exope.

SCRATCHER



VERSION 1.0.0 / STANDALONE / WINDOWS 10/11 64-BIT

USER MANUAL

Installation, licence, the screen, AUTO DJ, scratching by hand, patterns, slicer, effects, MIDI, rendering and Drag to DAW.

DROP A BEAT. PRESS AUTO. TAKE IT HOME.

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> **Coming from NXScratcher?** exope Scratcher 1.0.0 is the same instrument under its new name. Your settings, user presets and MIDI maps of NXScratcher 0.8 move over by themselves at the first start, and your old `.nxscratcher` projects open (they are saved as `.scratcher` from then on).

01 WHAT EXOPE SCRATCHER DOES

exope Scratcher turns any audio into a turntable. Put a beat on deck A and a vocal, an a cappella or any sample on deck B, press **AUTO** and the program scratches over the beat by itself - on the bar, with real DJ cut techniques - or grab the record and scratch with the mouse, build patterns, slice, add effects, record a take, then drag the result straight into your DAW.



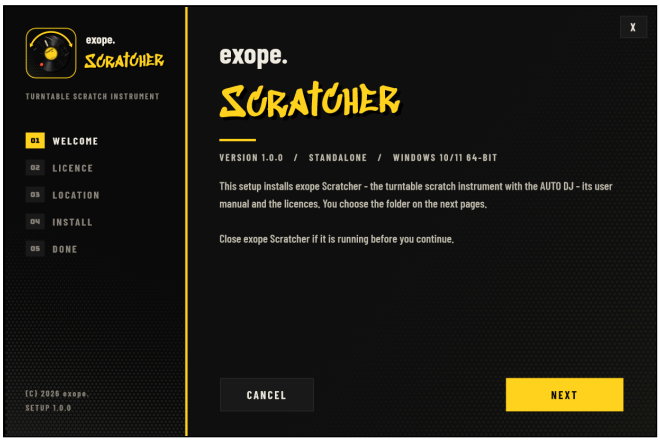
exope Scratcher 1.0.0 with two decks, AUTO running over a 90 BPM beat.

- **AUTO DJ:** cuts the whole sample into chops and scratches every one of them - each with its own scratch, slower or faster hands - on a 1/16 rhythm grid, in six styles and six amounts, with fills, echo throws and beat tricks.
- **Two realistic turntables** with a battle mixer: motor, slipmat, tonearm, 33/45, pitch, crossfader with curve and hamster.
- **Patterns:** 14 scratch families (baby, chirp, transformer, flare, word cut ...), RANDOMIZE with AMOUNT, seeds.
- **Slicer** with MIDI pads, **FX** (echo throws, reverb, drive, crush, vinyl), **MIDI Learn** on everything.
- **Render** what you hear bit for bit: WAV, AIFF, FLAC, MP3, or **DRAG TO DAW** into FL Studio, Cubase, Reaper or Ableton Live.

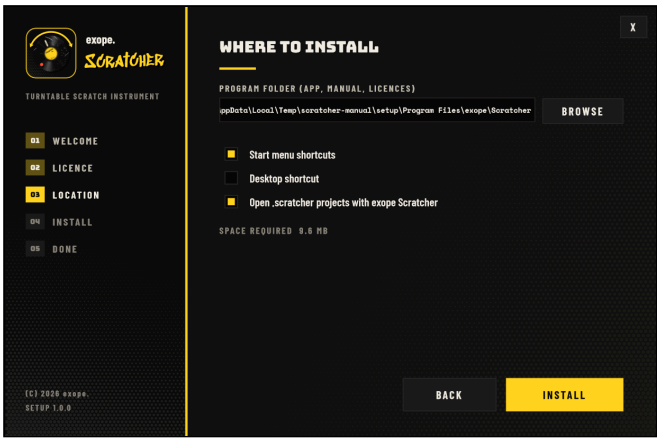
It runs on Windows 10 and 11 (64-bit) as a program of its own; no DAW is needed.

02 INSTALLATION

Run `expoe Scratcher 1.0.0 Setup.exe`. Windows asks for administrator rights (the program goes to `C:\Program Files`). The setup shows the licence agreement, lets you choose the folder and installs the program, this manual and the licences of the components it is built with.



Welcome: close expoe Scratcher first if it runs.

