

To browse through your files, just scroll up or down with the **SCROLL KNOB** or **FWD** and **BACK** buttons on the NS7.

Clicking **Browse** in the software will open the **Browse** panel above the Main Library. The filters are GENRE, BPM, ARTIST, and ALBUM. You can narrow your search by selecting the specific genre, BPM, artist, or album title you're looking for, and the software will show the results on the Main Library window. You can move between the four filters with the FWD / BACK buttons in the NS7's Navigation Controls, the computer keyboard, or by clicking with the mouse.

COLUMNS

The view of your Library can be customized to show any of the columns listed below:

- Album
- Artist
- Bitrate
- BPM
- Comment
- Composer
- Filename
- Genre
- Grouping
- Label
- Length
- Location
- Remixer
- Sampling Rate
- Size
- Track
- Year

Clicking on the triangle in the upper-right hand corner of the Track Information Window will display this list of columns so you can select which to show or hide. You can resize columns by grabbing their edges with the mouse and dragging them to the width you want. You can also edit some of these fields (see Editing ID3 Tags under the TAGGING section).

ICONS

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



The software has detected some corruption in the MP3 file. If possible, re-encode the MP3.



The track cannot be found. Most likely the file has been renamed or moved.



The track has been imported from the iTunes library.



The track has been imported from iTunes but is corrupt.



The software is trying to import a track from the iTunes library but cannot find the file.



The track is read-only. You can play it but not edit any of its information.

TAGGING

■ Editing ID3 tags

Much of the information associated with each file can be edited from within the software. Double-click on the field within the Main Library to edit it. Filename, Length, Size, Bitrate, and Sampling Rate cannot be edited because this information is saved in the file itself. The "Protect Library" option in the **Setup** screen must be unchecked to allow edits. (See LIBRARY under the SOFTWARE SETUP section.)

* **ID3 tags** contain data about your tracks and are saved inside the files themselves. "Genre," "Track Name," and "Artist" are examples of common tag information.

Note: Tracks that are read-only have a "locked" icon. You can not edit tags for these files.

Tip: To edit text, press "Control" and "E" on your keyboard. You can also hold down "Control" and move with the keyboard's arrow keys to change to a different field while staying in Edit Mode. When you have more than one file selected, editing tags changes all the files in your selection.

Tip: The second column in the Library is the label color for that file. Click it to bring up a color palette to customize the **Virtual Deck** for that file.

Numark

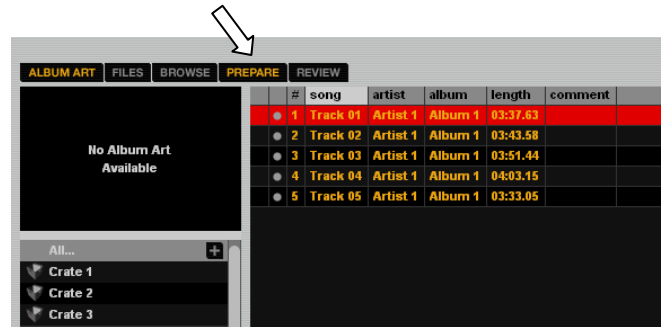
■ Album Art

MP3 files can contain album art. To display this album art, click the **Album Art** button on the upper-left hand corner of the software window. We recommend using iTunes to add album art to MP3s, though there are many other third party applications available.

PREPARING & REVIEWING TRACKS

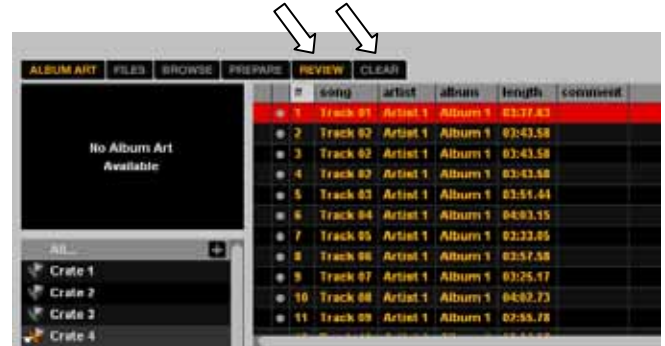
■ Prepare

Click the **Prepare** button in the upper-left hand corner of the software window to access the Prepare Panel – an area for holding tracks, much like preparing a set by lifting records partially out of your record bag. You can also access this panel by pressing the PREPARE button on the NS7. You can drag tracks (or whole Crates) from the Main Library into the Prepare Panel, or drag them onto the **Prepare** button. You can also press the LOAD PREPARE button on the NS7 when the selector is on the track or Crate you want to add. Once a track from this list has played, it will be removed from the Prepare Panel. All tracks in the Prepare Panel will be discarded when you close the software.



■ Review

Click the **Review** button in the upper-left hand corner of the software window to access the Review Panel. This is a list of tracks you have recently played in the order in which they were played. Tracks you have played recently are colored orange. Press the “Clear” button to reset this list.



Tip: Select the contents of the Review Panel and drag them onto the “New Crate” button (+) to save a history of the tracks you have played.

LIBRARY ZOOM

You can zoom in or out of the library to make the text bigger or smaller using the following keyboard shortcuts:

- Zoom In: CTRL + "+"
- Zoom Out: CTRL + "-"

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 Serato ITCH. If you create a library in Serato ITCH then install Scratch LIVE, the music, loops, and Cue Points from Serato ITCH will automatically be available in Scratch LIVE, as well. Any changes made in either program will be written to the library, so if you have existing loops or Cue Points, be aware of this when moving between systems.

USING EXTERNAL DRIVES

Any external hard drive connected to your computer will be shown in the **Files** panel. You can load files by navigating the hard drive and locating your audio files. You can then drag them onto the Library or into Crates or Sub-Crates just as you would do when importing from the hard drive of your computer. The Crate 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 then plug that external drive into another machine running either Serato ITCH or Scratch LIVE, the Crates and tracks will automatically be visible in the Library.

MIXING WITH THE NS7

PLAYING YOUR FIRST TRACK

This section describes the basic steps to start playing tracks with the NS7 and Serato ITCH so you can start mixing.

RESETTING THE MIXER

It's a good idea to set the NS7 to the default settings before playing. To reset the NS7, set its CHANNEL FADERS all the way up, turn all EQ knobs to "12 o'clock," and set the MASTER, MONITOR, and BOOTH levels at "0." Place the CROSSFADER on the side where you will load your first track.

NAVIGATING THE LIBRARY

The Library contains all the music you have added to Serato ITCH. By using **Browse** and **Search** you can easily narrow your selection to find the track you want. You can also search your Library by keyword using the computer keyboard (see LIBRARY MANAGEMENT for more information). You can use the following controls to navigate the Library:

Hardware Controls:

- **FILES:** Use the FILES button (and FWD and BACK buttons) on the NS7 to access the file directories in the software.
- **CRATES:** Use the CRATES button (and FWD and BACK buttons) on the NS7 to access your Crates in the software.
- **SCROLL KNOB & FWD / BACK:** Use the SCROLL KNOB on the NS7 to move through the software, scroll through menus, and press it to select what you want. You can also use the FWD / BACK buttons on the NS7 to navigate through the software.

