



User Manual (macOS)

# Table of contents

1	Introduction	8
1.1	Minimum requirements	9
1.2	Interface tour	10
2	Glossary of terms	15
3	Getting started	19
3.1	Installing djay Pro AI	19
3.1.1	Restoring your subscription and purchases	19
3.1.2	Launching djay Pro AI	20
3.1.3	Importing from an older version	20
3.2	Navigating the library browser	21
3.2.1	My Collection	21
3.2.2	Music playlists	21
3.2.3	djay music	21
3.2.4	TIDAL, SoundCloud, and Beatport/Beatsource	22
3.2.5	My Files and videos	22
3.2.6	Searching	22
3.2.7	Display/hide library collections	23
3.3	Loading a track	24
3.4	Mixing your tracks	25
3.5	Recording your mix	25
3.6	Adding hardware	26
4	Core features	28
4.1	Layout	29
4.2	Volume controls	30
4.2.1	Main out	30
4.2.2	Booth out	31
4.2.3	Headphone pre-cueing	31
4.2.4	Mic input	32
4.3	Media library browser	33
4.4	Decks	34



4.5 Deck views	34
4.5.1 2-deck view	35
4.5.2 Vertical waveforms	35
4.5.3 Horizontal waveforms	35
4.6 Automix	36
4.6.1 Automix panel	37
4.6.2 Automix settings	38
4.7 Mixer	39
4.7.1 Crossfader panel	39
4.8 Shortcuts and multi-touch control	40
4.9 Preferences	43
4.9.1 General preferences	43
4.9.2 Devices	45
4.9.3 DVS	47
4.9.4 Sound	49
4.9.5 Automix	51
4.9.6 Library	52
4.9.7 Appearance	54
4.9.8 Shortcuts	57
4.9.9 Advanced	58
4.10 Mix recorder	60
4.10.1 Audio	60
4.10.2 Video	61
4.10.3 External mixers	61
4.11 Uninstalling djay Pro AI	62
4.11.1 Algoriddim stored data	62
5 Advanced features	64
5.1 djay Pro AI menus	64
5.2 Advanced deck layouts	66
5.2.1 Four decks	66
5.2.2 One deck	69
5.2.3 Classic	69
5.2.4 Hardware mode	70
5.2.5 Mixer EQ modes	72
5.2.6 Video decks	73
5.2.7 Waveforms	80

5.3 Beat grids	82
5.3.1 What are beat grids?	82
5.3.2 Setting a beat grid	82
5.3.3 Adjusting incorrect beat grids	83
5.4 BPM and tempo	84
5.4.1 Adjusting BPM	84
5.4.2 Tempo sensitivity	85
5.5 Key lock and changing key	86
5.6 Sync	87
5.6.1 Tempo sync	87
5.6.2 Beat sync	87
5.7 Slicer mode	88
5.8 Slip mode	89
5.9 Other deck options	89
5.9.1 Dark Mode	89
5.9.2 Neural mix tracks	90
5.9.3 Zoom	90
5.10 Library management	91
5.10.1 Browser overview	91
5.10.2 Analyzing your music	91
5.10.3 Previewing tracks	92
5.10.4 Queue	92
5.10.5 Automix	92
5.10.6 List views	93
5.10.7 Metadata columns	94
5.10.8 Sorting your music	94
5.10.9 My Collection	95
5.10.10 Library side panel	104
5.10.11 TIDAL, Beatport/Beatsource, and SoundCloud	108
5.10.12 djay music	110
5.10.13 Music	110
5.10.14 Videos	111
5.10.15 History	111
5.10.16 My Files	112
5.10.17 Track Match	113
5.11 Effects	114

