

# **djay** PRO

## User Manual (Mac)

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# Introduction

# 1 Introduction

Welcome to **djay Pro**. Whether you're a seasoned DJ or a rookie to the concept of mixing music, **djay Pro** is powerful and flexible, with all the tools you might need to mix both audio and video. The app is built from the ground up to work perfectly with **macOS**, meaning rock-solid stability, built in Force Touch & multi-touch gestures, and silky smooth visuals on Retina Displays.

- Up to four channels of music and two channels of video
- Built-in audio and video effects
- Spotify and iTunes integration
- Ultra-low latency audio engine
- 64-bit processing
- Silky smooth 60 frames per second interface
- Optimized for high resolution Retina Displays
- Native support for over 50 MIDI controllers from major manufacturers
- Native plug-and-play HID integration for supported Pioneer CDJs
- Both Force touch and multi-touch gestures native to the app

## 1.1 Minimum requirements

You can run **djay Pro** on any **Apple Mac** computer running macOS 10.9 or later. The minimum install size for the software is 290 MB, plus space for your music and videos. Since **djay Pro** is designed with macOS in mind, all you need to bring is your music!

**Tip:** More RAM and a faster processor will ensure a smoother experience while DJing.

## 1.2 Interface tour

Need to know what everything is when you first load **djay Pro**? Here's a at-a-glance tour of the interface .



1. **Master volume control.** Change the master output and access settings (see **section 4.2.1 Master out**).
2. **Headphone pre-cue control.** Change the pre-cue output and access settings (see **section 4.2.2 Headphone pre-cueing**).
3. **Microphone volume control.** Change the microphone output and access settings (see **section 4.2.3 Mic input**).
4. **Sampler.** Open/close the Sampler panel (see **section 5.13 Sampler**).
5. **Track time remain.** Shows how much time is left on the deck. Click to toggle to time

played.

6. **Track title.** Displays the track title metadata.
7. **Track artists.** Displays the track artist(s) metadata.
8. **Track musical key.** Displays the current track musical key (see **section 5.5 Key lock and changing key**).
9. **Mix recorder.** Toggles the Mix recorder pop up (see **section 4.9 Mix recorder**).
10. **Clock.** Tells you the time.
11. **Vinyl mode.** Select different vinyl modes (see **section 5.2 Advanced deck layouts**).
12. **Two-deck mode.** Select different two-deck modes (see **section 5.2 Advanced deck layouts**).
13. **Four-deck mode.** Select different four-deck modes (see **section 5.2 Advanced deck layouts**).
14. **Video mode.** Select video mode (see **section 5.2 Advanced deck layouts**).
15. **Album art.** Displays the album art metadata.
16. **Channel gain.** Controls the gain trim for the deck (see **section 4.6 Mixer**).
17. **Track waveform.** Displays the overall visual render of track audio, with progress marker (see **section 5.2.3 Waveforms**).
18. **Deck tools button.** Toggles displaying the FX, loop and pads tool panel (see **sections 5.10 Effects, 5.11 Loops, and 5.12 Cue points**).
19. **Deck BPM.** Displays the current BPM of the playing track (see **section 5.4 BPM and tempo**).
20. **Deck pan.** Controls the left/right pan of the deck (see **section 4.4 Decks**).
21. **High EQ.** Controls the amount of high frequencies in the track between -24dB to +6dB.
22. **Deck number indicator/options.** Tells you which deck the waveform is from and gives access to deck options (see **sections 5.7 Slicer mode, and 5.8 Slip mode**).
23. **Mid EQ.** Controls the amount of mid frequencies in the track between -24dB to +6dB.
24. **Deck progress indicator.** Displays the track progress around the edge of the jogwheel.
25. **Deck sync button.** Toggles whether the track is synced (see **section 5.6 Syncing**).
26. **Tempo slider.** Speeds up and slows down the playing track.
27. **Jogwheel.** Standard DJ control system for cueing, scratching, and rewinding deck audio.
28. **Deck low EQ.** Controls the amount of low frequencies in the track between -24dB to +6dB.
29. **Scrolling waveform.** Zoomed in visual of track audio, which follows the progress of the



deck (see **section 5.2.3 Waveforms**).

30. **Deck +/- tempo bend buttons.** Buttons to temporarily slow down or speed up the audio to nudge a track while beatmatching.
31. **Volume fader.** Controls the amount of volume a deck outputs (see **section 4.6 Mixer**).
32. **Track sticker indicator.** Displays a marker showing the position of the virtual spinning record as it plays.
33. **Deck key lock.** Maintains the current musical key of the audio, even if tempo is changed (see **section 5.5 Key lock and changing key**).
34. **Play/pause button.** Stops and starts the audio on the deck (see **section 4.1 Layout**).
35. **Cue set button.** Sets a temporary cue point at the current location of the progress indicator (see **section 4.1 Layout**).
36. **Cue jump button.** Returns the deck to the existing cue point, plays audio from the cue point if held down, or returns you to the start of the track if no cue point is set (see **section 4.1 Layout**).
37. **Beatgrid edit button.** Accesses options to alter track beatgrid (see **section 5.3 Beatgrids**).
38. **DJ-style Filter.** Both low pass (LPF) and high pass (HPF) filters on one knob (see **section 4.1 Layout**).
39. **Crossfader.** Horizontal slider that fades volume between the decks (see **section 4.6.1 Crossfader section**).
40. **Loop halve button.** Button to reduce the loop length by half from 32 beats to 1/16 beat (see **section 5.11 Loops**).
41. **Loop set button.** Toggles a loop on/off at the current progress marker (see **section 5.11 Loops**).
42. **Loop double button.** Button to increase the loop length by double from 1/16 beat to 32 beats (see **section 5.11 Loops**).
43. **Library tabs.** Switches between iTunes, Spotify, Video, History, and My Mac browser tabs (see **section 5.9 Library management**).
44. **Library browser tree.** Displays the playlist tree, with folders and playlists (see **section 5.9 Library management**).
45. **Playlist window.** Displays the currently selected playlist (see **section 4.3 Media library browser**).
46. **List view buttons.** Buttons to change playlist view between compact, regular, and grid (see **section 5.9.3 List views**).
47. **Search box.** Input box for typing in search words to filter your library. Can switch

between searching playlist or collection (see **section 4.3 Media library browser**).

- 48. **Library tabs toggle.** Toggles display of the library tabs (see **section 4.3 Media library browser**).
- 49. **Automix.** Accesses Automix options and functions (see **section 4.8.3 Automix**).
- 50. **Library light/dark switch.** Switches between light and dark browser themes.
- 51. **Library tab toolbar.** Toolbar displaying buttons relevant to currently shown library tab (see **section 5.9 Library management**).
- 52. **Track match toggle.** Toggles display of the Track Match list (see **section 5.9.13 Track Match**).
- 53. **Play queue toggle.** Toggles display of the Play queue list (see **section 5.9.3 Play queue and Automix**).
- 54. **Library expand button.** Toggles between showing full library browser or browser and decks.

# Glossary of terms

## 2 Glossary of terms

There are many common technical and DJ terms used throughout this manual. Below is a quick list of some of these words along with a short definition.

**BPM (Beats per minute).** The standard unit of measuring the tempo of music.

**Channel.** An individual input route for audio on the mixer. A channel can output either video or audio.

**Cue point.** Markers that can be set along the timeline of the track and jumped to instantly. Up to eight can be created per track.

**Deck.** Like it's physical counterpart, this is where your individual tracks are played and controlled. You can change the tempo, view track progress and overall waveforms, and emulate the behavior of CDJs and turntables.

**Downbeat.** The first beat of a measure.

**Effect.** A method of applying alterations to the audio of a track or mix. You can chain up to three audio effects, and two video effects per channel.

**EQ (equalization).** A filtering of the audio to cut out specific frequencies. **djay Pro** features the standard DJ mixer High, Mid, and Low EQs.

**Fader/slider.** A control method which uses a sliding action to fade between amounts. DJ mixers tend to feature vertical faders and a crossfader.

**Force touch.** An addition to touch technology that allows for detecting different pressures of touch.

**Jogwheel.** A round platter used for controlling music. They are designed to emulate the feel of a turntable and usually come in pairs on DJ controllers.

**Library.** The section of **djay Pro** where you can quickly browse, search and prepare your music and videos to mix with.

**Loop.** A segment of a track that's repeated. The size and location of the loop can be

determined by the user.

**Measure.** Also known as a Bar, a measure is the number of beats corresponding to the timing of the music. For example, most dance music is 4/4 timing, so one measure is four beats.

**Mixer.** The hub of your equipment that controls the output of music by changing channel volume, gain, EQs, filters, and crossfade.

**Multi-touch.** Technology such as the MacBook Pro's trackpad that allows for more than one touch point and multiple point gestures.

**Playlist.** A saved list of tracks within your library. You can use these to prepare your mixes and Automix queue.

**Quantize.** The act of ensuring music is precisely set to a rhythm. Quantized music will stay in time with a set tempo, and will always launch at a selected interval of this tempo, even if it's off the beat.

**Sync.** The act of automatically ensuring tracks stay in time, either by simply matching the tempo, or quantizing the beats to stay together.

**Tempo.** The speed at which music is played. This is usually measured in beats per minute.

**Transport.** The buttons used to control a track. These include start/stop, cue start, and sometimes rewind and fast forward.

**UI (User interface).** The system of screen elements the user interacts with, such as buttons, menus, scrolling lists, or waveforms.

**Waveform.** The visual representation of the music, displaying audio volume, and sometimes showing frequencies in different colors.

# Quick Start

## 3 Quick start

From the moment you first load **djay Pro**, the experience is designed to be as intuitive as possible. Getting your first mix started is almost as easy as playing tracks in iTunes.

### 3.1 Installing djay Pro

You can either buy **djay Pro** via the [Mac App Store](#) or the [Algoriddim web store](#). Both the Algoriddim license and App Store allow you to install and run the software on any active Mac computers you own.

#### 3.1.1 Download from the App Store

Purchase and download the app like any other on the **Mac App Store**. The purchase will be tied to your Apple ID, which means you won't need a license key to install.

#### 3.1.2 Download from Algoriddim

Purchase, download, and install **djay Pro** like you would any other software. Once you've paid for the software, you'll be sent a license key. Be sure to keep the license key you received safe.

**NOTE:** Only the App Store version of **djay Pro** has iCloud integration which allows you to sync hot cues and other user data with other version of **djay**.

## 3.1.3 Launching djay Pro

The first time you load into the software, you'll see the default layout: two decks, a mixer and a browser for your music collection.

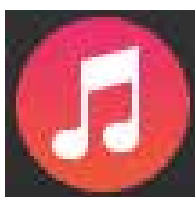


## 3.2 Navigating the library browser

You can find the library browser in the lower half of the **djay Pro** window, which give you access to all your music, from your own collection as well as the Spotify streaming service (Premium account required).

### 3.2.1 iTunes playlists

You can browse your iTunes playlists by clicking the **iTunes** icon on the far-left strip of the browser. The browser tree will then display your playlists.





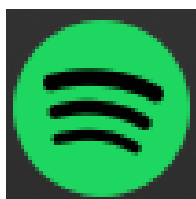
## 3.2.2 'My Mac' folders

You can browse your music by adding folders from your hard drive, external drives, and USB sticks through the **My Mac** tab of the library browser. Simply click **Add Folder** and find where your music collection is stored.



## 3.2.3 Spotify

To access Spotify's music streaming library, you'll need an active Premium account on the service, and to be logged in within **djay Pro**.



## 3.2.4 Searching

To find a specific track, choose the relevant tab in your library and use the **search box (1)** in the top right of the library browser.



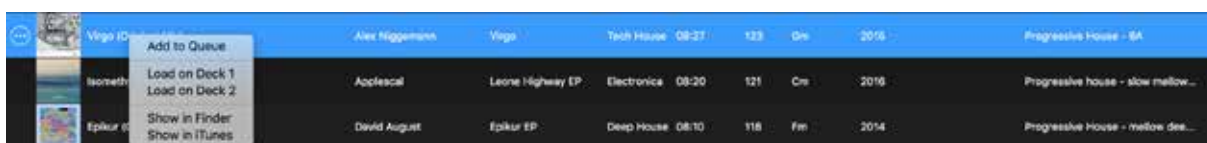
## 3.3 Loading a track

Move the crossfader in the center of the window all the way to the left, either by clicking the arrow between the crossfader and filter knob **(1)**, or clicking and dragging the crossfader yourself **(2)**.



Next, there are two ways to load a track into a deck.

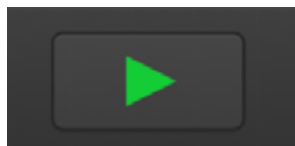
1. Right click on your chosen track and select **Load On Deck 1** from the context menu.



2. **Drag** the track into the left-hand deck.



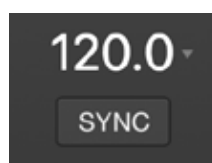
Hit the **Play** button on the far left of the mixer strip to start your music playing.



## 3.4 Mixing your tracks

Add a new music track to **Deck 2** then make sure it isn't playing (if it is, use the **PLAY button** to stop playback).

Click the **SYNC** button to match the new track's BPM with the first track.

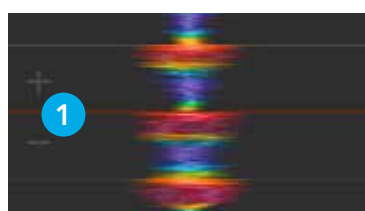


Restart the track by **two-finger dragging** or **click-dragging** across the track waveform above the deck all the way to the left. Ensure the **red indicator** is set to the far left.



Press **PLAY** at the start of a measure on the first track to play both in time. Move the crossfader across to the middle to hear both tracks playing at once.

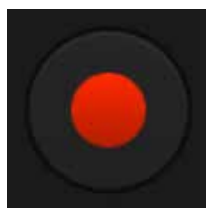
If you find that the beats sound a bit out, use the **+ and – symbols (1)** on the **deck 2** to nudge the track in time. Keep practicing this until you get it right and you will have learned the fundamentals of beatmatching, one of the cornerstones of DJing.



**Congratulations! You've just done a mix!**

## 3.5 Recording your mix

You can record your mix by clicking the big red button at the top of the window. Press **Start New Audio Recording** to activate the recorder. The red button will then light up to indicate recording in progress. For more details about the mix recording functions, see **section 4.9 Mix recorder**.



## 3.6 Adding hardware

You can see the full list of supported MIDI controllers and HID-enabled media players over on our website. The listed hardware is plug-and-play, meaning **djay Pro** will recognize it's connected and the all your controls will work without any extra settings. For more detailed information please read **section 5.14 Using hardware**.

# Core features

## 4 Core features

A fresh install of **djay Pro** will present you with the default view, a familiar layout designed to get you mixing quickly. The core features of the software are all at your fingertips from the moment you open the software.

## 4.1 Layout

The main **djay Pro** screen consists of your music decks, mixer and library. If you're familiar with existing DJ paradigms or other modern DJ software, you will recognize many of these functions.



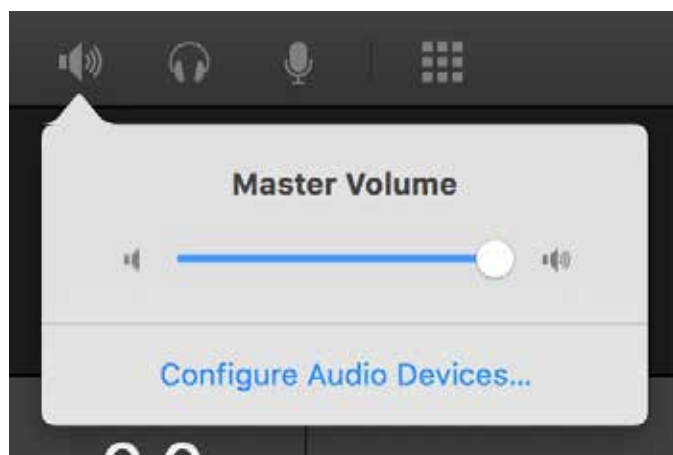
- 1. Global volume controls:** This section allows you to set the volume and select hardware devices for the Master out, headphone pre-cueing, and microphone input.
- 2. Sampler:** Access up to 12 samples to spice up your set. You can choose from official purchasable sample packs, or add your own saved samples from your music collection. See **section 5.13 Sampler** for more information.
- 3. Deck options:** Switch between the different two, four and video deck layouts (see **section 4.5 Deck views** and **section 5.2 Advanced deck layouts**).
- 4. Decks:** The music players used to play and control your audio and video.
- 5. Transport:** Your basic controls for your decks.
- 6. Mixer:** see **section 4.6 Mixer** for more information
- 7. Library browser:** Access all your music and videos from here (see **section 4.3 Media library browser** and **section 5.9 Library management** for more details).

## 4.2 Volume controls

Each of your volume inputs and outputs can be configured quickly and easily from the top of your **djay Pro** window in the global section. Choose the desired hardware for each before doing anything else.

### 4.2.1 Master out

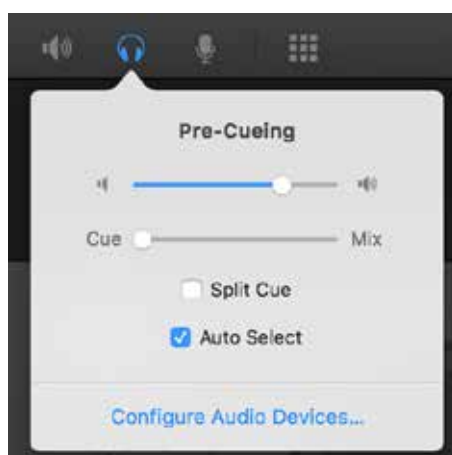
The master out pop up gives you quick access to the master volume control as well as the **Configure Audio Devices** preferences.