Mouse & Keyboard: In addition to the NS7's controls, you can use your computer's keyboard and mouse to navigate your Library. The cursor keys function as Up, Down, Forward, and Back buttons, or you can use "Page Up" and "Page Down" for faster scrolling. The mouse can select the different modes (e.g. Repeat or Playback Modes) and make Artist, Album, Genre, or BPM selections.

LOADING A TRACK TO THE DECK

Once you have located the file you want to load in the Library, you can load it either with the NS7, the mouse, or the keyboard. To get started, load a track to a Deck:

Hardware Controls: Use the LOAD A or LOAD B buttons on the NS7 to load a selected track to Deck A or Deck B (respectively).

Keyboard: Press "Shift" and the "Left" cursor key to load a track to Deck A. Press "Shift" and the "Right" cursor key to load a track to Deck B.

Mouse: To load a track using the mouse, drag and drop the selected track over the left or right **Virtual Deck**.

STARTING PLAYBACK

To begin playback press the PLAY / PAUSE button on the NS7. If you have just loaded a track, this will start playback from the beginning of the track (unless you have manually moved the Audio Pointer before playing it). Pressing PLAY / PAUSE during playback will pause playback at the current position. Pressing it again will resume playback from that position.

If a Deck's Fader Start is activated, moving the NS7's CROSSFADER towards that Deck will cause it to begin playback. Moving it away from the Deck will stop playback and return the Audio Pointer to the start of the track.

ADJUSTING GAIN

The GAIN knob at the top of the NS7's Channel Controls allows you to boost or cut the audio level of the track before you control it with the CHANNEL FADER during the mixing process.

We recommend having the level of the track adjusted such that the loudest part of the song causes the first 2 red lights on the LED METERS to light up without being permanently lit. Setting the GAIN so both tracks' levels behave like this makes it easy to balance the mix between them with the EQ and faders.

EQUALIZATION

Equalization (EQ) is used to boost and cut specific frequencies. 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. The NS7 features 3-band EQ (low, mid and high). The knobs go from full cut (or “kill”) when turned all the way left, “unity” (or “flat” response) when facing straight up, and 6 dB of boost when turned all the way to the right.

With EQ, less is usually better. When boosting, do so sparingly, especially when you can cut other frequencies instead. For example, if you have a track with too much mid-range frequencies, rather than boosting the bass and treble to compensate, it is better to cut back the mid-range frequencies. Also, every speaker system and room has a different frequency response so you will need to adjust your EQ to suit not only the music you are playing but the room in which you are playing it.

MIXING IN THE NEXT TRACK

FINDING THE NEXT SONG

Once you have the first track playing, you need to find the next song to mix in. Browse your Library to find a suitable song (using the same process described in the PLAYING YOUR FIRST TRACK section). The BPM column is useful for finding a track with a similar tempo to the current song.

LOADING IT TO THE DECK

Before loading the next track, be sure the CROSSFADER is pushed over to the side of the currently playing track (so that only that track will play through the speakers). Load the next track to the other Deck (using the same process described in the PLAYING YOUR FIRST TRACK section).

PREVIEWING IT IN THE HEADPHONES

The HEADPHONE MODE switch on the NS7 controls what audio signal is sent to the headphones. When set to “MASTER,” you will hear the Program Mix. Switch it to “CH1 CH2” to preview your music in the Cue Channel. Use the HEADPHONE MIX fader to balance between the audio levels of the left and right Decks in the headphones while cueing. The HEADPHONE VOLUME knob on the Front Panel controls the headphone volume.

FINDING THE RIGHT PART OF THE SONG

■ Track Overview

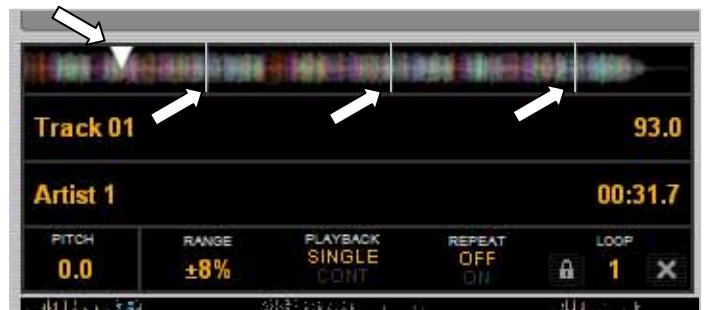
This view provides a complete overview of the waveform of the track (in the **Waveform** display) and includes a marker to show the current position within the track (the Audio Pointer). This view is useful for finding good places to transition within the track.

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.

Hardware Controls: You can use the STRIP SEARCH on the NS7 to move the Audio Pointer to a certain point the track by touching it (to make it jump to that point). The length of the STRIP SEARCH sensor represents the length of the *entire* waveform as displayed in the software.

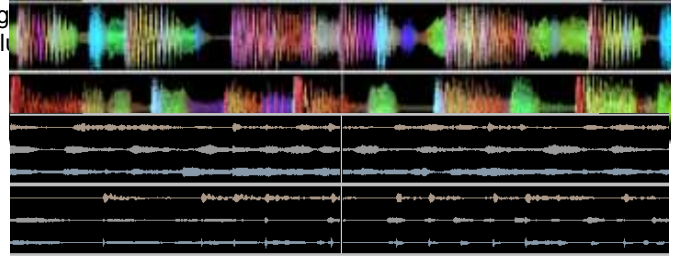
Mouse: You can make the Audio Pointer jump to different points within the track by clicking on the Track Overview display with the mouse.

Gray lines behind the track’s waveform indicate the time within the track: a thin grey line marks each minute, and a thicker grey line marks each 5-minute interval. The overview will be filled when you load the track onto a **Virtual Deck**.



■ Main Waveforms

This view provides a close-up view of the track, including color-coding for frequency bass sounds, green representing mid-frequency sounds and blue representing high-frequency sounds.



You can also switch to a three-band spectrum view by holding the “Ctrl” key on your keyboard and clicking on the waveform with the mouse. In this view, the top waveform represents the low-frequency band, the middle represents the mid-range, and the bottom represents the high.

To “scrub” or make fine adjustments to your position within the track, click on the waveform with the mouse. The Main Waveform view will zoom into the current position in the track. You can use the “+” and “-” keys on your keyboard to zoom in and out.

■ Temporary Cue

This function allows you to set a Temporary Cue Point in a track that is not saved into the file (regular Cue Points will be recalled everytime you load the track). This is useful for finding a point in a song and then being able to start again easily from this point as you get your mix right.

To set a Temporary Cue Point, assign a track to the Deck, move the Audio Pointer or let the track play to the desired location, and press CUE. Your Temporary Cue Point is now set.

To return to the Temporary Cue Point, press CUE while the track is playing. The track will return to the Temporary Cue Point and playback will be *paused*.

Holding down CUE will start playback from the Temporary Cue Point. From here, you can:

- release CUE to return to the Temporary Cue Point and pause playback. This is good for “stuttering” in the start of a track.
- hold the PLAY / PAUSE button and CUE simultaneously and release both buttons to continue playback. This allows you to cue a track in from pause mode and then continue playback once you know the mix is right.

