algoriddim

djay

User Manual (iPhone)

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Introduction

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1 Introduction

Welcome to the new **djay for iOS**!

Building on a user interface that has won multiple **Apple Design Awards** for excellence in design and ease of use, the new djay offers the most intuitive yet powerful interface we've ever made. A classic turntable and a mixer setup, immersive Automix view with gorgeous album cover display, all-new 2 Deck PRO mode to view high resolution waveforms and your library side by side, live music production tools, and so much more. Whether you are a beginner or a seasoned professional, **djay for iOS** offers everything you need to mix music on your iPhone or iPhone.

The **FREE** version of djay includes the following features:

- The two-deck Classic Mode, with vinyl control, a mixer, scrolling waveforms, looping, EQ, filter, and five FX.
- Spotify integration, with Playlists, Browse, Match, Search, and more (requires Spotify Premium account).
- Music integration, with filtering by Artist, Album, Genre.
- Ableton Link tempo syncing.
- Plug & play support for all official djay controllers including their built-in audio interfaces: Reloop Mixon 4, Beatpad 1 & 2, Mixtour, Pioneer DJ DDJ-WeGO 1–4, Pioneer DJ DDJ-200, ION iDJ 2 Go, Numark iDJ Live 1 & 2, Numark Mixdeck Quad.

The **PRO** subscription has all the above, plus the following:

- Custom playlists, including smart playlist filtering.
- Pre-cueing with headphones.
- 2 decks Pro view: view decks and library side by side.
- 4 decks Pro view: mix up to four music tracks at once with full control and library.
- Single deck preparation view.
- Automix AI: Automatic DJ mixes based on machine learning.
- VJ video mixing view with support for external monitors.

- Pre-cueing with headphones.
- Advanced MIDI learn system to map each control on users' hardware individually.
- Support for 50 controllers from Pioneer DJ, Reloop, Numark, Denon DJ, and others out-of-the-box.
- Support for multi-channel audio interfaces.
- NEW Looper music performance mode lets you play up to eight quantized audio and video loops out of a possible 48 loaded
- PLUS, over 1 GB of high quality samples, loops, FX and visuals, with much more added in the future.

1.1 Minimum requirements

You can run **djay for iOS** on any **iPhone** or **iPhone** running iOS 11.2 or later. The minimum install size for the software is around 100 MB, plus any space for any music, videos, and loop & sample packs.

> **Tip:** Make sure you have space on your device for all your music and any other media such as official packs!

1.2 Interface tour

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

1. **Track load & label artwork.** Displays cover artwork and tap to load track selection browser
2. **Track name.** Displays the track name metadata.
3. **Artist name.** Displays the artist(s) name metadata.
4. **Musical key.** Displays the current track root key.
5. **Time remain/elapsed.** Tap to toggle between time remaining to end, and time elapsed from beginning.
6. **Menu button.** Opens user menu, with layout switcher, mix recorder panel, sample/loop pack manager, and preferences.
7. **Track waveform.** Visual representation of the full track audio with progress indicator. Tap anywhere to jump to that point.
8. **Scrolling waveform panel toggle.** Enables/disables a zoomed in, scrolling visual of track audio, that follows your current progress.

9. **Looper-sampler panel toggle.** Enables/disables the looper-sampler panel.
10. **Sync button.** When a track is playing, tap to match BPM.
11. **BPM/Tempo panel.** Displays current BPM. Tap to open BPM/tempo pop up.
12. **Tempo fader.** Increases and decreases the tempo of the track.
13. **Key lock.** Prevents tempo changes from altering the musical key of the playing track.
14. **Virtual turntable.** Emulates the behavior of the classic turntable controls, including needle drop, and scratch control.
15. **Turntable start/stop.** Turns the deck platter on/off.
16. **FX/loop/cue/EQ panel toggle.** Opens and closes the controls for deck audio effects, loops, hot cues, and high/mid/low EQs.
17. **Tempo bend +/-.** progressively speeds up and slows do the playing track to nudge while beatmatching.
18. **Play/pause.** Starts and stops the track playing, from the current location of the progress bar.
19. **Cue set.** Sets a temporary cue point at the current location of the progress indicator.
20. **Cue jump.** 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.
21. **Crossfader.** Horizontal linear fader to blend audio between two channels.

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Glossary of terms

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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 (equalizer). A filtering of the audio to cut out specific frequencies. **djay for iOS** 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.

Jog wheel. 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 for iOS** 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.

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.

Sample. A short clip of audio or video taken from another source that can be quickly played back.

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.

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Getting started

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3 Getting started

Rebuilt from the ground up, **djay for iOS**, has all the features you need to get mixing for free. Just bring the music, whether your Music collection, or your Spotify Premium account

3.1 Installing djay for iOS

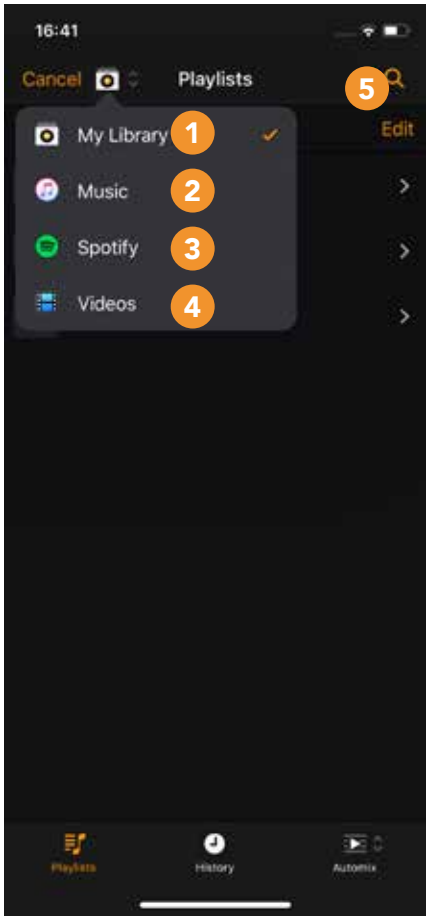
You can download the app via the **iOS App Store**. Should you start a PRO subscription, it will be tied to your Apple ID, which means you will be able to use the subscription on up to 10 compatible iOS devices that share the account.

3.1.1 Restoring your subscription and purchases

If you already have a PRO subscription, and want to use it on a new app installation or device, you will need to restore your purchases via the **Subscription sign-up** page. Scroll to the bottom and tap the **Restore Purchases** link above the terms and conditions.

3.2 Finding your music

All your music is shown in the library browser, which can be found by tapping the track artwork window on one of the empty decks. You can access all your music and videos, from your own collection as well as the Spotify streaming service (Spotify Premium account required) by using the dropdown menu in the top right of the browser.

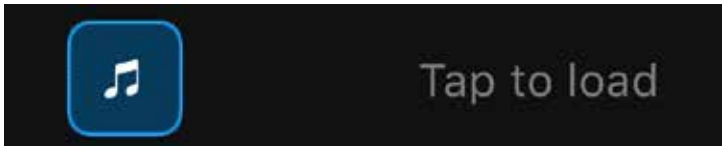


1. **My Library.** The **My Library** section is the built in **djay for iOS** music library, which lets you edit, sort and manage your music collection. See **section 5.10 Library management** for more information
2. **Music playlists.** You can browse the playlists on your iPhone by tapping the **Music** icon in the collection dropdown at the top-left of the browser. The browser will then display your Music playlists.
3. **Spotify.** To access Spotify's music streaming library, you'll need an active Spotify Premium account on the service, and to be logged in to your account within **djay for iOS**.
4. **Videos.** When switched to the **Videos** browser, you will see all video content added to your iOS device, both in the Music collection, and saved to your Camera Roll and other device folders.
5. **Searching.** To find a specific track, choose the relevant tab in your library and use the search box in the top right of the **library pop-up**.

3.3 Loading a track

Move the crossfader at the middle-bottom of the screen all the way to the left, by tapping and dragging it.

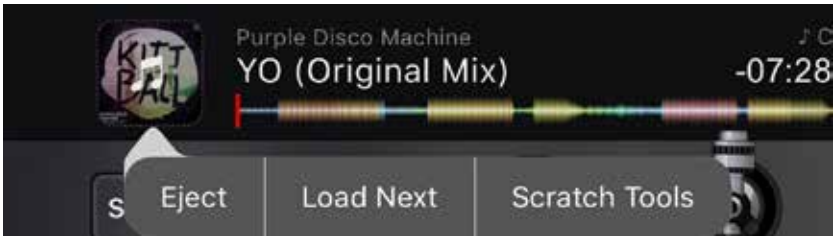
Next, add a track to **Deck 1** by tapping on the **Touch to load song** or **track load** button to open the **library browser** and tap a track to load it. The track will start to play automatically once it is loaded.



3.3.1 Deck and scratch tools

Long-pressing on the track artwork gives you access to extra scratching and deck functions via a pop-up menu, including the DJ QBert Skratch Tools audio file.

Eject. Unloads the track and leaves an empty deck.
Load Next. Swaps the current track for the next one in the current playlist.
Double. Loads the track into the other deck at the exact same timestamp for 'instant double' scratch performance tricks.
Scratch Tools. Loads the DJ QBert Skratch Tools audio file into the deck which contains a series of iconic scratch samples you can use to practice.



TIP: You can use two finger scratching to automatically create a rhythmic crossfader action while you move the record, for some quick and interesting cuts!

3.4 Mixing your tracks

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

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

Restart the track by either **tap-dragging** across the track waveform above the deck all the way to the left, or dragging the turntable tonearm to the outside of the virtual record. Ensure the **red indicator** is set to the start of the track on the waveform.

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)** below the turntable platter 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 Adding hardware

You can see the full list of supported MIDI controllers on our website. The listed hardware is plug-and-play, meaning **djay for iOS** 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**.

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Core features

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4 Core features

A fresh install of **djay for iOS** will present you with the default **Classic Mode** view, a familiar layout of two virtual turntables and a crossfader. The core features of the software are all at your fingertips from the moment you open the software.

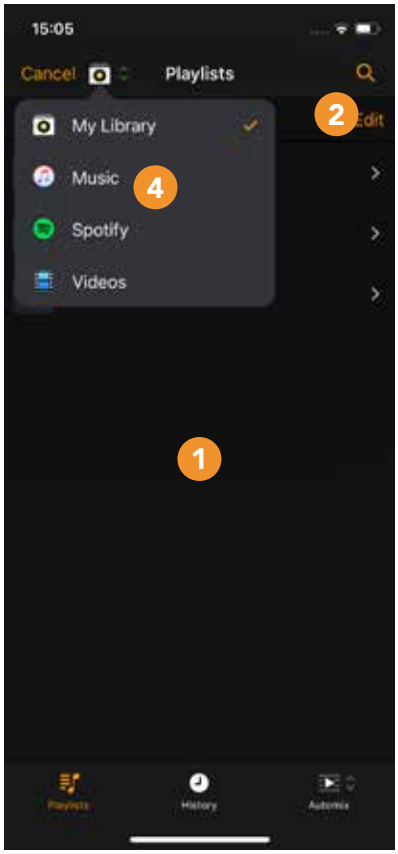
4.1 Layout

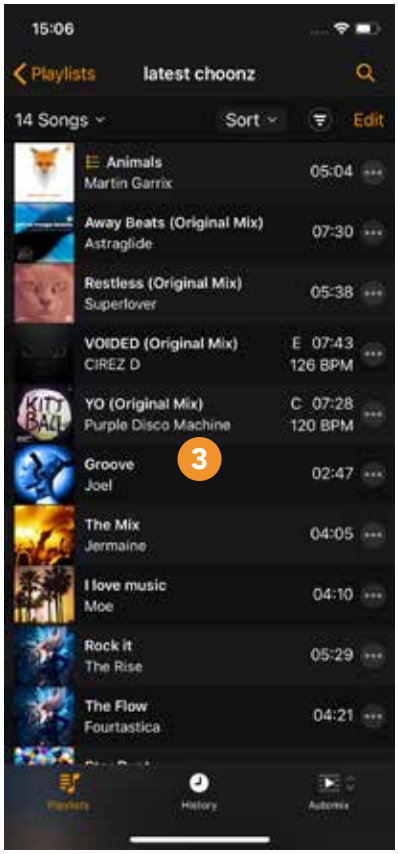
The main PRO **djay for iOS** interface consists of two virtual turntable decks, crossfader, and transport controls. If you're familiar with modern DJ paradigms or equipment, you will recognize many of these functions.

1. **Library browser:** Access all your music and videos from here (see **section 4.2 Media library browser** and **section 5.10 Library management** for more details).
2. **Menu button:** switch deck modes and change preferences from here.
3. **Decks:** The music players used to play and control your audio and video.
4. **Transport:** Your basic controls for your decks.
5. **Mixer toggle:** see **section 4.5 Mixer** for more information
6. **Sampler toggle:** Access up to 16 samples to spice up your set. You can choose from official purchasable sample packs, or add your own saved samples from your music collection, as well as switch to the Looper. See **section 5.14 Looper & sampler** for more information.

4.2 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 views: the **Playlist Tree** and the **Track List**, and includes music searching, track filtering and access to **My Library**, **Music** and the **Spotify** music streaming service.