## 4.2.2 Headphone pre-cueing

Change the **Volume** of your headphone monitoring. Alter the **Cue/mix** amounts to allow your headphones to hear as much of the cued track and the main mix as you need. Use **Split Cue** to hear your cued track in your left ear and the main mix in your right. Toggle **Auto Select** to allow **djay Pro** to automatically choose which channel you're cueing.



**TIP:** Using the **Cue/mix** and **Split Cue** can be useful when DJing in a noisy environment or if there's significant delay to the house PA system.

## 4.2.3 Mic input

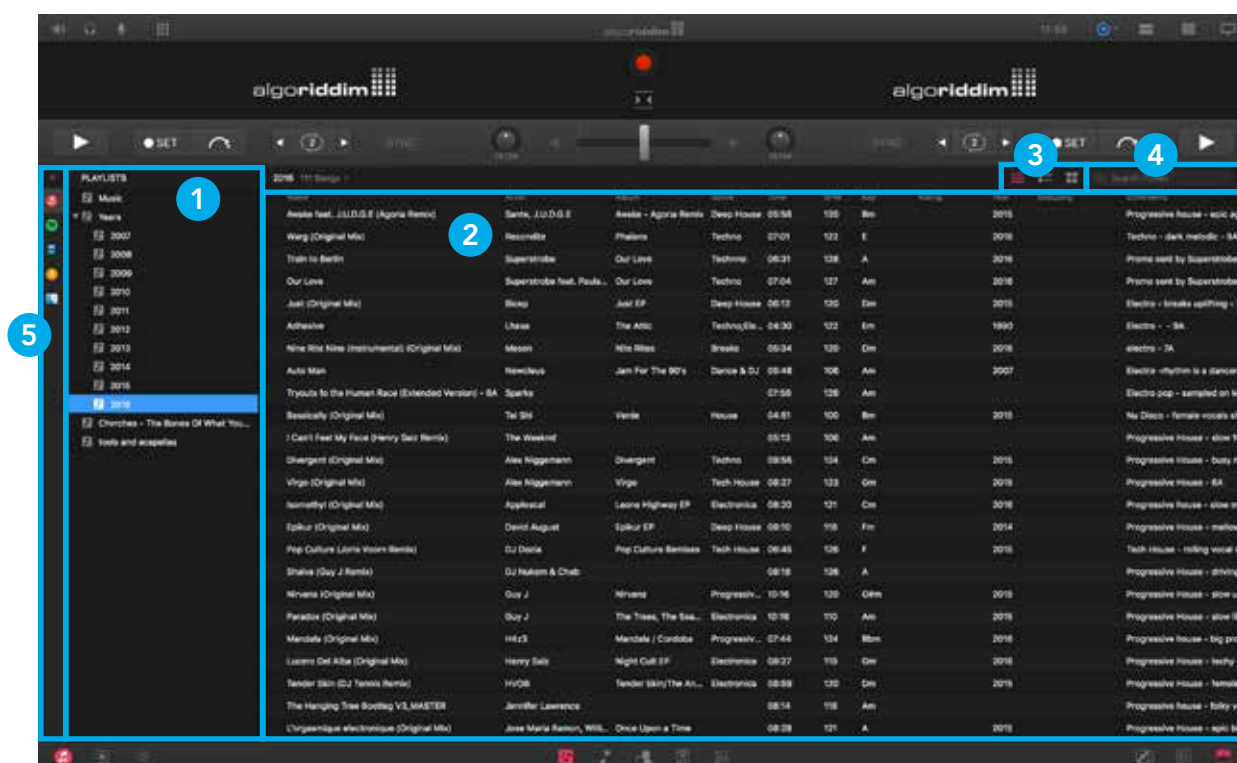
Once you've configured your microphone hardware, toggle the microphone input on or off, change the volume to suit your needs. You can also add **Echo** and alter the **Pitch** of the incoming sound for some cool effects!



## 4.3 Media library browser

The library browser is a powerful tool to help organize your music and prepare your sets. The browser consists of two main parts: the **Playlist Tree** and the **Track List**, and includes music searching, track filtering and access to both **iTunes** and the **Spotify** music streaming service.

**TIP:** You can access the expanded browser view quickly by hitting **ENTER** on your computer keyboard.



1. **Playlist tree:** Displays all your playlists, smart playlists, and playlist folders. Selecting a playlist will display saved tracks in the track list on the right of the browser.
2. **Track list:** Shows a list of all the tracks in the currently selected playlist or folder.

Along with the two main sections of the library browser, there are also some other important functions:

3. **List view options:** These icons let you change how the track list windows displays your music collection. You can switch between **compact grid**, **regular grid**, and **collection**

**view.** See **section 5.9 Library management** for more information.

4. **Search:** The **search** box allows you to quickly find tracks within your current collection (**iTunes**, **Spotify**, **Videos**, **History**, and **My Mac**) by searching for text strings in track metadata.

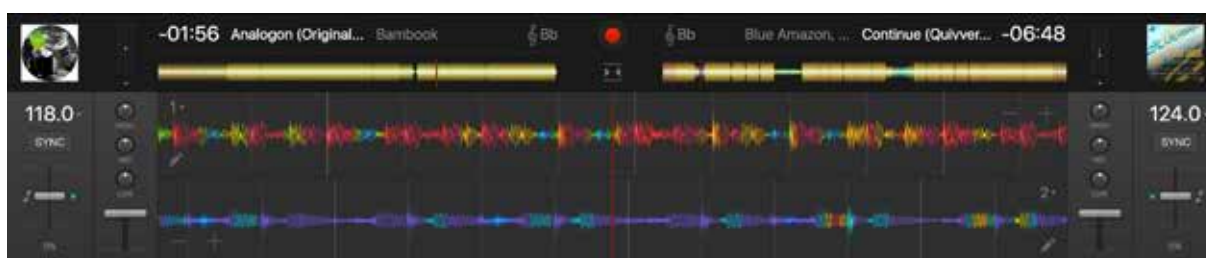
TIP: You can switch between searching the whole library and the current playlist by clicking the little menu arrow in the search box.



5. **Library tab buttons:** Easily switch between your different collections using the buttons on the left of the browser. You can switch between **iTunes**, **Spotify**, **Videos**, **History**, and **My Mac**.

## 4.4 Decks

Just like hardware DJ equipment, the decks within **djay Pro** allow you to load, play and manipulate up to four different music tracks or two different videos. The Waveform views feature parallel scrolling, designed to help you mix. You can control the track gain (otherwise known as trim) and left/right balance using the sliders incorporated into the deck level meters at the top corners of the screen.

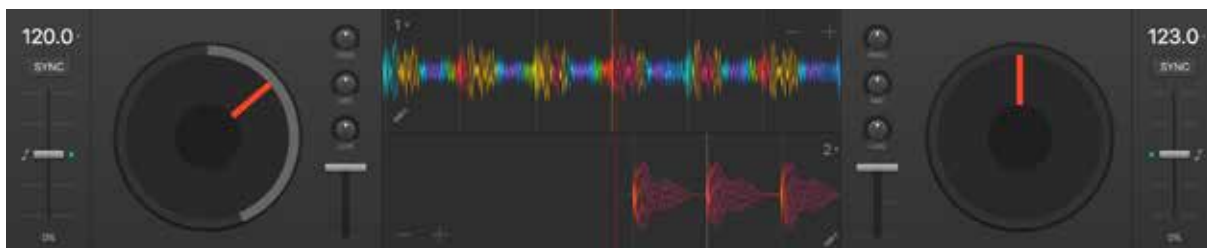


## 4.5 Deck views

You can switch to different deck views, depending on your preference. All views feature parallel waveforms. For a more detailed look at both the two and four deck layouts, see **section 5.2 Advanced deck layouts**.

## 4.5.1 Vinyl mode

The default layout for **djay Pro** displays your decks as virtual jogwheels, emulating the look and feel of their real counterparts to help familiarity.



You can choose to also switch between horizontal or vertical scrolling waveforms, and virtual turntables.



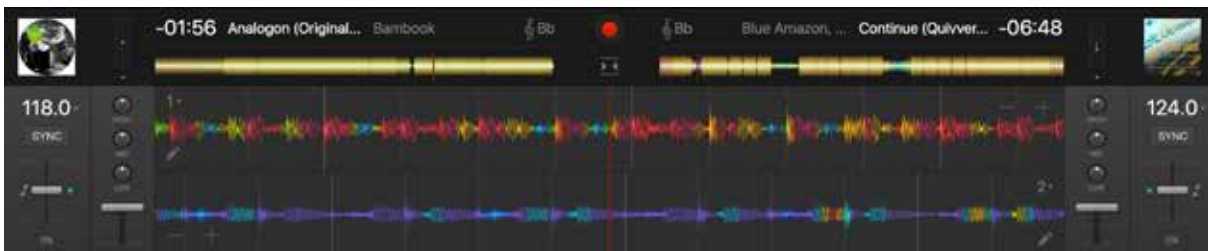
## 4.5.2 Vertical waveforms

You can set your track waveforms to flow from top to bottom, in parallel.



### 4.5.3 Horizontal waveforms

With horizontal waveforms, the visuals scroll from right to left, in parallel.



## 4.6 Mixer

The mixer section controls which deck plays out to the master. There are also filter controls, as well as loop and transport buttons across this strip.

### 4.6.1 Crossfader section

The **crossfader** can be found in the center of the screen. The **left/right** arrow buttons on either side automate a crossfade in the direction of the arrow. The speed of the fade can be set in the preferences (see **section 4.8.3 Automix preferences**).



### Filters

Either side of the crossfader, you can find dedicated deck **DJ Filter** knobs. These knobs are designed to cut out either the low or high frequencies, depending on whether you twist left or right.



### Transport controls

The transport section consists of three controls: the **PLAY** button, **CUE SET**, and **CUE PLAY (CUP)**. The **PLAY** button starts and stops the track based on the start and stop times (see **section 4.8.1 General preferences**). The **CUE SET** button sets a temporary cue point which can be recalled while the deck is playing music. When the deck is stopped, the **CUE SET** button sets a new cue point.



## Loop controls

The **djay Pro** loop controls feature a simple set-up consisting of three buttons: **loop length decrease**, **loop activate**, and **loop length increase**. The loop length is shown in beats, and changing the size halves or doubles, from **1/16th** of a beat up to **32** beats. When a loop is active, the **loop activate** button will turn blue.



## 4.7 Shortcuts and multi-touch control

**djay Pro** features both multi-touch and Force touch gestures on the trackpad (Force touch only on enabled trackpad hardware), along with a comprehensive list of keyboard shortcuts to get you mixing. For more information, view the full list of shortcuts by selecting **Keyboard shortcuts** from the **Help** menu (or  $\hat{+} + K$ ).

	Deck 1	Deck 2
Play/pause	1	0
Reverse/break	$\backslash / \text{⌘} + 1$	$\backslash / \text{⌘} + 0$
Sync / match key	$2 / \text{⌘} + 2$	$9 / \text{⌘} + 9$
BPM tap / set grid	$\backslash + \text{⌘} + 2 / \backslash + 2$	$\backslash + \text{⌘} + 9 / \backslash + 9$
Skip backward/forward	3/4	7/8
Pitch bend -/+	Hold $\backslash + 3/4$	Hold $\backslash + 7/8$
Tempo -/+	$\wedge + \backslash + 3/4$	$\wedge + \backslash + 7/8$
Key lock	$\wedge + \backslash + 5$	$\wedge + \backslash + 6$
FX 1/2 toggle	$5 / \backslash + 5$	$6 / \backslash + 6$
Gain up/down	$\hat{+} + Q/A$	$\hat{+} + P/L$
EQ low up/down/kill	$\hat{+} + W/S/X$	$\hat{+} + U/H/B$
EQ mid up/down/kill	$\hat{+} + E/D/C$	$\hat{+} + I/J/N$
EQ mid up/down/kill	$\hat{+} + R/F/V$	$\hat{+} + O/K/M$
Jump to start/end/point	Q/T	P/Y
Jump to cue points 1/2/3	W/E/R	U/I/O
Set start/end point	$\backslash + Q/T$	$\backslash + P/Y$
Set cue points 1/2/3	$\backslash + W/E/R$	$\backslash + U/I/O$

Autoloop on/off	A	L
Set loop in/out	S/D	J/K
Set loop duration ½/x2	⌘ + S/D	⌘ + J/K
Loop off / reloop	⌘ + A	⌘ + L
Bounce loop	^ + 1/2/3/4/5	^ + 6/7/8/9/0
Instant FX	⇧ + ⌘ + 1/2/3/4/5	⇧ + ⌘ + 6/7/8/9/0
Duplicate song	⇧ + ⌘ + D	⇧ + ⌘ + J
<b>Reset sliders</b>	⇧ + ⌘ + A	⇧ + ⌘ + L

Transition left  
 Crossfade middle  
 Transition right  
 Switch to left  
 Switch to middle  
 Switch to right  
 Cut crossfader  
 Auto-cut slow  
 Auto-cut fast  
 Cut active line fader  
 Volume up/down

## Mixer

LEFT arrow  
 ⌘ + UP arrow  
 RIGHT arrow  
 ^ + ⇧ + LEFT arrow  
 ^ + ⇧ + UP arrow  
 ^ + ⇧ + RIGHT arrow  
 F  
 Hold G  
 Hold H  
 ⌘ + Z  
 + / - keys

Switch to left  
 Switch to right  
 Volume up/down

## Pre-cueing

⌘ + LEFT arrow  
 ⌘ + RIGHT arrow  
 ⌘ + +/- key

Load on deck 1 / 2  
 Add to queue  
 Remove from queue  
 Find in library

## Library

⌘ + LEFT or RIGHT arrow  
 ⌘ + ENTER  
 BACKSPACE  
 ⌘ + F

Record from deck 1/2/MIC

Play sample

## Sampler

⌘ + ⌥ + B/N/M

X/C/V/B/N/M, ⌥ + X/C/V/B/N/M

Slip scratch

Slip play

Slip cue

Slip loop

## Slip mode

⌘ + scratch deck

⌘ + click play button

⌘ + click cue jump button

⌘ + click loop button

Scratch record

Move selected slider

Auto crossfader cut scratch

## Multi-touch

Two-finger drag or swipe

Two-finger drag or swipe

⌘ + two-finger drag/swipe

Cue play

EQ kill

High pass:

Reset slider

Preview track

## Force touch

Force click CUE JUMP button

Force click EQ knob

Force click filter knob

Force click slider

Force click tracklist

**NOTE: Keyboard shortcuts may vary depending on your selected keyboard layout. Shortcuts in the menu and in the keyboard shortcuts window will always match the active keyboard layout.**



## 4.8 Preferences

You can use either the **⌘ + ,** keyboard shortcut or go to **djay Pro > Preferences** in the application menu to access the software preferences.

**NOTE:** Keyboard shortcuts may vary depending on your selected language layout.

### 4.8.1 General preferences



#### Song Loading

**Automatically start playing song:** Automatically have songs begin playing as soon as they load into a deck.

**Automatically jump to start point:** Loads the track at the first cue point set with the **CUE SET** action.

**Reset (EQ, effects, controls):** Sets all your track controls back to defaults upon track load.

**Auto-sync BPM:** Automatically sets the BPM of your new track to match your currently playing one.

## Deck Protection

**Prevent song loading on active deck:** Locks all your decks while they have a track playing to prevent you accidentally replacing a loaded track.

**Disable keyboard shortcuts:** Turns off all keyboard shortcuts to help prevent accidental control changes while playing.

## Deck

**Start time:** Sets how long it takes for a track to gain full speed from when you hit Play. This effect is similar to the torque adjust on a turntable.

**Stop time:** Sets how long it takes for a track to stop playing. This effect is similar to adjusting the brake when stopping a track on a turntable.

**Tempo range:** Changes the +/- maximum percentage of the deck pitch slider. You can choose from 6%, 8%, 10%, 16%, 25%, 50%, or 75%. You can also invert the +/- on both software and hardware layouts.

## Mixer

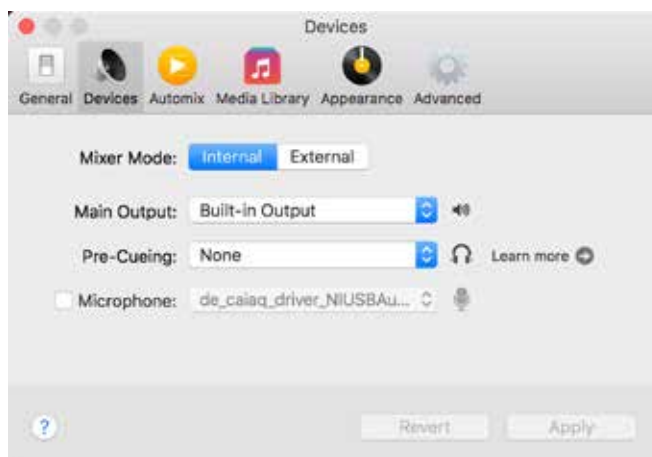
**Crossfader curve:** Changes how the crossfader fades between tracks. Choose from **Default**



**Rotary knob movement:** Changes how knobs and encoders within the software behave. You can choose from:

- **Auto-detect:** djay Pro automatically detects your rotary knob action.
- **Vertical:** Click and drag the cursor up and down on the knob to increase or decrease the amount.
- **Circular:** Use a circular motion with the cursor around the knob in the direction you wish to change.