GETTING THE TRACKS IN TIME

The playback speed of the track (tempo, measured in beats per minute or BPM) is controlled by the PITCH FADER. Moving the PITCH FADER up will slow the track down, moving it down will speed the track up. This allows you to take two tracks with different tempos and mix them together in time.

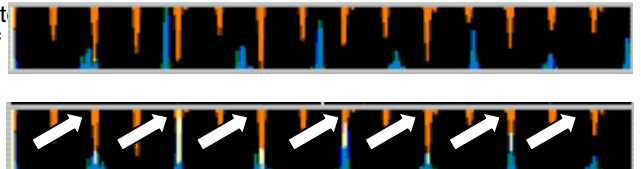
The default range of the PITCH FADER is $\pm 8\%$ from the track’s initial tempo. You can change its range to $\pm 16\%$ or $\pm 50\%$ by pressing the PITCH RANGE button on the NS7. The range will be displayed in the software in the Deck, in the **Range** field under the Artist and Track Name. (See the ADVANCED FEATURES section for more information.)

The simplest way to adjust one track’s tempo to match the other is to move the PITCH FADER until their BPM values are the same. By repeatedly playing from the Temporary Cue Point and making fine adjustments with the PITCH FADER (and possibly experimenting with the PITCH RANGE), you can get the tracks playing at exactly the same speed.

Tip: You can easily match the tempo of one Deck to the other by pressing the SYNC button. See the ADVANCED FEATURES section for more information about using SYNC.

■ Tempo-Matching Display

The Tempo-Matching Display provides a helpful tool for matching tracks’ tempo. It 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). If the tracks are matched to the same tempo, these peaks will line up.



Note: 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. To match the beats, see the DROPPING A TRACK IN section below.

DROPPING A TRACK IN

The NS7's PLATTERS are touch-sensitive. When a PLATTER's motor is off, that PLATTER is in Nudge Mode (the SCRATCH OFF button should also be lit). In Nudge Mode, moving the PLATTER backwards or forwards will temporarily bend the speed of the track faster or slower (respectively). 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 beats are aligned.

When opening the software, though, the PLATTERS will be in Scratch Mode by default (the SCRATCH OFF button will be off). In Scratch Mode, touching and holding the platter will stop playback just like with a record. Moving the platter will scratch backwards and forwards through the track as if you were using actual vinyl. You can also "nudge" while in Scratch Mode by turning the aluminum platter itself without touching the black top (the imitation vinyl). You do this by using the edges (similar to using the rails on a turntable to get tracks in time).

Tips:

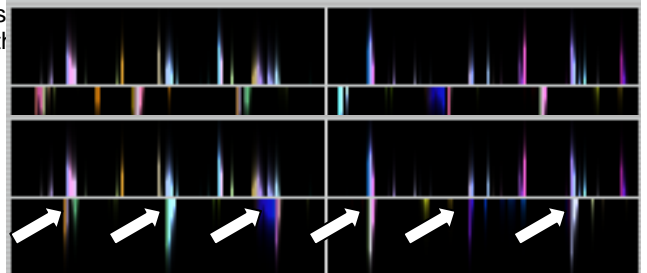
- You can use the PITCH BEND buttons to temporarily jog the tempo of the track, which is just like nudging the PLATTER. These will work whether the PLATTER is in Nudge Mode or Scratch Mode.
- Use the Temporary Cue functions to start from a Temporary Cue Point repeatedly. You can drop the track in a few times until you get it right.

■ Beat-Matching Display

This view shows the position of beats within the track. When the peaks are matched. You can easily tempo- and beat-match your two tracks by using the

Example:

1. As a track is playing in Deck A (the left deck), load and play a track in Deck B (the right deck). After a few seconds, blue peaks will appear in the Tempo-Matching Display (representing the tempo of Deck B's track) below a set of orange peaks (the tempo of Deck A's track).
2. Adjust the pitch of Deck B's track using the PITCH FADER until the blue peaks are aligned with 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 using the PLATTERS in Nudge Mode. It is helpful to watch the colors passing by in the Main Waveform Display (remember that a kick or bass drum will likely be red in color, and a snare drum will likely be green or blue). This technique may speed up the process of beat-matching.

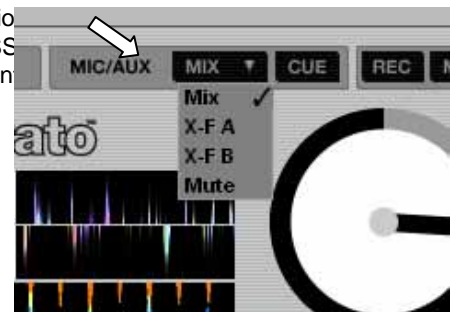


ADVANCED FEATURES

MIC & AUX MIXING

The NS7 features a microphone input and an auxiliary line input. The volume and equalization for the NS7 and each can be assigned either to the whole Program mix or either side of the CROSSFADER. Press the CROSSFADER button to display the drop-down menu and select where the MIC / AUX audio signal will be sent.

- **Mix:** The signal will be sent directly to the Program mix. You can control the signal with the NS7's MASTER VOLUME knob and the MIC / AUX controls on the Front Panel.
- **X-F A:** The signal will be sent to Crossfader Channel A (the left channel). You can control the MIC / AUX signal with the NS7's MASTER VOLUME knob, the CROSSFADER and its related controls, and the MIC / AUX controls on the Front Panel.
- **X-F B:** The signal will be sent to Crossfader Channel B (the right channel). You can control the MIC / AUX signal with the NS7's MASTER VOLUME knob, the CROSSFADER and its related controls, and the MIC / AUX controls on the Front Panel.
- **Mute:** The MIC / AUX signal will be muted.



The gain knob next to the MIC and AUX inputs on the NS7 control the gain before the signal is sent to ITCH for mixing.

USING PITCH / TEMPO CONTROLS

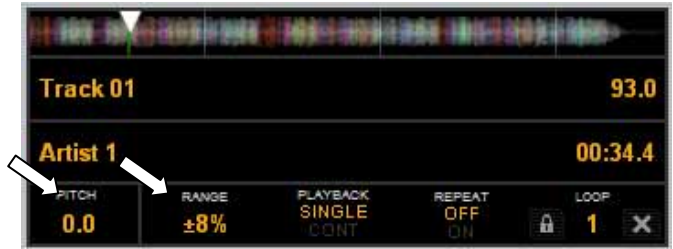
The following functions allow you to manipulate the pitch and speed of a track to aid the mixing process.

■ Pitch

This number is the current percentage pitch difference from 0%. The amount by which you can increase or decrease this interval will vary with the **Pitch Range**.

■ Pitch Range

The PITCH RANGE button allows you adjust the range of the PITCH FADER to $\pm 8\%$, $\pm 16\%$, and $\pm 50\%$ of the original speed of the track. The current range will be displayed in the software in the Deck, in the **Range** field under the Artist and Track Name.



■ Keylock

Normally, when you change the speed of a track with the PITCH FADER, you will hear a change in the key of the music. When the NS7's KEYLOCK button is on, even when you change a track's speed, its key stays the same. This is useful for avoiding two tracks sounding out of tune while mixing.