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

3. **Track list:** Shows a list of all the tracks in the currently selected playlist or folder.
4. **Library tab buttons:** Easily switch between your different collections using the buttons on the left of the browser. You can switch between **My Library, Music**, **Spotify**, and **Videos**.

4.3 Automix mode

Switch to **Automix** mode to let **djay for iOS** take control of your mixing. When active, tracks from the chosen playlist will be mixed together based on the user preferences you've set. Read **section 4.6.6 Automix preferences** for more information on how to set up your Automix transitions.

To start using Automix:

1. Load a first track onto the Currently Playing deck by tapping the music note button at the bottom of the app to open the browser and choosing a track.

2. The music can be controlled using the **PLAY/PAUSE (1)** and **Next Track (2)** buttons at the bottom of the app.

3. Once the music has started playing, Automix will continue adding tracks based on which list is set in the Automix side-panel (see **section 5.10.10 Automix playlist**).
4. When the current track nears the end, the incoming track will start to move to replace it.

4.4 View modes

You can switch to different deck views, depending on your preference, using the dashboard when you tap the menu button center-top of the screen. More details for both the two and four deck layouts in **section 5.2 Advanced deck layouts**.

4.4.1 Classic mode

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

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**).
2. **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.

4.5 Settings

The **djay for iOS Settings** can be accessed via the **Menu** button, then the Cog icon button.

4.5.1 General

Song loading

Play immediately: Automatically have songs begin playing as soon as they load into a deck.

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

Reset EQ: Sets your track EQ settings back to defaults upon loading a new rack.

Protect active deck: Locks all your decks while they have a track playing to prevent you accidentally replacing a loaded track.

Vinyl appearance

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

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

Tempo slider

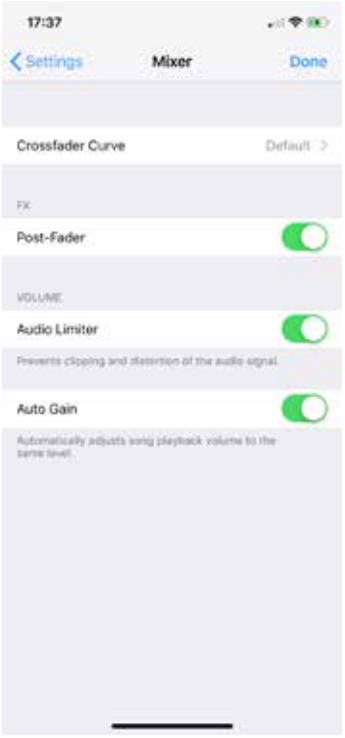
Range: Changes the **+/-** maximum percentage of the deck pitch slider. You can choose from **8%**, **10%**, **25%**, **50%**, or **75%**. You can also **Invert** the **+/-** on both software and hardware layouts.

PLAY/PAUSE

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.

4.5.2 Mixer



Crossfader curve: Changes how the crossfader fades between tracks. Choose from Default, Linear, Constant power, or Cut.

FX

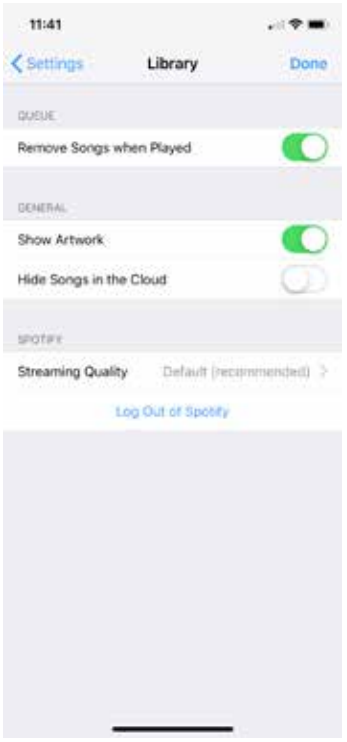
Post-fader: Switch between applying Pre-Fader or Post-Fader effects, whereby the channel volume changes what the effect is applied to.

Volume

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

Auto gain: Toggles whether djay for iOS 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.

4.6.3 Library



Queue

Remove songs when played: With this active, songs will be removed from the queue after they've been played. Otherwise, your queue will remain.

General

Show artwork: Toggles whether album art is displayed in the tracklist of the library browser.

Hide songs in the cloud: Show or hide tracks that are unavailable offline.

Spotify

Streaming quality: Switch between **Default (recommended)** (96 kbps), **High** (160 kbps), and **Extreme** (320 kbps) audio when streaming music from Spotify.

Log out of Spotify: Logs you out of your current **Spotify** session.

4.5.4 Advanced

Recording

Format: Switch between recording using compressed AAC and uncompressed WAV formats.

Pre-cueing

Auto-select: Automatically sets the inactive deck to pre-cue monitor.

Key

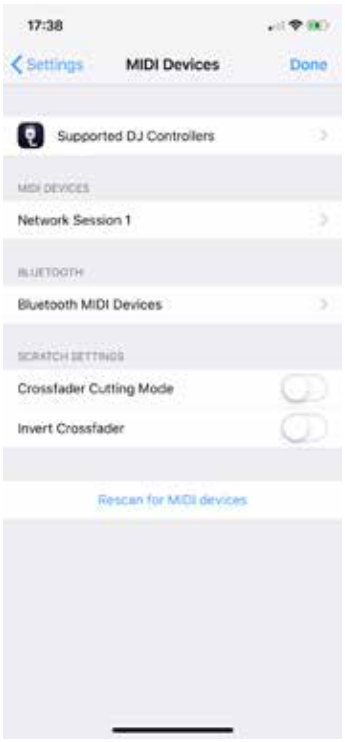
Key detection: Track analysis will detect root key. This will mean longer analysis times.

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

Syncing

iCloud: Check the status of iCloud backups of library metadata and cue points.

4.5.5 MIDI devices



Supported controllers

Check the up-to-date list of official and plug-and-play MIDI controllers on the Algoriddim site.

MIDI devices

Lists your currently connected MIDI devices. For information on MIDI mapping, see **Section 5.15.2 MIDI mapping**.

Bluetooth

Bluetooth MIDI devices: Allows pairing with Bluetooth MIDI devices.

Scratch settings

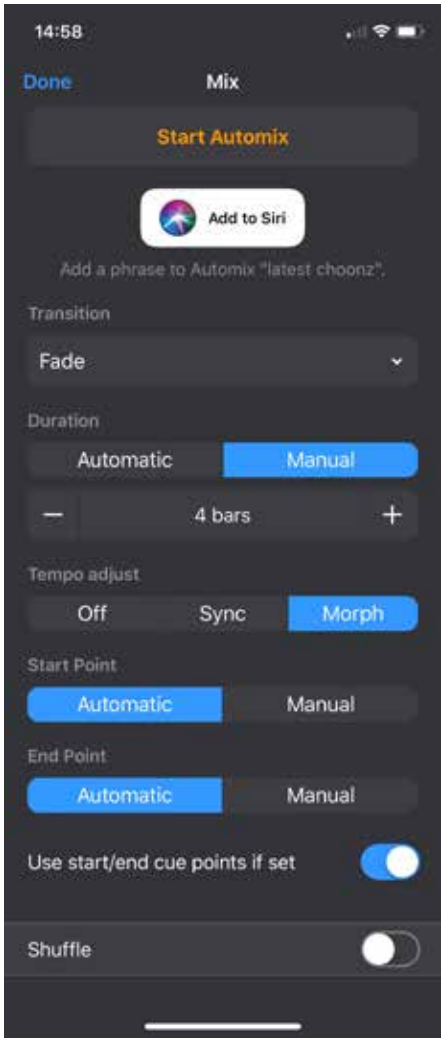
Crossfader cutting mode: Toggles hardware crossfader between normal fader behavior and instant-cut mode.
Invert crossfader: Swaps the crossfader from left to right.

Rescan for MIDI devices

Tap this link if your connected MIDI device isn't listed as available to edit or use.

4.5.6 Automix preferences

You can change the way **Automix** behaves via the preferences pop-up at the top of the **Automix view**.



Start Automix
Begins auto-mixing tracks when tapped, based on current playlist.

Transition
Determines how **Automix** transitions between songs. Choose from **Automatic**, **Fade**, **EQ**, **Filter**, **Echo** effect, **Brake**, and **Reverse**.

Duration
Changes the duration of mix transitions. **Automatic** lets **djay for iOS** decide, and set the number of bars for a mix with **Manual**.

Tempo Adjust
Mixes can occur with beatmatching Off, set to Sync beats, and Morph the tempo between the outgoing and incoming tracks.

Start Point
Let Automix decide when in the track to start a transition with **Automatic**, or set the number of seconds into the track with **Manual**.

End Point
Let Automix decide at what point to start mixing out of a track with **Automatic**, or set the number of seconds into the track with **Manual**.

Use start/end cue points
When this is active, **Automix** will override the preferences and use any custom **start/end cue points**, if set, to transition tracks. See **section 5.13.1 Beat Skip** to find out how to set start/end cue points.

Shuffle
Toggles between playing the tracks in playlist order, or randomizing the play order.

> **TIP:** If your playlist has music with a wide range of tempos, use Morph tempo adjust to avoid changing the tempo of the individual tracks.

4.5.7 Volume and sync

Master volume
Set the **master volume output**, and choose a wireless device to **cast** your audio to (e.g. AirPlay or Bluetooth audio devices).

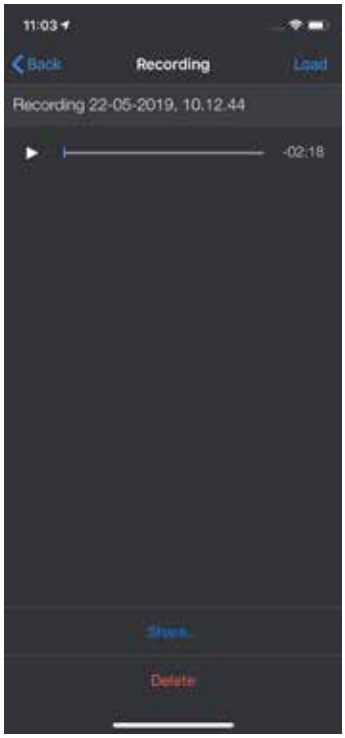
Pre-cueing
When the option is available (for example on a controller with built-in audio interface), you can control the volume of your **headphone pre-cueing**, as well as the cue/master mix in your headphones.

Split Output
If you are using a **DJ splitter cable** rather than a multi-channel audio interface, you can split the stereo output of your iOS device so the left and right outputs send **mono master and cue out**.

Ableton Link
Toggle active to have djay for iOS find and sync with compatible apps on the same network.

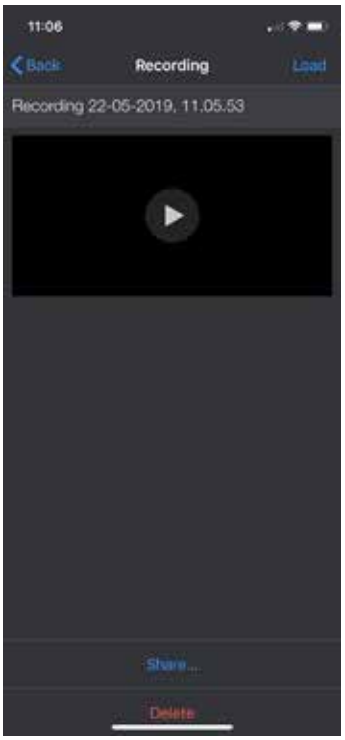
4.6 Mix recorder

Recording your mixes is as easy as tapping a couple of buttons. You can set up **djay for iOS** to save recorded audio files as **AAC** (compressed, lossy) or **WAV** (uncompressed audio). Pressing the **REC** button at the bottom-left of the menu brings up the mix recorder menu. You can choose to record either just the audio output, or video and audio. While 'on air', the **REC** button will turn red and show the elapsed recording time.



4.6.1 Audio

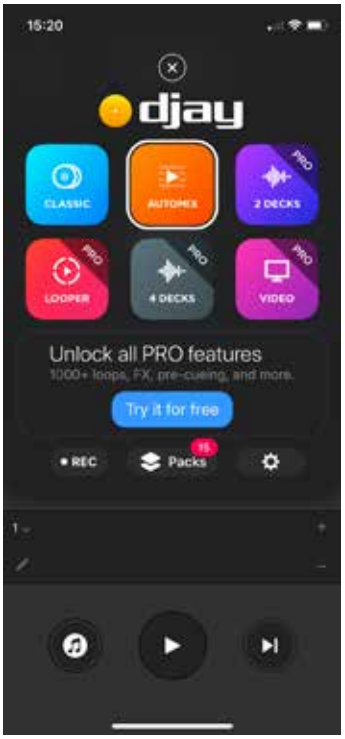
The Audio tab lets you record your music sets and manage your recordings in one place. Simply hit **Start New Audio Recording** to record your mix. You can manage your saved mixes by tapping a saved mix. From this menu, you can rename the file by tapping it, listen to the recording, **Share...**, or **Delete** it.



4.6.2 Video

Selecting the **Video** tab switches the recorder to video mode. Like the audio tab, you can manage all your recorded video sets from here. When a video recording is selected, you can rename, view, **Share...**, or **Delete** it.

4.7 PRO Subscription



You can start subscribing to the **djay for iOS** PRO features and at any time using the free trial sign-up banner on the dashboard, accessed via the menu button. While you are subscribed, you can use PRO on all your iOS devices (iPhone and iPad) sharing the same Apple ID.