## 4.8.2 Devices



### Mixer Mode

This options allows you to switch between **Internal** mixing (ie “inside-the-box” such as a MIDI controller or **External** mixing (ie hooked up to an external audio interface and mixer).

### Internal mixing options

**Main Output:** Select the stereo output source for the master out, ie the audio source to your speakers.

**Pre-Cueing:** Select the stereo output source for your headphone cue channel, ie what you use to beatmatch and listen to in your headphones.

**Microphone:** Tick this option to choose your microphone source. Disable this if you aren’t using a microphone to ensure no external sound is interfering with your mix.

## External mixing options

**Deck 1:** Select the stereo output source for deck 1.

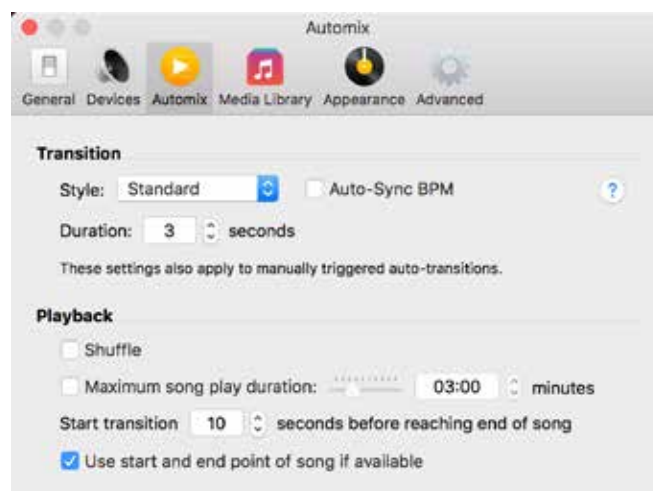
**Deck 2:** Select the stereo output source for deck 2.

**Deck 3:** Select the stereo output source for deck 3.

**Deck 4:** Select the stereo output source for deck 4.

**Note:** To output four decks to a four channel mixer, you will need an audio interface with at least four separate stereo outputs (see **section 5.16 External mixing**).

## 4.8.3 Automix



**Automix** is a feature that allows **djay Pro** to automatically mix your music based on a pre-made, user created track queue. For more information, see **section 5.9.4 Play cue and Automix**.

### Transition

**Style:** This option changes how transitions between tracks are done by the software. Choose from **Standard**, **Backspin**, **Echo**, **Brake**, **Reverse**, or **Random**.

**Auto-Sync BPM:** Tick this option to force **djay Pro** to match the BPM of all your tracks. This will mean tracks are mixed by beatmatching.

**Duration:** Changes the length of time mix transitions take. A longer time means mixes are smoother and more subtle, shorter means a faster pace to your mix.

## Playback

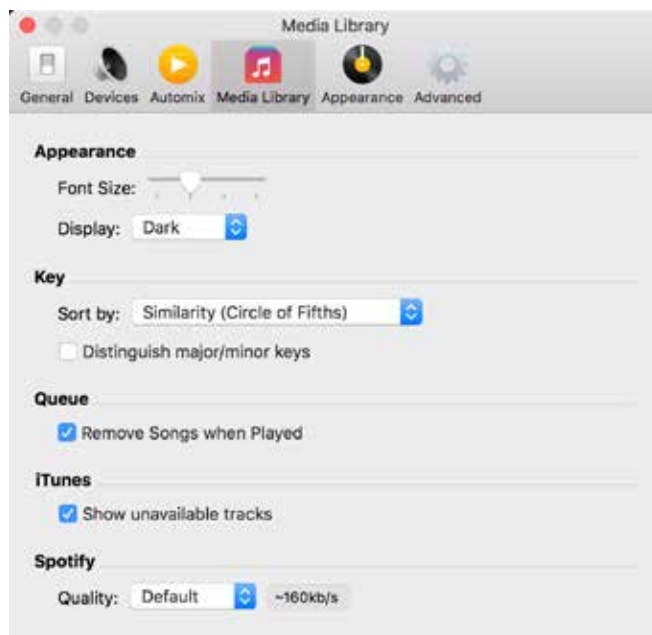
**Shuffle:** Turning this on randomly chooses tracks to mix from the play queue.

**Maximum song duration:** This setting lets you change how long a track will play before **djay Pro** loads and mixes a new track.

**Start transition <xx> seconds before reaching end of song:** Tells **Automix** to start mixing a new track a specific amount of time before the end of the current track.

**Use start and end point of song if available:** Choose whether mixes will include both the start and end of the tracks.

## 4.8.4 Media library



## Appearance

**Font Size:** Changes the font size of the library text.

**Display:** Flips the library color theme between **Dark** and **Light**.

## Key

**Sort by:** Changes how our tracks are ordered when sorted by key. Choose from either **Similarity (circle of fifths)**, or **Pitch distance (chromatically)**.

**Distinguish major/minor keys:** Toggle's whether your key metadata shows **major** or **minor** keys.

## Queue

**Remove Songs When Played:** With this checks, songs will be removed from the queue after they've been played. Otherwise, your queue will remain.

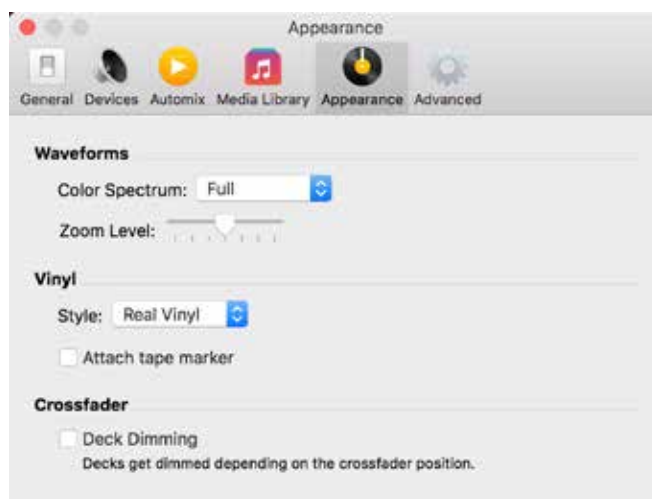
## iTunes

**Show unavailable tracks:** Tick this to display tracks in your iTunes playlist that aren't available to play.

## Spotify

**Quality:** Switch between **Default** (160 kbps) and **High** (320 kbps) audio when streaming music from **Spotify**.

## 4.8.5 Appearance



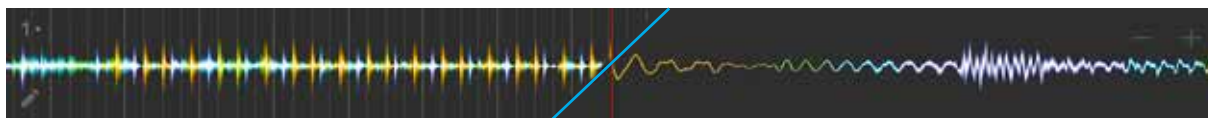
### Waveforms

**Color Spectrum:** Switch between **full** and **reduced** waveform colors.



**NOTE:** See **section 5.2.3 Waveforms** for more details on interpreting waveforms.

**Zoom Level:** Change the default **Zoom level** of displayed waveforms using the slider. The more magnified, the more detail, but there's less of the track displayed.



## Vinyl

**Style:** Switch between a **Real vinyl** look and a **Picture disc** using the track artwork.



**Attach tape marker:** Adds a white sticker strip to mark your place on the record.



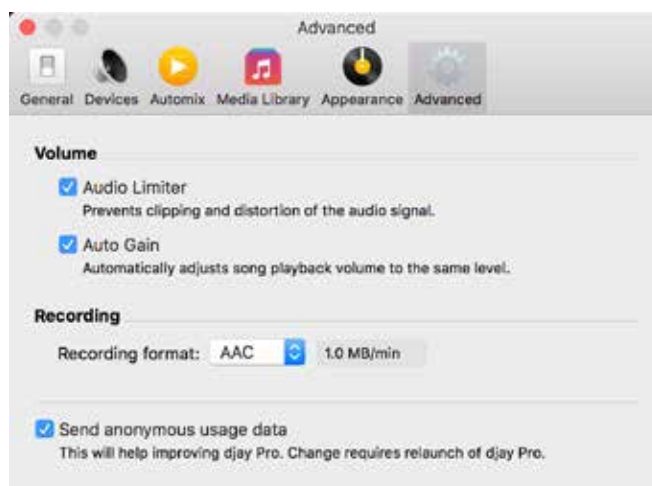
## Crossfader

**Deck Dimming:** Fades out your decks depending on where the crossfader is placed.





## 4.8.6 Advanced



### Volume

**Audio Limiter:** Toggles a hard audio limiter to help reduce distortion and other artifacts related to clipping sound.

**Auto Gain:** Toggles whether **djay Pro** automatically sets the channel gain when a track is loaded to match the rest of your mix. Disable this to manually adjust the gain of each track.

### Recording

**Recording format:** Switch between recording using compressed **AAC** and uncompressed **WAV** formats.

**Send anonymous user data:** When this setting is ticked, **djay Pro** will send anonymized data to **Algoriddim** to help improve the software and alert of any bugs.

## 4.9 Mix recorder

Recording your mixes is as easy as pressing a couple of buttons. You can set up **djay Pro** to save recorded audio files as **AAC** (compressed, lossy) or **WAV** (uncompressed audio). Pressing the red **RECORD** button at top brings up the mix recorder menu. You can choose to record either just the audio output, or video and audio.

**NOTE:** The **mix recorder** is only available while mixing internally. For external setups (such as an audio interface connected to an analogue mixer) you will need to capture the audio direct from the output source.

### 4.9.1 Audio

The Audio tab lets you record your music sets and manage your recordings in one place. Simply hit **Start New Audio Recording** to record your mix. You can manage your saved mixes by clicking the **EDIT** icon on the right. From this menu, you can **Send to iTunes**, **Show in Finder**, **Rename** the file, or **Move to Trash**.



## 4.9.2 Video

Selecting the **Video** tab switches the recorder to video mode. The video recorder tab has a screen displaying the final output as it has been recorded. Like the audio tab, you can manage all your recorded video sets from here.



## 4.10 Uninstalling djay Pro

To completely remove **djay Pro** from your system, you need to follow these steps. If you just want to delete the app, only follow step 1.

1. Delete the **djay Pro** app from the **Applications** folder.

**NOTE:** You may be asked for your macOS administrator password at this point.

2. Reset your software to defaults by opening the **Terminal** app on your Mac (located in the **Applications > Utilities** folder) and copying this command for your version of **djay Pro**.

**Mac App Store:** `defaults delete com.algoriddim.djay-pro-mac`

**Algoriddim website:** `defaults delete com.algoriddim.direct.djay-pro-mac`

**NOTE:** The following settings won't be affected, as these are stored separately: song metadata like BPM, beat grid, cue points; history; recordings; samples and sample presets; video image and text effects; and MIDI mappings.

### 4.10.1 Algoriddim stored data

If you wish to remove or edit the **djay Pro** stored data, you can find it at this location:

**Mac App Store version:** `~/Library/Containers/com.algoriddim.djay-pro-mac/Data/Library/Application Support/Algoriddim`

**Algoriddim Store version:** `~/Library/Application Support/Algoriddim`

You can access these folders by pasting them into your Finder's **Go to the folder...** box, found in the **Go** menu.



The Algoriddim stored data folder contains the following data:

- **djay Preset Library.plist:** cue points, first down beats and all other data set by the user
- **Metadata:** per-song analyze data (e.g. waveforms, beat grids, etc.)
- **Sets:** your DJ set history as displayed in the **djay Pro** media library
- **Samples:** custom audio samples (including recorded samples)
- **Sampler Presets:** custom audio sampler presets
- **VideoImageEffects and VideoImageEffects.plist:** custom image overlays for the **djay Pro** video mode
- **VideoTextEffects.plist:** custom text overlays for the **djay Pro** video mode

**Note:** To move **djay Pro** to another computer, simply copy the **Algoriddim** folder to the same location on the new machine. You can also create a backup by saving this folder.

# Advanced features

## 5 Advanced tools

Doing a simple mix within **djay Pro** only requires some of the basic features and knowledge of DJing, but there are many more advanced tools to explore and exploit. From adding extra decks of music, to improving your library management or using the built-in sampler, there's plenty to take your mixing to the next level.

### 5.1 djay Pro menus

The **djay Pro** menus provide quick availability to some of the basic functionality within the app, along with some actions only accessible here, such as some of the MIDI options. Below is an overview of some of the important features in the **djay Pro** menus.

#### File

**Start/stop recording** to control your Mix recorder.

#### Edit

**Undo** lets you quickly revert your last action, such as loading the wrong track.

#### View

Switch between **deck views**, **horizontal** and **vertical waveforms**, change **waveform zoom** levels, show/hide **panels**, and enter **fullscreen mode**.

#### Deck

Control your decks using their respective menus. Switch the deck in **Reverse**, **Repeat** the track, **Skipping** backwards and forwards. Use **Load Previous Track** and **Load Next Track** to quickly work through your playlists. **Load Scratch Tools** gives access to a track of samples and one-shots to help your scratch. **Duplicate** your tracks in empty decks for instant doubles. Access external **Audio Unit Effects** (see **section 5.10.6 Audio Unit effects** for more information).

#### Mixer

Adjust the **Crossfader Curve** from this menu to suit your mixing style. Switch between **Default**, **Linear**, **Constant Power**, and **Cut** (see **section 4.8.1 General preferences** for more information).

## Library

**Search** switches the cursor directly to the search box, **Analyze** begins analyzing any tracks not yet finished in your collection, **Automix** starts the Automix function, and **Refresh Library** checks if there are any changes since the library database was last opened.

## MIDI

**Configure** your active MIDI controller, and access controller options from here: **Crossfader Cutting Mode** gives you an ultra-sensitive crossfader, **Invert Crossfader** reverses the direction of the crossfader, and **Jog Pitch Bend Mode** toggles non-touch-sensitive jogwheels between pitch-bend and scratch modes.

## Window

Show the **Microphone** and **Pre-Cueing** pop-ups via this menu.

## Help

Access the **djay Pro support site** and **keyboard shortcuts** list.

**TIP:** Many of the essential DJ functions are available in the menus as well as keyboard shortcuts, such as adding **cue points** or **EQ kills**.



## 5.2 Advanced deck layouts

Along with the default two-deck layouts, you can run up to four separate decks of audio at once, as well as video decks. Much like with the two-deck layouts, you can present the track waveforms scrolling vertically or horizontally.



### 5.2.1 Four decks

You can access the four deck views via the **deck view** buttons at the top of the window. While similar to the default two deck view, some parts of the user interface will be different to accommodate the extra controls.

Like its two-deck counterparts, the four-deck **horizontal waveform view** scrolls from right to left.



The **vertical waveform view** has the music scrolling from top to bottom.

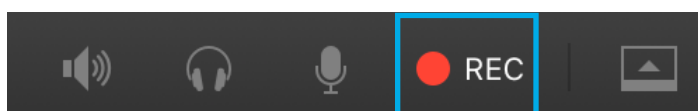


**TIP:** The **vertical waveform** views are more compact and space efficient, but the **horizontal views** are able to show more of the scrolling track.

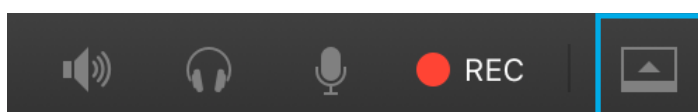
## User interface changes

There are some changes to the way the user interface works when in four-deck views. This section is an overview of some of the changes.

**Mix recorder:** The **mix recorder button** has moved to sit with the master volume controls at the top left of the interface. Mixes are still recorded in the same way (see **section 3.5 Recording your mix**).



**FX, pitch and loop controls:** The **deck effects/loop/cue panel reveal button** can also be found next to the master volume controls. The pitch fader is now combined with these controls and will only show when the panel is active.



**Deck track info and volume:** Deck volume controls become part of the track info panels at the top of the window.



**Crossfader routing:** When in four-deck mode, **djay Pro** allows you to choose which side of the crossfader to route your music to, as well as pass the audio through to disable the crossfader.



