



User Manual (Android)

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User Manual (Android)

Introduction

1 Introduction

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

Building on a user interface that has won multiple awards for excellence in design and ease of use, the new **djay for Android** brings the intuitive yet powerful interface to Android. A classic turntable and a mixer setup, and an immersive Automix view with gorgeous album cover display. Whether you are a beginner or a seasoned professional, **djay for Android** offers everything you need to mix music on your iPhone or iPad.

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

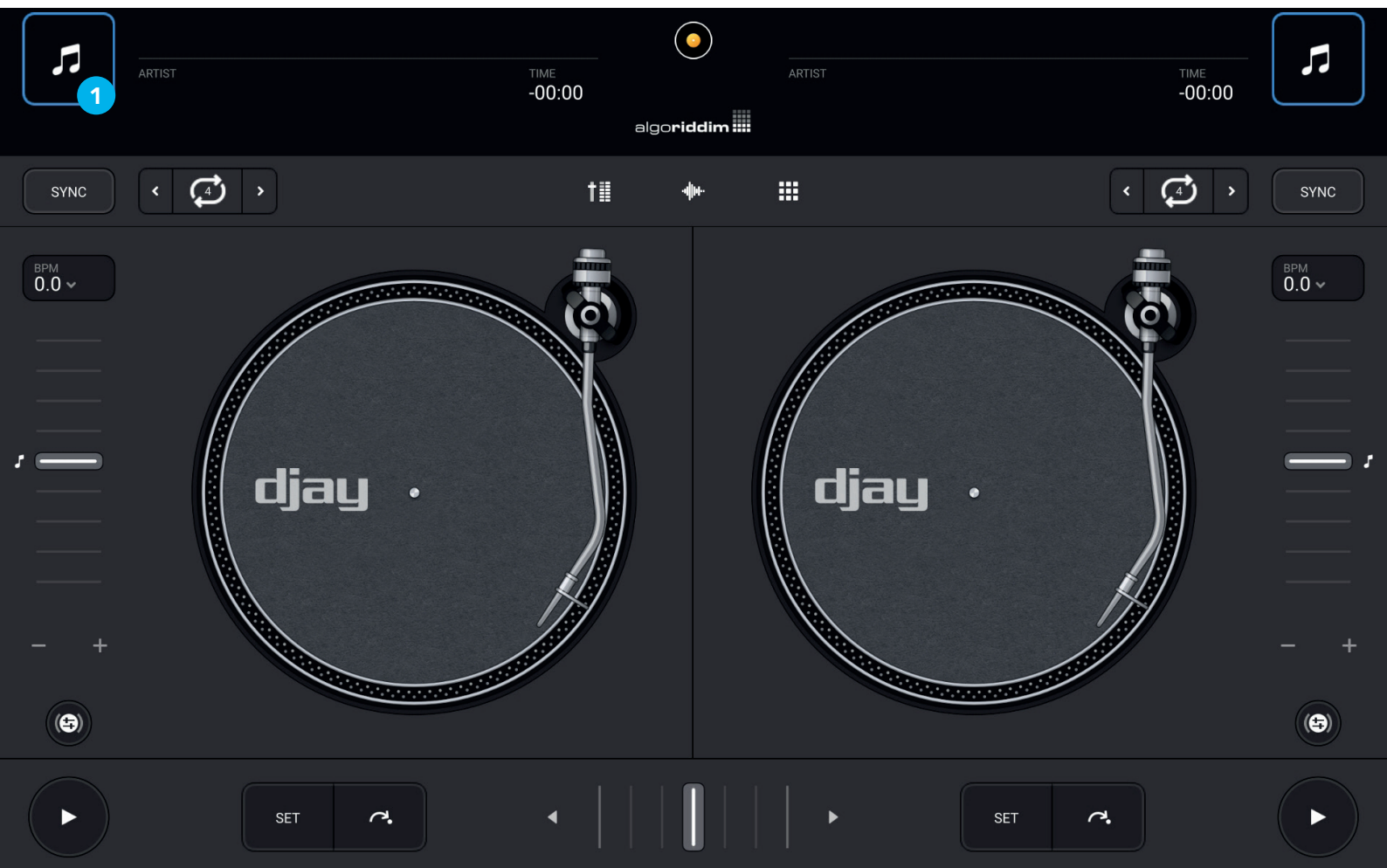
- Two-deck Classic Mode, with vinyl control, a mixer, scrolling waveforms, looping, EQ, and filter
- TIDAL integration, with Playlists, Browse, Match, Search, and more (requires TIDAL Premium or HiFi subscription)
- SoundCloud integration, with Playlists, Browse, Match, Search, and more (requires SoundCloud Go+ account)
- Plug & play support for the following djay controllers, including their built-in audio interfaces: Pioneer DDJ-200, Pioneer DDJ-WeGO 4, Pioneer DJ DDJ-WeGO 3, Reloop Mixtour, Reloop Beatpad 2, Reloop Beatpad, Reloop Mixon 4, and Reloop Buddy

The in-app payment unlocks more features, including:

- Pre-cueing with headphones
- Recording
- Automix AI: Automatic DJ mixes based on machine learning
- Sampler: create beats on top of your music live
- Looper: remix your music with up to 8 loops per track
- Beat-matched sequencing of drums and samples

1.2 Interface tour

Need to know what everything is when you first load **djay for Android**? Here's an 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. **Dashboard button.** Opens user menu, with layout switcher, mix recorder panel, sample/loop pack manager, and settings.

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

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 its 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 bar/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 for Android** 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 Android** 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/trim, EQs, filters, and crossfade.

Multi-touch

Technology such as touchscreens that allow 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.

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.



User Manual (Android)

Getting started

3 Getting started

Rebuilt from the ground up, **djay for Android**, has all the features you need to get mixing for free. Just bring the music, whether your local music collection, tracks on your device, Algoriddim's featured music, or your TIDAL/Beatport/Beatsource/SoundCloud streaming account.

3.1 Installing djay for Android

You can download the app via the **Google Play Store**. The app is free with an in-app-purchase which unlocks further features (see **section 1 Introduction**).

3.1.1 Restoring your purchase

If you've previously purchased **djay for Android**, the full version should automatically be restored. The full app will have everything unlocked and ready to use.

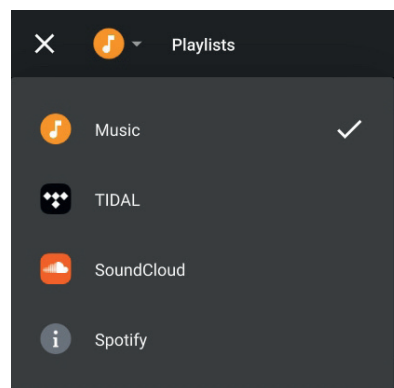
3.2 Finding your music

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 – from your own collection as well as the **TIDAL** and **SoundCloud** streaming services – by using the drop-down menu in the top right of the browser.

Local music playlists. You can browse the playlists on your iPhone by tapping the **Music** icon in the collection drop-down at the top-left of the browser. The browser will then display your local music playlists.

TIDAL and SoundCloud. To access your music streaming libraries, you'll need to be logged into your account within **djay for Android**.

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 touching and dragging it.



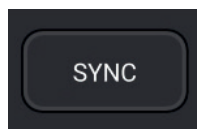
Next, add a track to **Deck 1** by tapping on the **Tap to load** or **track load** button to open the **library browser** and tap a track to load it. The track will start to play automatically once it is loaded.



3.4 Mixing your tracks

Add a new music track from your Music, TIDAL, or SoundCloud 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 (the **track overview waveform**) all the way to the left, or dragging the turntable tonearm to the outside of the virtual record. Ensure the **red deck playhead line** 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 of time, use the **+** and **–** symbols **(1)** to the bottom right of the turntable platter on **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!

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!

Congratulations! You've just done a mix!

3.5 Adding hardware

You can see the full list of supported MIDI controllers [on the Algoriddim website](#). The listed hardware is plug-and-play, meaning **djay for Android** will recognize it's connected and all your controls will work without any extra settings. For more detailed information please read **section 4.19 Using hardware**.



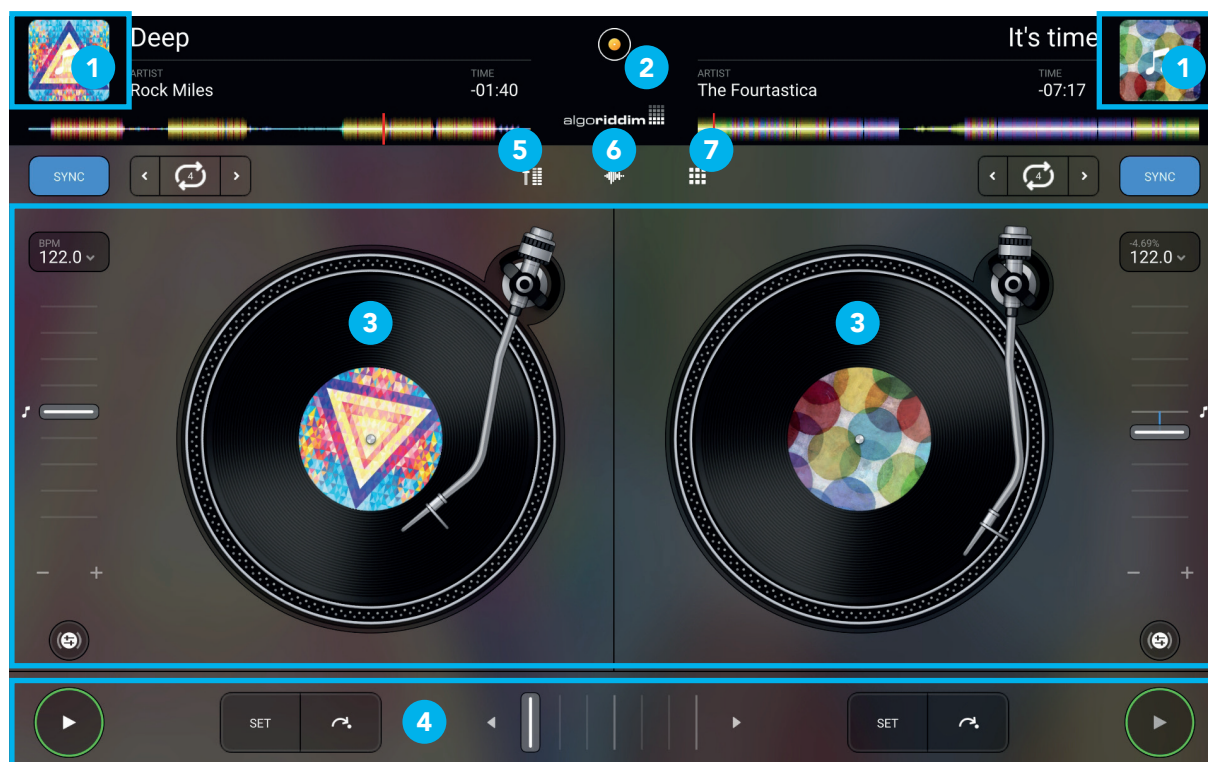
Features

4 Features

A fresh install of **djay for Android** 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