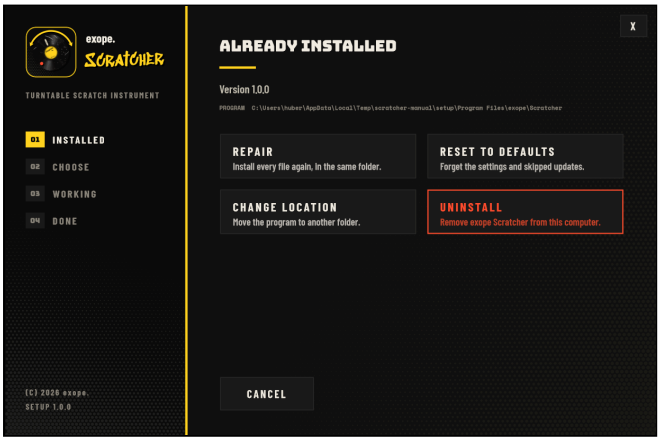


Where to install: the folder, shortcuts and the `.scratcher` file type.

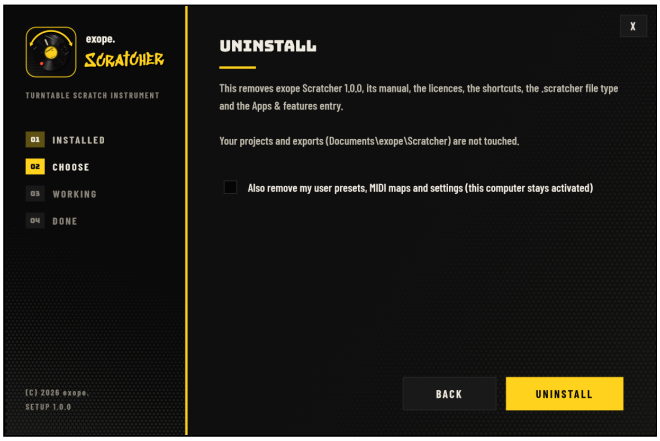
WHAT	WHERE
Program, manual, EULA, licences, a copy of the setup	`C:\Program Files\expoe\Scratcher`
Start menu	*expoe Scratcher*, *User Manual*, *Repair or Uninstall*
Your settings, user presets, MIDI maps, the log	`%APPDATA%\expoe\Scratcher`
DRAG TO DAW renders (kept 30 days)	`%LOCALAPPDATA%\expoe\Scratcher\DragCache`
Your projects and exports	`Documents\expoe\Scratcher\Projects` and `...\Exports`

REPAIR, RESET, MOVE, UNINSTALL

Run the setup again (Start menu: *Repair or Uninstall*, or *Settings > Apps*). UPDATE replaces only the files that changed; REPAIR writes every file again; RESET TO DEFAULTS forgets the settings and skipped updates; CHANGE LOCATION moves the program (copy first, then remove); UNINSTALL removes the program, its shortcuts, the file type and the Apps entry. Your projects and exports are never touched, and the licence of this computer stays.



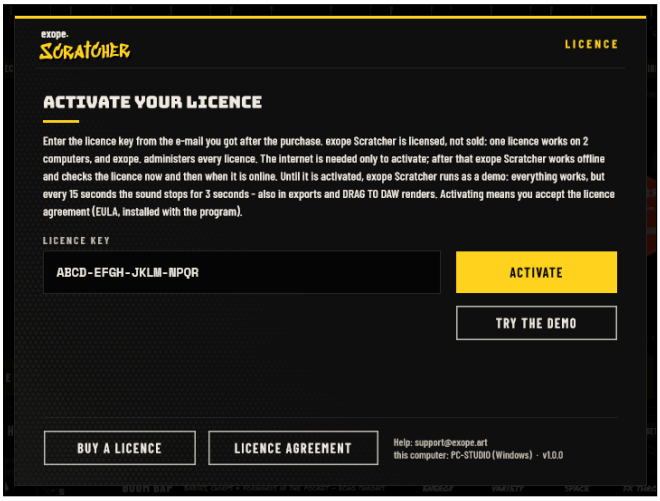
Already installed: the choices of a second run.



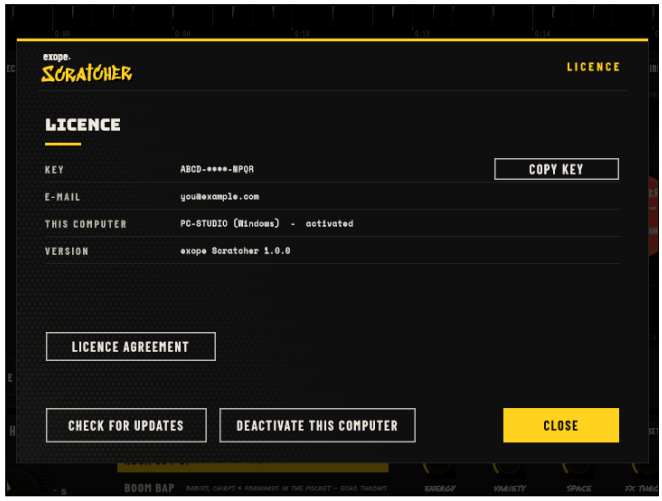
Uninstall: optionally also your presets and settings.