There are three options for routing your deck audio:

1. **Left** crossfader channel
2. **Thru** to have the deck ignore crossfader assignment
3. **Right** crossfader channel

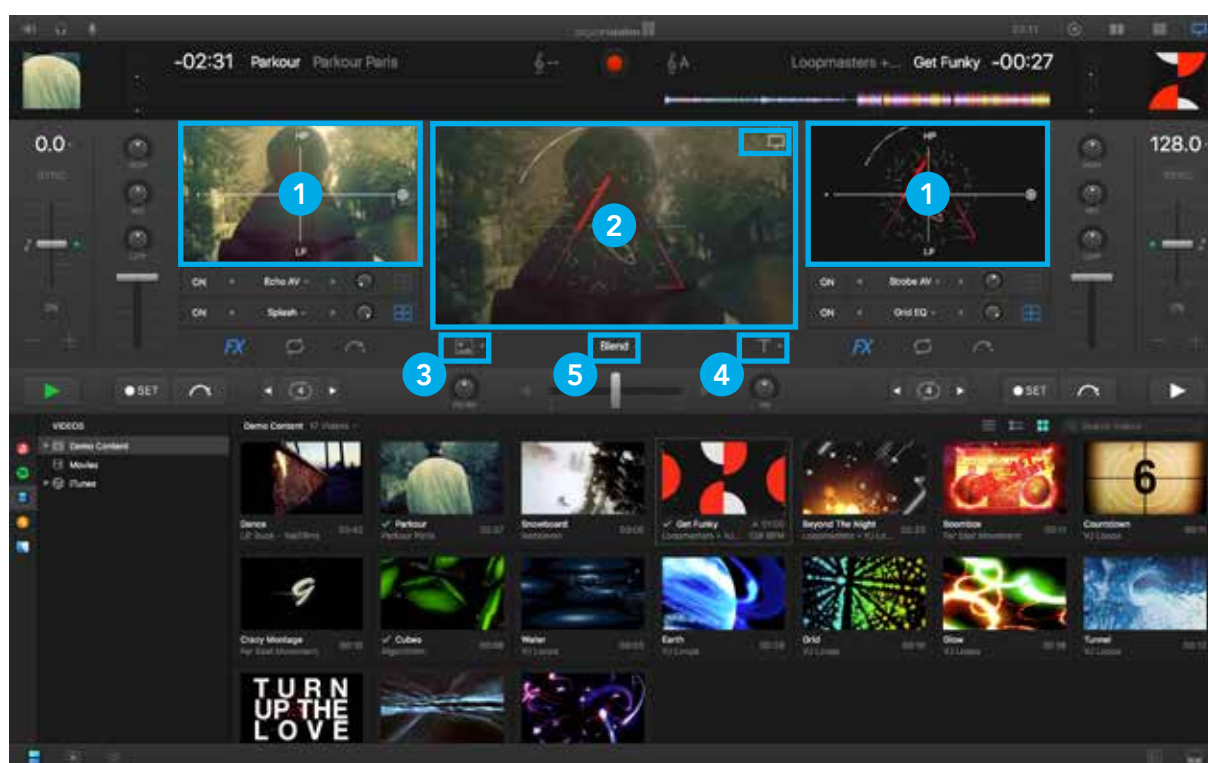
After switching back to two-deck view, you can reset your crossfader routings using the button that replaces the crossfader. This button sets your crossfader back to the standard **Left/Right**.



**TIP:** If you're using more than three decks of audio, it helps to default your crossfader to **Thru** and use the channel volume faders, unless you intend to do crossfader tricks or cuts.

## 5.2.2 Video decks

Video mixing differs from mixing audio-only in several ways. Firstly, you will be able to output as both audio and video. Second, you will have access to effects for both the audio and video. Thirdly, you can add images and text to your output.



### 1. Deck video output

Each deck has a video output screen to show you what effects and text are applied.

### 2. Master video output

This screen will show the output that will appear on external screens, including all text, images, video and effects.

### 3 & 4. Watermarks

You can add custom images and text to your video mixes as watermarks. These watermarks can either feed to one of the decks, or to the mix output.

## Adding an image overlay

To add an image to the **djay Pro** image overlay library, click the **plus (+) symbol** below the image overlay list and navigate to your image on your hard drive. You can also remove images from the list using the **minus (-) symbol**.



**Screen select:** Choose whether the image will appear on deck 1, deck 2, or the master video output.

**Image manager:** Add, remove and pick your image watermarks.

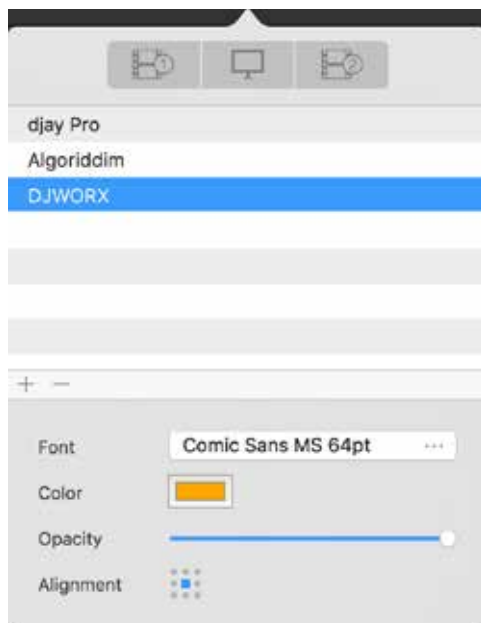
**Scale:** A slider to change the size of the image on the screen. Left for smaller, right for bigger.

**Opacity:** Choose how see-through the image is.

**Alignment:** Click the sector of the screen you want the image to appear on using the grid. The active sector will be in blue.

## Adding a text overlay

To add text to the **djay Pro** text overlay library, click the **plus (+) symbol** below the text overlay list and type in your chosen phrase. You can also remove text from the list using the **minus (-) symbol**.



**Screen select:** Select whether the text will appear on deck 1, deck 2, or the master video output.

**Text manager:** Add, remove and pick your text overlays.

**Font:** Choose your font, typeface and font size.

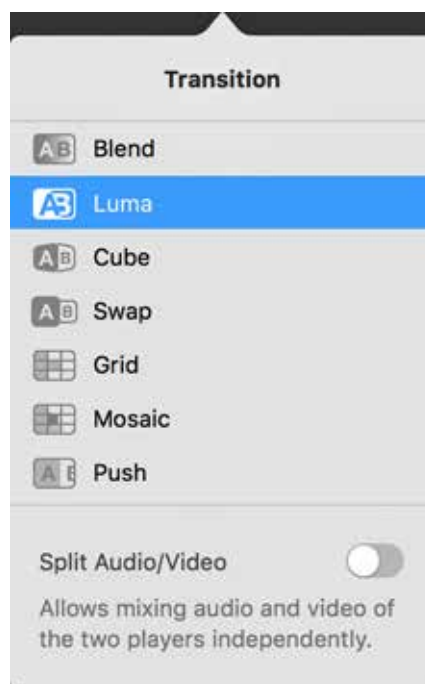
**Color:** select a color for your text.

**Opacity:** Choose how see-through the text is.

**Alignment:** Click the sector of the screen you want the image to appear on using the grid. The active sector will be in blue.

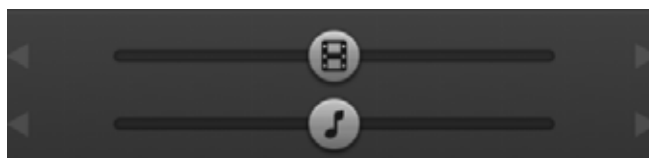
## 5. Crossfader transitions

Along with all the extra effects for video, you can also change how the crossfader transition's video between decks. To change the transition type, select one from the drop down just above the crossfader.



You can choose from:

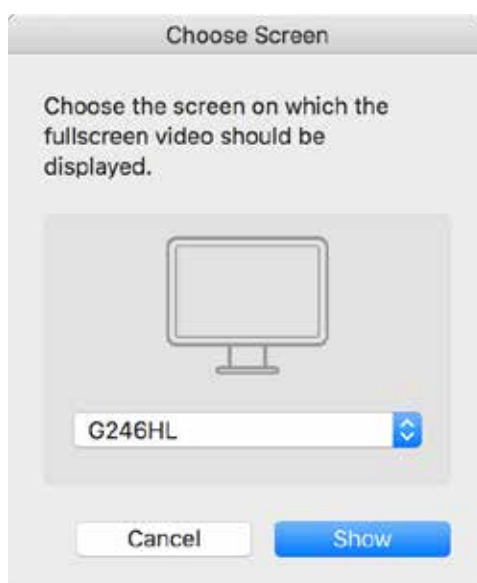
- **Blend:** A basic fade between two videos
- **Luma:** An alternate fade style
- **Cube:** Two sides of a cube rotating
- **Swap:** Full screens pulling back and forward
- **Grid:** A grid of screens replacing one another
- **Mosaic:** A mosaic of screens spinning into view
- **Push:** One screen pushing the other from the left or the right
- **Split Audio/Video:** The audio and video of both decks can be blended independently from each other. Toggle this on or off to switch.





## 6. Routing video

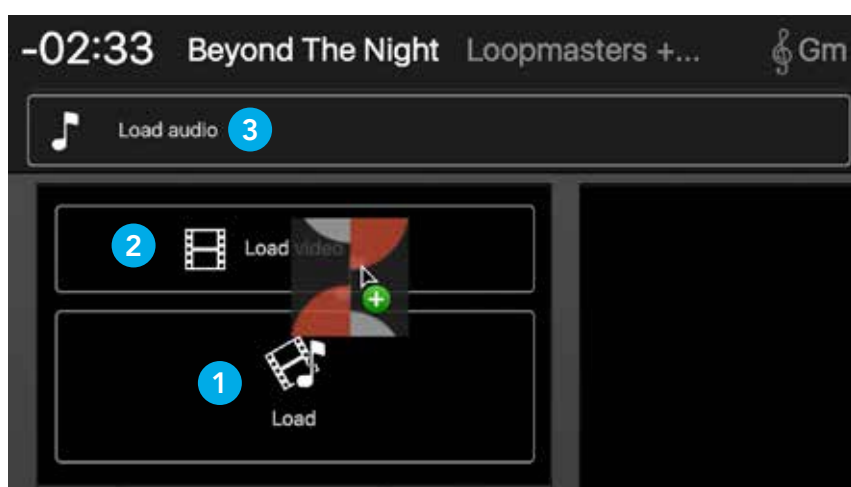
You can route your video output to any of your connected monitors via the **Choose Screen** pop-up. You can access the screen selection window by clicking the little monitor icon in the top right of the **master video output**. Select the screen you wish to output to and click **Show**. If you decide not to route your video to a specific screen, click **Cancel**. Once full screen video is active, you can either hit **ESC** on your keyboard, or click the little arrows in the top right of the screen.



**NOTE:** In **video mode**, the channel faders will only affect audio. You will need to use the crossfader to transition video.

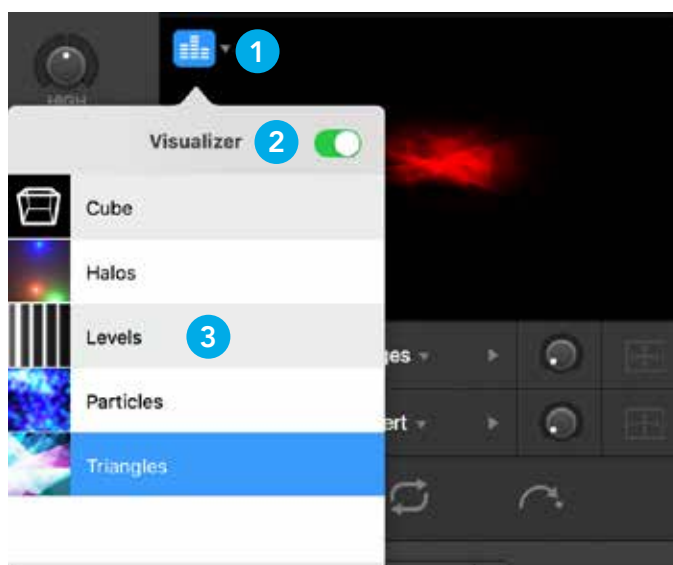
## Playing only audio or video

When in video mode, you can choose only to play the audio or video of a video file by dragging and dropping the file on a specific dropzones of a deck. Drag your video file from the playlist and the decks will automatically show the dropzones. The main dropzone **(1)** loads the video on the deck as normal, with both audio and video. Above that **(2)**, the dropzone will load just video. Finally, the dropzone that replaces the track waveform **(3)** will load just the audio into the deck.



**TIP:** You can mix and match your audio and video on a deck while in **video mode**. Drag your video file to the **video-only dropzone**, and the audio file to the **audio-only dropzone**. Whichever file is longer will continue playing after the other has ended.

Dropping audio onto a deck in **video mode** gives you the option of a black screen for that deck, or you can turn on the visualizer, which provides colorful visuals that react to the music. First, load the audio track into the deck via a dropzone. Once the track is loaded, click the visualizer button that will appear on the deck screen **(1)**, to show the visualizer options menu. To activate the visualizer, turn the switch **(2)** to the on position and choose your visualization **(3)**.



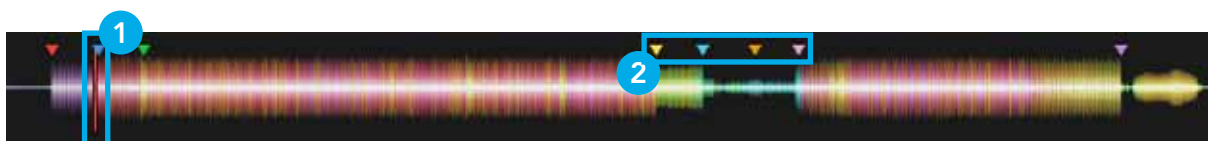
## 5.2.3 Waveforms

Glancing at a waveform in **djay Pro** can give you critical information very quickly. Each deck has both a **track waveform** and **scrolling waveform** to provide all the information you need. Both views are color coded to show which audio frequency is playing at that point in the track: **RED** represents bass, **YELLOW** for low-mid, **GREEN** for high-mid, and **BLUE** is for high frequencies.



### Track waveform

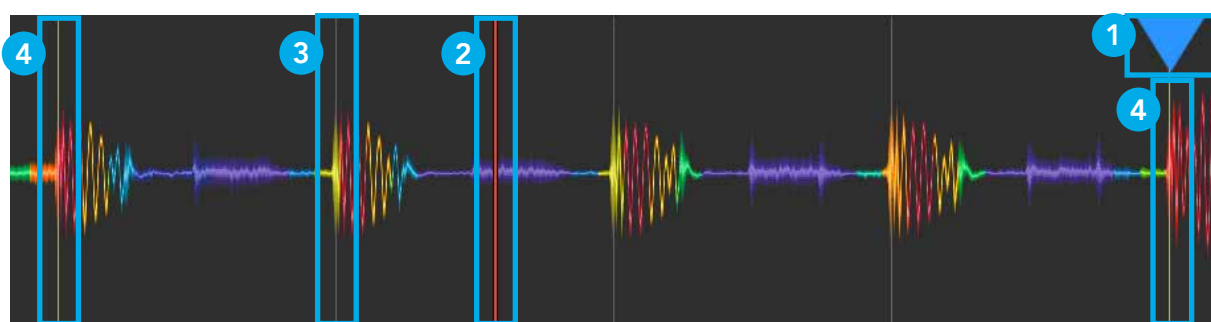
The **track waveform** displays the full visual representation of the audio file, from start to finish. This view also shows your colored cue points **(1)** (see **section 5.12 Cue points**) and a red track progress marker **(2)**.



**TIP:** You can quickly jump to any part of the loaded track by either clicking the location of two-finger swiping across the waveform.

## Scrolling waveform

This is a zoomed-in visualization showing your current location that scrolls along as the music progresses. Since this view follows the music, it will move or jump backwards and forwards should you manipulate the sound with scratching, scrubbing or jumping to cue points. In this view, you can see your cue points **(1)** as they scroll past, the red progress marker **(2)** showing the exact location in the music and the beat markers **(3)**, including the downbeat of each measure **(4)**.



**TIP:** You can also change the zoom level of the scrolling waveform to suit your needs.  
(See **section 4.8.5 Preferences, Appearance**)

## 5.3 Beatgrids

### 5.3.1 What are beatgrids?

The word beatgrid is a literal definition of itself. Track beatgrids are a grid of key markers overlaid on top of a track, to ensure the BPM of the music is consistent. In practice, beatgrids are used by DJ software to make sure that tracks are synced in time (either quantized to the beats, or just tempo synced) and that the timings of effects and samples are accurate.

### 5.3.2 Setting a beatgrid

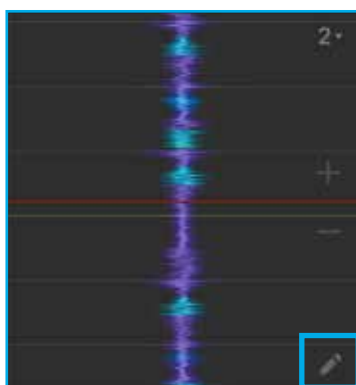
When you first load a track into a deck, **djay Pro** analyzes the file to create the visual representation of the music, along with what it estimates is the correct beatgrid for the music. This beatgrid is based on two things: the starting downbeat (ie the first beat of the track), and the tempo (ie beats per minute) of the track.



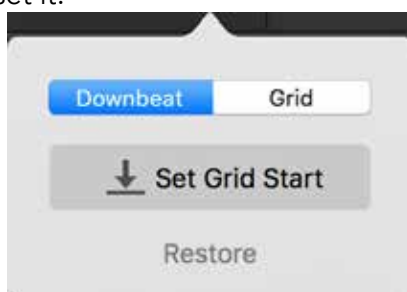
### 5.3.3 Adjusting incorrect beatgrids

Occasionally, **djay Pro** will analyze a track's beatgrid incorrectly, and might need manual editing. This is a simple to do.

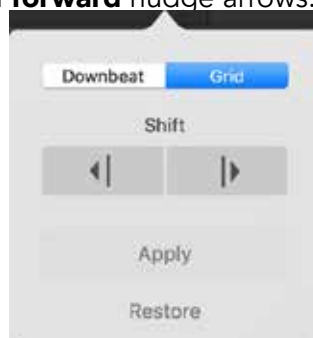
1. Make sure the offending track is loaded in a deck and that the track has finished analyzing.
2. Click the little **pencil icon** to open up the beatgrid editor.



3. If the downbeat is incorrectly placed, find the right location, and in the **downbeat tab**, tap **Set Grid Start** to reset it.



4. You can also adjust the grid itself to further tweak your beatgrid by going to the **Grid** tab and using the **back** and **forward** nudge arrows.

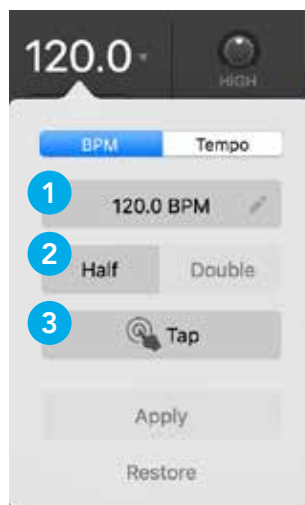


5. If, at any time, you need to roll back to the original beatgrid created by **djay Pro**, you can use the **Restore** button on either tab.