5.11.1 Audio	114
5.11.2 Video	114
5.11.3 Audio/visual	114
5.11.4 Favorites	115
5.11.5 Using effects	115
5.11.6 Main out effects	117
5.12 Loops	119
5.12.1 Auto Loops	119
5.12.2 Loop panel	120
5.12.3 Loop toolbar	123
5.13 Cue points	125
5.13.1 Cue points / saved loops	127
5.13.2 Slice	127
5.13.3 Pitch cue	128
5.13.4 Cue point toolbar	129
5.14 Sampler	130
5.14.1 Sampler packs	131
5.14.2 Sampler sequencer	131
5.15 Looper	137
5.15.1 Interface at a glance	138
5.15.2 Using the Loop Grid	139
5.16 Neural Mix	141
5.16.1 Neural Mix filters	141
5.16.2 Neural Mix toolbar	141
5.17 Using hardware	145
5.17.1 Controllers	145
5.17.2 CDJs	146
5.18 MIDI mapping	150
5.18.1 MIDI control targets	151
5.18.2 Advanced control options	151
5.18.3 Mapping Jog wheels	153
5.18.4 Editing an existing mapping	154
5.18.5 Sharing your mappings	155
5.19 External mixing	156
5.20 Digital Vinyl System	157
6 Tips and support	160

6.1 Special tips	160
6.1.1 Avoid the red	160
6.1.2 Audio file quality	161
6.1.3 Mixing in key	161
6.1.4 Know your tracks	161
6.1.5 Keep your library tip-top	161
6.1.6 Cables	162
6.2 FAQ and Support	162

# Introduction

# 1 Introduction

Welcome to djay Pro AI for Mac.

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

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

- The 2 deck Classic Mode layout, with vinyl control, a mixer, Scrolling detail waveforms, looping, EQ, filter, and five FX
- TIDAL, Beatport/Beatsource and SoundCloud integration, with Playlists, Browse, Match, Search, and more
- 100+ free streaming djay music tracks from genres such as hip hop, techno, drum & bass, disco, and more...
- iTunes/Music integration, with filtering by Artist, Album, Genre
- Ableton Link tempo syncing
- Plug and play support for all official djay Pro AI controllers from Pioneer DJ, Reloop, Casio, ION, Numark, Phillips, and Vestax; including their built-in audio interfaces

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

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

- 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
- 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
- 40+ state-of-the-art Neural Mix audio effects that can be assigned to the whole track or to individual components of songs
- Four Neural Mix channel configurations for different genres and mixing styles
- Neural Mix looping: loop vocals/melodies/beats independently from the rest of the track
- Isolator EQ