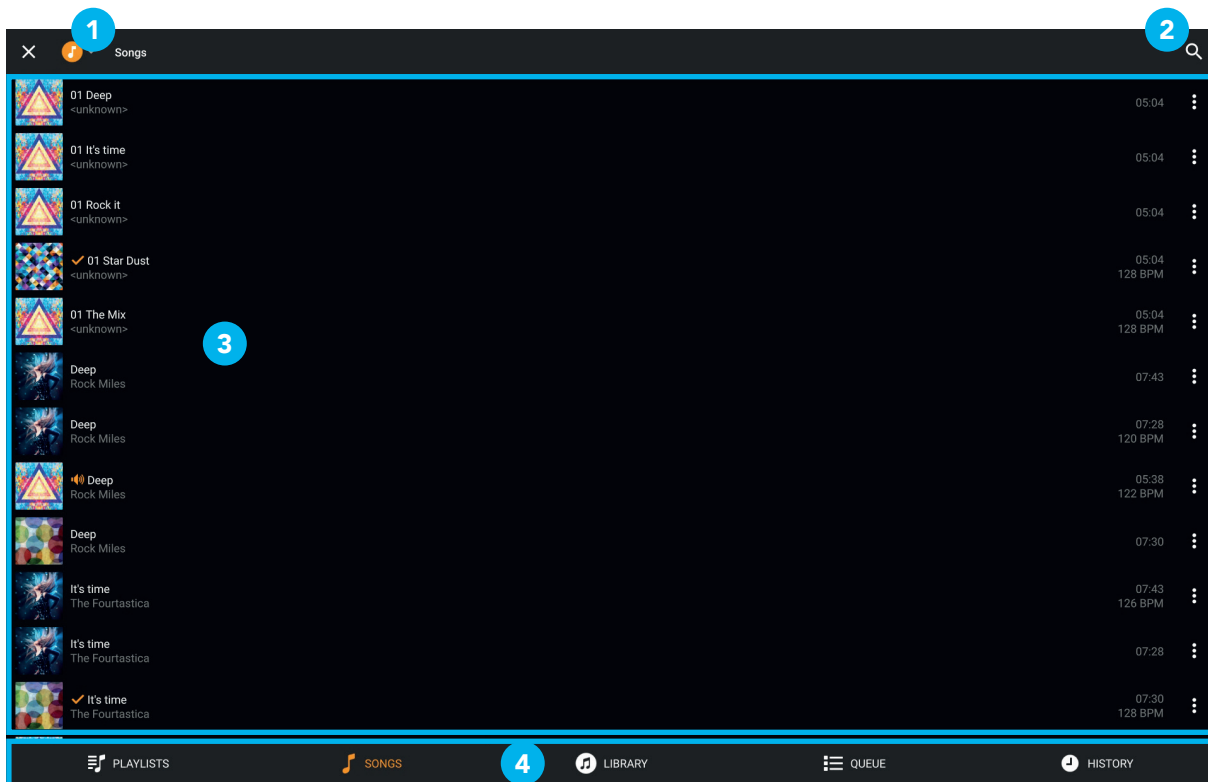
The main **djay for Android** interface consists of two virtual music decks, crossfader, transport controls, and quick access to the music library browser. If you're familiar with modern DJ paradigms or equipment, you will recognize many of these functions.



1. **Library browser.** Access all your music and videos from here (see **section 4.14 Library management** for more details).
2. **Dashboard button.** Switch between Classic and Automix modes, and access settings 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 4.4 Mixer** for more information
6. **Waveform toggle.** Shows/hides the scrolling waveforms for each deck. See **section 4.8 Waveforms** for more information.
7. **Sampler/looper toggle.** Access 8 samples or loops to spice up your set. You can choose from several official sample/looper packs. See **section 4.18 Looper and sampler** for more information.

4.2 Music library browser

The library browser is a powerful tool to help find your music and create your sets. The browser consists of two main views: the **Playlist Tree** and the **Track List**, and includes search, and access to **Music**, **TIDAL**, or **SoundCloud** music streaming services.



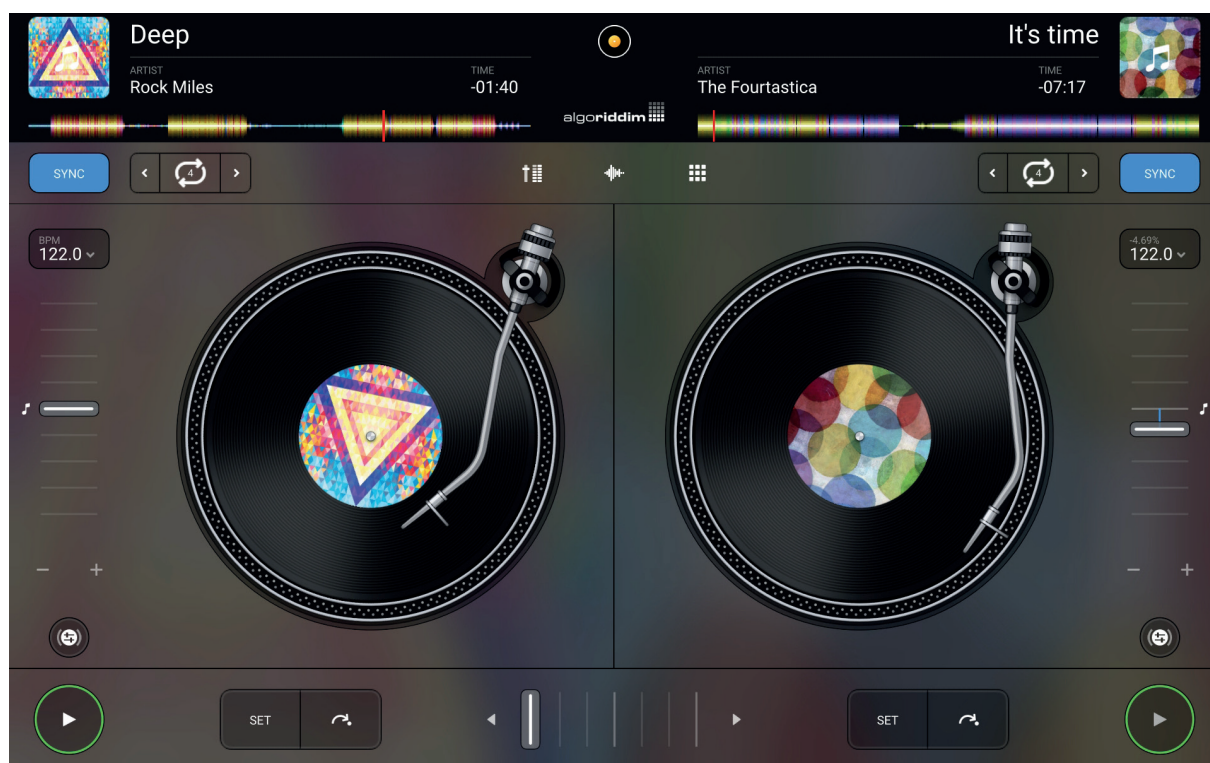
1. **Collection menu.** Switch between **Music**, **TIDAL**, and **SoundCloud** collections
2. **Search.** The **search** window allows you to quickly find tracks within your current collection (**Music**, **TIDAL**, and **SoundCloud**) by searching for text strings in track metadata.
3. **Track list.** Shows a list of all the tracks in the currently selected playlist.
4. **Library filter tabs.** Easily switch between the Playlists, Songs, Library, Queue, and History collections at the bottom of the browser.

4.3 View modes

You can switch to different deck views, depending on your preference, using the dashboard when you tap the dashboard button at the center-top of the screen.