## 5.4 BPM and tempo

### 5.4.1 Adjusting BPM

Occasionally, **djay Pro** analyses a track and guesses the wrong **BPM**, causing the beatgrid to be set incorrectly, or guesses the **BPM** at half or double the actual **tempo** of the track. Using the BPM tab in the **BPM & tempo** pop-up, you can change the BPM, should you need to.



1. **Manual adjust:** If you know the correct BPM, type it in after clicking the **EDIT** pencil icon and hitting **ENTER**.
2. **Half/Double BPM:** Use these buttons if you find the BPM is half or double the correct tempo.
3. **Tap:** You can approximate the correct BPM by using the Tap button. While the track is playing, click the Tap button in time with the beat until a BPM reading show.

Once you've adjusted the BPM, you can click **Apply** to save, or **Restore** to go back to previous settings.

**TIP:** Many modern electronic productions will have a rounded off **BPM** which should be easy to fix manually should **djay Pro** not analyze correctly.



## 5.4.2 Tempo sensitivity

Use the **Tempo** tab of the **BPM & tempo** pop-up to tweak your tempo slider sensitivity and settings. From here, you can change the percentage increase/decrease **Range** the slider can change **(1)**, as well as **Invert** the slider **(2)**, like many turntables feature.



**NOTE: djay Pro** determines the master deck based on which is currently the loudest. For example, if the crossfader is moved all the way to the left, deck 1 will be selected as the master deck. While this is all done 'behind the scenes', it will help to be aware how it works. The master deck helps maintain track sync, as well as determine key match (see **section 5.5 Key lock and changing key**).

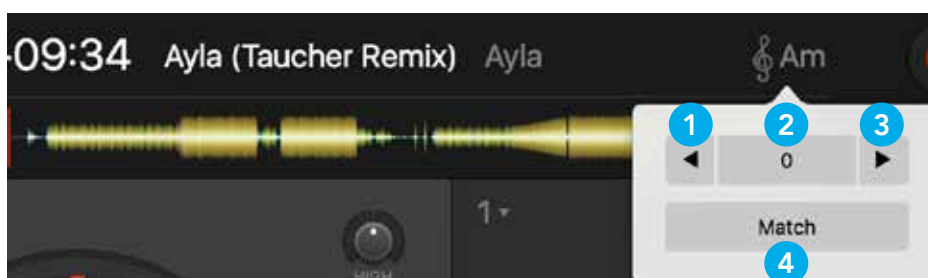
## 5.5 Key lock and changing key

In **djay Pro**, you can keep your music from changing pitch as you increase the tempo by using **Key lock**. To activate **Key lock**, click the **musical note** button (1) to the outside edge of the deck tempo slider. You can also map the command to a MIDI controller button (see **section 5.15 MIDI mapping**).



**TIP: Key lock** can sometimes affect audio quality, particularly with big tempo changes.

You can also match the key of tracks using the **key match** feature, as well as transpose the key by semitones, all using the **key options panel**. To access the panel, click on the track key display in the deck info (see **section 1.2 Interface tour**).



1. **Down semitone.** Transposes the audio down a semitone.
2. **Key transpose activate.** Toggle on/off the key transpose of the deck audio.
3. **Up semitone.** Transposes the audio up a semitone.
4. **Key match.** Matches the key of the audio to that of the master deck.

## 5.6 Syncing

There are two ways to sync music within **djay Pro**: **tempo sync**, and **beat sync**. Both can be accessed using the **deck sync buttons** (see **section 1.2 Interface tour**). For a more detailed explanation of syncing music, see **section 2 Glossary of terms**.



### 5.6.1 Tempo sync

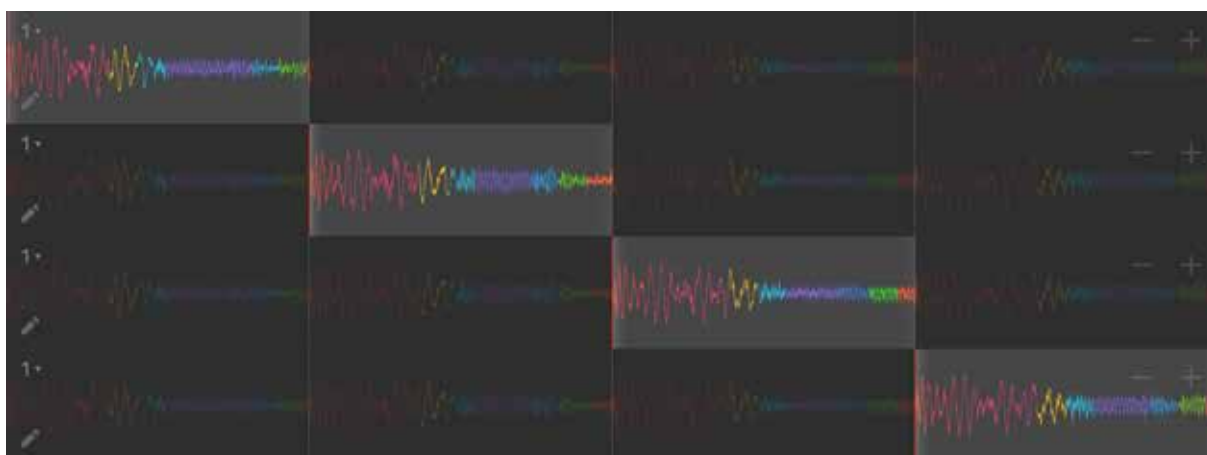
Tempo sync simply matches the **BPM** of a deck track to the current master deck, but allows decks to play independently. To activate beat sync, press the **SYNC button** once on the deck you would like to match to the playing audio.

### 5.6.2 Beat sync

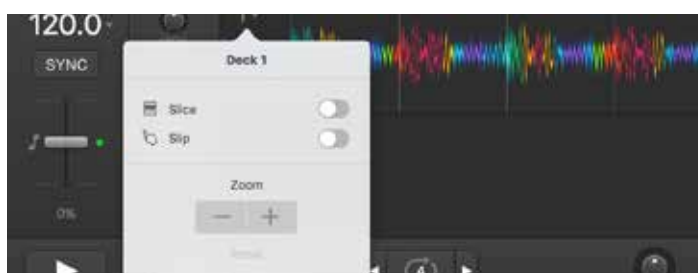
Beat sync takes it a step further and quantizes the beats to ensure they stay in time, by matching the downbeat. To activate beat sync in **djay Pro**, make sure the you already have a song playing, and press the **SYNC button** twice on the other deck with a track loaded and ready.

## 5.7 Slicer mode

**Slicer mode** helps you quickly juggle hotcues on the fly while playing your tracks. As the audio progresses, the slicer tracks the current four or eight beat measure and "slices" it, creating a virtual hotcue for each beat, which can be mapped to buttons or pads on a MIDI controller (see **section 5.15 MIDI mapping**).



To activate the **Slicer**, use the waveform pop-up on your preferred deck, and activate the **Slice** option.



To disable the **Slicer**, reverse the process.

## 5.8 Slip mode

**djay Pro** has **Slip mode** for scratching with jogwheels. While enabled, Slip mode continues playing audio when the jogwheel is used. This works for both virtual (software) and hardware jogwheels (for example, see **section 5.14.2 CDJs**).



To enable **Slip mode**, activate the option within the waveform pop-up. Reverse the steps to disable the feature. You can also start deck playback with slip mode automatically activated by using **⌘ + PLAY button**.

## 5.9 Library management

With today's DJs carrying thousands of tracks in their collections, managing your music has become as important a skill as any. With **djay Pro**, you have access to a powerful and flexible library browser, with features you'd expect from any professional DJ software.

Knowing your way round your music collection not only saves you time in your workflow, it can help give you confidence while you're busy in a mix. The library browser within **djay Pro** offers tools to help you get the most out of your music.

### 5.9.1 Browser overview

For a breakdown of the elements of the **Media library browser**, please revisit **section 4.3 Media library browser**.

### 5.9.2 Analyzing your music

While **djay Pro** analyzes each track the first time it's loaded, this can take up computing resources and may interrupt playback. You can set up **djay Pro** to analyze your whole music collection, or even just parts of it, as a batch operation.

**NOTE:** Spotify tracks can not be pre-analyzed.

**TIP:** Batch analysis can be quite resource intensive so should be left running while your computer is free from other tasks. The task might be best left overnight or while you're away from your screen.

### 5.9.3 Previewing tracks

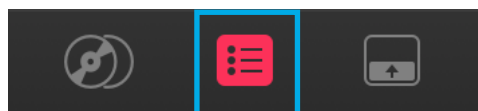
With **djay Pro**, you can preview your tracks directly from the library. Previewed tracks will play via your pre-cue channel. For example, should you have a controller with audio interface set up, you can hear your previews in your headphones.



To preview a track, either Force-touch click it, or click the menu button on the far left of the track in the library tracklist **(1)**. From this menu, you can also add to the **Play Queue (2)** or load the track in a deck **(3)** using the buttons on the right.

### 5.9.4 Play Queue and Automix

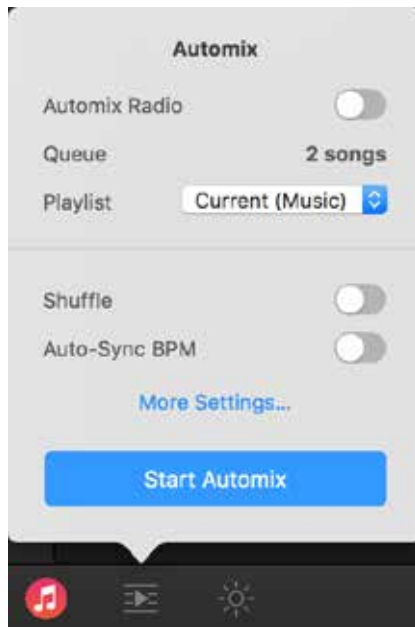
The **Play Queue** acts as a playlist which stays up to date by removing tracks that have already been played. To access the Play queue, use the button on the far right button group at the bottom of the window.



You can add tracks to the Play queue several ways:

1. Drag individual tracks into the **Play Queue** from your playlists.
2. Right click tracks and choose **Add To Queue**.
3. At the top left of the playlist, next to the playlist name, click the song count drop-down and select **Add All To Queue** to quickly add the whole playlist.

Tracks in your play queue can be mixed automatically by **djay Pro** using the **Automix** feature. Automix will load, cue and crossfade any tracks in the queue.



- **Automix Radio:** Sets Automix to find tracks to play from your whole collection
- **Queue:** Shows the number of tracks currently in your play queue.
- **Playlist:** Choose whether to only play tracks in your current playlist or not.
- **Shuffle:** Randomizes the play order of your tracks.
- **Auto-Sync BPM:** Automix attempts to beatmatch your music during blends.
- **More Settings...:** Opens up the Automix preferences.
- **Start Automix:** Begins Automix adding tracks from your play queue or playlist.

**TIP:** You can add tracks from any of the library tabs to your play queue.



## 5.9.5 List views

### Compact grid

This view displays the most track information, but it densely packed and has no cover art displayed.

Track	Artist	Album	Genre	Time	BPM	Key	Year	Duration	Comments
Just (Original Mix)	Bicep	Just EP	Deep House	06:12	120	Dm	2015		Electro - breaks uplifting - 3A
Adhesive	Lhasa	The Attic	Techno;Ele...	04:30	122	Em	1990		Electro - - 8A
Nite Rite Nite (Instrumental) (Original Mix)	Mason	Nite Rites	Breaks	05:34	120	Dm	2016		electro - 3A
Auto Man	Newcleus	Jam For The 90's	Dance & DJ	05:48	106	Am	2007		Electro -rhythm is a dancer - 8A
Tryouts to the Human Race (Extended Version) - 8A	Sparks			07:56	126	Am			Electro pop - sampled on Musak...
Basically (Original Mix)	Tai Shi	Verde	House	04:51	100	Bm	2015		Nu Disco - female vocals slow sa...
I Can't Feel My Face (Henry Salz Remix)	The Weeknd			05:13	106	Am			Progressive House - slow 105bpm...
Divergent (Original Mix)	Alex Niggemann	Divergent	Techno	09:55	124	Cm	2015		Progressive House - busy rhyth...
Virgo (Original Mix)	Alex Niggemann	Virgo	Tech House	06:27	123	Gm	2015		Progressive House - 6A
Isomethyl (Original Mix)	Applausal	Latone Highway EP	Electronica	06:20	121	Cm	2016		Progressive house - slow mellow...
Epikur (Original Mix)	David August	Epikur EP	Deep House	06:10	118	Fm	2014		Progressive House - mellow des...
Pop Culture (Joris Voorn Remix)	DJ Doria	Pop Culture Remixes	Tech House	06:45	126	F	2015		Tech House - rolling vocal scree...
Shiva (Guy J Remix)	DJ Nukem & Chab			06:18	126	A			Progressive House - driving - 118
Nirvana (Original Mix)	Guy J	Nirvana	Progressiv...	10:16	120	Gfm	2015		Progressive House - slow upliftin...
Paradox (Original Mix)	Guy J	The Trees, The Sea...	Electronica	10:16	110	Am	2015		Progressive House - slow like sal...
Mandala (Original Mix)	H4x3	Mandala / Cordoba	Progressiv...	07:44	124	Bbm	2016		Progressive house - big proggy s...
Lucero Del Alba (Original Mix)	Henry Salz	Night Cult EP	Electronica	06:27	119	Gm	2016		Progressive House - tachy - 6A
Tender Skin (DJ Tennis Remix)	HVOS	Tender Skin/The An...	Electronica	06:59	120	Dm	2015		Progressive House - female voice...
The Hanging Tree Bootleg V3_MASTER	Jennifer Lawrence			06:14	118	Am			Progressive house - folk vocal -...
L'orgasmique electronique (Original Mix)	Jose Maria Ramon, Will...	Once Upon a Time		06:28	121	A	2015		Progressive House - epic big sou...
No Infinity (Janes Saalbach) (Original Mix)	Jose Maria Ramon, Will...	Once Upon a Time		06:28	121	Am	2015		Progressive House - huge chilled...
No Infinity (Original Mix)	Jose Maria Ramon, Will...	Once Upon a Time		07:39	121	Am	2015		Progressive House - big breaddo...
Brink-12 - 8A	Komponent			07:32	120	Am			
Number One Hero (Feat. Rush Midnight) (Peter Par...	Lehar	Number One Hero (F...	Electronica	08:32	122	Cfm	2016		progressive house - slow male v...

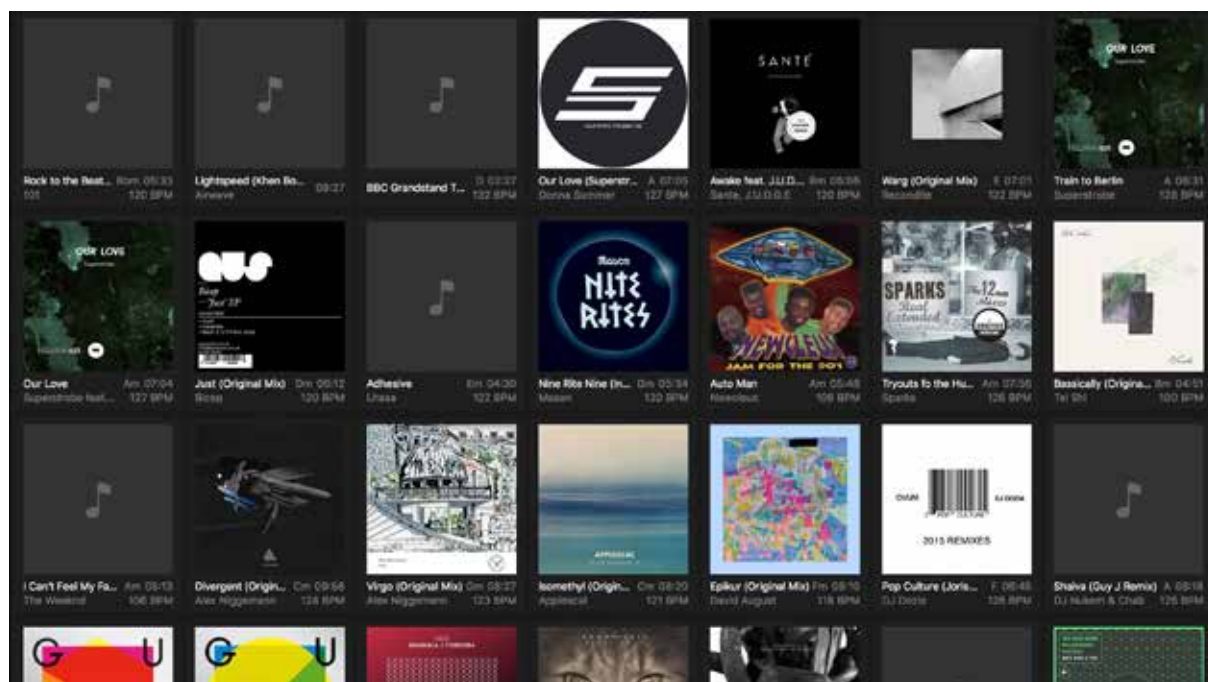
## Regular grid

This view is less crowded, and shows cover art along with metadata.