The NS7's KEYLOCK will be temporarily disabled as you are manipulating the PLATTER (i.e. when you are scratching) to create a natural scratching sound, but it will re-engage once you let it go.

■ Sync

Serato ITCH's Sync function helps simplify synchronizing your tracks' tempos. When you press the SYNC button on a Deck of the NS7, the button will flash and that track's tempo (BPM) change to match the tempo of the opposite Deck's track. (Both tracks must have BPM values in order for the Sync function to work.)

While Sync Mode is engaged, the playback speed is controlled by the PITCH FADER of the "Master" Deck (the Deck that does *not* have Sync Mode engaged). Both Decks will follow any changes in pitch you make to this Deck.

Note: The PITCH BEND buttons will still operate independently on each Deck, even while in Sync Mode. In other words, the Master Deck's PITCH BEND buttons will only jog the tempo of its own Deck.

If a new track is loaded to the Master Deck, the "Slave" Deck (the Deck that has Sync Mode engaged) will continue to follow the tempo of the Master Deck's previous track. At this point, adjusting the Master Deck's PITCH FADER will no longer affect the Slave Deck's tempo.

Tip: Before taking either Deck out of Sync Mode, note the arrows in the **Pitch** field (of the Slave Deck). This 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 Master Deck. Change the pitch accordingly (with the PITCH FADER) to match the Master Deck. This will ensure the tempo of your mix will remain constant.



USING CUE POINTS

To create a Cue Point, simply press any unlit HOT CUE BUTTON on the NS7. The button will then light up white to show that there is a Cue Point set. Once it is set, you can jump to it at any time by pressing that HOT CUE BUTTON.

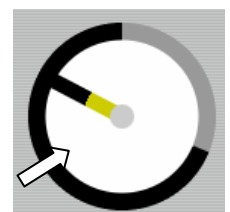
While playback is paused, holding a HOT CUE BUTTON down will play from its Cue Point. When you release it, it will return to the Cue Point and remain paused.

To delete a Cue Point, press or hold the DELETE CUE button to enable Delete Cue Mode, then press a HOT CUE BUTTON that is lit red to erase its Cue Point. Pressing the DELETE CUE button to enable Delete Cue Mode will let you delete one Cue Point at a time. Holding the DELETE CUE button to enable Delete Cue Mode will let you delete multiple Cue Points.

Note: Cue Points cannot be overwritten. You must first erase a Cue Point while in Delete Cue Mode before assigning a new Cue Point to that HOT CUE BUTTON.

■ Cue Point Status

The stripe on the rotating part of the Virtual Deck jumps to the "12 o'clock" position and changes color whenever 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 Audio Pointer moves beyond the Cue Point, the stripe will shorten by a fifth after each rotation. As the Audio Pointer approaches the Cue Point, the stripe will grow by a fifth after each rotation.

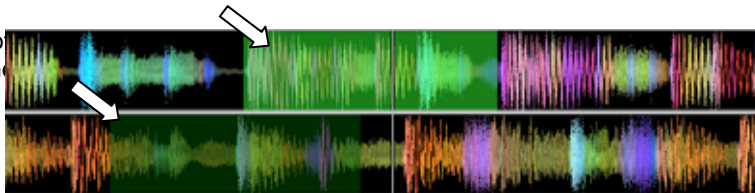


LOOPING

Use the NS7's LOOP CONTROLS area to create loops in your tracks. The bottom four LOOP CONTROL buttons have two modes. In Manual Mode, the MODE button is lit red, and the four buttons are IN, OUT, SELECT, and RELOOP. In Autoloop Mode, the MODE button is lit white, and the four buttons can create 1-, 2-, 4-, and 8-beat loops. This section will help you understand the two modes and how to use the controls.

■ Setting a Loop

In Manual Mode, pressing the IN button will set the beginning of the loop and the OUT button will set the endpoint of the loop – the “Loop Out” point and begin playing the loop. The Main Waveform display in the software will show the loop region highlighted in green.



■ Autolooping

In Autoloop Mode, pressing the 1, 2, 4 or 8 button will set a 1-, 2-, 4-, or 8-beat loop (respectively). Each loop you set in this fashion will start from the Audio Pointer's location when the button is pressed, and that button will light up white. Pressing the button again will exit the loop and delete it.

Note: Due to the way the software analyzes beats per minute (BPM), the length of 1-, 2-, 4-, and 8-beat loops will vary between tracks with different BPM readings.

■ Turning a Loop On or Off

Press SELECT to toggle through the loops in the track. Turn a select loop on or off with the LOOP CONTROL ON / OFF button. If the Deck is already looping when you turn it off, it will exit the loop as playback continues. If the Deck is not looping, the currently selected loop will be enabled (once the Audio Pointer enters the loop region).

■ Editing a Loop

Press SELECT to toggle through the loops in that track. When you have selected the one you want, you can edit it a number of ways:

- **Manually Edit:** While in a loop, you can press the IN or OUT buttons to enable you to move the “Loop In” or “Loop Out” points (respectively) using the PLATTER. When you are done editing, press the same button again. (If the PLATTER's motor is on, the PLATTER's normal rotation will move your “Loop In” or “Loop Out” points. For better control, we recommend activating the SCRATCH OFF button so the PLATTER's motor is off.)
Tip: As you are adjusting your loop point with the PLATTER, a lit LED will “wrap around” on the NS7's BPM METER. It will rest on the white center LED whenever the loop's length has been doubled or halved exactly. This feature will only work properly if there is a BPM entered for that track.
- **Reloop:** Press the RELOOP button to jump to the start of the selected loop and enable it. If the deck is already looping when you press it, the Audio Pointer will jump to the start of the loop and continue. If no loop is set, nothing will happen.
- **Halve / Double:** Press the 1/2 X button to halve the length of the selected loop, or press the 2 X button to double its length. The green highlighted region in the Main Waveform view will update to show the change.
- **Shifting:** Press the SHIFT LEFT button to shift the selected loop region to the left, or press SHIFT RIGHT to move it to the right. It will move the loop region the same distance as the length of the loop itself. The loop region will remain unchanged.

■ Locking or Deleting a Loop

Next to the number of the selected loop on each deck, there are two icons: a “lock” and an “X.” Clicking the “lock” icon will prevent you from editing or deleting the currently selected loop. Clicking the “X” icon will delete the currently selected loop.