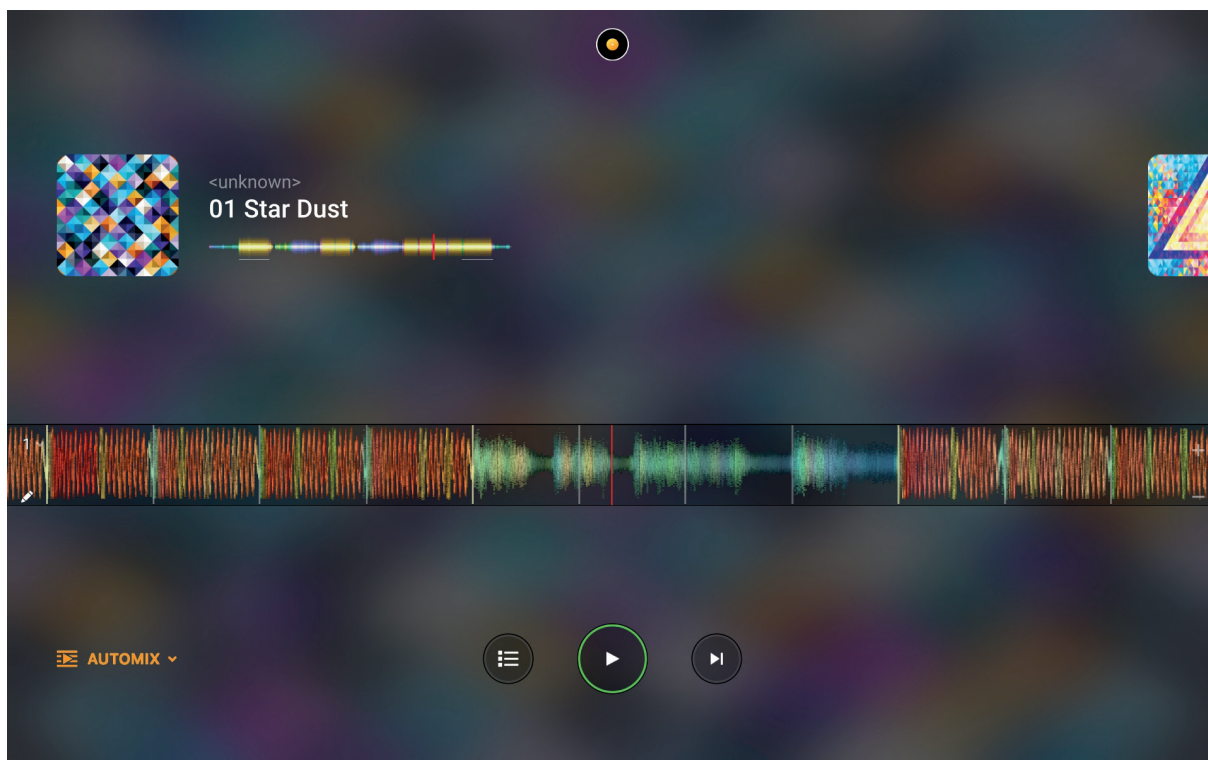
4.3.1 Classic view

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



4.3.2 Automix view

Displays the current and next track, along with the scrolling waveform and quick access to the Automix settings (see **section 4.7 Automix mode**).



4.4 Mixer

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



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 settings (see **section 4.7.1 Adapting Automix**).
2. **Channel faders, level meters, EQs, and gain.** Accessed via the **mixer toggle button (4)** and control the volume of individual channels using the line faders, and monitor volume levels using the LED volume meters. Use the channel gain knobs to trim and accurately adjust the volume of all your audio channels to ensure they all output at the same level. The **high**, **mid**, and **low** EQ knobs can be used to sculpt your sound and create build ups and tension in your mix.
3. **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 4.5.1 General** settings). 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 **Settings** can be accessed via the **Dashboard** button, then the Cog icon button at the bottom of the dashboard.

4.5.1 General

Song loading

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

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

Reset EQ, effects, controls. 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.

Sync mode

Sync type. Choose between tempo (**BPM Only**) or beat sync (**BPM and Beats**).

Beat sync interval. Choose whether sync quantizes to **1 beat** or a **4 beat** measure.

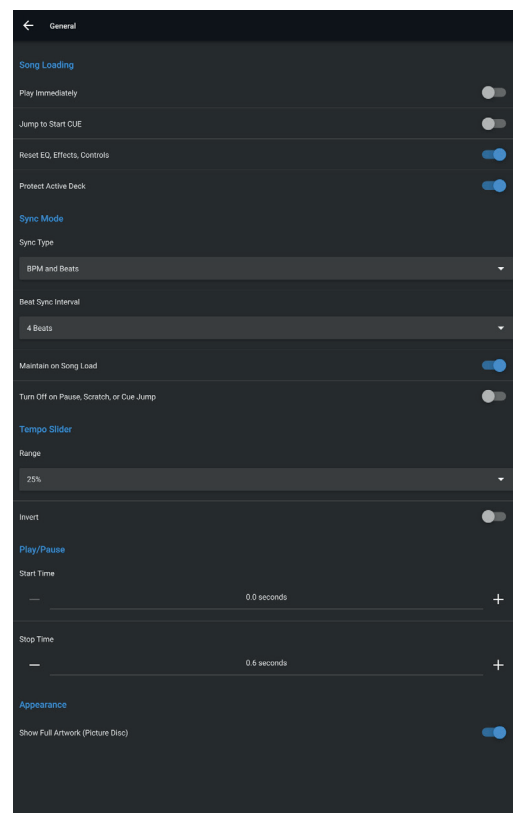
Maintain on song load. Sync on that deck stays active when a new track is loaded.

Turn off on pause, scratch, or cue jump. Sync stays active while track is not playing. Sync will attempt to quantize the music when it is playing.

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.

Appearance

Show full artwork (picture disc). Switch between a **real vinyl** look and a **picture disc** using the track artwork.

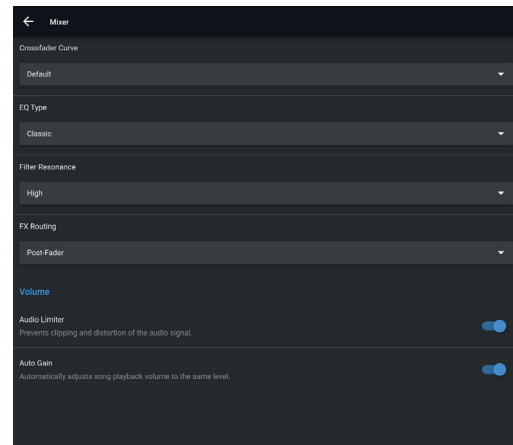
4.5.2 Mixer

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

EQ type. Toggle between **Classic/Isolator** EQ controls.

Filter resonance. Switch between **Low/Medium/High** filter resonance. Lower resonance sounds smoother, and higher resonance adds character to the filter's sound.

FX routing. Switch between applying **Pre-Fader** or **Post-Fader** effects. This will determine if the deck volume fader controls the input or output of the effect.



TIP: When set to **post-fader**, the effect will have a tail when you turn down the volume in the mixer, whereas **pre-fader**, the mixer channel will also control the volume of the effects output.

Volume

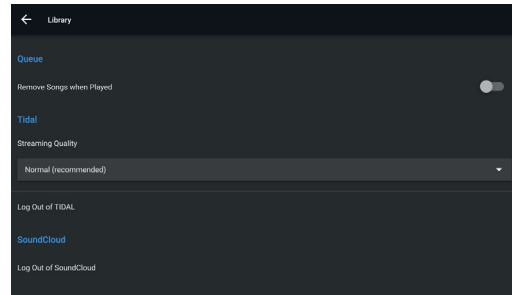
Audio limiter. Toggles a audio limiter to help reduce distortion and other artifacts related to clipping sound.

Auto gain. Toggles whether **djay for Android** 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.

4.5.3 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.



TIDAL

Streaming quality. Switch between **Normal** (recommended) (96 kbps), **High** (320 kbps), and **HiFi** (1411 kbps, CD quality) audio when streaming music from TIDAL.

Log out of TIDAL. Resets your TIDAL tab to the log-in prompt.

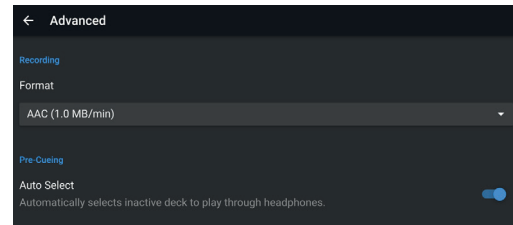
SoundCloud

Log out of SoundCloud. Resets your SoundCloud tab to the log-in prompt.

4.5.4 Advanced

Recording

Format. Switch between recording using compressed **AAC** (approximately 1 MB per minute) and uncompressed **WAV** (approximately 10 MB per minute) formats.



Pre-Cueing

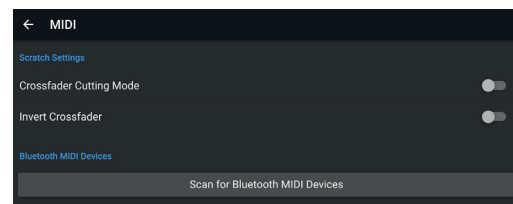
Auto-select. When active, **djay for Android** automatically switches headphone pre-cueing to the inactive deck.

4.5.5 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.



Bluetooth MIDI devices

Scan for Bluetooth MIDI devices. Searches for nearby Bluetooth MIDI devices to connect to.

4.5.6 Volume and sync

Master volume

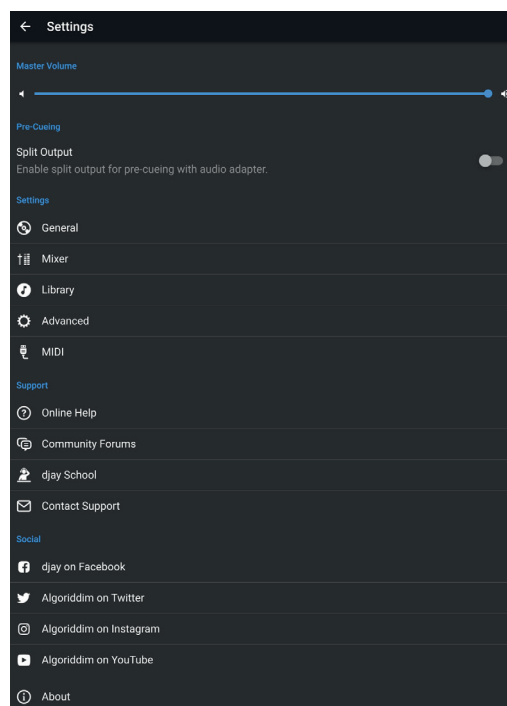
Set the **master volume output**, and choose a wireless device to **cast** your audio to (e.g. AirPlay or Bluetooth audio devices).

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.