Image	Name	Artist	Album	Genre	Time	BPM	Key	Year	Grouping	Comments
	Wang (Original Mix)	Recondite	Phalans	Techno	07:01	122	E	2018		Techno - dark melodic - 8A
	Train to Berlin	Superstrobe	Our Love	Techno	06:31	128	A	2018		Promo sent by Superstrobe - 6A
	Our Love	Superstrobe feat. Paula...	Our Love	Techno	07:04	127	Am	2018		Promo sent by Superstrobe - 6A
	Just (Original Mix)	Bicep	Just EP	Deep House	06:12	120	Dm	2018		Electro - break uplifting - 7A
	Adhesive	Lhasa	The Altic	Techno/Ele...	04:30	122	Em	1990		Electro - - 8A
	Nine Rise Nine (Instrumental) (Original Mix)	Mason	Nine Rises	Breaks	05:34	120	Dm	2018		electro - 7A
	Auto Man	Newcleus	Jam For The 90's	Dance & DJ	05:48	106	Am	2007		Electro -rhythm is a dancer - 8A
	Tryouts to the Human Race (Extended Version) - 8A	Sparks			07:56	126	Am			Electro pop - sampled on Musak...
	Basically (Original Mix)	Tai Shi	Verde	House	04:51	100	Bm	2018		Nu Disco - female vocals slow sa...
	I Can't Feel My Face (Henry Salt Remix)	The Weekend			05:13	106	Am			Progressive House - slow 106tp...
	Divergent (Original Mix)	Alex Niggemann	Divergent	Techno	09:56	124	Cm	2018		Progressive House - busy rhyth...
	Virgo (Original Mix)	Alex Niggemann	Virgo	Tech House	06:27	123	Gm	2018		Progressive House - 6A
	Isomethyl (Original Mix)	Applesalt	Leone Highway EP	Electronica	06:20	121	Cm	2018		Progressive house - slow mellow...
	Epikur (Original Mix)	David August	Epikur EP	Deep House	06:10	118	Fm	2014		Progressive House - mellow des...
	Pop Culture (Lorle Vroom Remix)	DJ Dazle	Pop Culture Remixes	Tech House	06:46	126	F	2018		Tech House - rolling vocal scree...

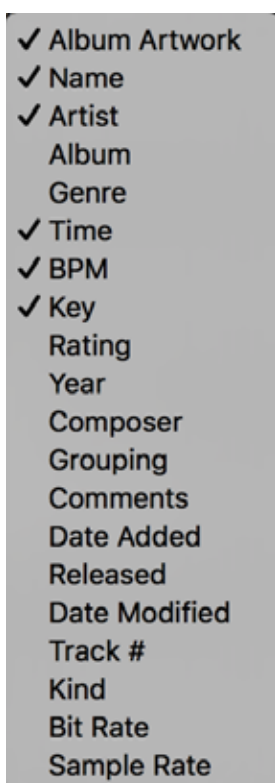
## Collection view

Cover art is featured prominently in this view, but it doesn't have metadata columns.



## 5.9.6 Metadata columns

Similar to many music players, the playlists in **djay Pro** display track metadata (ID3 tags) as columns within the compact and regular list views. You can customize which columns appear in your playlist by right-clicking the metadata bar at the top of the playlist window and ticking or unticking the desired metadata to display. If you need to edit your track metadata, you will need to use **iTunes** or some other music management application.



**NOTE:** **Spotify** music metadata is managed on **Spotify**'s servers and isn't user-editable.

**NOTE:** Metadata sorting is unavailable in **collection view**.

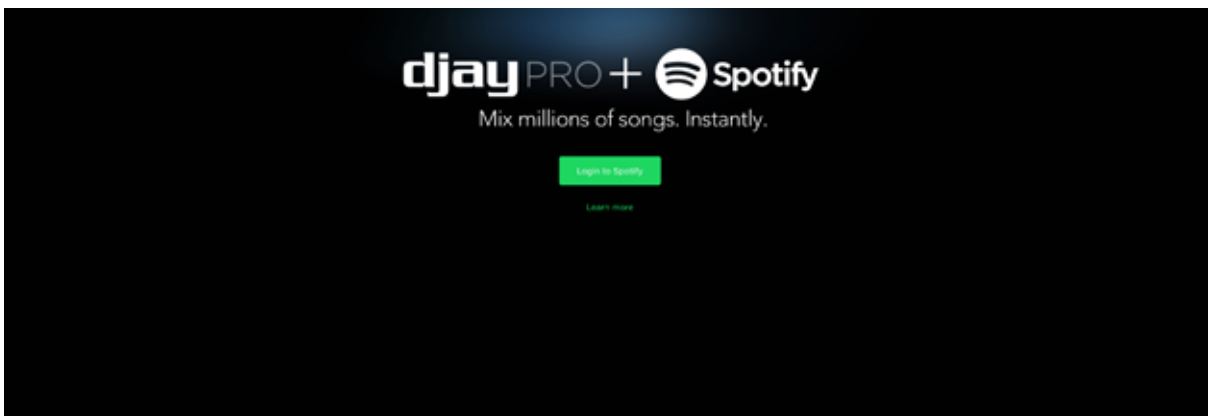
**NOTE:** The type of metadata columns can change depending on the source of your music. For example, **Spotify** will make different metadata available to **iTunes**.

## 5.9.7 Sorting your music

You can use the metadata columns to sort your music quickly and easily. Click on the column you wish to sort by to switch between ascending and descending order, as well as a third click to switch back to the default play order. For example, sorting by artists will make the list ordered alphabetically, and sorting by BPM will order from slowest to fastest tempo and vice versa.

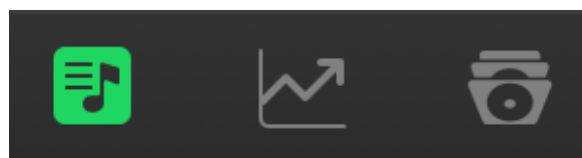
## 5.9.8 Spotify

With a Spotify Premium account, you can have access to millions of tracks, directly within **djay Pro**. To get started, select the Spotify tab from the music sources panel on the left of the library. All you need to do is log in using your account details to access everything in your Spotify library.



## Playlists, Charts, and Browse

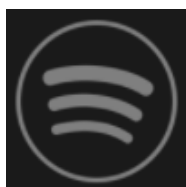
From the Spotify tab, you can access all the playlists you've previously created from the Spotify desktop music player. There are also sections for the latest **Spotify Top 100** chart and music categories to browse for hits. You can switch between these sections using the three buttons in the middle of the bottom bar.



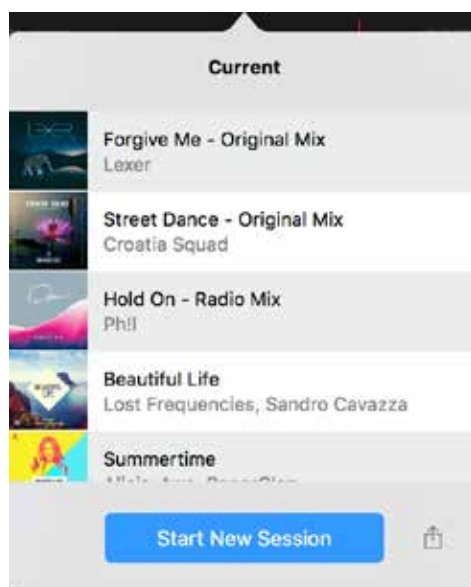
**NOTE:** You can only view playlists within the **djay Pro** library browser. You will need to either edit your playlists within **Spotify**, or use the **Spotify button** to save your session as a playlist.

## Spotify button

The **Spotify button** replaces the **mix recorder button** at the top of the window. You can quickly save the tracks you've played so far in your set as a Spotify playlist.



1. Once you have finished your set, click the **Spotify button** to bring up the **session recorder**.



2. To clear the session, hit **Start New Session**.
3. To save your current list as a Spotify playlist, click the icon next to the **Start New Session button**.
4. Give your playlist a unique name and click **Save**.

**NOTE: Mix recording** will not work when you use tracks from **Spotify**, due to licensing agreements. Recording a mix disables the **Spotify tab** and using **Spotify** disables the **mix recorder**.

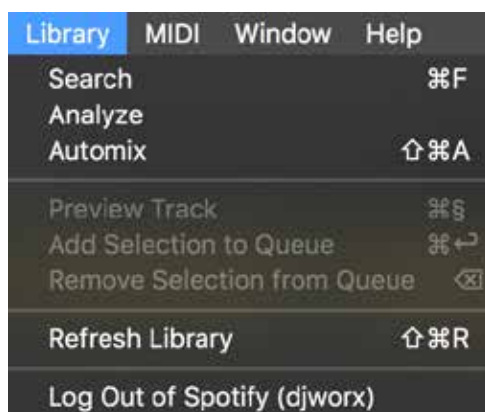
## Searching Spotify

You can search for any tracks within the **Spotify** database via the search box, while in the Spotify tab. Search results can then be expanded further using the **Show all songs...** button below each set of results. You can expand results from Songs, Artists, Albums, and Playlists.



## Logging out

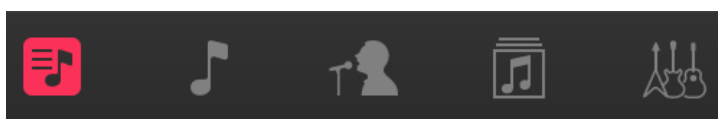
To log out of **Spotify** within **djay Pro**, go to the **Library** menu item and select **Log Out Of Spotify (<username>)**.



**NOTE:** Remember that access to **Spotify** requires a **premium account**. You will need to upgrade if you have the **free account**.

## 5.9.9 iTunes

You can access your **iTunes** collection directly from within **djay Pro**. This includes all your music, playlists and folders, as well as any smart playlists you have created. The collection can also be sorted by **Music**, **Artists**, **Albums** and **Genres**, using the buttons in the middle of the bottom bar, similar to the iTunes desktop app.



## 5.9.10 Videos

The videos tab of the browser has three folders in the browser tree:

- **Demo content:** The free videos provided with **djay Pro** to help get you started.
- **Movies:** Your account's Movies folder.
- **iTunes:** Any video files found in your iTunes collection.

You can store any purchased or user-created video files in either the iTunes collection or Movies folder.

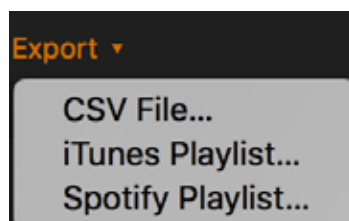
**TIP:** It can be helpful to separate your silent and audio-based videos, either in **iTunes** playlists or folders on your drive.



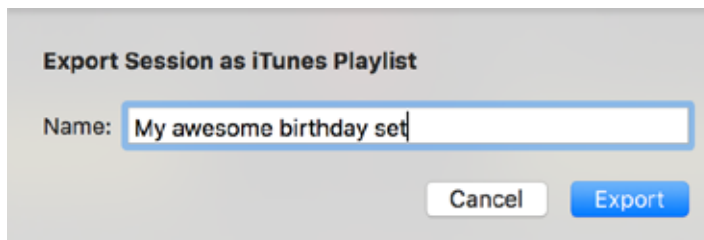
## 5.9.11 History

All your DJ sessions are automatically saved by **djay Pro** in the **History** tab of the library browser. Saved sessions are similar to playlists and show the tracks from each session in the main browser window. You can also rename and delete your saved sessions by **right-clicking** on them and using the context menu.

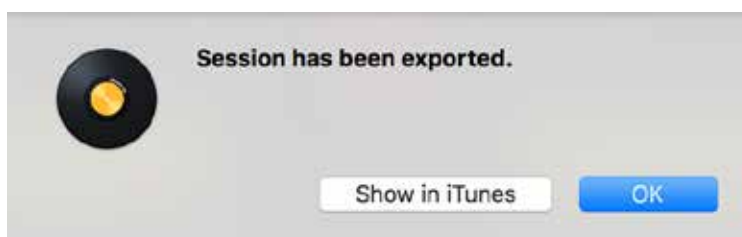
You can also export your sets using the **Export** menu item at the top of your set playlist. Choose which set to export, and click the **Export button** to show the set export menu. You can choose to export as a **CSV file**, **iTunes playlist**, or **Spotify playlist**.



You will then be prompted to name the exported playlist.



Once saved, you'll see a confirmation pop-up asking if you want to view the new playlist.



## 5.9.12 My Mac

Access your stored music files from anywhere within **Finder**. You can add folders from multiple locations, including network and USB drives. To add a folder to the browser, go to the **My Mac** tab click **Add folder** at the top of the browser tree.

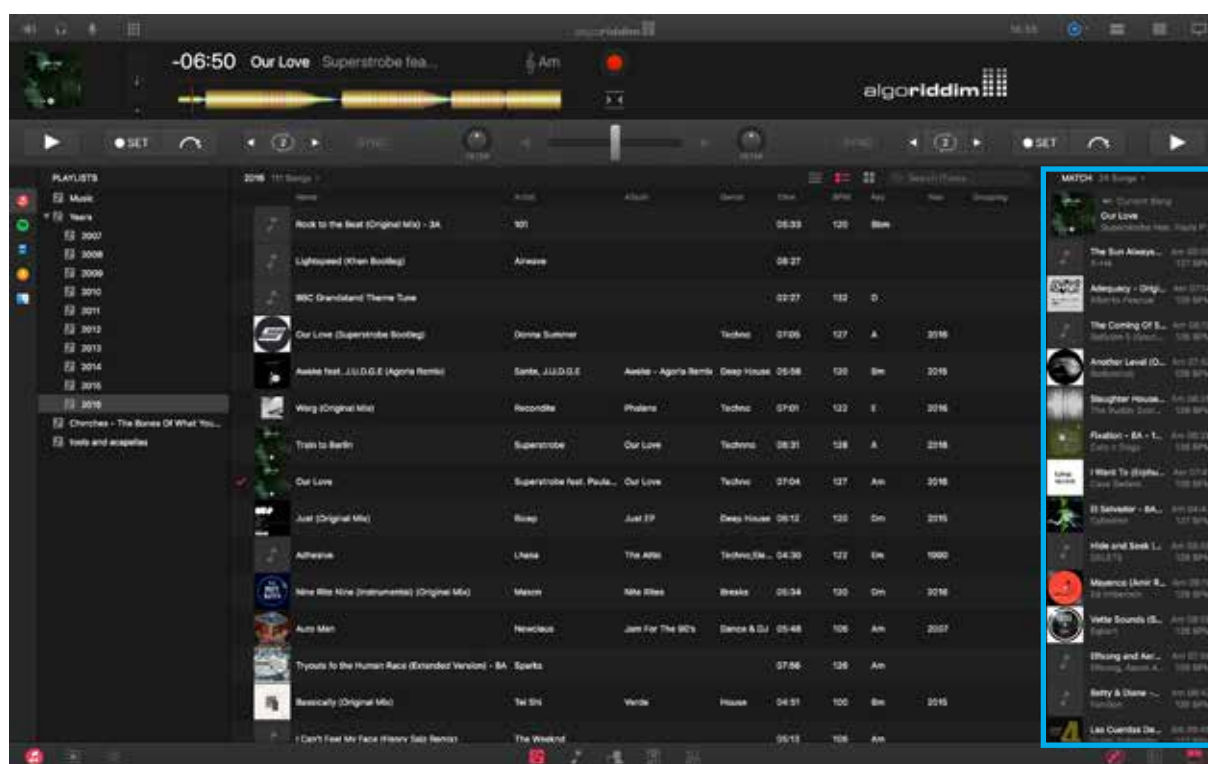
**NOTE:** If a folder is unavailable (for example disconnected or offline), it will be greyed out in the browser tree.

## 5.9.13 Track Match

If you're struggling to find the right tune to play, **djay Pro's Track Match** feature can help narrow down the list. Track Match suggests what to play next based on the last track played and which tunes in your collection have similar genre, BPM, and root musical key.



**Track Match** appears as a list down the right side of the library browser and shows up to 24 track suggestions. To show or hide the Track Match list, use the Track Match icon at the bottom right of the app window.



## Track Match and Spotify

When you use **Track Match** (for more information, see **section 5.9.13 Track Match**) with **Spotify**, **djay Pro** will access the entire **Spotify library** for recommendations. This makes it a very powerful tool, offering the widest possible choice of suggested tracks to play next.

**TIP:** Use **Track Match** as a guide rather than the rule. Learn to trust your ears above all else and you'll discover much more creativity.

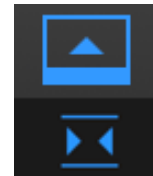
## 5.10 Effects

There are three different types of effects in **djay Pro**: **audio**, **audio/video**, and **video**.

Each type of effect has a specific use, and may not be appropriate for all your collection.

**Algoriddim** has endeavored to produce a wide range of distinctive sounds to help DJs push their creativity.

To access the effects controls, use the **Advanced controls panel** toggle button that can be found in the middle of the deck info panel (in two-deck mode) or on the left of the global controls bar (in four-deck mode).



### 5.10.1 Audio

There are a total of 39 different audio effects in **djay Pro**, with five **Essentials** included and the rest available to unlock within the app. The effects can only be applied to audio, but also work on videos with audio built in.

#### Essentials

- Echo
- Flanger
- Phaser
- Bit crusher
- Gate

#### Sugar Bytes Resonate

- Reverb
- Beatverb
- Gate panner
- Gate masher
- Sweep delay
- Stutter delay
- Quack delay

#### Sugar Bytes Modulate

- Space flanger
- Filter machine
- Zeitgeist
- Tonalizer
- Magnetizer
- Tremolizer

#### Sugar Bytes Warp

- Deep phaser
- Vowel LFO
- Wobble
- Beatwobble
- Scratcher
- Reactor
- Deformer

### Sugar Bytes Slice

- Time travel
- Space hop
- Trippple trap
- Snare gun
- Bumble bee

### Sugar Bytes Juggle

- Looper
- Complexer
- Uhnk uhnk
- Bass gun
- Wake up
- Chromatic
- Freestyle
- Shuffle
- UFO

## 5.10.2 Video

These effects only work on visuals. You can use them on videos with sound, but they will only affect the video element. You can chain any two effects per deck, including a mix of video and audio effects.