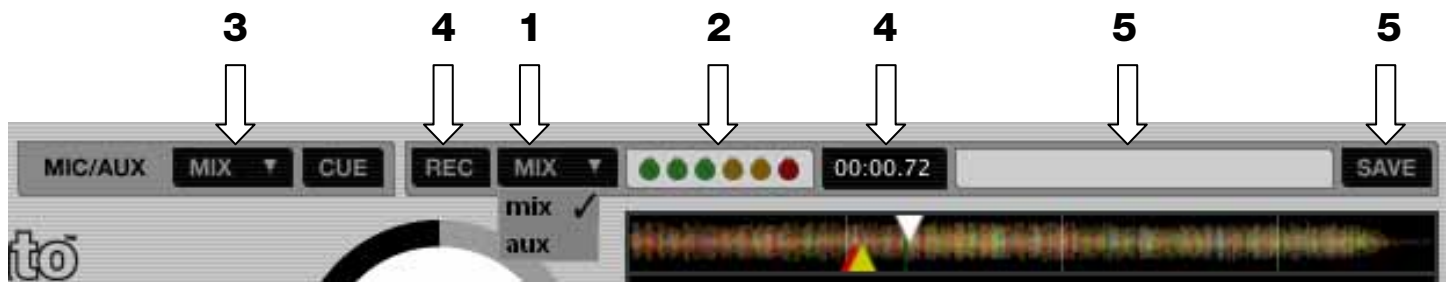
BLEEP / REVERSE

The NS7's BLEEP / REVERSE switch reverses a track's audio playback in two different ways:

- When the switch is in the REVERSE position, the playback of the track will be reversed. (This will be visible in the Main Waveform display.) Returning the switch to its center (deactivated) position will resume normal playback from wherever the Audio Pointer stops.
- When you hold the switch in the BLEEP position, the playback of the track will be reversed. Returning the switch to its center (deactivated) position will resume normal playback from where it would have been if you had never engaged the switch (as if the track had been playing forward the whole time). Using the BLEEP function will not affect the Audio Pointer in the Main Waveform display; normal playback will resume wherever the Audio Pointer is in the track, as shown in the software.

RECORDING

Serato ITCH can capture recordings of your Program mix or MIC / AUX INPUT channel. Recording controls are grouped into a menu above Deck B in the software. To record:



1. In the software, click the **Record Source Selector** and select your source from the drop-down menu. Selecting "Mix" will record the master output signal – post-faders/-EQ, and pre-MASTER VOLUME. Selecting "Aux" will record the MIC / AUX signal only.
2. Adjust the recording level using the appropriate controls for the source being recorded. The **Recording Meter** in the software shows the signal level that will be recorded to disk. We recommend that you set your levels so the loudest part of the mix causes the meter to enter the red zone only briefly.
3. To show or hide the channel controls for the MIC / AUX INPUT, click the **Mic / Aux** button.
4. Click the **Record** button to start recording. The length of the recording will be displayed in the **Recording Timer**. Press it again to stop recording.
5. Type a filename into the **Recording Filename** text field, and click **Save**. Recordings are saved as 16-bit 44.1 kHz stereo files (.AIFF) in the "Recorded" Crate inside your Main Library folder. The files can be accessed in **My Documents ► My Music ► Scratch LIVE ► Recording** (Windows) or **Users ► Music ► Scratch LIVE ► Recording** (Mac).

USING THE NS7 AS A SOUND CARD

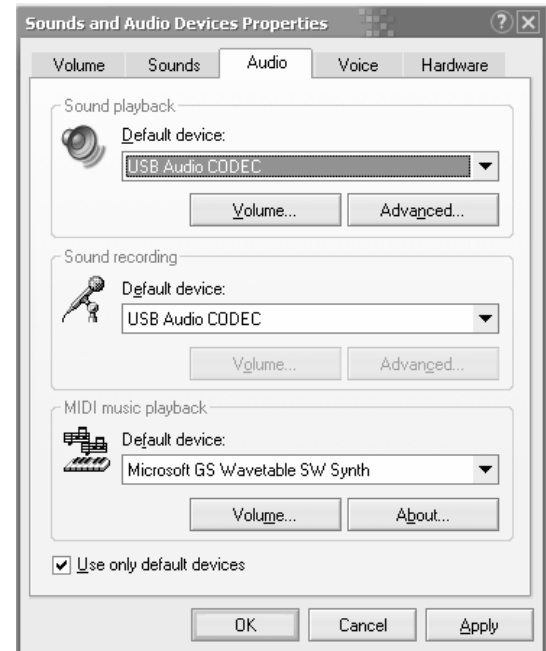
The NS7 is equipped with a USB port which allows you to play content and control the Serato ITCH software using the NS7. The USB interface works with your computer just like a standard USB sound card. Be sure you have installed the software and drivers on the software CD (included; see SOFTWARE INSTALLATION for more information).

WINDOWS CONFIGURATION

1. Turn on your computer and NS7.
2. Use a USB cable to connect the NS7's USB port to your computer.
3. Windows will immediately recognize the mixer as a "USB Audio Device" and will automatically install any required system components.
4. To change system audio preferences in Windows, you will need to access the **Sounds and Audio Devices** properties, located in the **Control Panel**. To access audio device settings, click on the **Audio** tab.
5. The first time you connect the NS7 to your computer, the mixer will be automatically assigned as the Default (or "Preferred") Device for sound playback on your computer. All of your computer's sounds will be sent to the mixer channel indicated above the USB connection.
6. To send audio from your computer to the NS7, select "USB Audio CODEC" in the **Sound Playback** field. This allows you to play audio from your computer into the NS7.
7. To send audio from the NS7 to your computer, select "USB Audio CODEC" in the **Sound Recording** field. This allows you to record into your computer.

Note: If your sound playback or recording application does not have its own audio input and output settings (for example, Windows Sound Recorder, Windows Media Player or Apple iTunes), it will use the devices set in Sounds and Audio Devices. Please note that these settings are loaded upon application startup, so if you change device settings while the application is open, you will need to restart your application for the settings to take effect.

Tip: To prevent Windows from playing system sounds (beeps and bleeps) through the NS7, we highly recommend disabling these by clicking on the **Sounds** tab and selecting **No Sounds** from the pull-down menu.

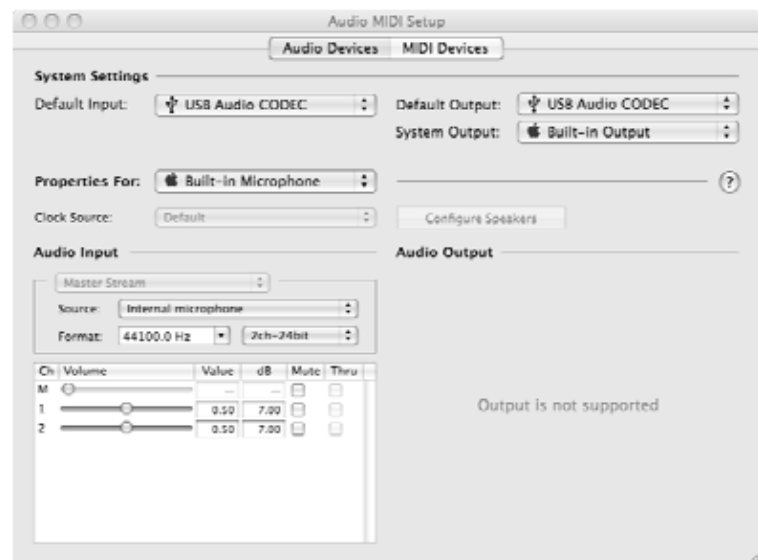


MAC CONFIGURATION

1. Turn on your computer and NS7.
2. Use a USB cable to connect the NS7's USB port to your computer.
3. Your computer will immediately recognize the mixer as a "Numark USB Audio Device."
4. To change system audio preferences on a Mac, you will need to access the **Audio MIDI Setup** preferences located in **Applications ► Utilities**.
5. To send audio from your computer to the NS7, select "Numark USB Audio Device" in the **Default Output** field. This allows you to play audio from your computer into one of either of the mixer channels, depending on which USB port is used to make the connection.
6. To send audio from the NS7 to your computer, select "Numark USB Audio Device" in the **Default Input** field. This allows you to record into your computer.