4.7.1 Loyalty discount

Existing customers who have previously purchased any **djay** apps on iOS and who have not upgraded yet using a previous offer are eligible for six months PRO subscription for FREE. You can reinstall your older version of **djay** using the following steps:

1. Open the **App Store** app.
2. Tap on **Updates** at the bottom of the screen.
3. Tap the account button or your photo in the upper-right corner, then tap **Purchased**. If you use Family Sharing, tap **My Purchases** or choose a family member's name to see content that they purchased.
4. Tap **Not on this [device]**.
5. Find your previously purchased **djay** or **vjay** app and click the cloud icon to download.

For more information please visit this Apple support document.

4.7.2 Managing your subscription

You can cancel or change your **djay for iOS** subscription at any time by clicking this link to manage your subscriptions, or through the App Store on your iOS device.

1. On your iOS device go to the **App Store** app > [your profile image] > Manage Subscriptions.
2. Tap the **djay** subscription.
3. Use the options to manage your subscription.

Note: If you are on the paid subscription, you will continue to have access to **djay for iOS PRO** until the end of your subscription cycle, after which all features and content will be disabled and you will only be able to use the free app features.

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Advanced features

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5 Advanced tools

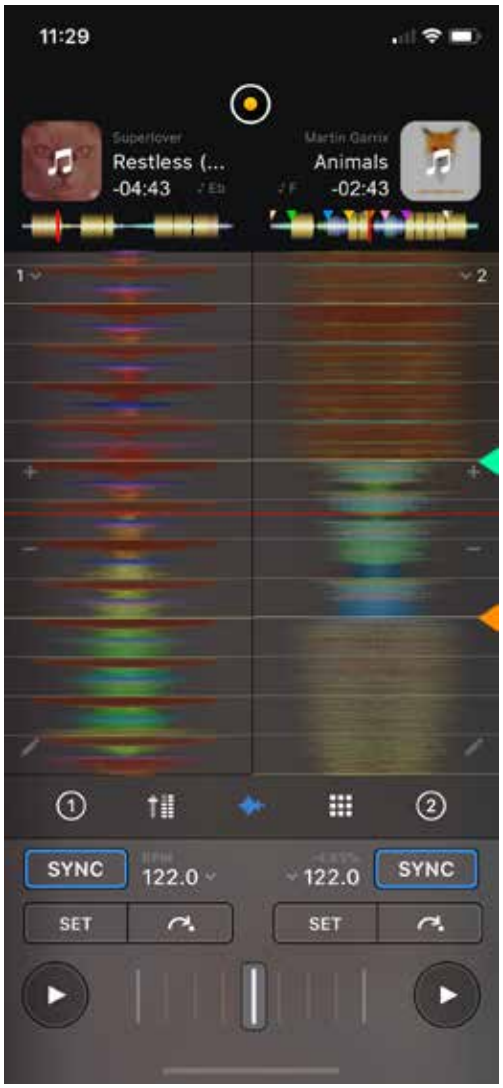
While the FREE version of **djay for iOS** has everything you need to create a mix, the PRO subscription offers powerful tools and content to take your sets even further. From having four decks of music, to improving your library management or using the powerful Looper-Sampler, **djay for iOS** PRO offers a lot more depth.

5.1 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, the new Looper-Sampler Mode, and Automix Mode. Much like with the two-deck layouts, you can present the track waveforms scrolling vertically or horizontally.

5.1.1 Two decks

Designed to provide more information than **Classic Mode**, the **2 Decks** mode is a much more traditional DJ software layout which features taller scrolling vertical waveforms in portrait, and longer horizontal wavforms in landscape.



Horizontal waveforms

With horizontal waveforms, the visuals scroll from right to left, in parallel. See **section 5.9 Waveform orientation and zoom**.

Vertical waveforms

You can set your track waveforms to flow from top to bottom, in parallel. See **section 5.9 Waveform orientation and zoom**.

5.1.2 Looper

Choosing the **Looper** mode activates the powerful looper-sampler feature with two minimized music decks at the top. This mode lets you create new music on the fly using perfectly quantized loops in a 8x6 grid format See **section 5.14 Looper & Sampler** for a detailed explanation of the Looper and Sampler modes view.

5.1.3 Four decks

Like two deck mode, the **4 Decks** mode can be activated using the **layout switcher** accessed via the **menu button** at the top of the app. 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 **vertical waveform view** has the music scrolling from top to bottom.

5.1.4 Video decks

Video mixing differs from mixing audio-only in several ways. Firstly, you will be able to output as both audio and video. Secondly, 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. 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. The **Text Overlay** menu button can be found at the bottom left of the video output window, and the **Image Overlay** menu button can be found at the bottom right of the video output window.

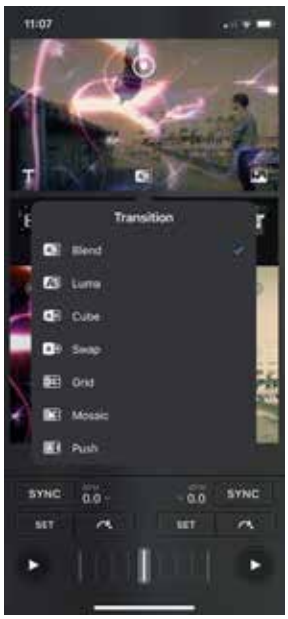
Adding a text overlay: To add text to the **djay for iOS** text overlay library tap the **Text Overlay** button then tap **Choose Text**, then the **plus (+) symbol** below the text overlay list and type in your chosen phrase. You can also remove text from the list using the **minus (–) symbol** while in **Edit** mode.

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

Adding an image overlay: To add an image to the **djay for iOS** image overlay library, tap the Image **Overlay button** then tap **Choose Image**, then the **plus (+) symbol** below the image overlay list and navigate to your image on you hard drive. You can also remove images from the list using the **minus (–) symbol** while in **Edit** mode.

Screen select: Choose whether the image will appear on deck 1, deck 2, or the master video output.
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: Tap the sector of the screen you want the image to appear on using the grid. The active sector will be in blue.

4. Crossfader transitions



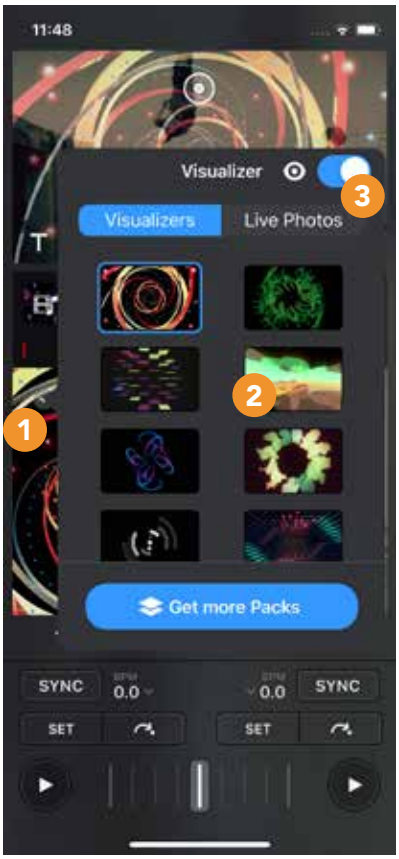
Along with all the extra effects for video, you can also change how the crossfader transition's video between decks. To change the transition type, select one from the drop-down at the top left of the video output window.

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

Playing only audio or video

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, tap the visualizer button that will appear on the deck screen **(1)**, to show the visualizer options menu. To change the visualizer, choose your visualization **(2)**. You can also disable the visualizer



altogether using the toggle **(3)**.

5.2 Waveforms

Glancing at a waveform in **djay for iOS** can give you critical information very quickly. In 2 Deck, and 4 Deck modes, each deck has both a full **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.

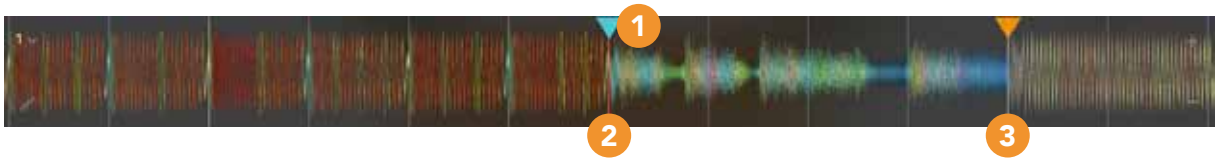
5.2.1 Track waveform

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 5.13 Cue points**) and a red track progress marker **(2)**.

TIP: You can quickly jump to any part of the loaded track by either tapping the location or swiping across the waveform.

5.2.2 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 5.9 Waveform orientation and zoom**)

5.3 Beatgrids

5.3.1 What are beatgrids?

The word beatgrid is a literal definition of itself. Track beatgrids are a grid of regular 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.

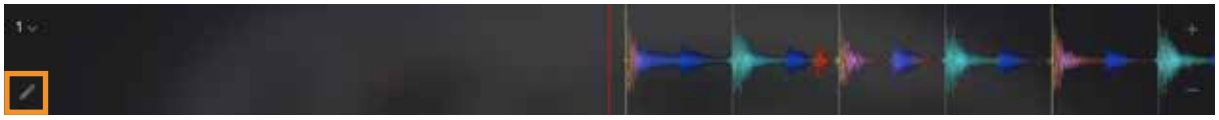
5.3.2 Setting a beatgrid

When you first load a track into a deck, **djay for iOS** 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 (i.e. the first beat of the track), and the tempo (i.e. beats per minute) of the track.

5.3.3 Adjusting incorrect beatgrids

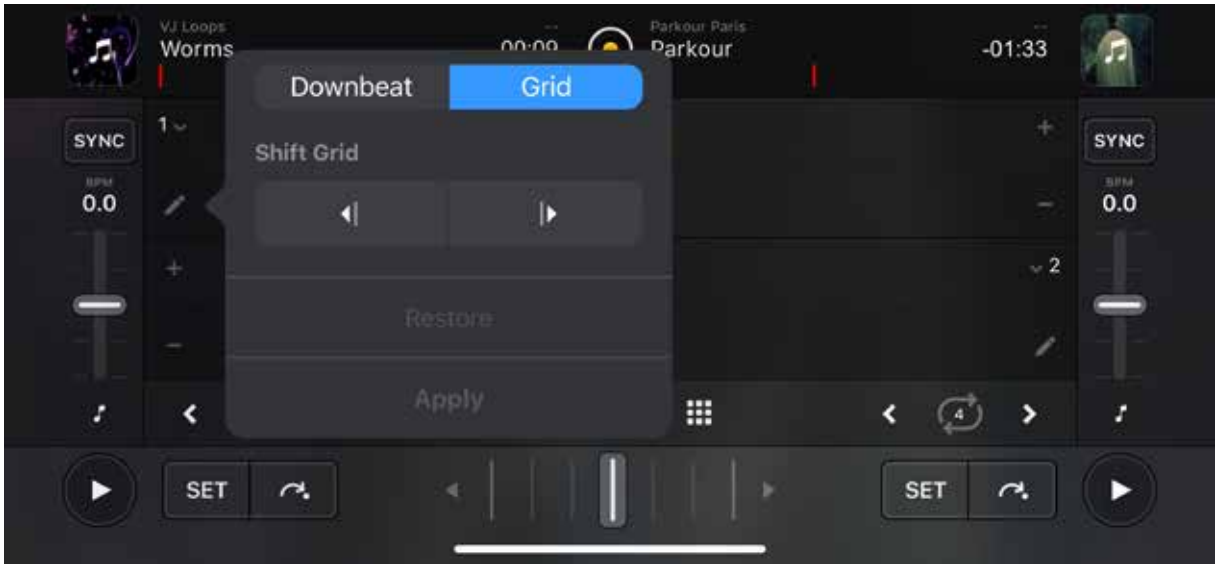
Occasionally, **djay for iOS** will analyze a track's beatgrid incorrectly, and might need manual editing. This is a simple to do.

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



3. If the downbeat is incorrectly placed, set the progress marker to 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/forward Grid Shift** arrows.



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

5.4 BPM and tempo

5.4.1 Adjusting BPM

Occasionally, **djay for iOS** 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 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 tapping 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, tap the Tap button in time with the beat until a BPM reading displays.