- Grid EQ
- Kaleidoscope
- Circle Splash
- Mosaic
- Edges
- Invert
- Tiles
- Splash
- RGB offset
- Ripples
- Radial blur

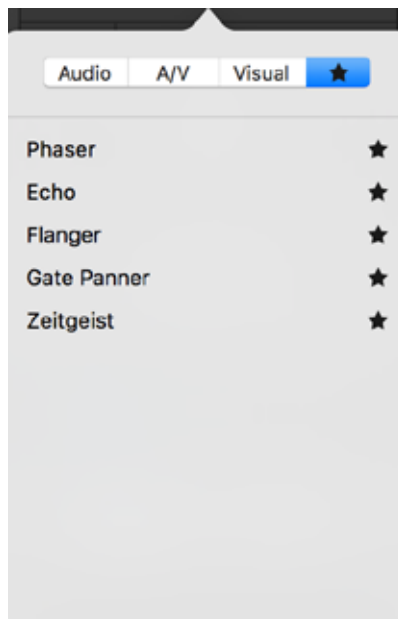
## 5.10.3 Audio/visual

These A/V effects are designed to work on both audio and video at the same time, for example, music videos. You can also use them on either video-only or audio files.

- Echo AV
- Strobe AV
- Crush AV
- Magnet AV
- Reverb AV

## 5.10.4 Favorites

You can easily access your favorite effects in their own tab. To add to your favorites, just click the **star symbol (★)** next to the effect. You can add or remove effects to the favorites list as you see fit.



## 5.10.5 Using effects

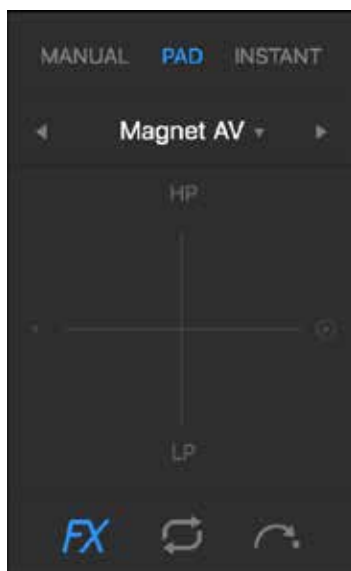
Audio decks display effects in three different ways. Depending on the deck type, you can switch between them on the fly to change how you perform. Depending on whether you are using audio or video decks, you will have access to different controls, which are outlined below.

**Manual:** Decide the activation, dry/wet amount, as well as the effects quantity, giving you absolute control at your fingertips.



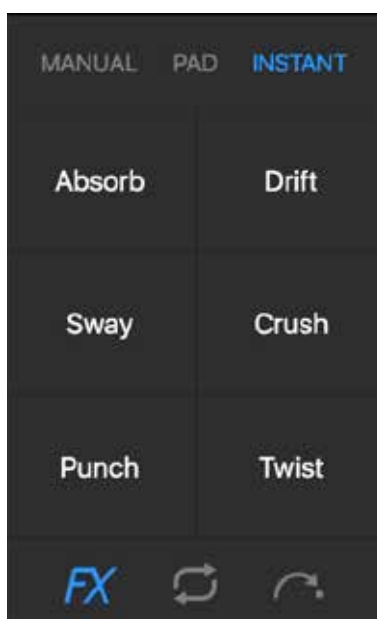


**Pad:** Control the effects using an X/Y pad, similar to those on traditional hardware effects units and musical MIDI controllers. Using the X/Y pad automatically switches the effect on.



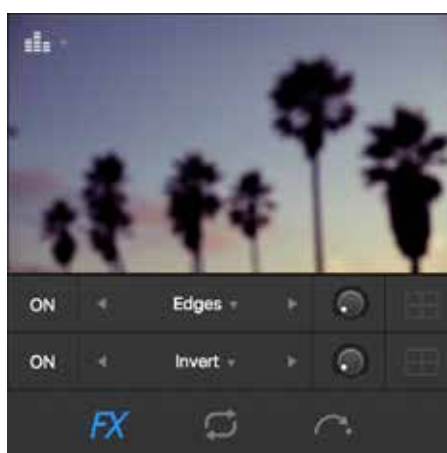
**TIP:** Use two-fingered drag gestures to use the trackpad as the **X/Y pad** when the cursor is over the effects section on screen.

**Instant:** This is a panel of six pre-made effects designed for 'instant gratification'. You can choose from **Absorb**, **Drift**, **Sway**, **Crush**, **Punch**, and **Twist**.



There are two ways you can control video deck effects, and both are similar to the audio effects interface, with slight variations.

**Manual:** Slightly different to the audio deck manual effects, the video controls feature an on/off switch along with a single effects knob to change the amount of effects applied.



**Pad:** The **X/Y pad** works just like the audio deck pads, but is overlaid on top of the deck video window.



**NOTE: Effects** will use the available control systems of the current **deck view** you're using, not the media type the effect is designed for. For example, if you use the **A/V effect** on a video you'll see the video effects interface.

## 5.10.6 Audio Unit effects

**Audio Units (AUs)** are Apple audio plug-ins, similar to VSTs, that can be run in music software. These plug-ins can range from effects, to synths to drum machines. With **djay Pro**, you can run effects plug-ins on your track decks on top of the built in effects within the software.



**NOTE:** You can run one **AU effect** at a time per deck, up to four decks.

First ensure your AU files are installed in the correct location. There are two places you can add them:

1. If you want any account on your computer to use the AU file, install them to the **OS library folder**, found at: `/Library/Audio/Plug-Ins/Components`
2. Install them to your **user account library folder** to have sole access. You can find them here: `/Users/USERNAME/Library/Audio/Plug-Ins/Components`

In **djay Pro**, find one of the **Deck** menu items and go to **Audio Unit Effects**. As long as they're installed to the correct location, you should see your AU in the list. Select it to assign and activate it on the deck. To disable the AU on the deck, select **No Effect** from the AU list.

## 5.11 Loops

You can extend your music and create extra texture to your mix by using **Loops**. From creating vocal stabs to playing a distinctive breakbeat over a track, loops open up a world of mixing.



There are two ways to start a loop:

1. Using the **loop creator** within the deck transport section;
- or;
2. Using the **advanced loop panel**.

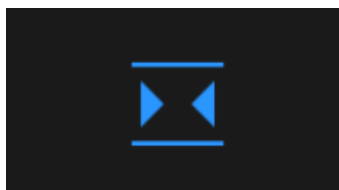
### 5.11.1 Loop creator

To activate a loop using the loop creator, select the loop length using the **left/right arrow** buttons, and at the correct point in the track, click the middle **loop active** button.



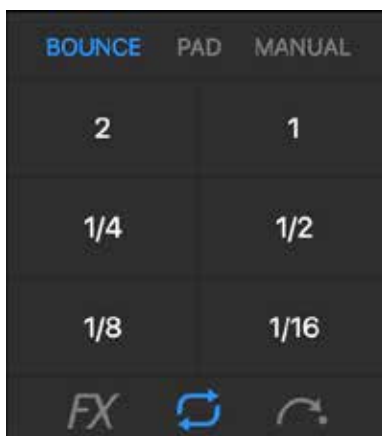
## 5.11.2 Loop panel

You can use the advanced loop panel for even more looping options. To access the panel, you will need to click the advanced deck panel button, then tap the loop icon within the panel. You can then switch between **BOUNCE**, **PAD**, and **MANUAL** at the top of the panel.



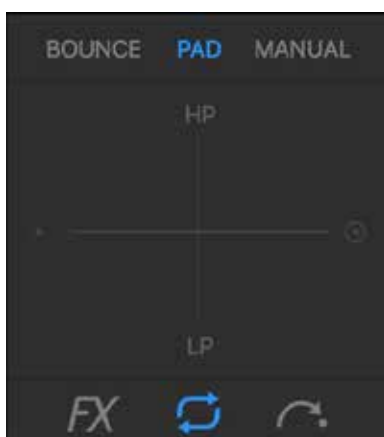
### Bounce

Use six trigger pads to quickly switch between loops of different lengths. Loop length varies from 1/16th of a beat to two beats.



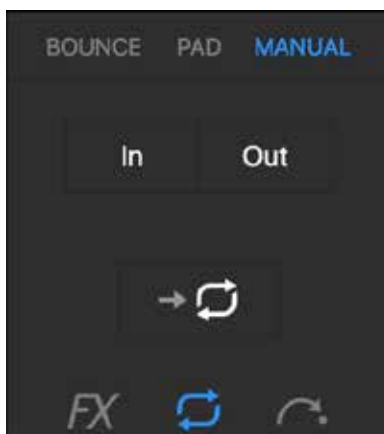
## Pad

Much like with effects, you can use the X/Y pad to simultaneously apply a manual loop length and high-pass/low-pass filter for an interesting effect.



## Manual

You can manually set loop length by triggering **loop IN** and setting **loop OUT** when ready. Loops are automatically quantized to ensure they're in time.

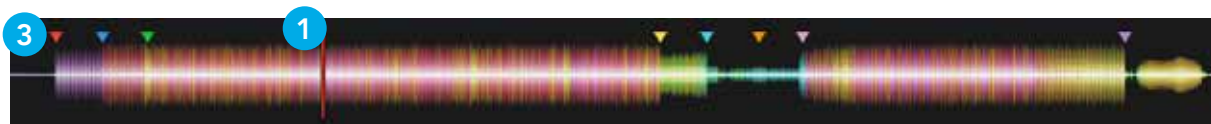


**TIP:** Use the **Bounce** pads to create build up with a **beat roll** just before a drop or breakdown in the music.

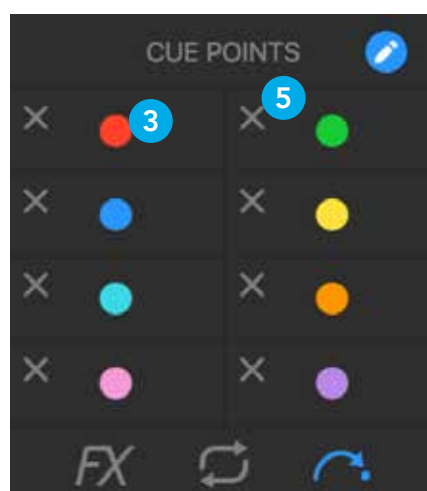
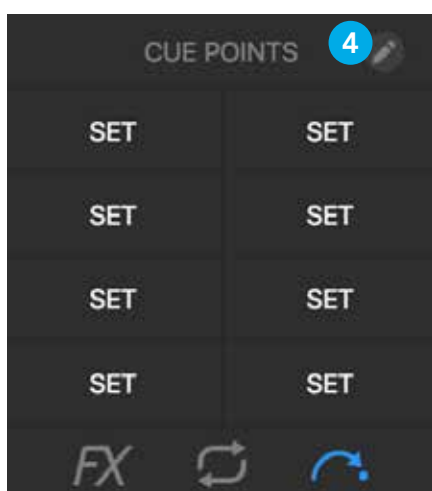
**TIP:** Use **loops** to extend intros and outros on tracks that are too short to mix.

## 5.12 Cue points

You can store up to eight **cue points** per track in **djay Pro**. These **cue points** can be created on-the-fly or prepared beforehand and remain saved in your collection database.



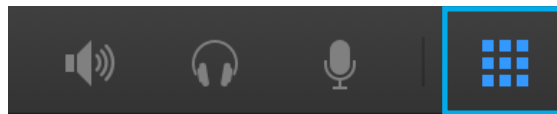
To add a **cue point**, simply move the track marker to where you want **(1)** and tap an unassigned cue button **(2)**. Each of your cue points will be assigned its own color **(3)** to easily identify which is set where on the waveform. You can delete your cue points via the **cue point edit button (4)** at the top right of your cue point panel. When **edit mode** is active, use the **X** on each button **(5)** to remove the cue point from the track.



**NOTE:** The **App Store** version of **djay Pro** features **iCloud** integration, allowing for online back ups of your **cue points** and other **user data**.

## 5.13 Sampler

**djay Pro** features a built-in **sampler** that can play either the default sample packs (Essentials included with the software, others available to purchase and unlock) or your own recorded samples. To access the sampler, use the sampler button, next to the global volume controls.



The sampler consists of two grids of six pads, and as default, come preloaded with the Essentials pack of classic audio clips and sounds. The other packs available are:

- Sound FX
- Dubstep pack
- DJ Qbert beat kit
- Snoop Dogg pack
- Milk & Sugar pack
- GE Drop Science pack

To access these sample packs, click the **sampler preset button** just above the sampler volume fader in the middle of the screen. You can see all the available sample packs along with a tab for your own user presets called **My Presets**.

### Adding your own samples

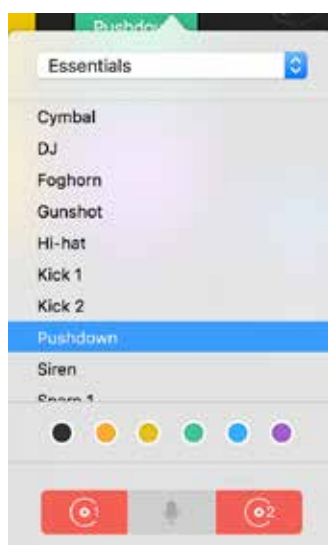
You can create your own samples and presets by recording audio clips from your music tracks directly within **djay Pro**.

1. First, bring up the sampler interface using the sampler button and click the **Edit button** just above the crossfader. The button will light up blue and each of the sampler slots will now have an icon appear to allow you to edit them individually.

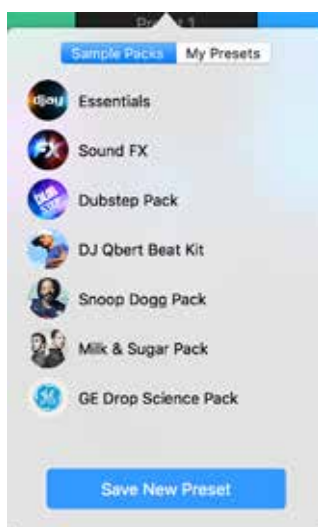




2. Click the new button on one of the sample slots to show the sample manager. You will see three buttons along the bottom: two for left and right deck recording, and one for Mic record.
3. To record a sample, play the track, and at the location you wish to sample hit the relevant **deck record** button on the sampler pop up. If your microphone is properly set up, you can also record your sample using the **mic record** button.



4. You will then see a new sample appear in the sample manager list. Rename the sample to make it easier to remember by clicking the menu button on the right and choosing **Rename**. You can also customize the sampler button color or delete the sample if you need to try again.



5. Once you're happy with the sample, ensure it's selected for that sample slot and click out of the sample manager to hide it.
6. Repeat for each of the sample slots until you have all the samples you need.
7. Once you are happy with the custom samples, click the **sampler presets** button just above the sampler volume fader, go to the **My Presets** tab and press Save new preset to create a new, custom user preset that you can now use at any time.
8. Rename the preset using the button to the right of the preset name and you're good to go!

## Adding existing pre-made samples

Alternatively, you can add pre-made samples by saving them to your djay Pro data folder, which can be found at the following location:

**Mac App Store:** ~/Library/Containers/com.algoriddim.djay-pro-mac/Data/Library/Application Support/Algoriddim

**Algoriddim store:** ~/Library/Application Support/Algoriddim

You can access these folders by pasting them into your Finder's **Go to the folder...** box, found in the **Go** menu.

1. First, drop your samples in the **Samples** folder within the **Algoriddim** data folder.
2. Go to edit a Sampler pad, and choose the **Samples** option from the sample packs dropdown.
3. You should now see all your saved samples (both recorded and saved to the folder) so you can add your desired custom samples to your pads.

You can **rename**, or **delete** your sampler presets from the sampler at any time using the **sampler preset manager**.

**NOTE:** The **Mic record button** in the **sample manager** will be greyed out if no **microphone** input device is set up.

**NOTE:** The **sampler** is only available when using two audio decks.

## 5.14 Using hardware

Algoriddim works closely with hardware partners to create the perfect integration of machine and software. With big brands like Pioneer DJ, Reloop, and Numark, as partners, there's hardware to suit all styles of DJing.

### 5.14.1 Controllers

Using a MIDI controller is an important factor in a good DJ workflow. You can see a full list of supported controllers on the [Algoriddim support site](#). Setting up an officially supported controller is straightforward plug-and-play:

1. Ensure that **djay Pro** is fully loaded.
2. Plug your controller in via a spare USB port and power it up using the **ON/OFF** switch or **power** button.
3. Once the controller has powered up, you should see a pop-up asking for your **Audio and MIDI settings**. Click **OK** to use default preferences.
4. You should now have control of **djay Pro** using your controller.



**NOTE:** If your preferred controller isn't listed, you can always map any MIDI compatible hardware using the powerful MIDI mapping system. See **section 5.15 MIDI mapping** for more information.

## 5.14.2 CDJs

The following Pioneer DJ CDJ models currently have native integration with **djay Pro**.