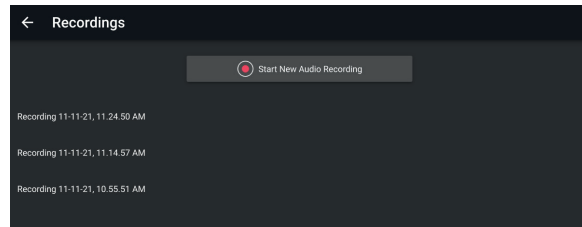
Split Output

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**.



4.6 Mix recorder

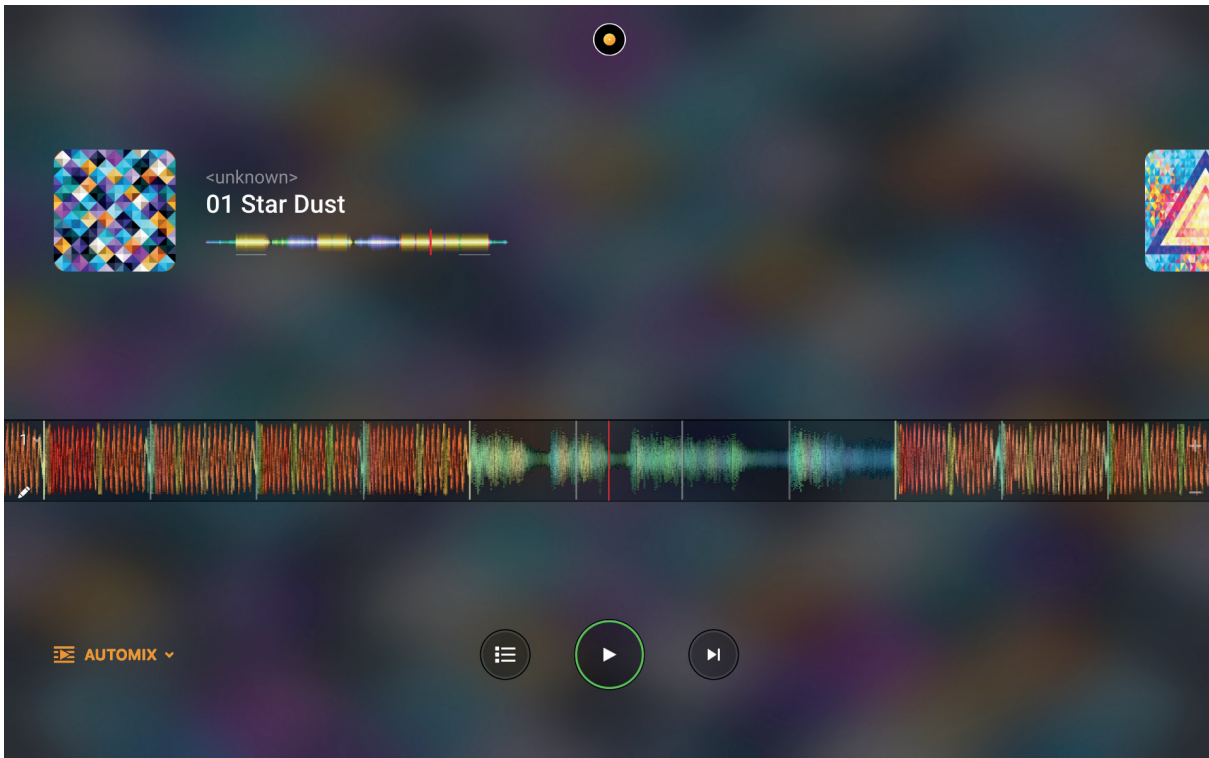
Recording your mixes is as easy as tapping a couple of buttons. You can set up **djay for Android** to save recorded audio files as **AAC** (compressed, lossy) or **WAV** (uncompressed audio). Pressing the **REC** button at the bottom-left of the dashboard brings up the mix recorder menu. You can choose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



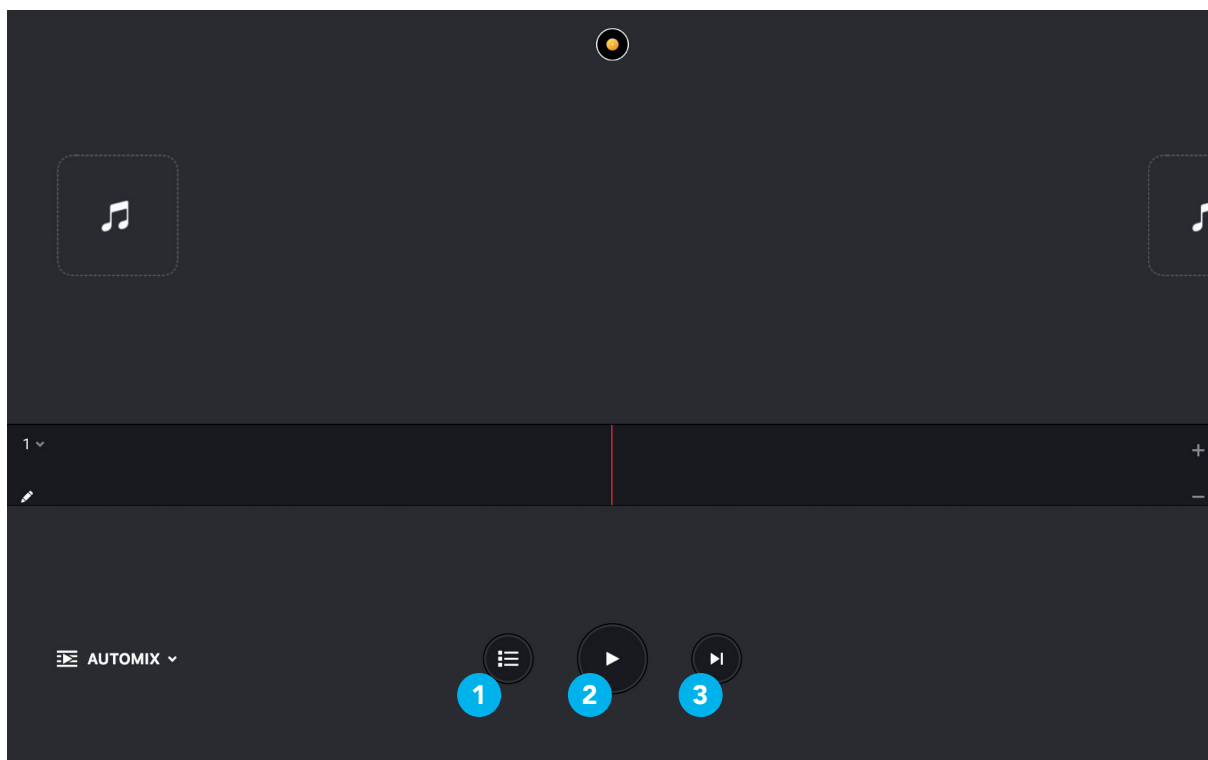
The mix recorder pop-up lets you record your music sets and manage your recordings in one place. Simply hit **Start New Audio Recording** to record your mix. You can manage your saved mixes by tapping a saved mix. From this menu, you can rename the file by tapping it, listen to the recording, **Share...**,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

4.7 Automix mode

Switch to Automix mode to let **djay for Android** take control of your mixing. When active, tracks from the chosen playlist will be mixed together based on the user settings you've set.



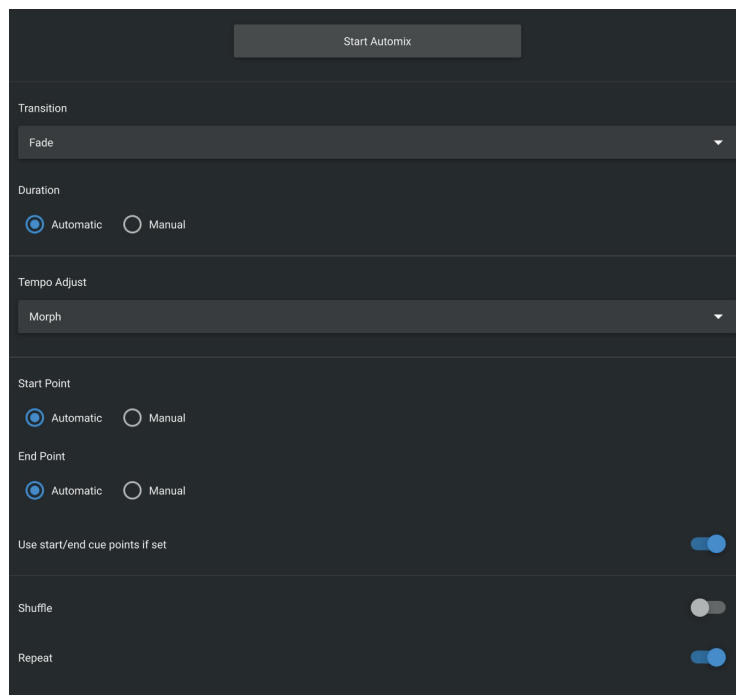
To start using Automix:



1. Load a first track onto the Currently Playing deck by tapping the **playlist button (1)** at the bottom of the app to open the browser section.
2. Choose a playlist to play tracks from, or tap the menu button on a track to Add to Queue to curate your own playlist using the **Automix queue**.
3. The music can be controlled using the **PLAY/PAUSE (2)** and **Next Track (3)** buttons at the bottom of the app.
4. Once the music has started playing, Automix will continue adding tracks based on which list is set in the Automix side-panel (see **section 4.7.1 Adapting Automix**).
5. When the current track nears the end, the incoming track will start to move to replace it.

4.7.1 Adapting Automix

Automix options

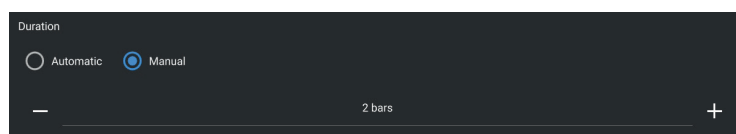


Start/Stop Automix

Plays the music in the **Up Next** and the selected Automix play queue.

Transition. Automatic, Dissolve, Riser, Echo, EQ, Filter, and Fade.

Duration. Set as Automatic, or choose the number of bars the blend takes.