Note: If your sound playback or recording application does not have its own audio input and output settings (for example, Apple iTunes), it will use the devices set in Audio MIDI Setup. Please note that these settings are loaded upon application startup, so if you change device settings while the application is open, you will need to restart your application for the settings to take effect.

Tip: We recommend leaving the **System Output** field set to **Built-in Output**. This ensures that system sounds (beeps and bleeps) will not sound through the mixer.



UPDATING THE FIRMWARE

This section tells you how to update the NS7's firmware with a PC or a Mac.

PC

For this process, we recommend you first download MidiOx, available at <http://www.midiox.com>. If you are an experienced MIDI user, however, you may use any utility that can send a .syx file to the NS7.

1. Download the .zip file containing the latest firmware from <http://www.numark.com> and extract its contents.
2. With the NS7 turned off, connect it to your computer.
3. On the NS7, hold down the right Deck's Loop Control ON / OFF button and MODE button while turning on the POWER. You will see the BPM METER lights flash in a "scrolling" pattern. Wait until this is finished.
4. Open MidiOx.
5. Go to the "Options" Menu and select "MIDI Devices."
6. Under "MIDI Inputs" and "MIDI Outputs," select "Numark NS7 MIDI." Uncheck "Automatically attach Inputs to Outputs during selection."
7. Click "OK."
8. In MidiOx, go to the "Actions" Menu, select "Send" then "SysEx File..."
9. Select the NS7's .syx file (from Step #1) and click "OK." You will see the BPM METER lights flash in a "scrolling" pattern. Wait until this is finished.
10. Turn the NS7 off, then turn it back on.
11. If the left Deck's HOT CUE BUTTON 1 flashes, go through the steps in the NS7 CALIBRATION section before using the NS7.

MAC

For this process, we recommend you first download SysEx Librarian, available at <http://www.snoize.com/SysExLibrarian>. If you are an experienced MIDI user, however, you may use any utility that can send a .syx file to the NS7.

1. Download the .zip file containing the latest firmware from <http://www.numark.com> and extract its contents.
2. With the NS7 turned off, connect it to your computer.
3. On the NS7, hold down the right Deck's Loop Control ON / OFF button and MODE button while turning on the POWER. You will see the BPM METER lights flash in a "scrolling" pattern. Wait until this is finished.
4. Open SysEx Librarian.
5. Select "MIDI" from the "Destination" drop-down menu.
6. Locate the NS7's .syx file (from Step #1) and drag it over the SysEx Librarian window.
7. In the SysEx Librarian window, highlight the .syx file and click "Play." You will see the NS7's BPM METER lights flash in a "scrolling" pattern. Wait until this is finished.
8. Turn the NS7 off, then turn it back on.
9. If the left Deck's HOT CUE BUTTON 1 flashes, go through the steps in the NS7 CALIBRATION section before using the NS7.

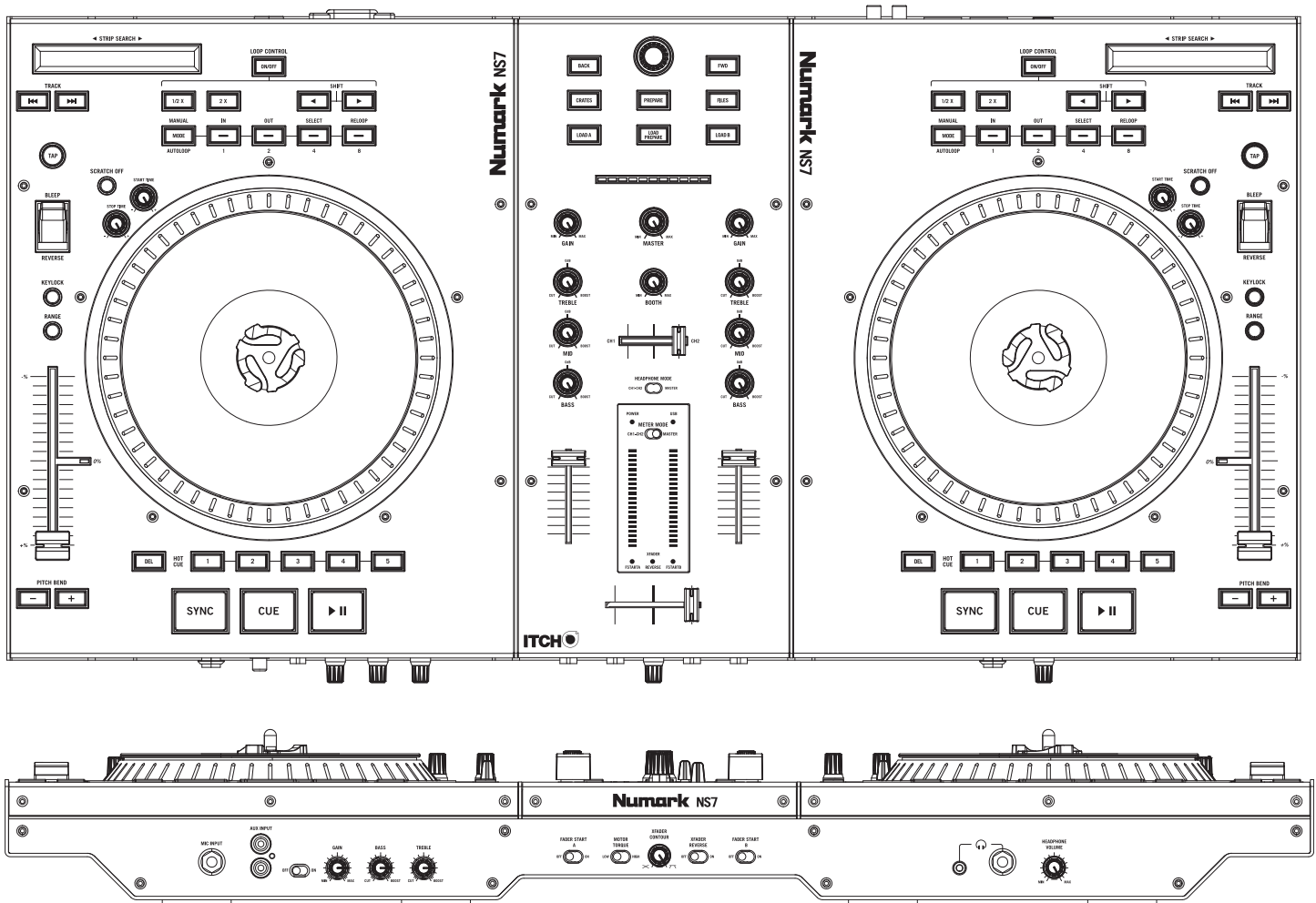
NS7 CALIBRATION

If you load new firmware to the NS7, or if you ever experience problems with your knobs or faders (a very rare occurrence), the NS7 can be recalibrated. Follow these instructions to calibrate the unit.