- CDJ-TOUR1
- CDJ-2000NXS2
- CDJ-2000nexus
- CDJ-900nexus
- CDJ-2000
- CDJ-900
- CDJ-850
- CDJ-400
- CDJ-350
- XDJ-1000
- XDJ-700

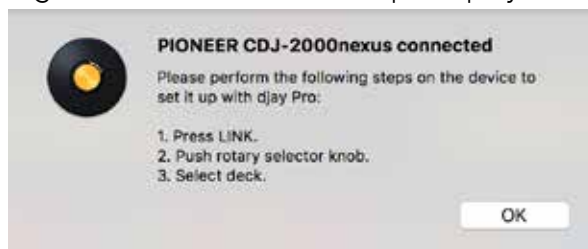
**NOTE:** You can connect your CDJ-2000NXS2s with your DJM-900NXS2 (or your CDJ-TOUR1s with your DJM-TOUR1) using USB-HID control, via LAN cables. Plug your Mac into the mixer with a single USB cable and everything syncs seamlessly. **djay Pro** can use the DJM mixer's built-in audio interface for a streamlined setup.

### Setting up your CDJ

Like all the other officially supported hardware, the **Pioneer DJ** media players are plug and play... All you will need to do is choose which deck the player controls! You'll be guided through the process on-screen within **djay Pro**.

**NOTE:** The process will vary slightly between hardware models, and we use the **CDJ-2000nexus** to illustrate this process.

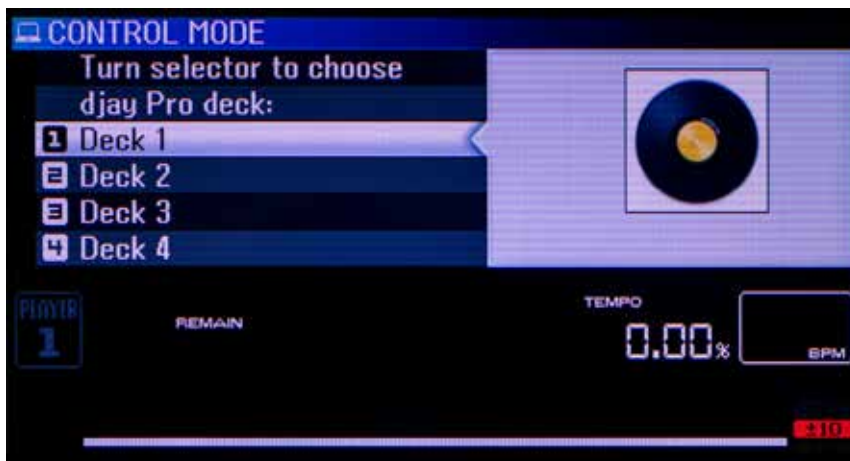
1. Launch **djay Pro** and wait for it to be fully loaded.
2. Plug your player into your computer via a spare USB port and turn it on. You will then see a pop up message with instructions to set up the player as a deck.



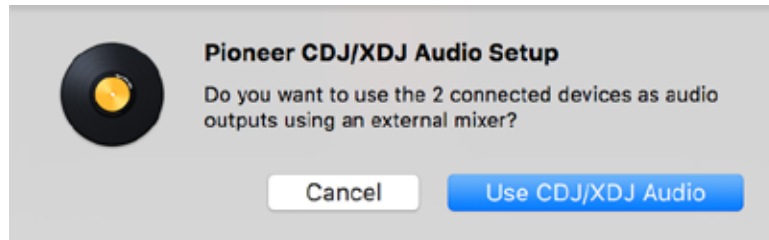
3. Press the **LINK** button at the top left of the media player.
4. Press the endless encoder to the right of the screen to select **USB MIDI**.



5. Scroll to the deck within **djay Pro** you want to use and press the encoder to activate it.



6. A pop-up will appear asking if you want to use the media player as your audio device. Click **Use CDJ/XDJ audio** to do so, or hit **Cancel** and go to the **djay Pro** preferences to set up your preferred audio device(s).



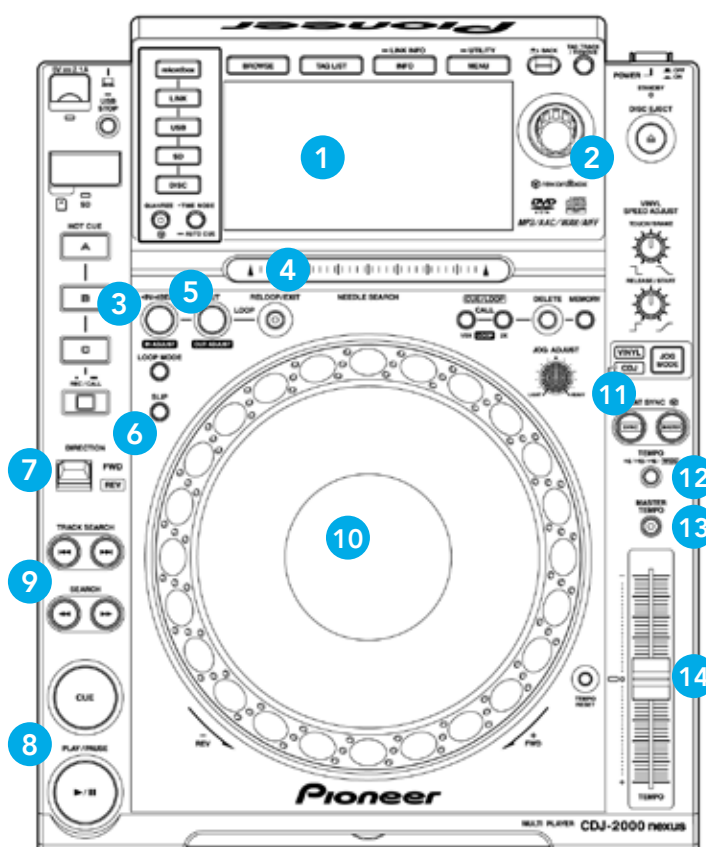
**TIP: Algoriddim** would always recommend using a good quality powered USB hub when connecting more devices than there are available plugs on your computer.

## Controlling your music with CDJs

Depending on hardware features, you will have direct access to many of the software functions like loops, key lock, or playlist browsing. Generally, you can expect to use your media player as you would with USB or CD. The built in screens will also display track information in real-time.

Feature overview:

1. Track info and waveform screen
2. Playlist navigation encoders
3. Hotcue 1-3 buttons
4. Track scroll and needle drop touch strip
5. Loop controls
6. Slip mode button
7. Track direction toggle
8. CUE and PLAY/PAUSE buttons
9. Track skip and search
10. Jogwheel
11. Jog mode VINYL/CDJ toggle
12. TEMPO range select
13. KEY LOCK button
14. Pitch fader



**NOTE:** If you have **nested playlists** within **folders**, you'll need to access them via the **library browser** as it isn't possible via the media player navigation.

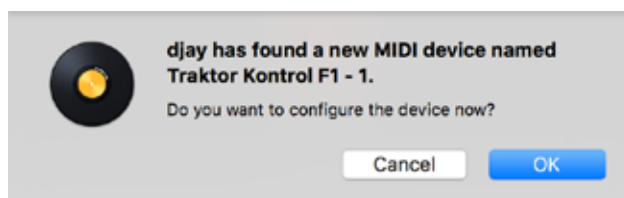
## 5.15 MIDI mapping

Custom MIDI maps are a powerful and flexible way to get the most out of your hardware and workflow. If you find yourself missing some functionality from your existing setup, you can easily add an extra MIDI controller, or simply change the way your current one is mapped.



To start mapping a new MIDI device, follow these steps:

1. Launch **djay Pro** and wait for it to be fully loaded.
2. Plug your MIDI controller into your computer via a spare USB port and turn it on. You will then see a pop up message asking if you want to configure the device. Click **OK**.





- Next, the device **MIDI Configuration** window will load, displaying a blank mapping screen.



- To start mapping your first MIDI signal, use the desired control for the editor to pick up the correct note or CC to add to the list. Press a button on your controller to add this to the list.
- You then need to select both the **Target** within the software and the **Action** the control will perform. From the **Target drop down** in the list, choose **Deck 1**, and from the **Action dropdown**, choose **Play/Pause**.
- You have now mapped the **Deck 1 PLAY** button to your controller. Load a track and test it out!
- Keep mapping the basic controls until you have everything you need and hit **DONE** to save the config.

## MIDI control targets

Targets are a simple way to break down what controls your MIDI signals are "targeting". These targets are general areas of the user interface to help make it easier to find the right command to map. You can choose from **Decks 1 to 4**, **Mixer**, **Music library**, **Sampler**, **Microphone**, or **General**. You can further drill down into these target sections through the target's **Actions** dropdown.

## Advanced control options

To show the **Advanced Control Options**, expand the section by clicking the header. These settings are designed to tweak how your MIDI commands respond, should they not work as you want them to.

**Control type:** Choose from **Button**, **Fader/Knob**, **Rotary (01h/7Fh)**, **Rotary (3Fh/41h)**, **Rotary (absolute)**.

**Invert:** Swaps the direction of your control.

**Pickup mode:** Controls with this option checked will only start responding once they've reached ("picked up") the MIDI value they last received. This is useful when using one control for different functions (ie two mixer channels sharing one fader as 'layers').

**Speed:** Change the slider between **Slow** and **Fast** to alter the size of movement between steps. This is particularly useful when using endless encoders for scrolling, for example.

**Reaction:** Use this option to change how **Smooth** or **Responsive** you want your jogwheels to feel. The more 'responsive' this is set, the more immediate jogwheel movements will feel.

**MIDI out:** Check this box to activate the option for **djay Pro** to return MIDI signals to your controller. You can use **MIDI out** commands to let **djay Pro** respond with LED feedback for controls that allow it (for example, pads with backlight or LED toggles).

**Message:** Change the **channel** and **message type** for your MIDI signal. Choose between **Note on/off** or **Control Change (CC)**.

**Control:** Selects which control a return message is sent to. This can be different from the mapped control.

**Value:** Set the **minimum** and **maximum** value of the MIDI out signal, and whether to **blend** it, and/or **invert** it.

**TIP:** Most controls should work by simply enabling the option, but some may need you to experiment with the other settings or read your controller's documentation.

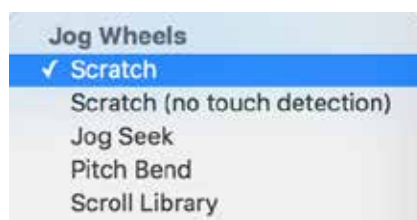
## 5.15.1 Mapping Jogwheels

There are three essential commands that need to be mapped to get basic jogwheel functionality working on a controller: **Scratching mode** (note), **Scratch** (CC), and **Pitch bend** (CC). Both the CCs also need their **Speed** and **Reaction** adjusted to suit user taste. You can edit your jogwheel MIDI mappings within the device **MIDI Configuration** editor.

1. The **Scratching Mode** MIDI command is designed to switch your jogwheel to be able to scratch on non-touch-sensitive platters. Touch the top of the jogwheel to add or focus on the note in the editor. Select **Deck <number>**, and **Scratching Mode** (in the **Jogwheels** section of the dropdown)



2. Touch the top of the jogwheel and move it backwards and forwards in a scratching motion to add/focus the command in the editor. Add the **Deck<number>**, **Scratch** action (from Jogwheels section) to the command to add scratching capabilities to your jogwheel. If your jogwheels aren't touch sensitive, you can use the **Scratch (no touch detection)** CC instead.



**NOTE:** Check your hardware specifications to find out if your controller has touch sensitive jogwheels.

3. To add Pitch bend functions, touch the side of the jogwheel and move it to add/focus the command in the editor. Choose the **Deck <number>**, **Pitch bend** action.



4. Finally, you can adjust the **Sensitivity** via the **Advanced Control Options** section of your MIDI actions (see **section 5.15 MIDI mapping**). Play with both the **Speed** and **Reaction** sliders until you are satisfied with the feel of all the jogwheel behavior.



If your controller supports it, you can also add an extra layer of **SHIFT** commands to control other software features by holding down the **SHIFT button** while adding the commands in the device **MIDI Configuration** editor.

**TIP:** The **jogwheel** is treated as any other rotary control, meaning you can also use them for controlling **effects** or even **browser** navigation!

## 5.15.2 Editing an existing mapping

You can also modify an existing MIDI mapping to suit your needs. Select your existing controller's **MIDI Configuration window** to access these changes. The **device MIDI editor** will already show a list of all the mapped controls. Using the guide above, you can add to or alter the commands any way you need.

**TIP:** Sometimes you can find alternative mappings for hardware on the **Algoriddim** or manufacturer forums.

**TIP:** Many controllers have **SHIFT** functions to double up your control options.

### 5.15.3 Importing and exporting mappings

All your custom controller mappings are saved automatically when you click **DONE** in the MIDI configuration window. You can quickly access your mappings folder from the **MIDI configuration window** via the **macOS Share Menu** feature, next to the **MIDI hardware selection** dropdown, and choosing **Show in Finder**.



Within the **mapping list window**, you can also manage these files in one convenient place.

1. To quickly find where they're saved, open the MIDI configuration window and click **Edit Configurations...** from the drop down box at the top.
2. In the new window, select the controller from the list and choose **Show in Finder** from the **Options dropdown** at the bottom.
3. Alternatively, you can find them by hand at this location in **Finder**:  
`Home/user/USERNAME/Library/Containers/com.algoriddim.djay-pro-mac/Data/Library/Application Support/Algoriddim/MIDI Mappings/`
4. You can also use this window to organize your mapping files. Select the mapping from the list and use the dropdown to **Duplicate**, **Rename**, or **Delete** the file.

You can also add new mapping files to **djay Pro** by downloading and double-clicking them. The controller mapping files use the **\*.djayMidiMapping** extension and will be recognized by macOS as unique to **djay Pro**.

**TIP:** You can quickly access your controller MIDI configuration by going to the **MIDI** menu item and selecting your device. Alternatively, you can use the keyboard shortcut **⌘ + Y**.

## 5.16 External mixing

As well as mixing using MIDI on a controller, it is also possible to use up to four decks in **djay Pro** with an external DJ mixer and audio interface.

1. If you're using both a mixer and separate audio interface, plug your audio interface outputs into their respective mixer channel inputs.

**TIP:** You can route your audio into the mixer channels however you feel comfortable. Just keep track of which is which!

2. Plug the USB cable into your computer. Like with MIDI controllers, **djay Pro** will automatically detect your audio interface, with a pop-up asking how audio routing should be set up.



3. On the pop-up, click the **Advanced...** button to open up the **Devices** preferences.
4. You can now change your audio to External using the tabs at the top. This will let you assign stereo outputs to individual decks, allowing your audio to be routed to external mixer channels.



5. Hit Apply to save your settings, and turn your mixer on if it isn't already. You're now ready to mix using **djay Pro** and an external DJ mixer!

# Tips and support

## 6 Tips and support

We all need some extra tips and assistance from time to time. If you have any questions that haven't been covered so far, this section will point you in the right direction.

### 6.1 Special tips

A big part of being a DJ is understanding how to get the best possible quality out of your equipment, and **djay Pro** for Mac is an important part of that. From mixing in key to ensuring the sound stays under control, **djay Pro** is designed to help you achieve that perfect sound. Follow the tips below to help craft your mix and push your boundaries. Being a DJ is an ever-evolving skill set, and you can never know too much.

#### 6.1.1 Avoid the red

It's important to get your audio levels right from the start. Making the sound too loud can result in distortion and make the music unpleasant to listen to. While everyone likes loud music, it's important to give your audio plenty of space (known as headroom) to avoid any unpleasantness.

1. First, make sure your channel gains are properly set. You want to set your channel gains as close to zero as you can (this means setting it so it just avoids the red at its loudest point)
2. Remember that each channel of audio will add extra volume to the master output and adjust accordingly. Use EQ or the volume faders to cut out extra sound while you're mixing. This becomes especially important when you're mixing with more than two decks.
3. Never push the volume too much on any one part of the audio chain. If your amplifier is at maximum, it'll start to sound bad as it pushes too hard.

You can use the **Autogain** and **Autolimiter** features built in to **djay Pro** to assist you. For more information on this, see **section 4.8.6 Advanced preferences**.



## 6.1.2 Audio file quality

The recording and encoding quality of your music files is critical to getting the most out of your sound system. While the argument about what quality audio DJs should seek rages on, most everyone agrees that you should aim for at least **192kbps stereo MP3** quality, with **320kbps stereo MP3** as the ideal.

## 6.1.3 Mixing in key

All music has a **root musical key**, which works with other musical keys to create pleasant harmonies. Tracks that have clashing keys can sound bad when played together (especially during 'musical' parts, rather than percussive parts). You can use **djay Pro's key lock** and **key analysis** features to better piece your music together.

**EXTRA TIP:** This is one of the ways the **Track Match** feature works, and is a skill many DJs find essential.

## 6.1.4 Know your tracks

Modern digital music might be much better mastered than in the past, and there might be better ways to be visually aware of your tracks, but there's no substitute for knowing them inside out. Not only does it help you understand your volume levels, it also gives you insight into how best to structure your mix.

## 6.1.5 Keep your library tip-top

It's easy to get overwhelmed with the wealth of music in your collection, so keeping it lean, and ensuring all your track metadata is accurate and up-to-date will help you stay on top of things. Resist the urge to fill your library without considering your musical tastes. DJs are known as **music selectors** for a reason.

## 6.1.6 Cables

Every step in the chain affects the quality of your audio. The condition, as well as quality, of any audio or digital cables is important to ensuring consistent and reliable sound. That doesn't mean you need to spend a fortune on audiophile cables, just make sure you have cables you can trust.

## 6.2 FAQ and Support

If you have any technical issues, or questions not answered in this manual, please visit the [Algoriddim support community](#) and [FAQ](#). You can also contact [Algoriddim email support](#) directly by using the support portal to raise a ticket.