03 LICENCE, ACTIVATION AND THE DEMO

exope Scratcher is licensed, not sold. A licence key (`XXXX-XXXX-XXXX-XXXX`, in the e-mail you get after the purchase) works on 2 computers. The first time you open the program it asks for the key.

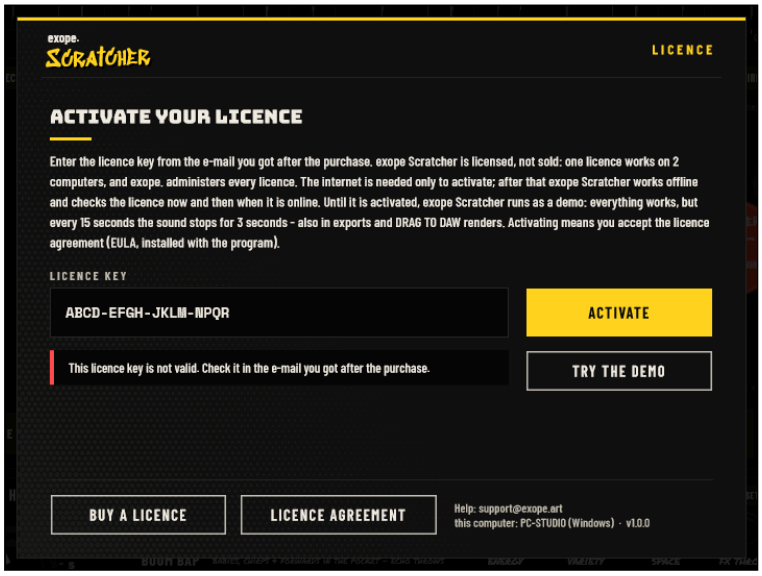


ACTIVATE: type or paste the key, press ACTIVATE (internet needed once).



LICENCE (`?` > Licence & updates): the key, this computer, updates, deactivation.

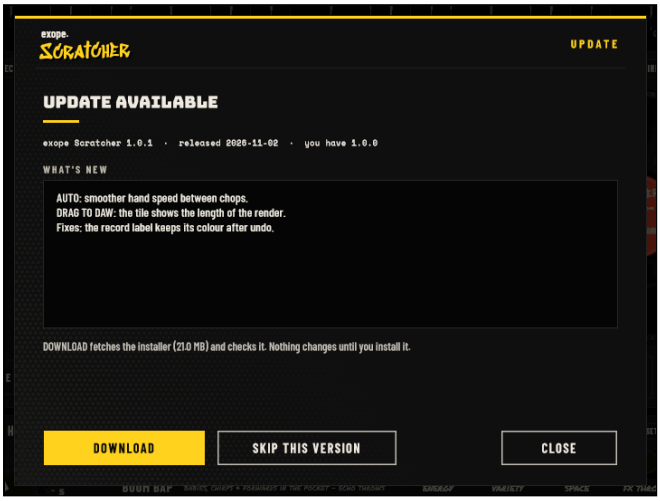
- **Activate once** per computer; after that the program works offline. When it is online it checks now and then that the key is still valid.
- **TRY THE DEMO** (or `Esc`) closes the window: the program runs as a demo.
- **The demo**: everything works, but every 15 seconds the sound stops for 3 seconds - live, in recorded takes and in every export and DRAG TO DAW file. A red **DEMO** badge sits in the top bar; click it to activate.
- **E-mail** (optional): after the activation you can add your address to the key. The key is sent there, with a link that gives you a new key if it ever leaks.
- **Moving to another computer:** `?` > Licence & updates > **DEACTIVATE THIS COMPUTER** frees its place on the key. If the computer is gone, write to `support@exope.art`.
- A key that was refunded, disabled or replaced stops working at the next check; the window then says why.