Once you've adjusted the BPM, you can tap **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 for iOS** 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 for iOS determines the master deck based on whehre the mix transitioned to. 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 for iOS**, you can keep your music from changing pitch as you increase or decrease the tempo by using **Key lock**. To activate **Key lock**, tap 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 5.14.2 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, tap 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 for iOS**: **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

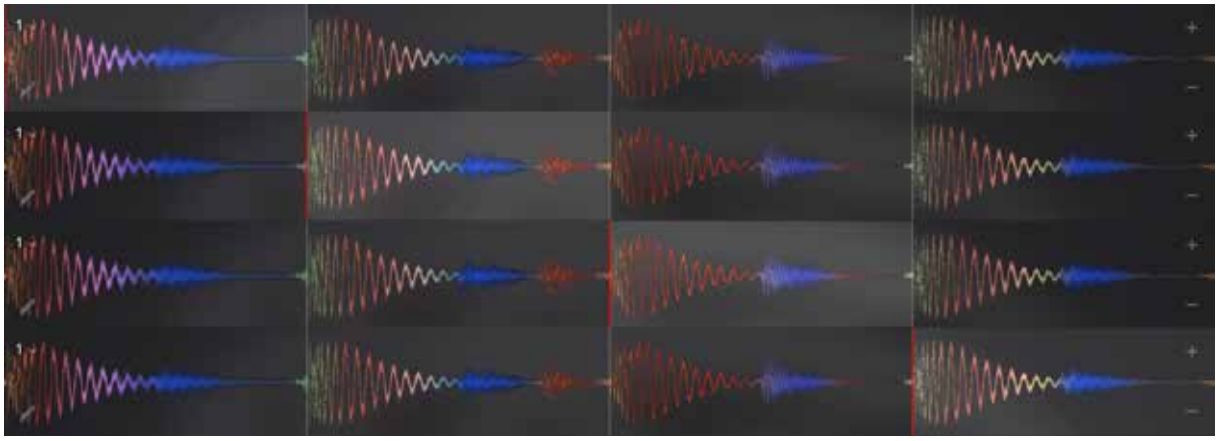
Tempo sync simply matches the **BPM** of a deck track to the current master deck, but allows decks to play independently. To activate tempo sync, press the **SYNC button** once on the deck you would like to match to the playing audio. A deck that is tempo matched will have a **blue outline** around it.

5.5.2 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 for iOS**, make sure the you already have a song playing, and press the **SYNC button** on both decks with a track loaded and ready. When the decks are beat synced, the sync button will be solid blue. While active, your tracks will snap to the nearest beat of the current track when you press play.

5.7 Slicer mode

Slicer mode helps you to 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 5.15.2 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 for iOS has a **Slip mode** for scratching. While enabled, Slip mode continues playing audio when the jog wheel is used. This works for both virtual (software) and hardware jog wheels (for example, see **section 5.15.3 Mapping jog wheels**).

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 Waveform orientation and zoom

The waveform pop-up also lets you adjust both the zoom level, and orientation of the scrolling waveform, as well as reset the waveform settings. Zoom in and out using the **-** and **+** buttons **(1)**, and switch between horizontal and vertical using the **orientation buttons** (2).

You can revert the zoom level to default by tapping **Restore (3)** at the bottom of the pop-up.

5.10 Library management

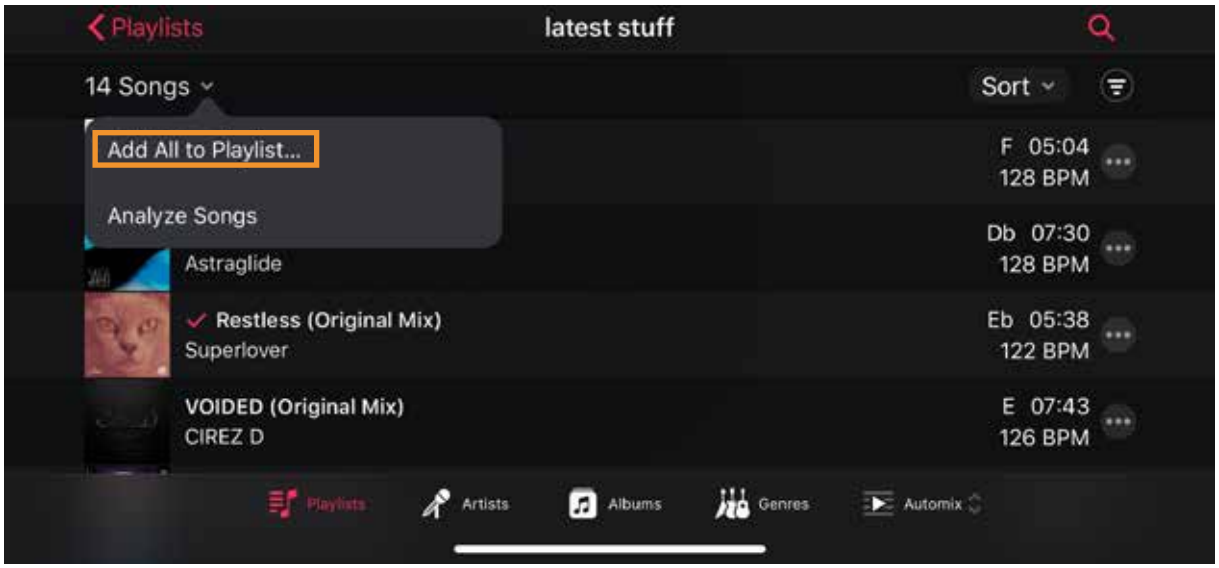
With today's DJs carrying thousands of tracks in their collections, managing your music has become as important a skill as any. With **djay for iOS**, not only can you use Music playlists and Spotify, you have access to a powerful and flexible built in library browser, with features such as filters, smart playlists, and batch analysis.

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 for iOS** offers tools to help you get the most out of your music.

5.10.1 Adding music to My Library

When you first launch **djay for iOS**, the **My Library** collection will be empty as there hasn't been any music added yet. There are two ways you can add your tracks: from your other collections available within **djay for iOS**, or using the **Files** app with iOS split screen drag-and-drop, or the **Add from Files...** pop-up. To add from existing collections:

1. Navigate to the existing playlist you would like to add media from.
2. Tap the playlist track count at the top left of the tracklist window and choose **Add All to Playlist...**.



3. Either create or choose a playlist to add to.

TIP: You can add media from any of your collections, including the **Videos**, and **Spotify**.

To add media from the **Files** app:

1. Navigate to, or create, the playlist you want to add music to within the **My Library** collection.
2. Tap the playlist track count at the top left of the tracklist window and choose **Add from Files...** to bring up the file chooser pop-up.

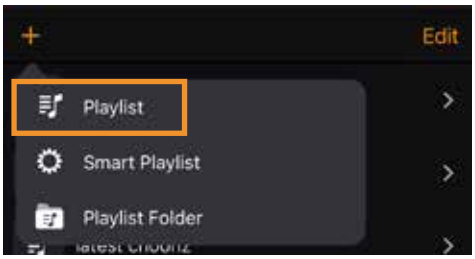
3. Pick the files you want to add from their saved location.

NOTE: Adding tracks to **djay for iOS** only adds them to the database. It does not duplicate or move your music files.

5.10.2 Playlists

Playlists are an easy way to keep track of your music, ready for a set, or to prepare a set list for a gig. To add a playlist:

1. Make sure the **My Library** collection is active at the top of the browser.
2. Navigate to the location you'd like your playlist to exist.
3. Tap on the **+ button** at the top left, and choose **Playlist** from the menu that appears.



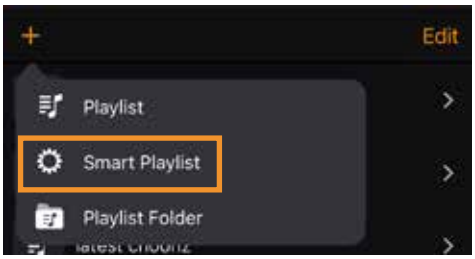
4. Name your playlist in the textbox that appears, and tap **Add**.
5. You can now add tracks from your collections (see **section 5.10.1 Adding music to My Library)**.

TIP: You can reorder your playlists using the **metadata sort columns** drop-down, or the **Edit** button.

5.10.3 Smart playlists

Keep your tracks in the right place without doing the work. Smart playlists sort through your entire collection into playlists based on custom track metadata filter variables. As new music is added, it automatically gets sorted into any relevant smart playlist.

1. Make sure the **My Library** collection is active.
2. Navigate to the location you'd like your smart playlist to exist.
3. Tap on the **+ button** at the top left, and choose **Smart Playlist** from the menu that appears.



4. Name your smart playlist in the textbox that appears, and tap **Add**.
5. Tap **Edit** at the top right of the tracklist window.
6. Tap the **+ button** just below the playlist track count in the main tracklist window to start adding rules for the playlist filtering.
7. To close the filter rules panel, tap the orange **Done** button, below the search bar.
8. You can further change your filter by tapping the **Edit** button again.

Rules can be set up based on **Album**, **Artist**, **BPM**, **Comments**, **Date Added**, **Date Released**, **Genre**, **Grouping**, **Key**, **Rating**, Released, and **Title** track metadata. With different rules, you will have different parameter options you can choose from. For example, text fields will have variables for:

- Contains
- Does not contain
- Is
- Is not
- Begins with
- Ends with

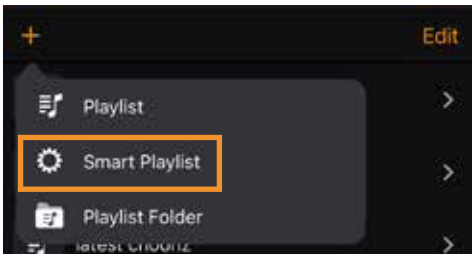
TIP: The order in which you set your rules will change how your music is filtered.

5.10.4 Playlist folders

Playlist folders are an easy way to contain multiple playlists together for organization. When active in the library browser tree, the folders will display all the tracks from all the contained playlists in the playlist window.

To create a playlist folder:

1. Make sure the **My Library** collection is active.
2. Navigate to the location you'd like your playlist folder to exist.
3. Tap on the **+ button** at the top left, and choose **Playlist Folder** from the menu that appears.



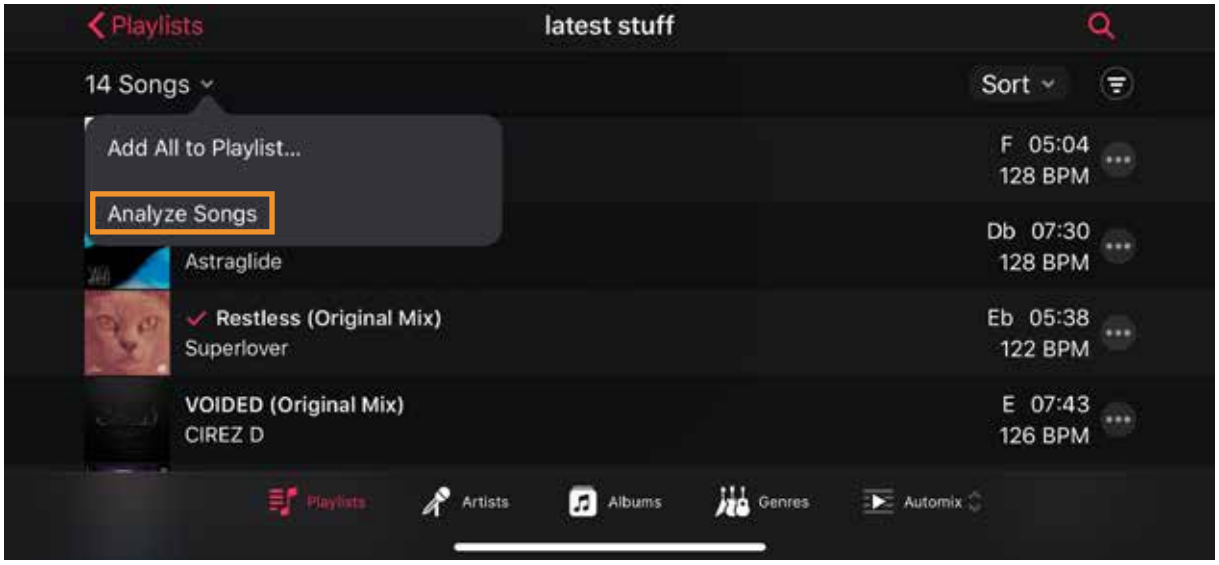
4. Name your playlist folder in the textbox that appears, and tap **Add**.

Once the folder is created, you can either add new, empty playlists or smart playlists using the **+ button**, or drag and drop existing playlists to re-home them. Tap on the folder icon or name will display all the tracks from the playlists. Tap the triangle to the left of the folder will expand the contents.

NOTE: Select a playlist, smart playlist, or folder, then tap it again to rename it.

5.10.5 Analyzing your music

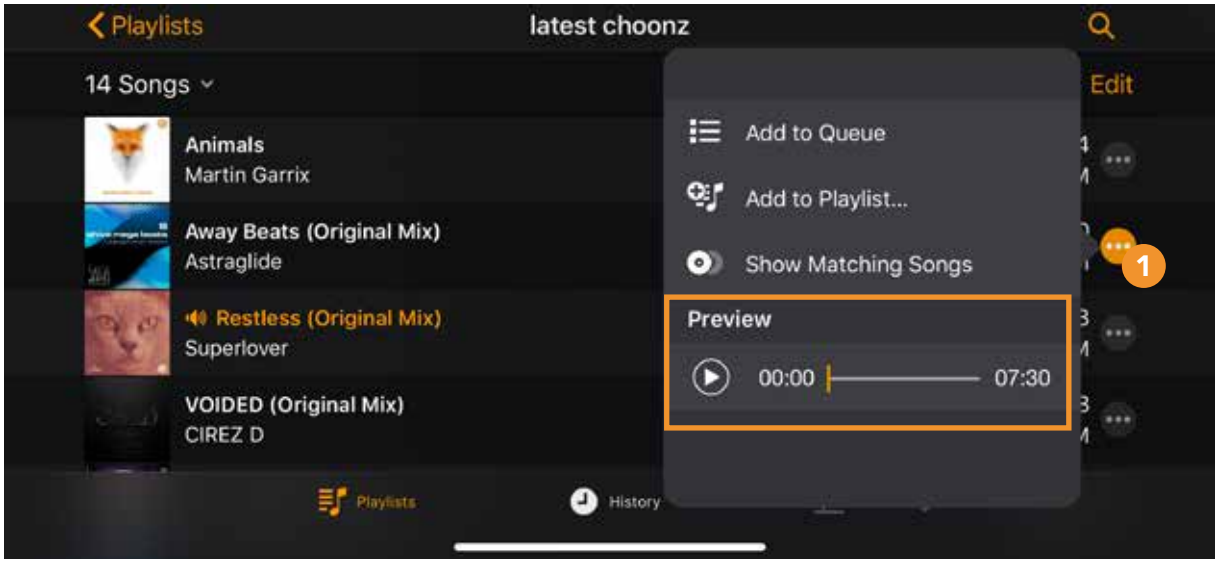
While **djay for iOS** analyzes each track the first time it's loaded, this can take up computing resources and may interrupt playback. You can set up **djay for iOS** to analyze your whole music collection, or even just parts of it, as a batch operation. Navigate to the playlist or folder you want analyzed, and choose **Analyze Songs** from the drop-down next to the track count at the top of the track list window.