Tempo Adjust. Switch between Off, Sync, Morph.

Off plays the tracks at their original tempo, ignoring any sort of beatmatching.

Sync will play all tracks at the set tempo. This is usually the BPM of the first track played but can be changed by moving the tempo slider in Classic view.

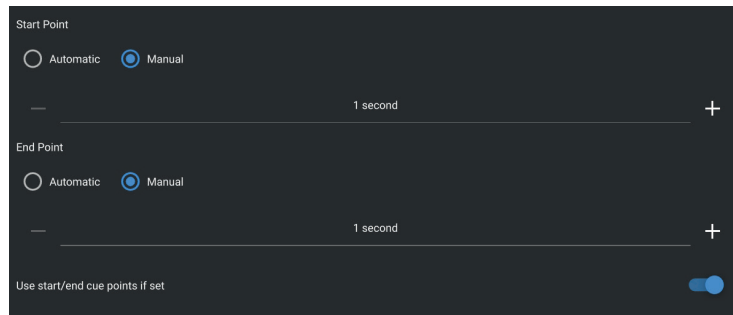
Morph dynamically changes the tempo during the transition to match the incoming track.

TIP: Different genres have different mixing techniques. Play with these settings to try to match your favorite DJs and their styles.

Start Point. Set either as **Automatic** or **Manual** time in seconds.

End Point. Set either as **Automatic** or **Manual** time in seconds.

Use start/end cue points. If set, **djay for Android** checks if a track has start and/or end points set on the waveform, and overrides the previous two options.



Shuffle. When active, **djay for Android** will shuffle the order of tracks in the play queue.

Repeat. When active, **djay for Android** restarts the playlist from the first track.

Add start/end points

Similar to cue points, the start/end points let you decide where Automix transitions between tracks. To add start/end points, use the **Skip** tab of the **cue point panel**. Move to the location in the audio where you want to place the point, then tap **Set Start** or **Set End**.

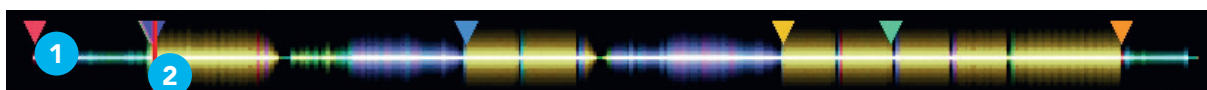
NOTE: To add start/end points, use the **Skip** tab of the **cue point panel**. Move to the location in the audio where you want to place the point, then tap **Set Start** or **Set End**.

4.8 Waveforms

Glancing at a waveform in **djay for Android** can give you critical information very quickly. While in default classic mode, each deck has a full **track waveform** at the top of the screen, with a vertical **scrolling waveform** available as a toggle 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.

4.8.1 Track waveform

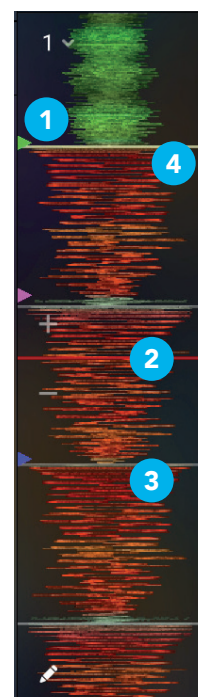
The **track waveform** displays the full visual representation of the audio file, from start to finish. This view also shows your colored cue points **(1)** (see **section 4.17 Cue points**) and a red track progress marker **(2)**.



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

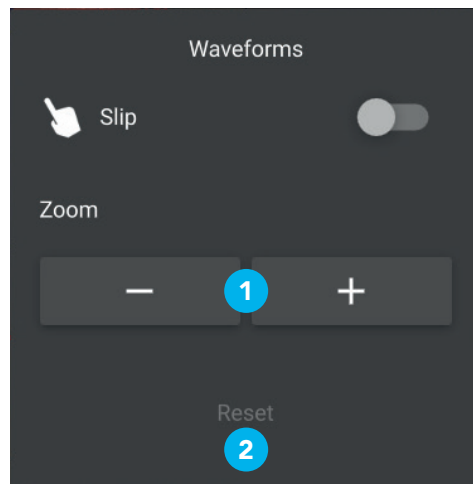
4.8.2 Scrolling waveform

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)**.



4.8.3 Waveform zoom

The waveform pop-up lets you adjust the zoom level of the scrolling waveform, as well as reset the waveform settings. Zoom in and out using the **-** and **+** buttons **(1)**. You can revert the zoom level to default by tapping **Reset (2)**.



4.9 Beatgrids

4.9.1 What are beatgrids?

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.

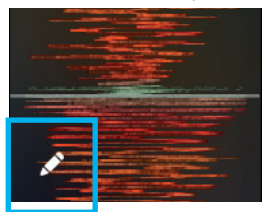
4.9.2 Setting a beatgrid

When you first load a track into a deck, **djay for Android** 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.

4.9.3 Adjusting incorrect beatgrids

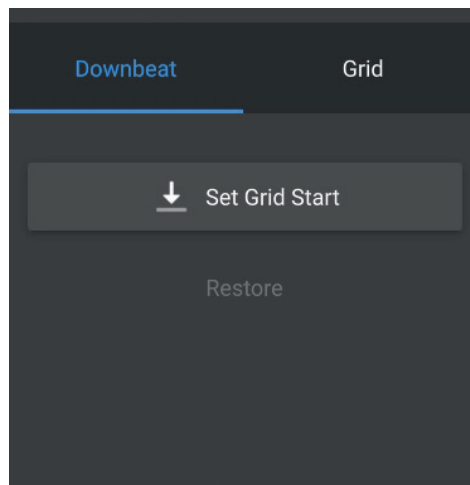
Occasionally, **djay for Android** will analyze a track's beatgrid incorrectly, and might need manual editing. This is simple to do.

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 Android**, you can use the **Restore** button on either tab.

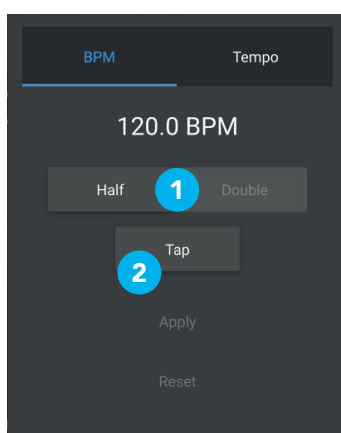


TIP: Use the waveform zoom function to more accurately see how the beatgrid lines up with the music.

4.10 BPM and tempo

4.10.1 Adjusting BPM

Occasionally, **djay for Android** analyzes 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 and tempo** pop-up, you can change the BPM, should you need to.

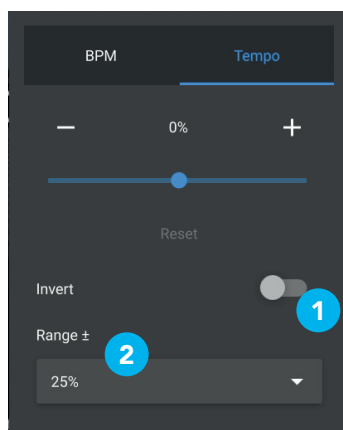


- 1. Half/Double BPM:** Use these buttons if you find the BPM is half or double the correct tempo.
- 2. Tap:** You can approximate the correct BPM by using the Tap button. While the track is playing, tap the Tap button in time with the beat until a BPM reading displays.

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

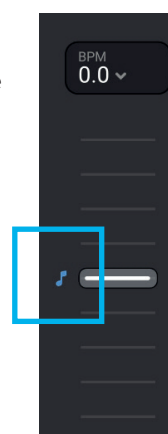
4.10.2 Tempo sensitivity

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



4.11 Key lock

In **djay for Android**, 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 to the outside edge of the deck tempo slider.



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

4.12 Syncing

There are two ways to sync music within **djay for Android**: **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**.

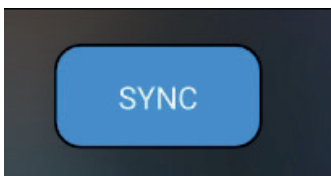


4.12.1 Tempo sync

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, select **BPM only** from the **sync type** in the **General settings** and press the **SYNC button** once on the deck you would like to match to the playing audio.



4.12.2 Beat sync

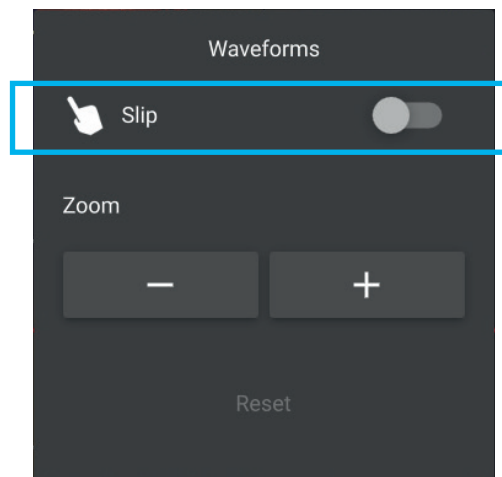


Beat sync takes it a step further and quantizes the beats to ensure they stay in time, by matching the downbeat. To activate beat sync in **djay for Android**, select **BPM and beats** from the **sync type** in the **General settings**, and press the **SYNC button** on both decks with a track loaded 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.

You can also change the **beat sync interval** between **1 beat** and **4 beat** quantization in the **General settings** tab. This will mean the tracks will match to the exact measure/phrase, or just to the beat.

4.13 Slip mode

djay for Android 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.



To enable **slip mode**, activate the option within the waveform pop-up. Reverse the steps to disable the feature.

4.14 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 Android**, not only can you use local music playlists, TIDAL, Beatport/Beatsource or SoundCloud, 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 Android** offers tools to help you get the most out of your music.

4.14.1 Analyzing your music

When you first load a track into a deck in **djay for Android**, the app analyzes each track to determine the key, tempo, and waveform render. This only needs to be done once.