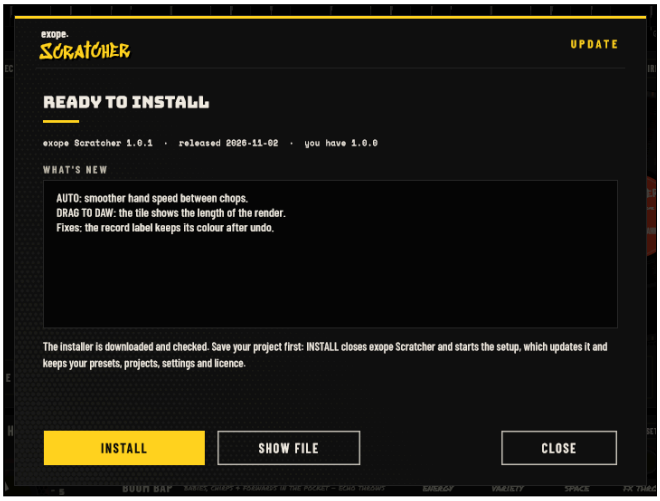
A wrong key: the reason is printed under the field.

04 UPDATES

With a licence, exope Scratcher looks for a new version once at the start. A newer version opens the **UPDATE** window with what changed. **DOWNLOAD** fetches the setup and checks that it is exactly the published file (its size and SHA-256 come signed by exope.); **INSTALL** closes the program and starts the setup, which keeps your presets, projects, settings and licence. **SKIP THIS VERSION** stops the reminder until a newer one comes. You can also look for updates yourself: **?** > Licence & updates > **CHECK FOR UPDATES**.



Update available: the version and its notes.



Ready to install: save your project first.

05 QUICK START

1. Start exope Scratcher and press **2 DECKS** in the top bar.
2. **Drag a beat** from Explorer onto the left turntable (deck A). It plays when it is loaded.
3. **Drag a vocal**, an a cappella or any sample onto the right turntable (deck B). Or keep deck B on **MIRROR A**: then the cuts come from the beat itself - one file is enough.
4. Press **AUTO** (or `A`). From the next bar deck B scratches over the beat, chop after chop.
5. Turn **HOW MUCH** (1 to 6), pick a **STYLE**, try **CHOPS: RANDOM**, press **NEW TAKE** (`N`) for another performance.
6. Choose **4 / 8 / 16 / 32** bars in **TAKE IT HOME**, then drag the **DRAG TO DAW** tile (bottom right) onto a track in your DAW, or press **EXPORT**.

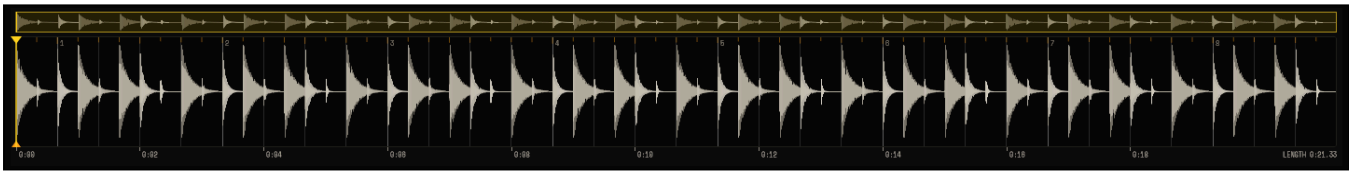
> Scratching feels best with a small audio buffer: **AUDIO** > *Windows Audio (Low Latency Mode)* (the default) or *Exclusive Mode* with the smallest buffer that plays without crackles.

06 THE SCREEN



Top bar: the brand and version, the four tabs, one or two decks, load and projects, undo/redo, MIDI, AUDIO and the ? menu.

AREA	PURPOSE
Top bar	Tabs **01 AUTO**, **02 SCRATCH**, **03 SLICER**, **04 FX** (Alt+1 ... 4), **1 DECK / 2 DECKS**, LOAD AUDIO, OPEN, SAVE, UNDO, REDO, MIDI, AUDIO, ? (About with all shortcuts, licence & updates, EULA, privacy policy, interface size, folders). Without a licence the red DEMO badge.
Waveform	Overview strip and the zoomable waveform with the beat grid, cue point and playheads; the slices on the SLICER tab.
Decks	Platter with tonearm, 33 / 45, pitch fader, transport, motor timing (START, STOP, BRAKE T).
Mixer	Gain, 3-band EQ with kill, filter, channel faders and meters, master with LIMIT, headphone cue, crossfader with CURVE and HAMSTER.
Bottom panel	The tab you chose: AUTO DJ, the pattern builder, the slicer or the effects.
Status bar	INFO, what plays, tempo (TAP, /2, x2, EST), DSP load, REC, the render source (PATTERN / TAKE / AUTO), the format, EXPORT, DRAG TO DAW.