NOTE: Spotify tracks can not be pre-analyzed.
TIP: Batch analysis can be quite resource intensive so should be left running while your device is free from other tasks. The task might be best left overnight or while you're away from your screen.

5.10.6 Previewing tracks

With **djay for iOS**, 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.

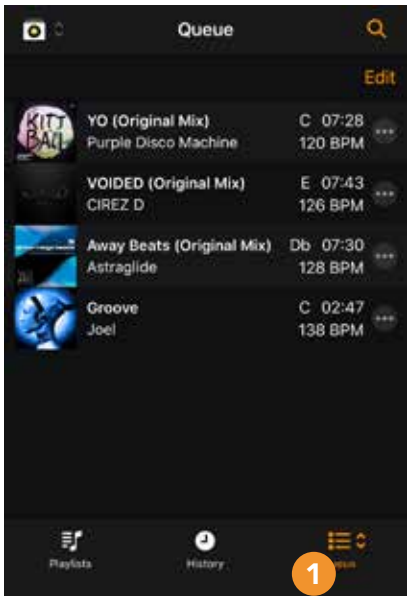


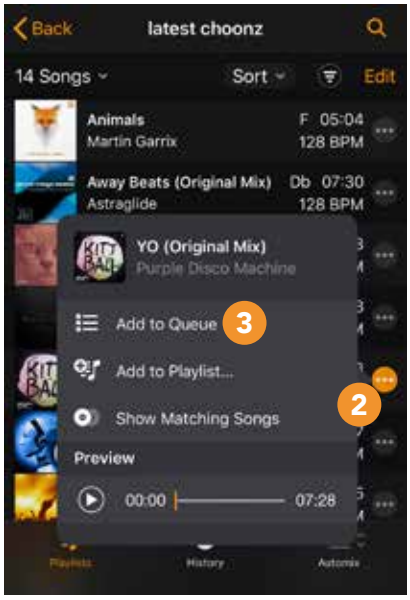
To preview a track, tap the menu button on the far right of the track in the library tracklist **(1)**, and hit the play button at the bottom of the pop-up.

5.10.7 Queue

The play **Queue** acts as a playlist which can stay up to date by removing tracks that have already been played. To access the queue, open up the **library panel** by tapping the **panel select button (1)** and use the first tab. There are two ways to add tracks to the queue:

1. **You can add tracks to the Play queue** by tapping a track's **menu button (2)** and choose **Add To Queue (3)**.





2. Swipe right on a track in the playlist.

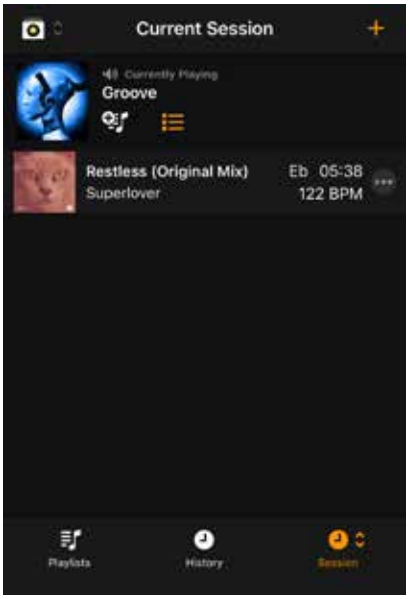
TIP: You can add tracks from any of the library tabs to your play queue.

5.10.8 Current Session

The **Current Session** is the second tab of the **library panel** and shows the historical playlist of your current mix session. Any tracks that have been played and crossfaded in a deck will show in the order they first played. You can also reset the list by tapping the **+** in the top right and choosing **New Session**.

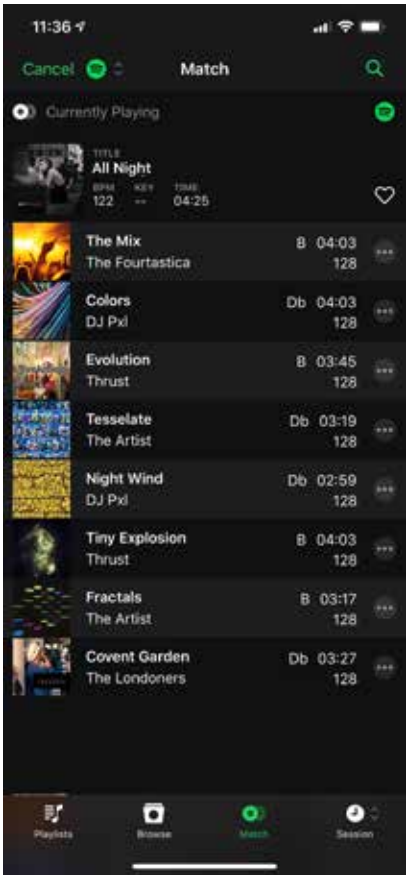
5.10.9 Match

Third in the list is the **Match** tab, a feature that lets you find similar tracks from within **Spotify**'s entire library. Using the drop-down at the top left, switch between the **Currently**



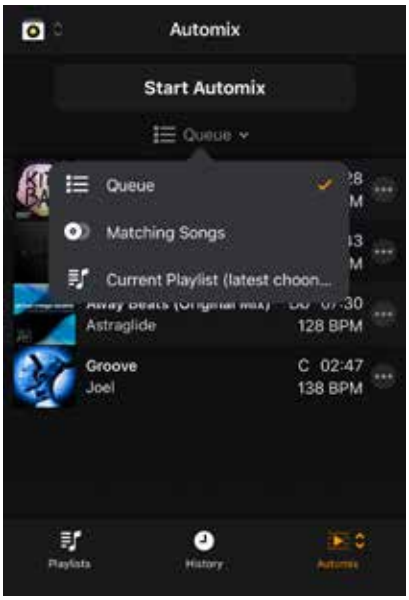
Playing track, a **Custom** choice via drag-and-drop.

NOTE: You will need **djay for iOS** to be logged in to a **Spotify Premium** account for **Match** to search for similar music.
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.



5.10.10 Automix playlist

Let Automix take over your set, based on your preferences (see **section 4.6.6 Automix preferences**). You can use the Automix playlist panel to keep the music flowing. There are three ways to add music to the Automix playlist: **Queue**, **Matching Songs**, and **Current Playlist**. Switch between the different sources by using the drop-down just below the **Start/ Stop Automix** button.



- **Queue** lets you create and manage your own playlist by adding music manually, using drag-and-drop, or the track pop-up.
- **Matching Songs** uses the **djay for iOS** Match feature to add tracks from **Spotify** that work with the current track.
- **Current Playlist** loads all the tracks from the currently selected playlist, and plays through them in the order they are listed.

To load the next track from the Automix playlist into the queue, tap the **Start Automix** button at the top of the panel.

5.10.12 Metadata columns

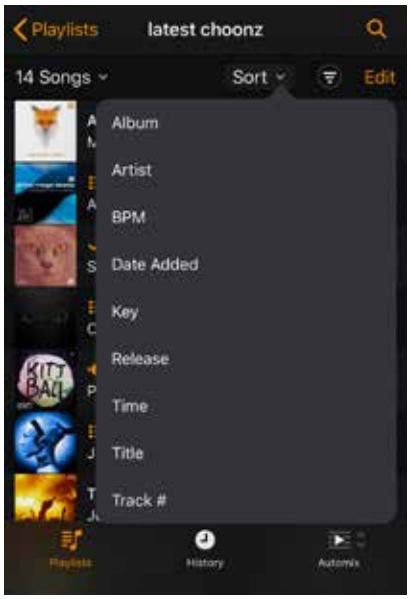
Similar to many music apps, the playlists in **djay for iOS** display some track metadata (ID3 tags) as columns within the list view. If you need to edit your track metadata, you will need to use **Music** or some other music management application.

NOTE: Spotify music metadata is managed by Spotify and isn't user-editable.

5.10.13 Sorting your music

You can use the metadata columns to sort your music quickly and easily. At the top of the playlist, tap on the **Sort** drop-down just below the search button, and select what you wish to sort by. 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.

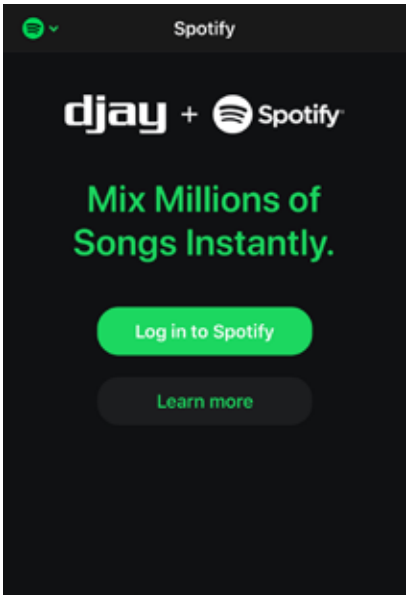
You can toggle the order by tapping your sort order again, and you can reset to default by tapping **Reset**.



TIP: Sorting by key is a great way to see what tracks are grouped by key.

5.10.14 Spotify

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



Playlists, and Browse

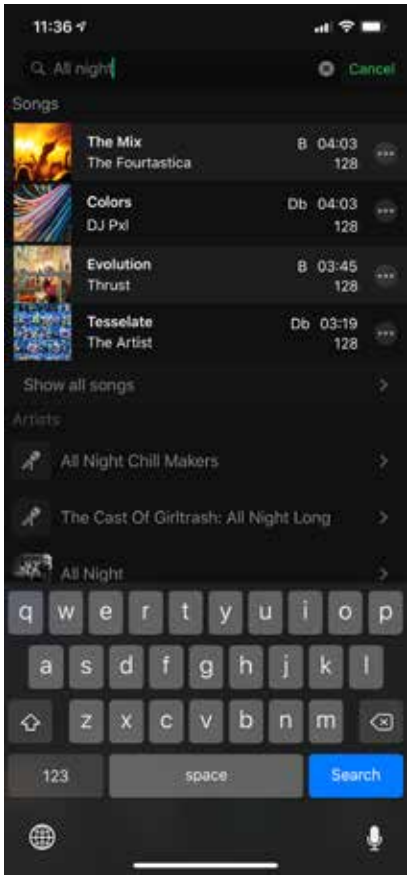
From the Spotify tab, you can access all the playlists you've previously created from the Spotify desktop or mobile music players. There are also sections for music categories to browse for hits. You can switch between these sections using the two tabs at the bottom of the browser tree.

NOTE: You can only view Spotify playlists within the **djay for iOS** library browser. You will need to either edit your playlists within **Spotify**, or create a playlist within the My Library collection.

NOTE: Mix recording will not work when you use tracks from **Spotify**, due to licensing agreements. Recording a mix disables access to **Spotify** music, 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 also expand results from **Songs**, **Artists**, **Albums**, and **Playlists**.



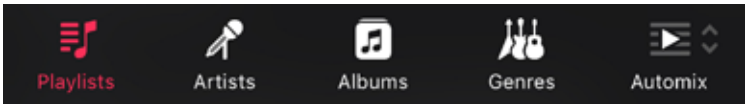
Logging out

To log out of **Spotify** within **djay for iOS**, go to the **Library** preferences and select **Log Out Of Spotify**. See **section 4.6.3 Library preferences** for more details.

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

5.10.15 Music

You can access your **Music** collection (e.g. synced via iTunes) directly from within **djay for iOS**. This includes all your music, playlists and folders, as well as any smart playlists you have created. The collection can also be sorted by **Playlists**, **Artists**, **Albums** and **Genres**, using the buttons in the bottom bar.



5.10.16 Videos

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

- **Music:** Any video files found in your Music collection.
- **My Videos:** Your account's Movies folder.

You can store any purchased or user-created video files in either the Music collection or Movies folder, and videos can be added to your **My Library** collection along with **Spotify**, **Music**, and local files.

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

Live Photos

With **djay for iOS**, Live Photos can be loaded directly into **video mode** using the visualizer pop-up, by switching to the **Live Photos** tab.