4.14.2 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, switch to it via the tabs at the bottom of the library. Tap a track's **menu button (1)** and choose **Add To Queue** to add the track from the playlist or search results.

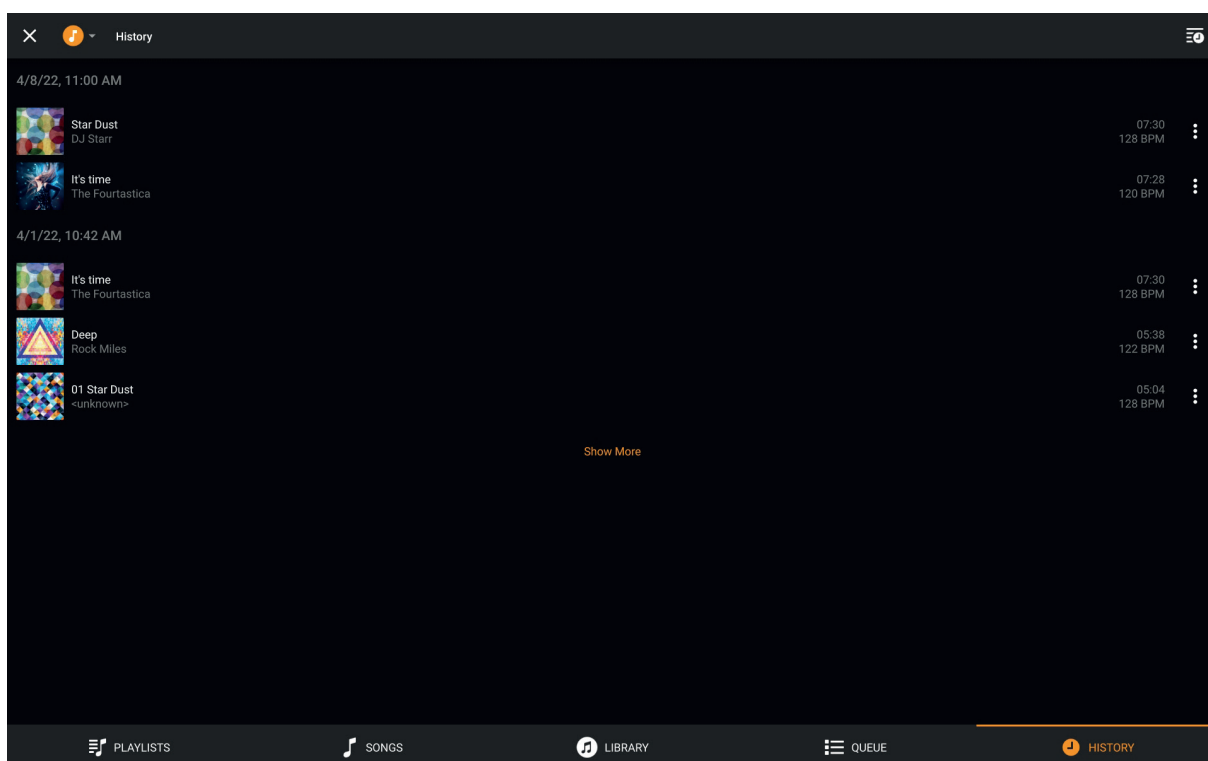


You can also swipe right on a track in the playlist to add to the queue, as well as swipe left on a queued track to remove it.

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

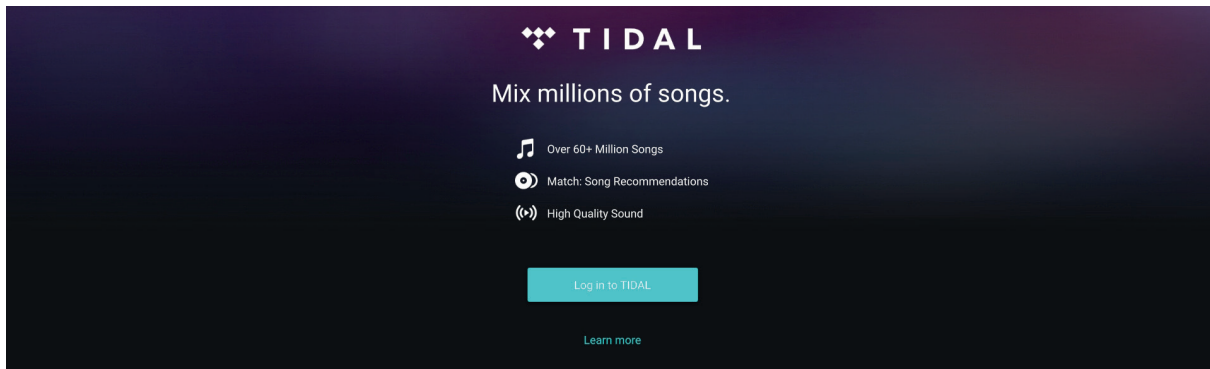
4.14.3 History

The **History** tab of the **library** shows the historical playlists of your current and previous mix sessions. 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 left and choosing **New Session**.



4.14.4 TIDAL and SoundCloud

From the TIDAL or SoundCloud tabs, you can access all the playlists you've previously created in the respective desktop music players or websites. You can switch between these sections using the three buttons in the middle of the bottom bar.



NOTE: You can only view TIDAL or SoundCloud playlists within the **djay for Android** library browser. You will need to either edit your playlists within **TIDAL** or **SoundCloud**, or create a playlist within your collection.

Recording TIDAL or SoundCloud

Mix recording will not work when you use tracks from **TIDAL** or **SoundCloud**, due to licensing agreements. Recording a mix disables the **TIDAL** and **SoundCloud** tabs and using **TIDAL** and **SoundCloud** disables **the mix recorder**.

Searching TIDAL or SoundCloud

You can search for any tracks within the **TIDAL** and **SoundCloud** databases via the search box, while in their respective tabs. 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 **TIDAL** and **SoundCloud** within **djay for Android**, go to the **Library** settings and select **Log Out Of....** See **section 4.5.3 Library** settings for more details.

4.14.5 Local music

You can access your music collection (e.g. playlists and library created in your Android music app) directly from within **djay for Android**. This includes all your tracks and playlists. The collection can also be sorted by **Playlists**, **Artists**, **Albums** and **Genres**, using the buttons in the middle of the bottom bar in the Library tab.

Creating a playlist using YouTube Music

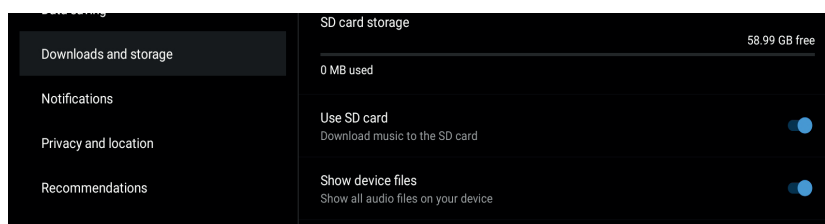
You can create and manage your device playlists using Google's YouTube Music app, along with various other third-party music apps.

NOTE: While YouTube Music is the official means to create playlists, you can try other music management apps, but not all of them will show in **djay for Android**.

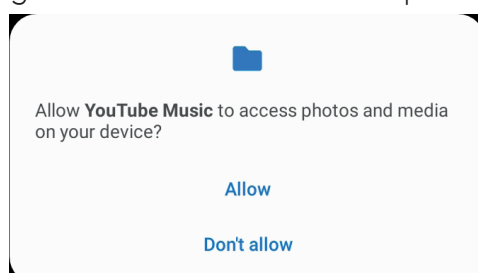
Before you try to create a playlist you'll need to make sure the app can access the music stored on the device or SD card. In the Android settings, ensure the app permissions for **YouTube Music** are set to allow access to Files and media.

To create a new playlist, follow these steps:

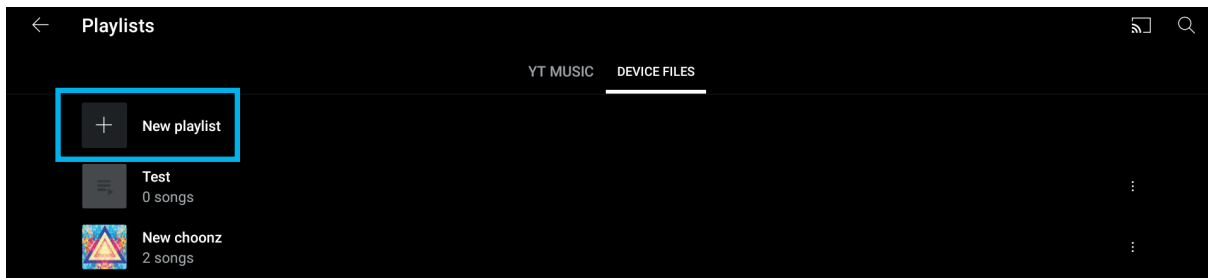
1. Launch the Android **YouTube Music** app.
2. Open the app **settings**.
3. Go to the Downloads and storage tab.
4. Make sure **Show device files** is toggled on.



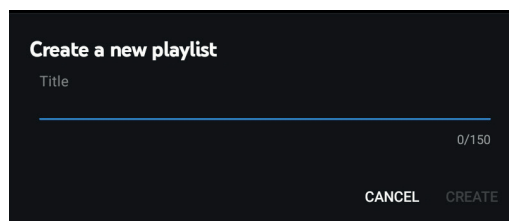
5. You may be asked to give YouTube Music access to photos and media on your device.