IMPORTANT NOTES:

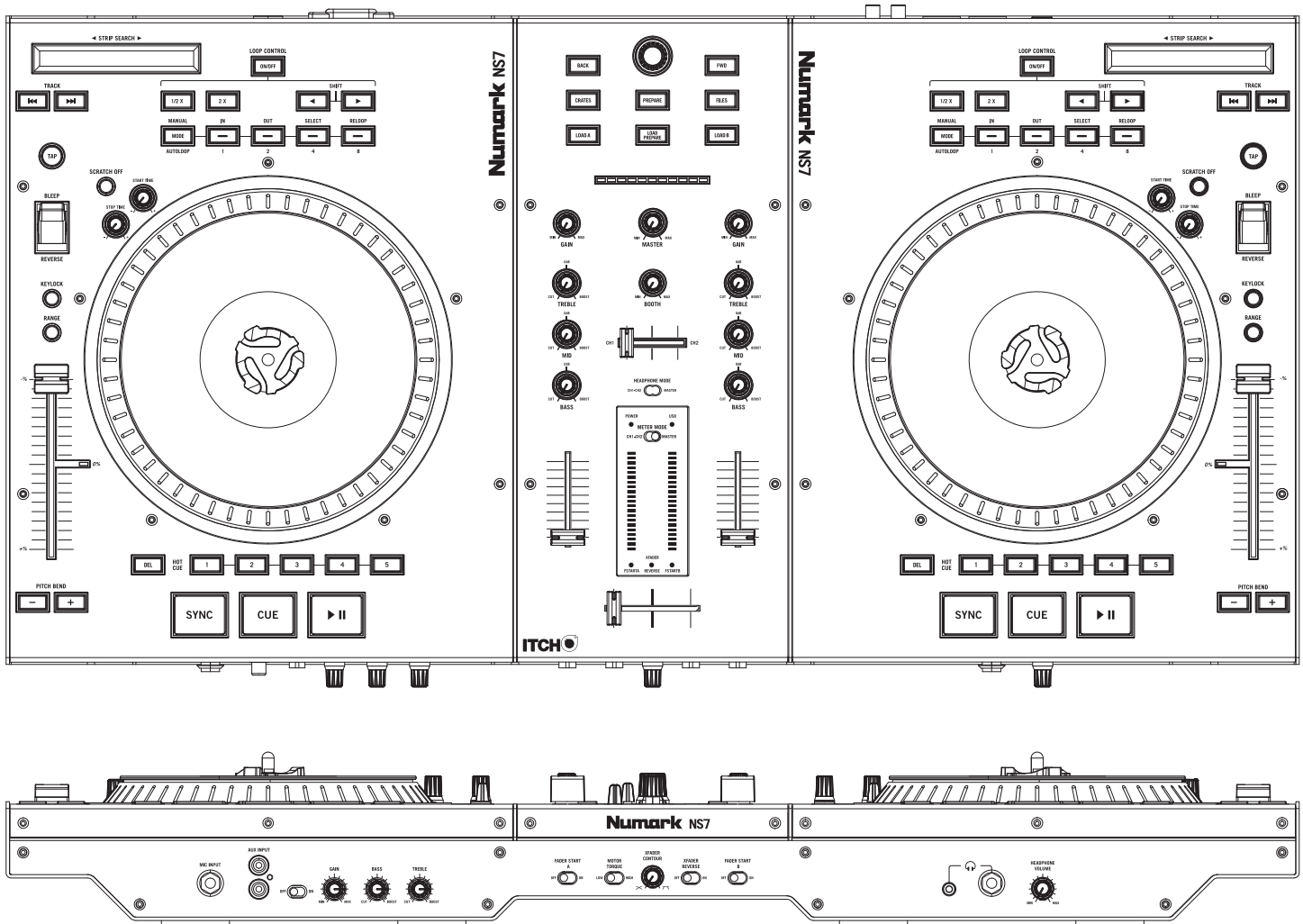
- When setting the knobs and faders during calibration, set the faders last (to ensure they don't accidentally move during adjustment).
- When setting the knobs and faders, be sure they are all set at their endpoints. Slight inaccuracies could result in an incorrect calibration.
- The MIC / AUX GAIN, BASS, and TREBLE knobs are analog controls and therefore not part of the calibration.

1. If you have uploaded new firmware, the left Deck's HOT CUE BUTTON 1 will flash twice, indicating that you should recalibrate it.
2. Disconnect the cable from the USB port and make sure the NS7 is off. While holding the right Deck's HOT CUE BUTTONS 1 and 3, turn the NS7's power on. HOT CUE BUTTONS 1-5 should flash twice.
3. Wait 10-20 seconds.
4. Set all faders and knobs to the maximum or right-most position. The PITCH FADERS should be at the bottom, which is their maximum. (See image below.) The left Deck's HOT CUE BUTTON 1 will light up.

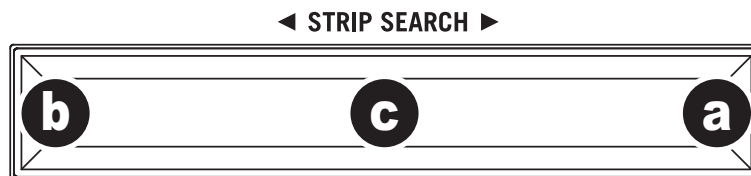


5. Press the lit left Deck's HOT CUE BUTTON 1. It will flash twice.

- Set all faders and knobs to the minimum or left-most position. The PITCH FADERS should be at the top, which is their minimum. The left Deck's HOT CUE BUTTON 1 will light up.