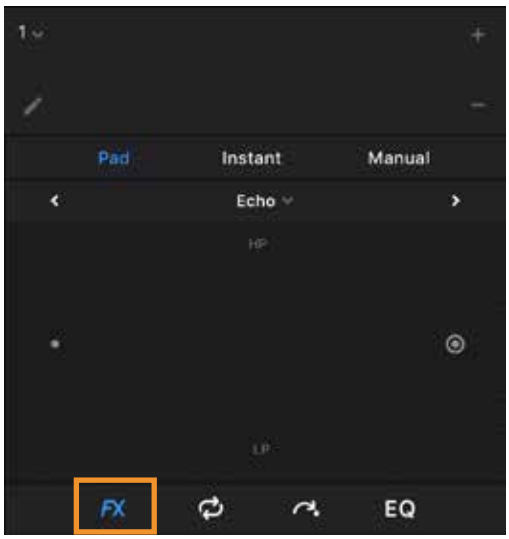
5.10.17 History

All your DJ sessions are automatically saved by **djay for iOS** in the **History** tab at the bottom of the **My Library** browser tree. Saved sessions are similar to playlists and show the tracks from each session in the main browser window. You can also delete your saved sessions by either **left-swiping** them and using the **Delete** button, or tapping Edit.

Individual sessions can also be shared when selected, as either a **CSV file** or **Spotify playlist** using the share menu at the top right, next to the filter button.

5.11 Effects

There are three different types of effects in **djay for iOS**: **audio**, **visual**, and **A/V**. Each type of effect has a specific use, and may not be appropriate for all your collection. We endeavored to collect a wide range of distinctive effects to help DJs push their creativity.
To access the effects controls, use the **advanced deck panel** toggle button in Classic and 4 deck modes, activating the **Mixer Toggle** button in 2 deck mode, or switching to the **FX tab** in video mode.



5.11.1 Audio

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

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

5.11.2 Visuals

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

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

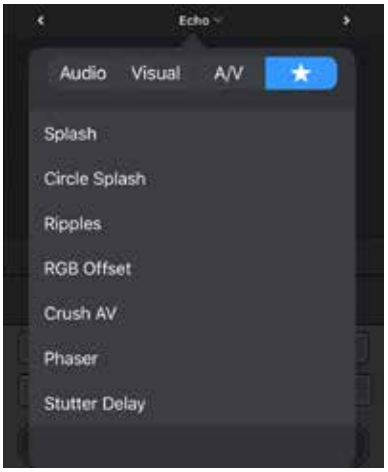
5.11.3 Audio/visual

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

5.11.4 Favorites

You can easily access your favorite effects in their own tab. To add to your favorites, just swipe the effect to the left to reveal the green **Favorite** button and tap it to add the effect. You can remove effects from the favorites list by going to the Favorites tab and left-swipe and tapping the red Remove button.

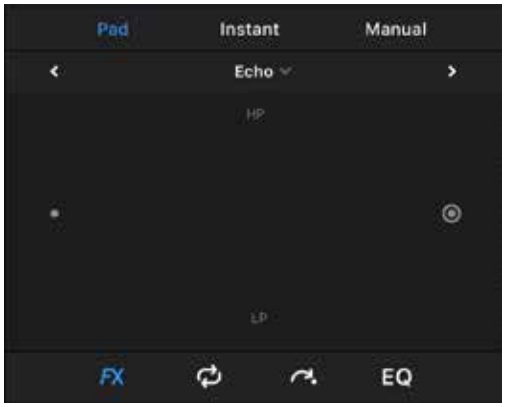


5.11.5 Using effects

Audio decks display effects in three different ways. Different deck types let you 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.

When switched to the FX section of the **advanced deck panel** via the buttons at the bottom, you can control up to two effects per deck, using three different methods: **FX Pad**, **Instant**, and **Manual**.

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



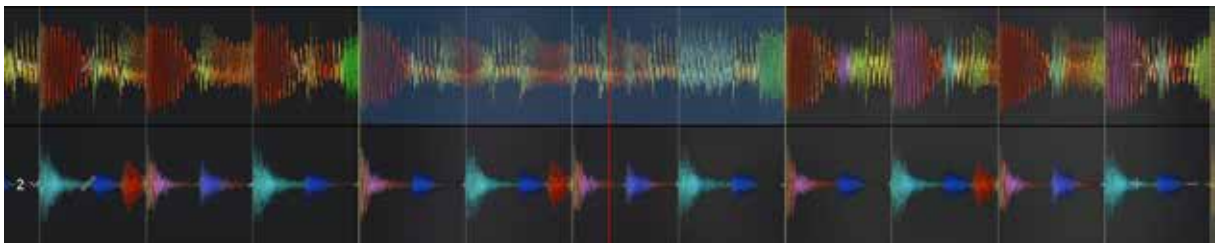
Instant: This is a panel of six pre-made effects designed for 'instant gratification'. You can choose from **Absorb**, **Drift**, **Sway**, **Crush**, **Punch**, and **Twist**.

Manual: Decide the activation, as well as the effects quantity, giving you absolute control at your fingertips.

TIP: In **Manual mode**, you have two FX per deck that you can chain together for some wild sound mangling... even on four decks!

5.12 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.

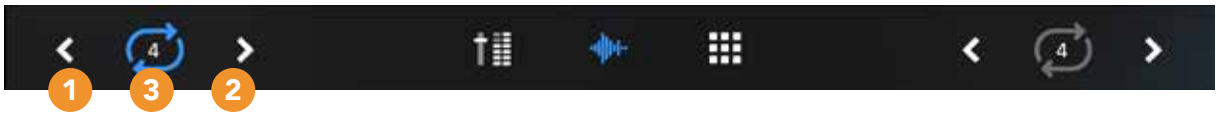


There are two ways to start a loop:

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

5.12.1 Loop creator

To activate a loop using the loop creator, select the loop length using the **left/right arrow** buttons **(1 & 2)**, and at the correct point in the track, tap the middle **loop active** button **(3)**.



5.12.2 Loop panel

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

Auto

You can manually set loop length by triggering **loop IN (1)** and setting **loop OUT (2)** when ready, or use the **loop creator (3)**. Loops are automatically quantized to ensure they're in time.

Bounce

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

Pad

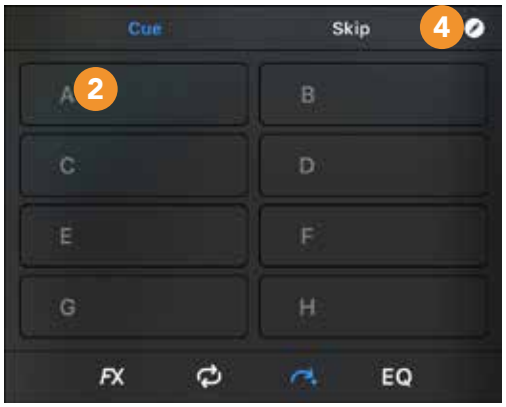
Much like with effects, you can use the X/Y pad to simultaneously apply a manual loop length and high-pass/low-pass filter for an interesting effect.

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

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

5.13 Cue points

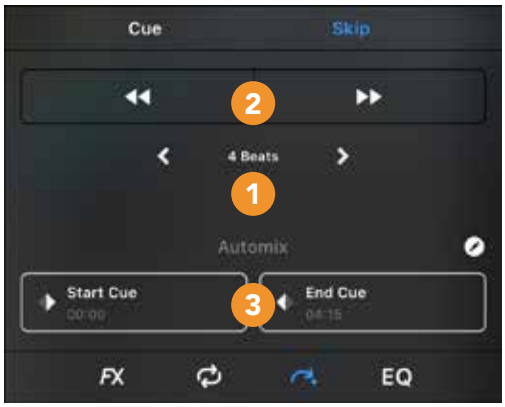
You can store up to eight **cue points** per track in **djay for iOS**. These **cue points** can be added on-the-fly or prepared beforehand and remain saved in your track information.



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 **edit mode** 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.

5.13.1 Beat Skip

Quickly and accurately jump through your tracks via the **Skip tab** of the cue points panel with the beat jumping controls. Set the beat length of your jump using the **up/down arrows (1)**, then jump backwards and forwards by tapping the large **beat skip buttons (2)**. Use the **Start/End points** at the bottom of the panel **(3)** to create custom cues for **Automix** to mix from.



5.14 Looper & sampler

A brand new feature to djay, the **Looper** lets you feed your creativity with endless variation in building your own tracks. The simple grid layout and tight sample quantization make it easy to use. Think of it as having eight different tracks broken down into small loops that you can switch between at the tap of the screen or the press of a MIDI pad.

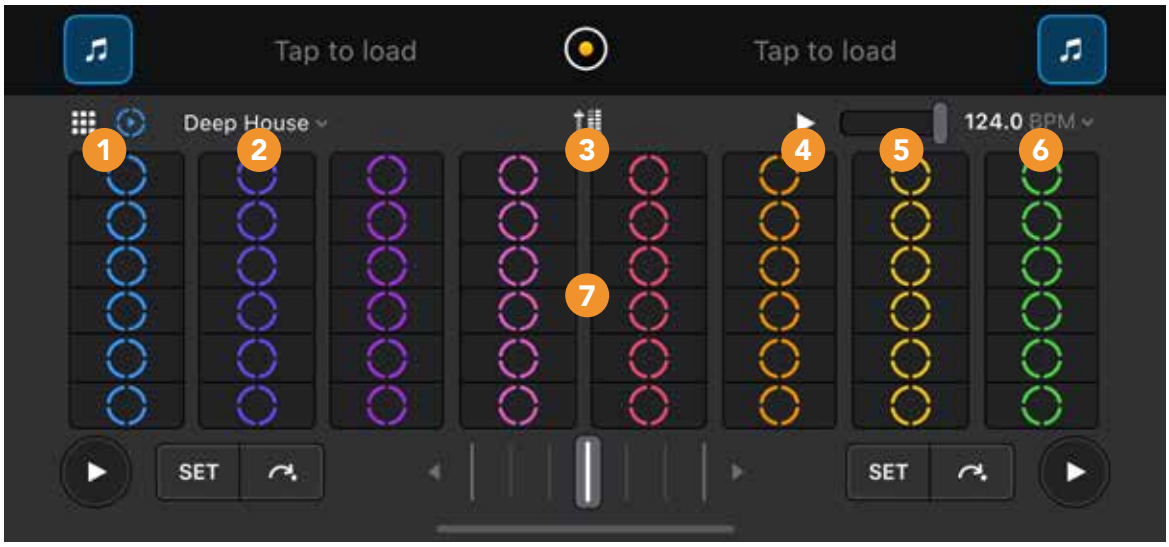
Choose from a constantly updated list of genres, including:

- Ambient House
- Analog Techno
- Deep House
- Deep Jazz
- Deep Soulful House
- DnB Ultra
- Dub Hop
- EDM Vol.1-3
- Electro House
- Electro Swing
- Electronic Fusion
- Funk Hop
- Hardstyle
- Hip Hop Fusion
- HipHop Vol.1-3
- House
- Latin House
- Lounge Hip Hop
- Maximum EDM
- Melbourne Bounce
- Neuro DnB
- Progressive UK House
- Retro 80s
- Trance
- Trance EDM

NOTE: The Looper and Sampler mode are only available with a PRO subscription, which also includes all the loop and sample packs to download.

5.14.1 Interface at a glance

Designed to be intuitive, the Looper's grid interface has everything you need within a tap.



1. Looper/Sampler toggle
2. Loop pack selector
3. Mixer button
4. Play/pause
5. Looper master volume
6. BPM control
7. Loop Grid

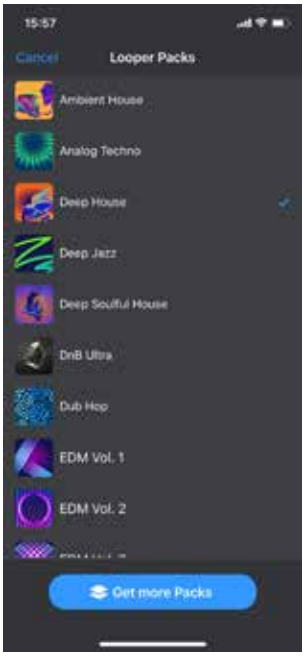
5.14.2 Using the Loop Grid

The **Loop Grid** is a 6x8 button matrix which contains 48 perfectly quantized samples, and able to play a sample from each of the eight columns at once.