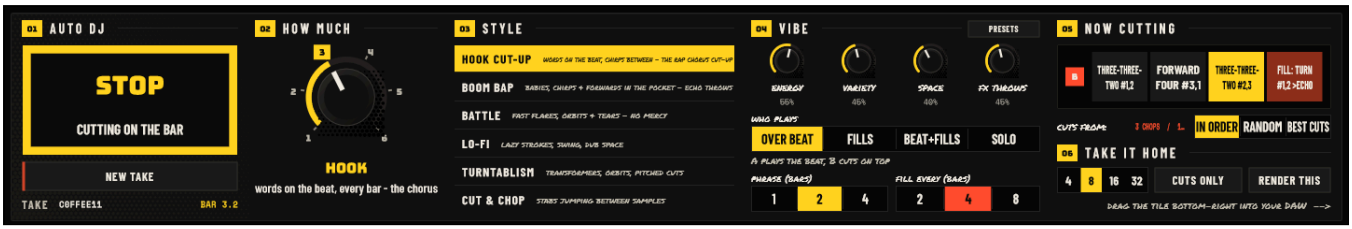
Waveform: wheel to zoom, Alt +click sets the cue, Shift +click sets the start of patterns.

Knobs: drag up/down, hold Shift for fine steps, double-click to reset, the wheel steps, right-click for **MIDI Learn**. Every knob has its caption and value printed - no need to hover. Choices are rows of cells you click directly.



Status bar: tempo, REC, render source, format, EXPORT and the DRAG TO DAW tile.

07 AUTO - IT SCRATCHES FOR YOU



The AUTO tab: 01 AUTO DJ, 02 HOW MUCH, 03 STYLE, 04 VIBE, 05 NOW CUTTING with CHOPS, 06 TAKE IT HOME.

1. A beat on deck A, a vocal / a cappella / sample on deck B (or deck B on MIRROR A).
2. Press **AUTO**. The beat plays; from the next bar line deck B cuts over it. The beat deck is never touched in OVER THE BEAT.
3. **NEW TAKE** rolls a new performance; it takes over at the next phrase. Press **AUTO** again to stop on the spot.

HOW IT CUTS: EVERY CHOP OF THE SAMPLE

After loading, the analysis cuts the whole sample on deck B into **chops**: from one attack to the next, long sounds split into pieces, silence left out (up to 64 chops; the panel shows how many and how long). In the default mode AUTO walks through all of them: every bar takes the next chops, and its notes play them one after the other. Each chop gets **its own scratch** (forward, word, chirp, baby, stab, drag, reverse, transform, flare, tear, scribble - chosen for the style and the length of the note), **its own hand speed** (slower, pitched down, or faster and higher) and **its own weight**. A stroke travels through the **whole chop**; when a long chop meets a short note the hand simply gets faster. On the next pass through the sample every chop gets a new scratch.

CHOPS	WHAT DECK B CUTS
IN ORDER (default)	The whole sample, chop after chop, start to end, then again from the start.
RANDOM	Every chop in a new random order on each pass - none is left out, none comes twice in a pass.
BEST CUTS	Only the best words and hits the analysis found, the hook word repeating like a chorus (the AUTO of NXScratcher 0.8).

The rhythm comes first, like a DJ thinks: every bar is a scratch rhythm on the 1/16 grid, picked for the style, the HOW MUCH mode and how well it grooves with the hits of your beat. **05 NOW CUTTING** shows each bar's rhythm and its chop numbers (for example *FORWARD FOUR #3,4*): the current bar lights yellow, fills red.

02 HOW MUCH

STEP	MODE	WHAT IT DOES	CHOPS PER BAR
1	TOUCH	one cut at the end of every 4 bars - an accent	1
2	ANSWER	bars 2 and 4 answer the beat (call & response)	1
3	HOOK (default)	cuts on the beat every bar	2
4	GROOVE	eighth-note cut-ups that build, stabs between	2
5	ROUTINE	1/16 work: chirps, transforms, flares, more fills	3

6	BATTLE	all-out: crabs, scribbles, flare runs	4

03 STYLE

STYLE	SOUND
HOOK CUT-UP (default)	The rap chorus cut-up: words on the beat, chirps and babies between, an echo throw to finish.
BOOM BAP	Babies, chirps and forwards in the pocket with swing, echo throws.
BATTLE	Fast flares, orbits, tears and scribbles - dense, little space.
LO-FI	Lazy strokes, heavy swing, lots of air and dub echo, softer cuts.
TURNTABLISM	Transformers, orbits, flares, pitched cuts.
CUT & CHOP	Stabs and chirps jumping between the sounds.