6. Navigate to the **Library** tab at the bottom of the app.
7. Tap the **Playlists** button.
8. Tap **New playlist**.

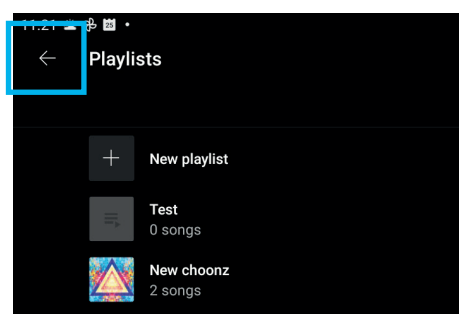


9. Choose a name for the playlist and tap **CREATE**.



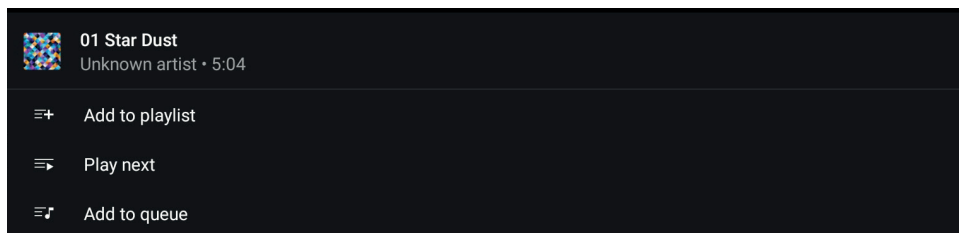
Now you'll need to add music to the playlist:

1. Go back to your music **Library** section by tapping the **back arrow** at the top left of the app.

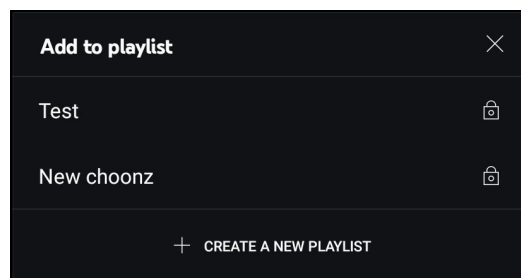


2. Choose a category to add music from. For example, the **Songs** section.

3. Tap the **three-dot menu** button on the tracks you want to add and select **Add to playlist**.



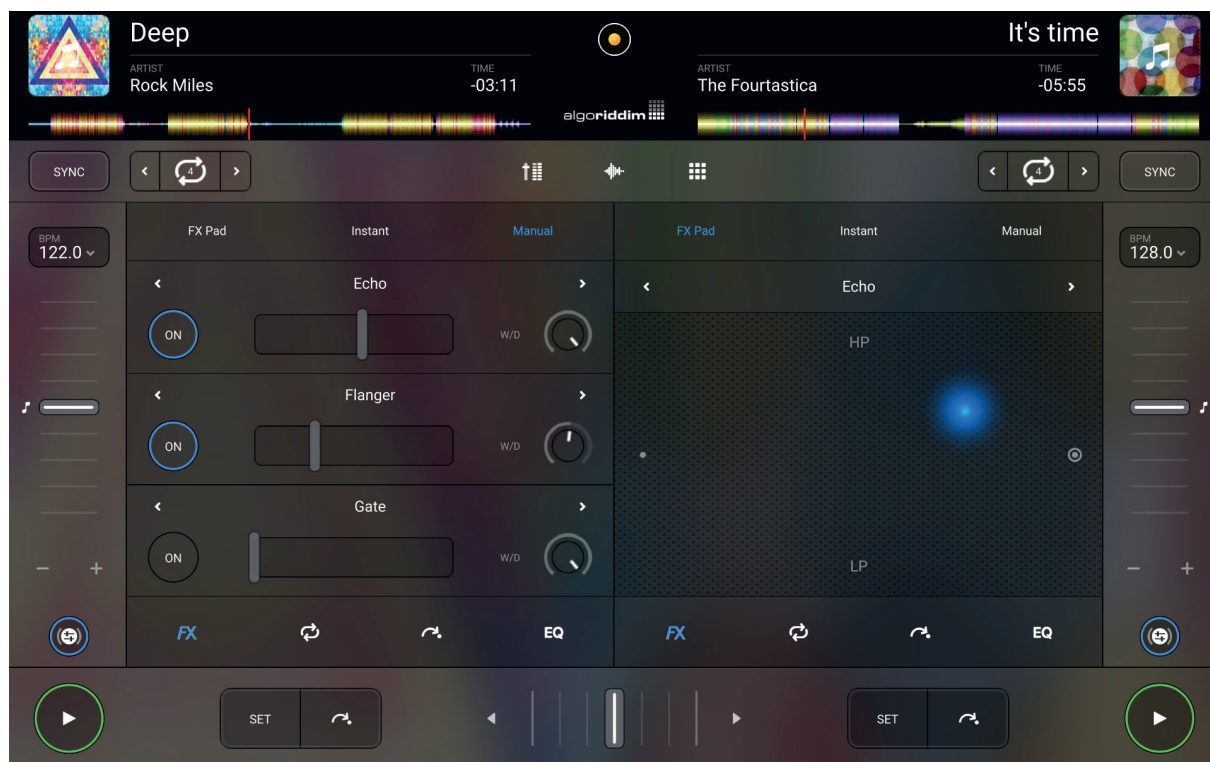
4. Choose which playlist you want to add the music to, from the list that pops up.



Note: You will need to add your music tracks individually as there is no method for batch selecting tracks.

4.15 Effects

To access the effects controls, use the **advanced deck panel** toggle button found below the turntable, and switch to the **FX tab**.



There are five included manual audio effects in **djay for Android**:

- Echo
- Flanger
- Phaser
- Bit crusher
- Gate

And six included instant audio effects:

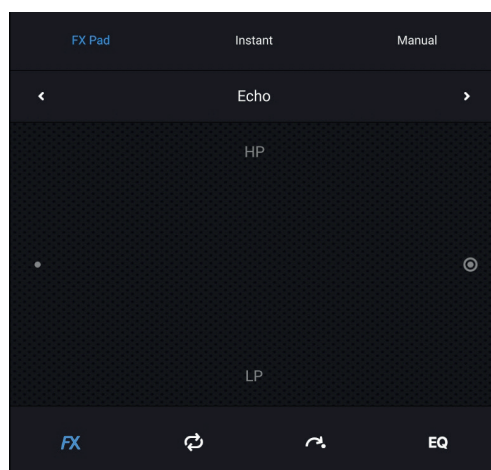
- Absorb
- Drift
- Sway
- Crush
- Punch
- Twist

4.15.1 Using effects

Audio decks display effects in three different ways. 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**.

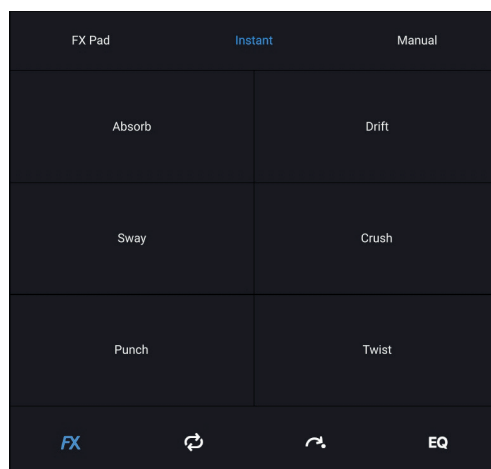
FX Pad

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.



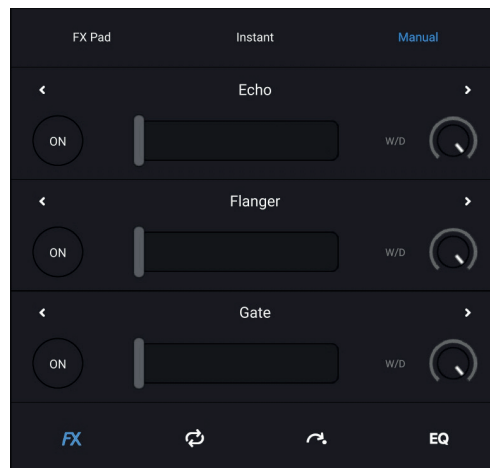
Instant

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, dry/wet amount, as well as the effects quantity, giving you absolute control at your fingertips.



TIP: In **Manual mode**, you have three effects per deck that you can chain together for some wild sound mangling!

4.16 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 **Auto Loop creator** within the deck transport section;
or
2. using the **advanced loop panel**.

4.16.1 Auto Loops

To activate a loop using the **Auto Loop** creator, select the loop length using the **left/right arrow** buttons (**1 and 2**), and at the correct point in the track, tap the middle **loop active** button (**3**). When active, the track overview waveform will switch to a focused view of the looped section of the music. This will revert back once the loop is disabled.

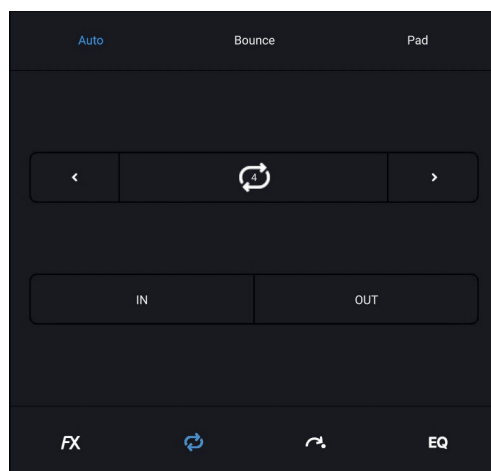


4.16.2 Loop panel

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 tab within the panel. You can then switch between **AUTO**, **BOUNCE**, and **PAD** at the top of the panel.

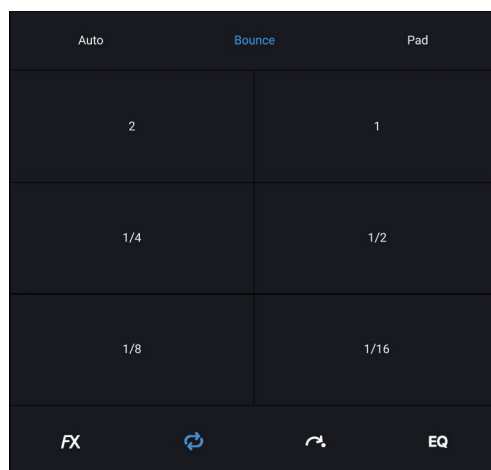
Auto

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 **2 beats** to **1/16th beat**.