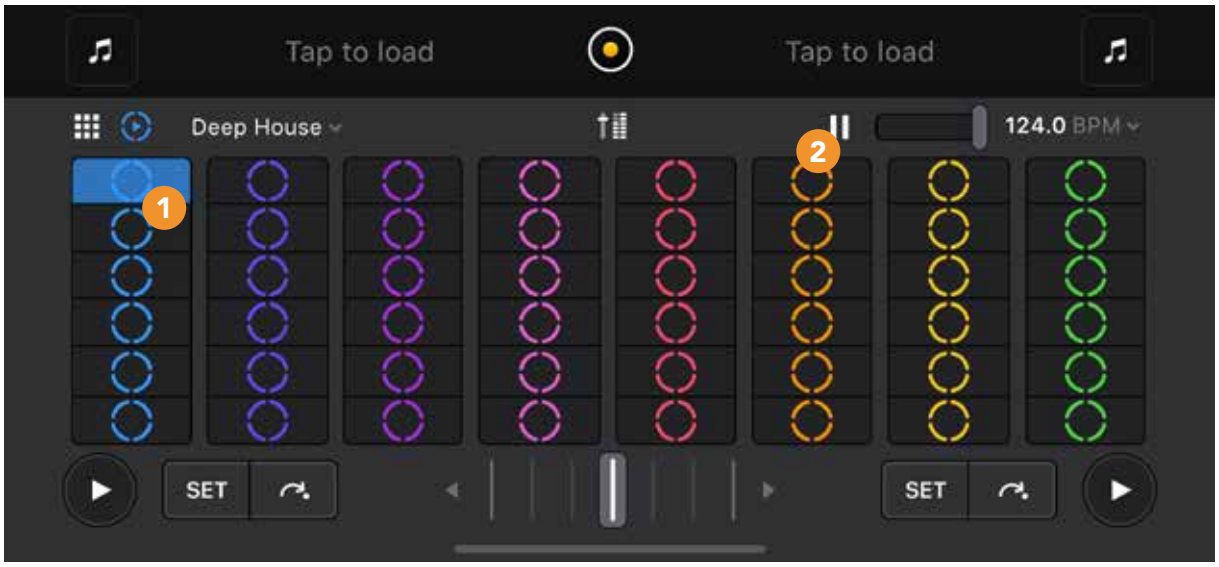
When you load a loop pack, each column will contain similar parts of the track. For example, kicks will be grouped together, as will percussion, or basslines, or vox samples. This is to avoid having elements clashing with each other.

1. Select the **LOOPER view** from the **layout panel**.

2. Choose and load a loop pack using the **Loop Pack selector**.



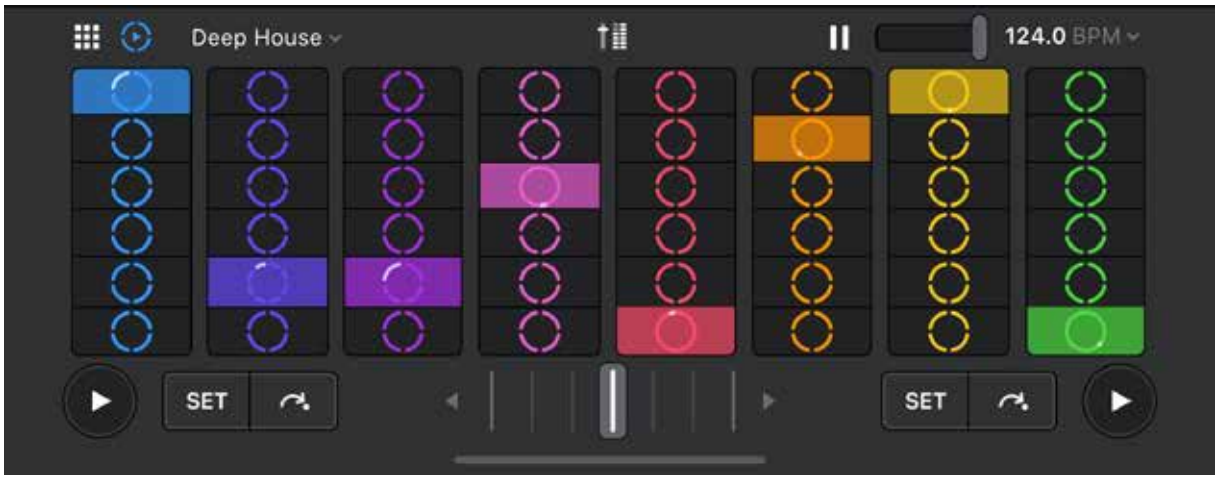
3. To start your music, either launch a loop from the **first column (1)** by tapping it, or **press PLAY/PAUSE (2)** in the top of the UI to launch a random loop from each column.

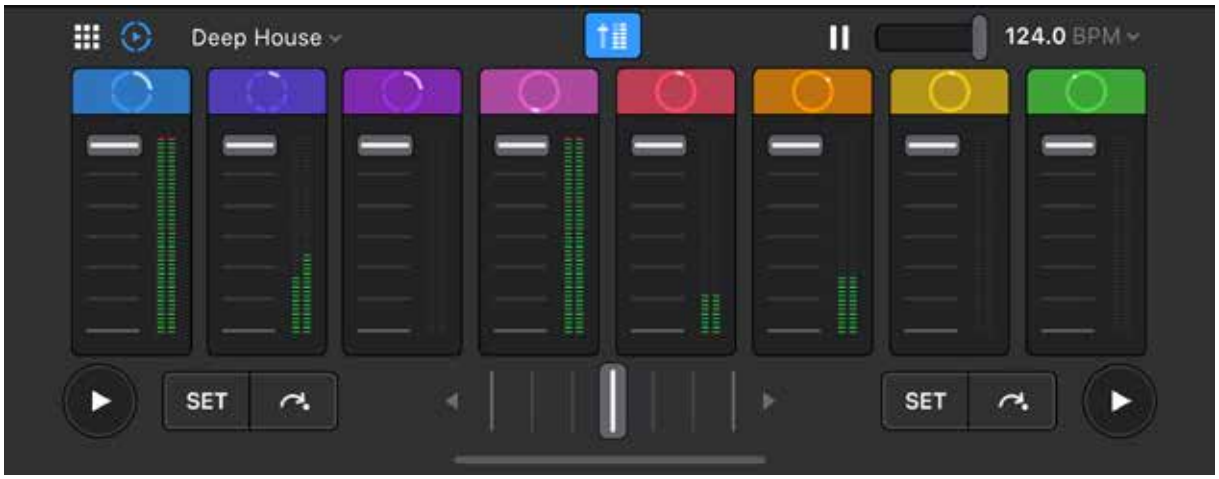


4. Tap a loop from each column to play them in time with the first loop.
5. Change the playing loop by tapping a different one.
6. STOP any currently playing loop by tapping it again. You can also stop all active loops by tapping the **PLAY/PAUSE** button.

NOTE: All your loops will be quantized to a four beat measure, and will stop at the end rather than start again, should you disable it.

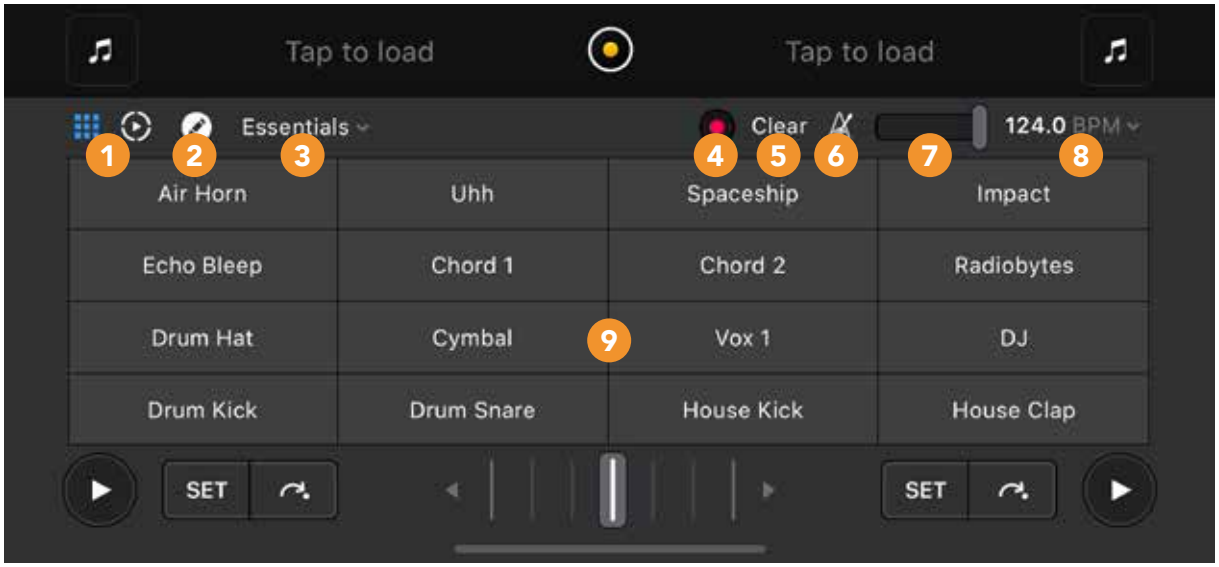
7. Switch to **mixer mode** by tapping the **mixer button** in the middle of the bottom toolbar. You can control and monitor the volume of individual columns in this view.





5.14.3 Sampler mode

The sampler mode offers a 4x4 grid of buttons to launch one-hit samples such as vocals, drums or FX.



1. Looper/sampler toggle
2. Sample pack editor
3. Sample pack selector
4. RECORD button
5. CLEAR sequence button
6. Metronome on/off
7. Master volume slider
8. BPM controls
9. 4x4 sample grid

There is a growing list of sample packs available when you're subscribed to the PRO version of djay for iOS, inlcuding:

- Chill
- Deep House Vol.1
- DJ Sound Effects
- DJ Vocal Drops
- Drum & Bass
- Dub
- Dubstep
- EDM
- Essentials
- Funk & Breaks
- Hip Hop Vol.1-5
- House
- House Bass
- Percussion Pack
- R&B Vol.1
- Techno
- Trap Vol.1&2

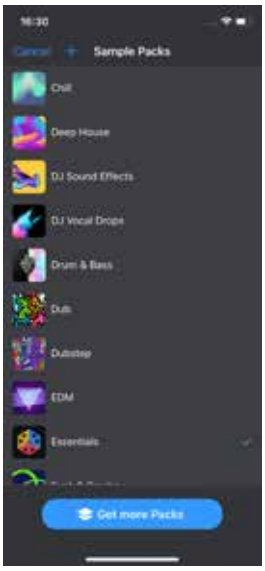
5.14.4 Sampler sequencer

The **sampler sequencer** lets you temporarily record short loops using the one-shot samples loaded into the sample grid. The loop is a single four beat bar.

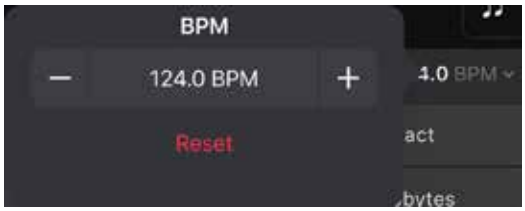
1. Make sure the LOOPER view is active using the **layout panel**.

2. Make sure the Sampler is selected using the toggle switch to the right of the bottom toolbar. The 3x3 grid icon should be blue when the Sampler is selected.

3. Select and load a sample pack using the menu in the bottom right of the app, near the Sampler/Looper toggle switch. You can use this to download new packs as well.



4. Choose a suitable tempo via the **BPM pop-up** in the bottom left, next to the PLAY/PAUSE button. When you load a pack, it will change to a suggested BPM.



5. Start the **metronome** by tapping the icon next to the BPM readout.

6. Tap RECORD to start your loop.

7. Listen for the downbeat of the metronome, which will have a slightly higher pitch to the other beats. There is also a visual indicator to show you where you are in the loop.

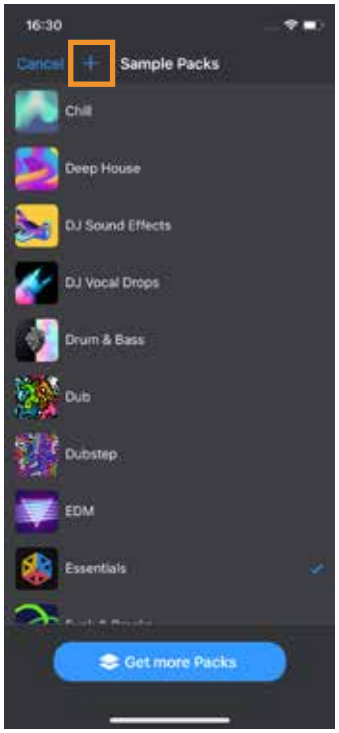
8. Start playing your rhythm from the downbeat by tapping any of the samples in the grid. You can overdub the sequence by playing the same sample over the sequence.

TIP: You can switch sample pack while recording to swap out sample sequences on the fly.

5.14.5 Customizing sample packs

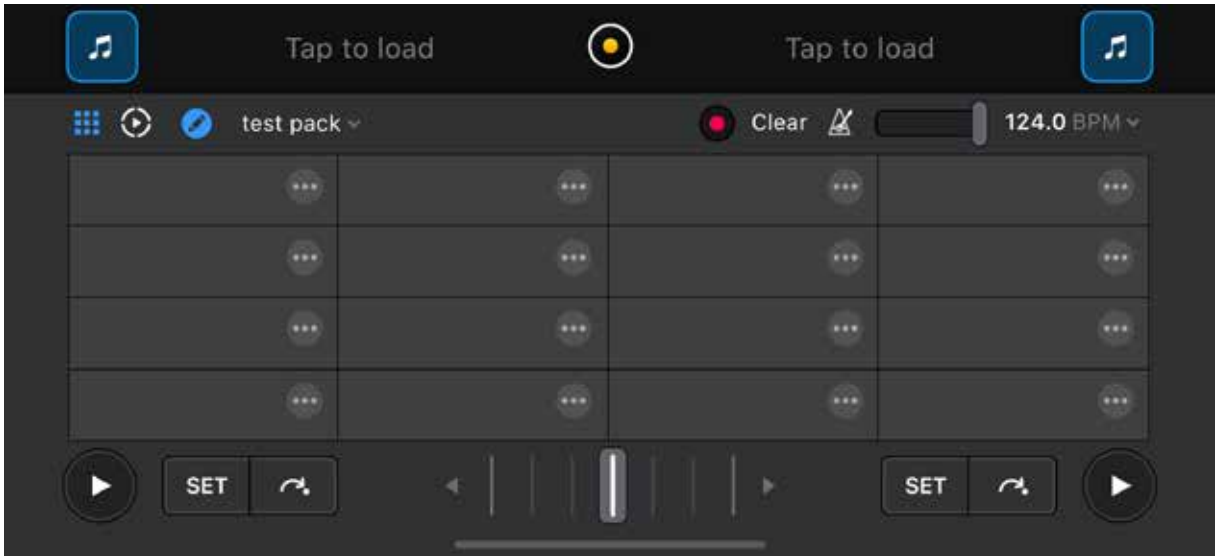
As well as using the official **Algoriddim** sample packs, you can also create, edit, and save packs by activating the sample pack editor button. There are two choices to change the sample: using the library of included official samples, or recorded/imported samples. To create a new sample pack:

1. Tap the **sample pack chooser menu** at the bottom right of the screen.
2. Tap the **+ icon** at the top left of the menu to add a new sample pack.