04 VIBE

CONTROL	EFFECT
ENERGY	How hard the hand pushes: faster, snappier strokes (in chop mode it moves every chop's speed up).
VARIETY	How much changes from chop to chop: the scratch, the hand speed (from a small to a wide range of slower and faster), and how the bars repeat.
SPACE	Room to breathe: shorter strokes with more silence after them; in BEST CUTS also rests and call & response.
FX THROWS	Echo throws on the last hit of a section and the beat tricks.
WHO PLAYS	**OVER BEAT**: A plays, B cuts on top. **FILLS**: A scratches its own break at the phrase ends and lands back on the one. **BEAT+FILLS**: B cuts, A throws spinbacks, drop-outs, brakes and stutters. **SOLO**: only the cuts - a clean stem.
PHRASE / FILL EVERY	Phrase length 1, 2 or 4 bars; a fill closes every 2, 4 or 8 bars. Changes apply from the next phrase.
PRESETS	Ready vibes (Rap Chorus Cut-Up, Battle Fills, Lo-Fi Dub Cuts ...) or save your own.

06 TAKE IT HOME

- **RENDER THIS** makes EXPORT and DRAG TO DAW render this AUTO performance: **4 / 8 / 16 / 32 bars** from the first downbeat of the beat, so the file lines up with the beat in your DAW.
- **CUTS ONLY** renders just the scratches (the beat muted): a stem to drop next to your beat.
- The same take (its seed, under the AUTO button) always renders the same cuts. To keep exactly what you heard live, press **REC**.

08 SCRATCHING BY HAND, DECKS AND MIXER



Two decks and the battle mixer. The rings on a record show who moves it: your hand, a pattern, or AUTO (with an *auto cuts!* tape note).

- **Grab the record** and move the mouse around the spindle: the angle is the record travel (a full turn is 1.8 s of audio at 33 1/3, 1.33 s at 45). Holding still stops the sound, moving back plays backwards. Let go: the platter takes the record again.
- Drag the platter rim or use the wheel to nudge; click or drag the waveform to drop the needle.
- **Record look**: right-click the record (or **VINYL** in the deck header) for the vinyl - classic black, smoke, blood red, hazard yellow, bone marble, night blue, splatter - and the label - Scratcher graffiti, midnight script, brushed gold, old-school print, white label promo. Each deck remembers its look.

CONTROL	BEHAVIOUR
PLAY	Start / stop the motor (START and STOP knobs set how fast).
CUE	Playing: back to the cue point and stop. Stopped: set the cue point; hold it to preview.
RESTART / REV / LOOP	Back to the start and play / motor backwards / loop the whole file.
BRAKE	Vinyl power-down over BRAKE T seconds.
Pitch fader	+/- 8, 16, 50 or 100 %; + is towards you (Technics). FINE adds +/- 1 %. 33 / 45 switches the speed.
MIRROR A	Deck B plays a copy of deck A's record with its own transport; load a file onto B for an independent source.
Crossfader	CURVE from a smooth mix to a sharp scratch cut; HAMSTER reverses it.

09 BUILDING PATTERNS (SCRATCH)



The SCRATCH tab: pattern families, cut, feel, RANDOMIZE and AMOUNT.

1. **01 PATTERN**: a family - Baby, Forward, Reverse, Fwd/Rev, Chirp, Word Cut, Stab, Transformer, Flare, Orbit, Tear, Scribble, Combo, Random - the length (1 beat … 4 bars) and the target deck (A, B or A + B).
2. **PLAY (`P`)**: the record and the fader of the target deck move in time with the tempo.
3. **02 CUT**: SPEED 1/4 … 4x, STROKES / CLICKS, CUT THIS SOUND (S1..S8 = the best sounds found, MAN = the START knob), **AUTO STROKE** (strokes sized to the sound and kept audible), REV.
4. **03 FEEL**: SCRATCH, ATTACK / STOP, STROKE, FWD/REV, CUT depth, DENSITY, HUMANIZE, SWING, PITCH, START.
5. **Hybrid**: grab the platter while a pattern plays - you take the record, the generated fader cuts go on.

RANDOMIZE (`R`) makes a new variation and plays it. **AMOUNT** goes from your pattern unchanged (0 %) to everything enabled changing (100 %) and keeps the seed, so you can dial the strength of one variation. The **seed**: same file + settings + seed = the same result; **LOCK** keeps it; **DIMENSIONS** choose what may change; `Ctrl+Z` undoes.

10 SLICING (SLICER)



The SLICER tab: slices on the waveform, the pads and slice playback.

1. Check the tempo in the status bar (**EST** = estimated): type it (double-click), **TAP** it, or **x2 / /2**.
2. Choose a resolution (1/16 … 4 beats) and a mode: GRID, TRANSIENT (with SENSITIVITY), MANUAL, HYBRID (grid snapped to attacks).
3. Edit markers on the waveform: drag (`Shift` = no snap), double-click to add or remove, click a slice to hear it, right-click for reverse, pitch, gain, choke, remove. Undoable.
4. Play slices from a MIDI keyboard (slice 1 = BASE NOTE, C1 by default) or the PADS.
5. SLICE PLAYBACK: one-shot / gate, mono / poly, LOOP, REV, RETRIG, ATTACK, RELEASE, PITCH, BEND, VELOCITY, GAIN.