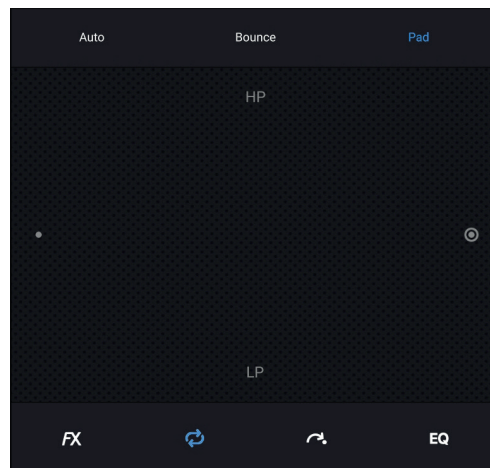


TIP: You can choose between bouncing **vocals/harmonics/drums**, or **melodic/bass/drums** via the Neural Mix options either on the Neural Mix panel, or in the advanced panel tab.

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

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.

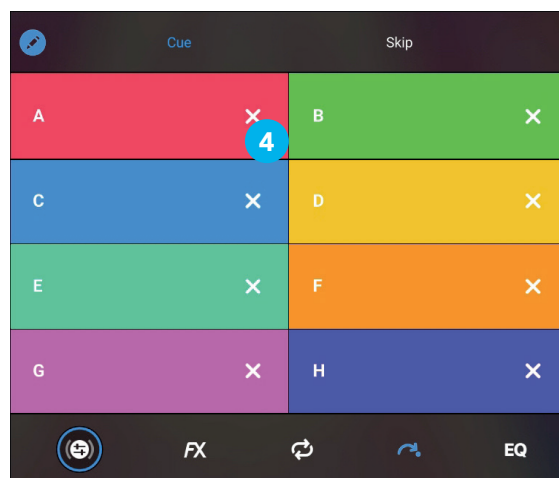
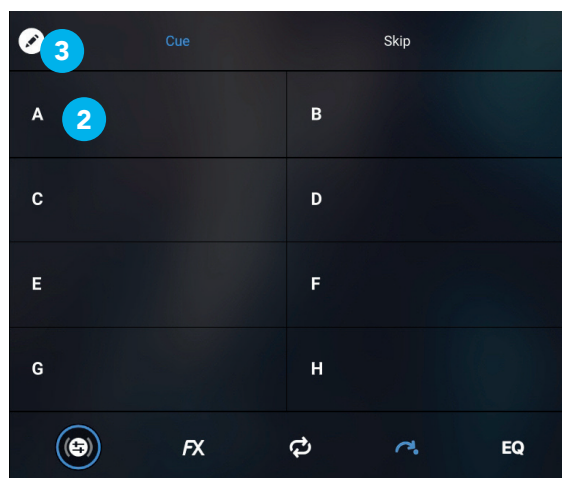
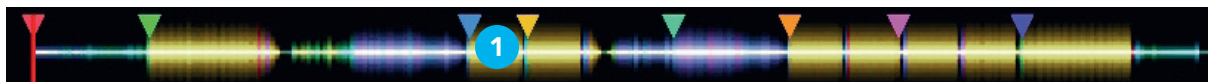


TIP: You can use **loops** to extend intros and outros on tracks that are too short to mix.

NOTE: When active, the track overview waveform will switch to a focused view of the looped section of the music. This will revert back once the loop is disabled.

4.17 Cue points

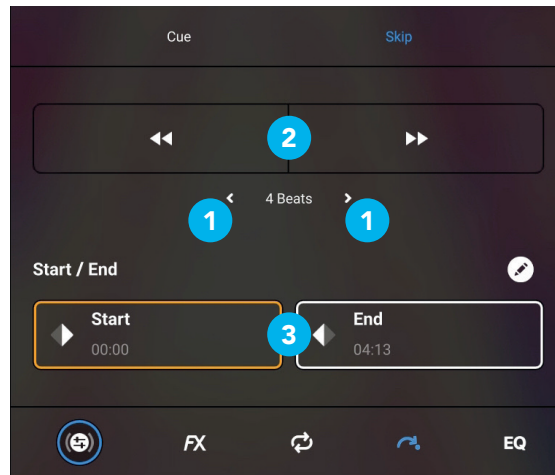
You can store eight **cue points** per track in **djay for Android**. These **cue points** can be created on-the-fly or prepared beforehand and remain saved in your collection database.



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, and you can delete your cue points, via the **cue point edit button (3)** at the top right of your cue point panel. When **edit mode** is active, use the **X** on each button **(4)** to remove the cue point from the track.

4.17.1 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 (3)** at the bottom of the panel to create custom cues for **Automix** to mix from.

4.18 Looper and sampler

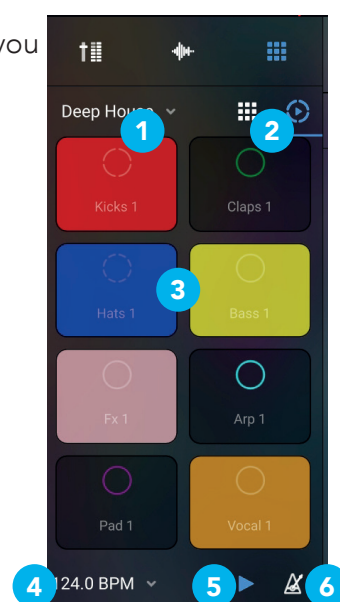
With the **djay for Android** looper and sampler, the simple grid layout and tight sample quantization make it easy to use. Think of it as having a track broken down into small loops that you can launch at the tap of the screen.



4.18.1 Interface at a glance

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

1. Loop pack selector
2. Looper/Sampler toggle
3. Loop Grid
4. BPM control
5. Play/pause
6. Metronome

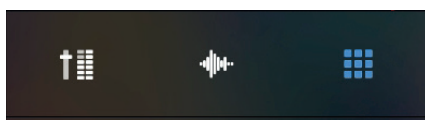


4.18.2 Using the Loop Grid

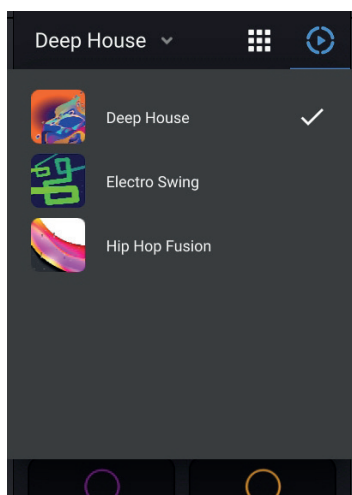
The **Loop Grid** is a 2x4 button matrix which contains eight perfectly quantized loop samples.

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. The Looper will follow the tempo of the existing music played on the track decks.

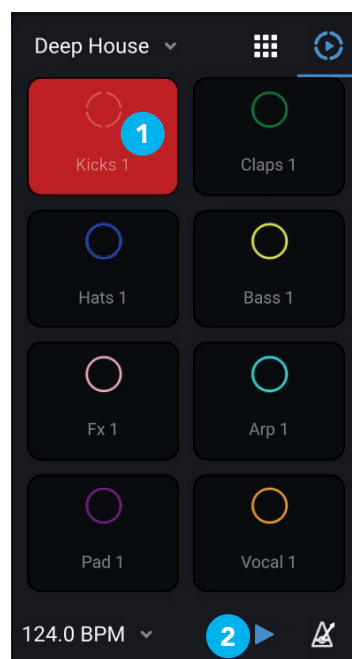
1. Select the **Looper-sampler** from the **mixer tab**.



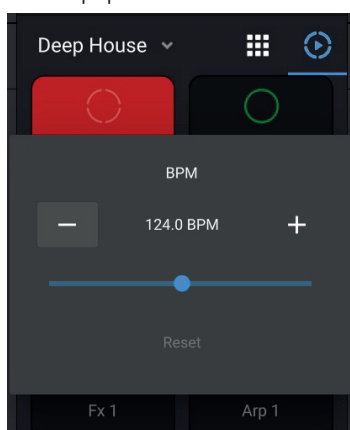
2. Choose and load a loop pack using the **Loop Pack selector**.



3. To start your music, either **launch a loop (1)** by tapping it, or **press PLAY/PAUSE (2)** in the bottom left of the UI to launch all the loops.



4. Tap a loop from each column to play them in time with the first loop.
5. STOP any currently playing loop by tapping it again. You can also stop all active loops by tapping the **PLAY/PAUSE** button.
6. Use the **BPM control panel** to adjust the master tempo within **djay for Android**, or **Reset** to the default for the Loop pack.



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.

4.18.3 Sampler mode

The sampler mode offers a 2x4 grid of buttons to launch one-hit samples such as vocals, drums or FX.



1. Sample pack selector
2. Looper/sampler toggle
3. 2x4 sample grid
4. BPM controls
5. RECORD button
6. Metronome on/off

4.19 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 Hercules as partners, there's a controller to suit all styles of DJing.



4.19.1 Official and natively-supported Controllers

Although not essential, 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 with either a **USB cable** or via **Bluetooth MIDI**.

1. Ensure that **djay for Android** is fully loaded.
2. Connect a OTG powered USB adapter to your device.
3. Connect your controller in via a spare USB port on the OTG adapter and power it up if needed.
4. Once the controller has powered up, **djay for Android** should automatically load the settings for the controller.
5. You should now have control of **djay for Android** using your controller.

NOTE: These steps are a general guide to setting up the hardware. You will need to check the manual for your specific controller to ensure it is set up correctly and that your Android device will work with an OTG USB adapter.



User Manual (Android)

Tips and support

5 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.

5.1 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 Android** is an important part of that. From mixing in key to ensuring the sound stays under control, **djay for Android** 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.

5.1.1 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 main 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-into **djay for Android** to assist you. For more information on this, see **section 4.5.2 Mixer** settings.

5.1.2 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** ideally.

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

5.1.3 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.

5.1.4 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.

5.1.5 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.

5.2 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. You can also join the conversation in our [community forum](#)!