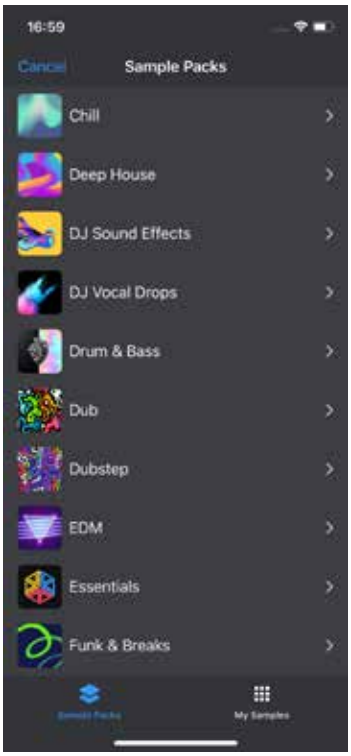


3. Name it something you'll remember, and tap **Add**.

4. Each of the samples in the pad grid will now be empty and editable via their respective **three-dot menu button**. Tap one to bring up the sample picker.



5. To add an official sample, make sure the **Sample Packs tab** is selected, and either choose one from a sample pack.

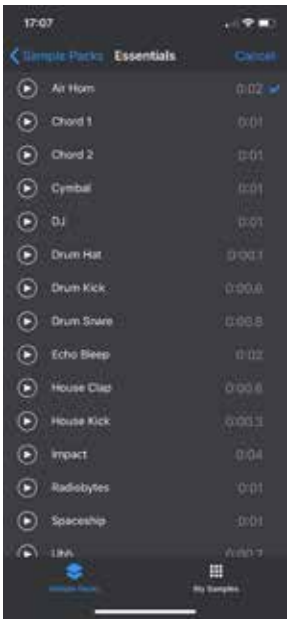


To swap out official samples in an existing pack:

1. Tap the **edit button** at the bottom right of the screen.

2. A pop-up will appear asking you to **Copy Sample Pack**. Rename it using a name you'll remember, and tap **Add**.

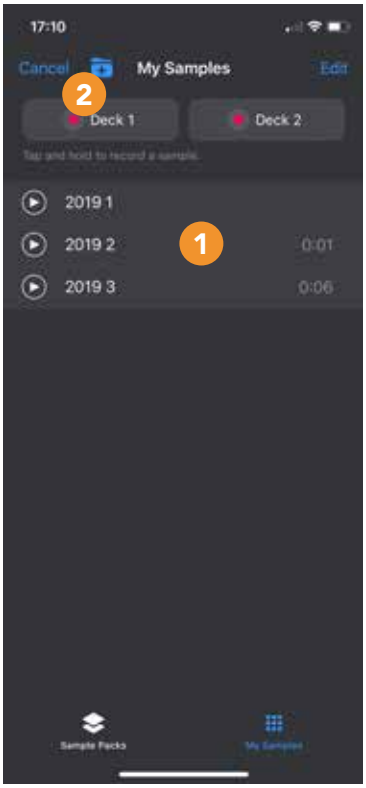
3. Each of the samples in the pad grid will now be editable via their respective **three-dot menu button**. Tap one to bring up the sample picker.
4. To add an official sample, make sure the **Sample Packs tab** is selected, and either choose one from the current pack, or tap **back** to the **Sample Packs list** at the top right of the pop-up to choose a different sample pack.



Using imported and recorded samples

As well as the official samples and packs, you can add your own samples, either by importing from the **Files app**, or by recording audio from **Deck 1** or **Deck 2**. To add a user sample from the Files app:

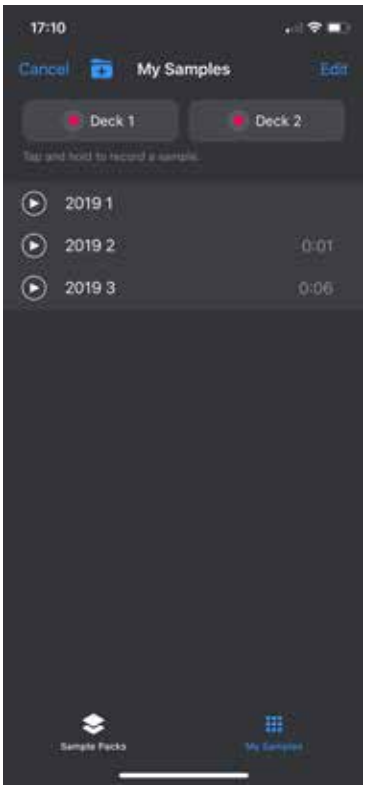
1. Tap the **edit button** at the bottom right of the screen.
2. A pop-up will appear asking you to **Copy Sample Pack**. Rename it using a name you'll remember, and tap **Add**.
3. Each of the samples in the pad grid will now be editable via their respective **three-dot menu button**. Tap one to bring up the sample picker.
4. To add your own sample, make sure the **My Samples tab** is selected, and either choose one from the list of available samples **(1)**, or tap the **Add from Files button (2)** at the top right of the pop-up to browse to the files you'd like to add.



To record a sample from Decks 1&2:

1. Tap the **edit button** at the bottom right of the screen.
2. A pop-up will appear asking you to **Copy Sample Pack**. Rename it using a name you'll remember, and tap **Add**.
3. Each of the samples in the pad grid will now be editable via their respective **three-dot menu button**. Tap one to bring up the sample picker.
4. To record a sample, make sure the **My Samples tab** is selected, and that a track is playing in either Deck 1 or Deck 2.
5. Tap and hold the **record button** for the playing deck at the top of the **sample chooser pop-up** for the duration of the audio you want to capture.

6. Once you release the record button, the sample will be added to your **My Samples list**, and you can select it to replace the current sample.



5.15 Using hardware

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

5.15.1 Official and natively-supported 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 website**. Setting up an officially supported controller is straightforward plug-and-play.

1. Ensure that **djay for iOS** is fully loaded.
2. Connect your Lightning to USB 3 Camera Adapter to your iPhone (if your controller doesn't have a Lightning connector).
3. Connect the power adapter for your iPhone to the USB adapter to charge your iPhone and power your controller if required.
4. Connect your controller in via a spare USB port and power it up if needed.
5. Once the controller has powered up, **djay for iOS** should automatically load default settings for audio interface.
6. You should now have control of **djay for iOS** 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 5.15.2 MIDI mapping** for more information.
TIP: Algoriddim recommends using the official Apple Lightning to USB 3 Camera Adapter for connecting MIDI controllers via USB.

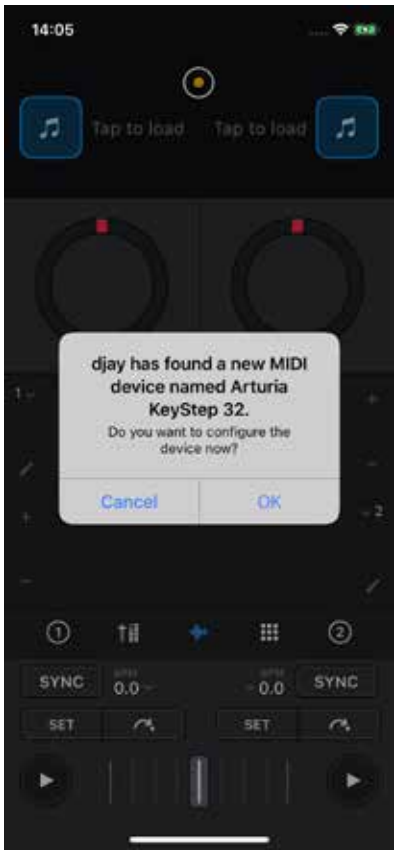
5.15.2 MIDI mapping

If you need extra control beyond supported hardware, or have an unsupported MIDI-capable controller, you can create, edit, and save your own mappings to suit your needs. The built-in MIDI mapping within **djay for iOS** is powerful and easy to use.

NOTE: A **djay for iOS** PRO subscription is required to create and edit MIDI mappings, as well as use controllers from the supported list of hardware not included in the FREE version.

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

1. Launch **djay for iOS** and wait for it to be fully loaded.
2. Connect your Lightning to USB-A adapter to the iPhone.
3. Connect your iPhone power cable into the Lightning or USB-C adapter to charge the device.
4. Connect the MIDI controller to a spare USB port on the adapter, and if needed, turn the controller on. You will then see a pop up message asking if you want to configure the device. Tap **OK**.



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

6. 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.
7. You then need to select the **Action** the control will perform. Tap the newly added control, choose **Deck 1** as your target, and from the **General** section, choose **Play / Pause**.
8. You have now mapped the **Deck 1 PLAY / PAUSE** button to your controller. Load a track and test it out!
9. Keep mapping controls until you have everything you need, tap **Save** in the top right of the pop up.

NOTE: You can access and edit your controller MIDI mapping as long as the device is connected and detected, by going to your MIDI settings page. See **section 4.6.5 MIDI device preferences**.

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**, **Looper**, **Sampler**, or **General**. You can further drill down into these target sections through the target's **Actions** controls.

Advanced Configuration

The **Advanced Configuration** 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.
Button Mode: Changes button behavior between **Default**, **Toggle**, **Hold**.
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 (i.e. two mixer channels sharing one fader as 'layers').

Sensitivity: 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 jog wheels to feel. The more 'responsive' this is set, the more immediate jog wheel movements will feel.

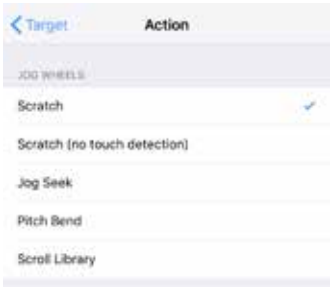
MIDI out: Activate this option for **djay for iOS** to return MIDI signals to your controller. You can use **MIDI out** commands to let **djay for iOS** respond with LED feedback for controls that allow it (for example, pads with backlight or LED toggles).
Channel: Change the **MIDI channel** for your MIDI signal.
Type: 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, between 0 and 127.You can also toggle **Blend**, 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.

5.15.3 Mapping Jog wheels

There are three essential commands that need to be mapped to get basic jog wheel functionality working on a controller: **Scratch (no touch detection)** (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 jog wheel MIDI mappings within the device **MIDI Configuration** editor.

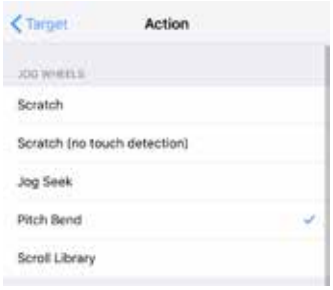
1. The **Scratch (no touch detection)** MIDI command is designed to switch your jog wheel to be able to scratch on non-touch-sensitive platters. Touch the top of the jog wheel to add or focus on the note in the editor. Select **Deck <number>**, and **Scratch (no touch detection)** in the **Jog Wheels** section of the selected deck.



2. Touch the top of the jog wheel 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 **Jog Wheels** section) to the command to add scratching capabilities to your jog wheel. If your jog wheels are touch sensitive, you can use the **Scratch** CC instead.

NOTE: Check your hardware specifications to find out if your controller has touch sensitive jog wheels.

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



4. Finally, you can adjust the **Sensitivity** and **Acceleration** via the **Advanced Control Options** section of your MIDI actions (see **section 5.15.2 MIDI mapping**). Play with both the **Sensitivity** and **Acceleration** sliders until your are satisfied with the feel of all the jog wheel 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 **jog wheel** is treated as any other rotary control, meaning you can also use them for controlling **effects** or even **browser** navigation!

5.15.4 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.

djay PRO | User Manual

Tips and support

algoriddim

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 for iOS** is an important part of that. From mixing in key to ensuring the sound stays under control, **djay for iOS** 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 **Auto Gain** and **Auto Limiter** features built in to **djay for iOS** to assist you. For more information on this, see **section 4.6.4 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.

> **NOTE:** AAC/MP4 files will have a lower bitrate than MP3 due to better compression techniques.

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 for iOS**'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 you 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 FAQ or contact Algoriddim email support directly by using the support portal to raise a ticket.