11 EFFECTS (FX)



The FX tab.

SECTION	CONTROLS
01 ECHO THROW	Tempo-synced dub echo: time 1/16 … 1 bar (follows deck A's tempo and pitch), FEEDBACK, DUB TONE, SEND A / B. Patterns and AUTO add their own throws.
02 SPACE	Reverb SIZE, SEND A / B, FX RETURN with a meter.
03 DIRT	Per deck: DRIVE (warm saturation) and CRUSH (bit depth and sample rate grit).
04 VINYL & SPEED	CRACKLE, 45 RPM per deck, **AUTO GAIN** per deck (levels quiet a cappellas and loud masters, on by default).

12 MIDI

- **MIDI** in the top bar opens the MIDI window: input devices (hot-plug), the note channel for slices, jog resolution, the last message, all mappings (CC absolute / relative, invert).
- **MIDI Learn**: right-click any knob, fader, button, a platter, AUTO or a tab, choose *MIDI Learn*, move a control. `Esc` cancels.
- Learnable actions include Auto Start/Stop, Auto New Take, Auto Next Style, 33/45 RPM A and B and the four tabs.

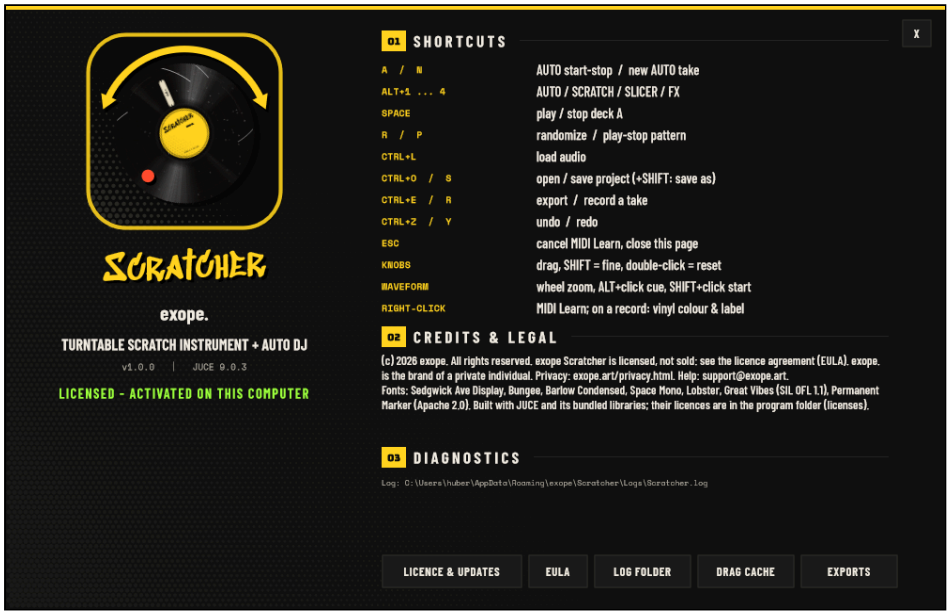
13 RENDERING, EXPORT AND DRAG TO DAW

- **Render source** (status bar): **PATTERN** (the generated pattern, length x loops), **TAKE** (your last recording), **AUTO** (an AUTO performance; bars and CUTS ONLY in the AUTO panel).
- **REC** (`Ctrl+R`) records a take: everything you do - scratching, AUTO, patterns, slices, mixer and FX moves - is rendered again offline exactly as you heard it.
- The **format** button: WAV 16 / 24 / 32-bit float, AIFF, FLAC, MP3 (128-320 kbps), sample rate, mono / stereo, loops, tail, normalise, dither, the export folder.
- **EXPORT** (`Ctrl+E`) writes into the export folder (`Documents\exope\Scratcher\Exports`); files are never overwritten.
- **DRAG TO DAW**: a render is kept ready in the background; when the tile turns yellow, drag it onto a track in FL Studio, Cubase, Reaper or Ableton Live. WAV files carry the tempo.

> Not activated, every render, export and DRAG TO DAW file carries the demo's gaps (3 s of silence in every 15 s, from the start of the file). Activate before the renders you keep.