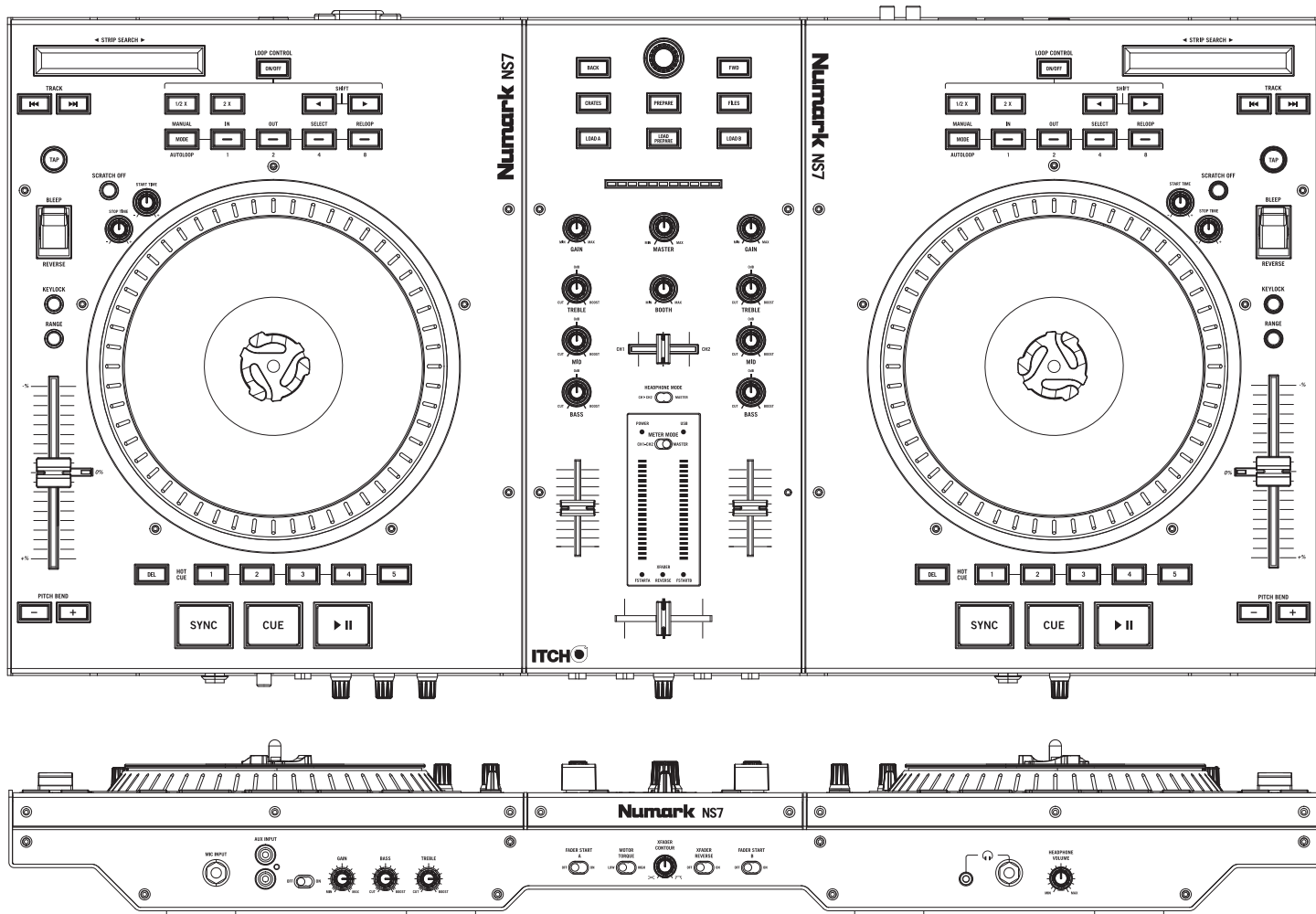


- Press the lit left Deck's HOT CUE BUTTON 1. It will flash twice.



- On the left Deck's STRIP SEARCH sensor:
 - Touch and hold the right-most position. When the left Deck's HOT CUE BUTTON 1 lights up, press it. It will flash twice.
 - Touch and hold the left-most position. When the left Deck's HOT CUE BUTTON 1 lights up, press it. It will flash twice.
 - Touch and hold the exact center position. When the left Deck's HOT CUE BUTTON 1 lights up, press it. It will flash twice.
- Repeat Steps 8a-c with the right Deck's STRIP SEARCH sensor.

10. Set all faders and knobs to the middle/center position. The left Deck's HOT CUE BUTTON 1 will light up.



11. Press the lit left Deck's HOT CUE BUTTON 1. The left Deck's HOT CUE BUTTONS 1-5 will flash, indicating that calibration is complete.
12. Turn the NS7's power off then on again before reconnecting it to your computer.

TROUBLESHOOTING

PROBLEM	CAUSE	SOLUTION
I'm seeing a "Hardware Disconnected" message in the software.	The USB cable is not properly connected to your computer or NS7.	Make sure both USB connections are secure.
	The software was opened before NS7 was connected.	Close the software and reopen after properly connecting and powering on NS7.
	NS7 not powered on.	
I'm experiencing some audio dropouts or slow response.	Other programs are draining your computer's CPU.	Close any unnecessary programs and turn off your computer's wireless card (or disconnect from the internet).
		Disable anti-virus software or other programs that regularly scan your computer or regularly search for an internet connection.
		Change the buffer size settings in the software (see "USB Buffer Size" on Page 12). At a larger buffer size, you should no longer experience audio dropouts, but there may be a slight delay when the software responds to the hardware (latency). At a lower buffer size, your computer will respond more quickly (less latency), but your computer needs to be fast enough to prevent audio dropouts or other issues. Experiment to find the optimal settings for your computer.
Software closes or freezes as soon as it opens.	iTunes 8.0.2 (and higher) is interfering with how the software scans its libraries.	Downgrade your version of iTunes at http://www.oldapps.com/itunes.htm .
I'm having problems scanning or searching through my iTunes library.		
I'm hearing a weird noise when I start playback if the NS7's PLATTER is stopped.	The PLATTER's start time is too high.	Decrease the PLATTER's start time by adjusting the START TIME knob. (See "PLAYBACK CONTROLS" on Page 7.)
I'm experiencing software problems when running my finger along the NS7's STRIP SEARCH.	The STRIP SEARCH sensor isn't meant to receive information in a "continuous" fashion (i.e., running your finger across it).	Only use the STRIP SEARCH as if you were dropping a needle on a record – touch it at only one point at a time. To scroll/scrub through the track, spin the PLATTER instead.
The auto-BPM reading for a track is incorrect.	The software's BPM Range is not properly set for your track's tempo. (The BPM Range is restricting what BPMs are allowed.)	With the NS7 disconnected, set the software's BPM Range to an appropriate range that will allow the BPMs you want, then rebuild the overview for that track. (See "Auto-BPM" on Page 10.)
	Your track's rhythm is very syncopated or has bass drum or snare drum hits in odd places, causing a BPM miscalculation.	Manually tap a tempo for the track by pressing the Deck's TAP button (on the NS7) in time with the track.

For more information, visit:

<http://www.numark.com/ns7>

<http://www.serato.com/itch>

TECHNICAL SPECIFICATIONS

ANALOG

SNR (Full Signal Path):

Balanced Outputs (XLR):	> 98 dB (A-weighted)
Unbalanced Outputs (RCA):	> 98 dB (A-weighted)
Headphone Outputs (1/4", 1/8"):	> 93 dB (A-weighted)

THD + N:

Balanced Outputs (XLR):	< 0.01% (A-weighted)
Unbalanced Outputs (RCA):	< 0.01% (A-weighted)
Headphone Outputs (1/4", 1/8"):	< 0.01% (A-weighted)

Maximum Output:

Balanced Outputs (XLR):	+26.3 dBu into > 1k Ω
Unbalanced Outputs (RCA):	+14.25 dBu into > 1k Ω
Headphone Output (1/4", 1/8"):	+ 19 dBu into > 32 Ω

Frequency Response: 22 Hz – 22kHz (+0/-0.5 dB)

DIGITAL

Sample Rate: 44.1 kHz

Bit Depth: 24-bit

HARDWARE

(NS7 only, with assembled and mounted platters)

Weight: 35.5 lbs. (16.1 kg)

Dimensions (W x D x H): 30" x 15 7/8" x 3 7/8" (762 mm x 403.2 mm x 98.4 mm)

www.numark.com