14 PROJECTS, PRESETS AND FOLDERS

- **SAVE (`Ctrl+S`, `Ctrl+Shift+S` = save as) writes a `.scratcher` project: references to the audio files (never a copy of them), decks, tempo, pattern and AUTO settings with their seeds, slices, MIDI mappings, mixer, FX and export settings. OPEN (`Ctrl+O`), double-click a project, or drop it onto the window. Projects of NXScratcher 0.8 (`.nxscratcher`) open too.**
- **Autosave every 30 seconds when something changed; after a crash you are offered to restore it.**
- **PRESETS: factory presets (Auto, Hook Cuts, Vocal Cuts, Classic Vinyl, Fast Cuts, Slow Cuts, Experimental, Random Performance, Slicer Starter) and your own. Presets store pattern, slicer, AUTO and FX settings, never levels or files.**
- **The `?` menu opens the log folder, the DRAG TO DAW cache and the export folder.**



About (`?`): the version and licence state, shortcuts, credits and legal notes, diagnostics.

15 KEYBOARD SHORTCUTS

KEY	ACTION
A / N	AUTO start-stop / new AUTO take
Alt+1 ... Alt+4	AUTO / SCRATCH / SLICER / FX tab
Space	Play / stop deck A
R / P	Randomize / play-stop the pattern
Ctrl+L	Load audio
Ctrl+O / Ctrl+S / Ctrl+Shift+S	Open / save / save project as
Ctrl+E / Ctrl+R	Export / record a take
Ctrl+Z / Ctrl+Y	Undo / redo
Esc	Cancel MIDI Learn; close the About, licence and update windows (TRY THE DEMO)

16 TROUBLESHOOTING

PROBLEM	WHAT TO DO
Silence every 15 seconds	The program runs as a demo: activate it (the red DEMO badge, or ? > Activate your licence).
"The licence server could not be reached"	Check the internet connection; activation needs it once. Afterwards the program works offline.
"This key is already active on 2 computers"	Deactivate one of them (? > Licence & updates) or write to support@exope.art.
AUTO cuts noise or drum hits	Load a cleaner vocal / a cappella on deck B (MIRROR A off); in a full mix the chops also contain the drums. BEST CUTS keeps to the best words.
AUTO is off the beat	Check deck A's tempo and grid (EST, TAP, or type it). AUTO follows deck A's bars.
Cuts too quiet / too loud	AUTO GAIN on (FX tab), deck B GAIN and fader, DRIVE for more body.
"Could not decode this file"	Use WAV, AIFF, FLAC, MP3 or OGG (up to 15 minutes per file).
Crackles / scratching feels late	AUDIO: a larger buffer against crackles, a smaller one (Low Latency or Exclusive mode) for a tighter feel.
MP3 export unavailable	Windows N editions: install the Media Feature Pack, or export WAV.
"exope Scratcher is running" in the setup	Save your project, close the program, press BACK and try again.
Diagnostics	? > Open diagnostic log folder (`%APPDATA%\exope\Scratcher\Logs`) - send the log to support@exope.art.

17 LICENCE AGREEMENT, PRIVACY AND CREDITS

exope Scratcher is (c) 2026 exope. All rights reserved. It is licensed, not sold, under the End User Licence Agreement that the setup shows and installs as `EULA.txt` next to the program (also at `exope.art/eula.html`). In short:

- exope. is the brand of a private individual, the author of exope Scratcher; exope. is the licensor and administers every licence.
- One licence: personal use on up to 2 computers at a time. Do not share, sell or publish the key or the software, or tamper with the activation or the demo.
- Your content is yours: the audio you load and everything you make with it. exope. asks no royalties. Make sure you have the rights to the audio you load and release - samples from records may be protected by copyright.
- The software is provided "as is" as far as the law allows; nothing limits your rights as a consumer. Polish law applies, without taking away the protection of the law of the country where you live.

PRIVACY

The program collects no usage data and sends none of your audio anywhere. For the licence it sends the key, a code made from this computer's id (never the id itself), the computer's name and the program's version to `license.exope.art`; to look for updates it asks `exope.art`. An e-mail address you add to your key is used only to send you the key. The full privacy policy: `exope.art/privacy.html`.

CREDITS

Built with JUCE and its bundled libraries (FLAC, Ogg Vorbis, Opus, zlib, libpng, libjpeg, libwebp, HarfBuzz, SheenBidi, LunaSVG, PlutoVG). Fonts: Sedgwick Ave Display, Bungee, Barlow Condensed, Space Mono, Lobster, Great Vibes (SIL Open Font License 1.1), Permanent Marker (Apache License 2.0). Their licence texts are installed in the `licenses` folder of the program. Names of DAWs and other products are trademarks of their owners and are used only to describe compatibility.