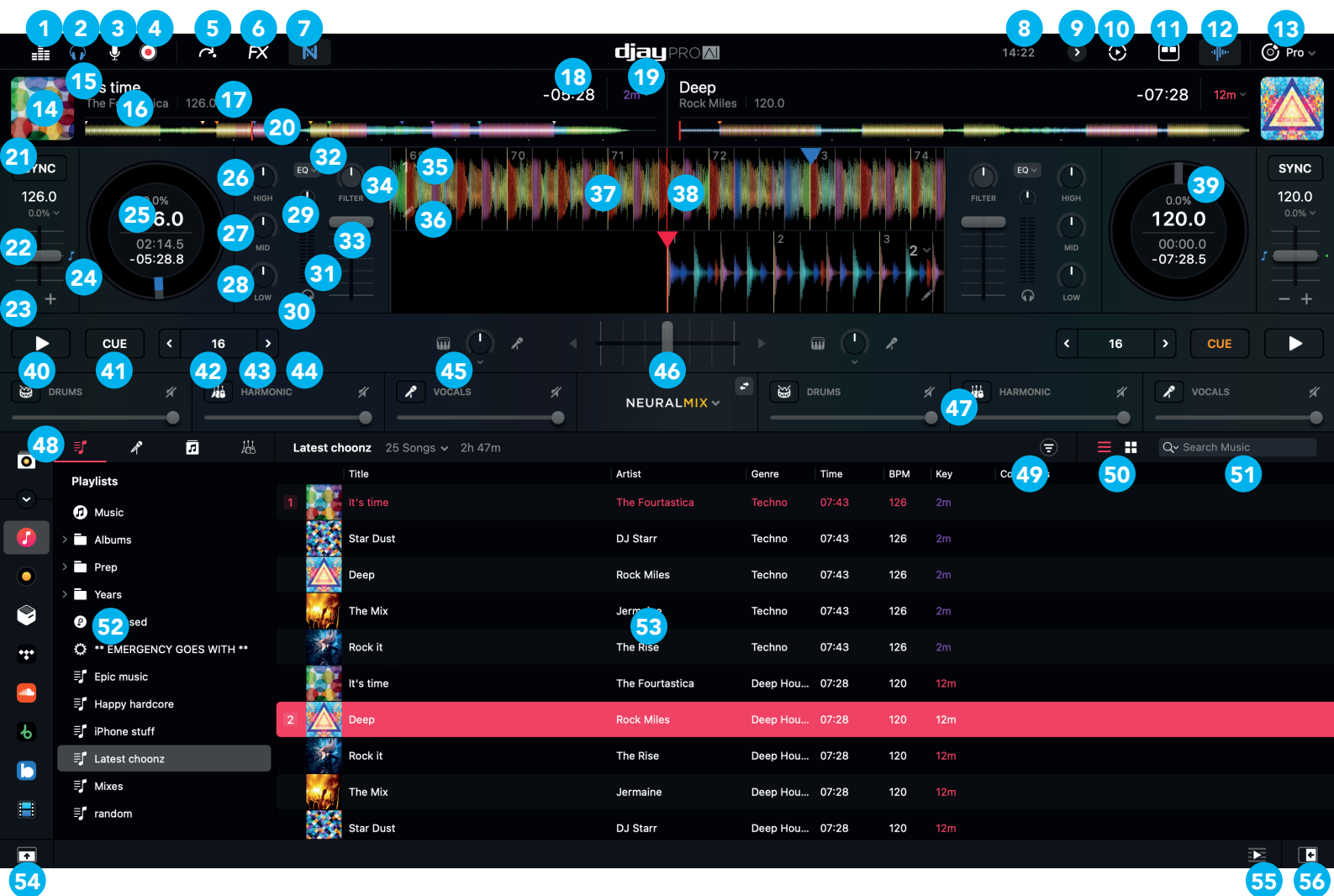
## 1.1 Minimum requirements

You can run **djay Pro AI** on any Apple Mac computer running **macOS 10.14** or later. The minimum install size for the software is 290 MB, plus space for your music and videos. Since **djay Pro AI** is designed with macOS in mind, all you need to bring is your music!

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

## 1.2 Interface tour

Wondering what everything does when you first load **djay Pro AI**? Here's an at-a-glance tour of the interface!



- 1. Main volume control.** Change the main output and access settings (see **section 4.2.1 Main out**).
- 2. Headphone pre-cue control.** Change the pre-cue output and access settings (see **section 4.2.2 Headphone pre-cueing**).
- 3. Microphone volume control.** Change the microphone output and access settings



(see **section 4.2.3 Mic input**).

4. **Mix recorder.** Toggles the Mix recorder pop-up (see **section 4.10 Mix recorder**).
5. **Loop/cue toolbar.** Open/close the loop controls panel (see **section 5.12 Loops**).
6. **Effects toolbar.** Toggle showing the three FX banks per deck (see **section 5.11 Effects**).
7. **Neural Mix toolbar.** Toggle the Neural Mix controls (see **section 5.16 Neural Mix**).
8. **Clock.** Tells you the time while in fullscreen mode.
9. **Deck tools drawer toggle.** Hides/reveals the deck tools toggles.
10. **Deck tools button.** Toggles displaying the FX, loop and cue point tool panel (see **sections 5.11 Effects, 5.12 Loops, and 5.13 Cue points**).
11. **Show scrolling waveforms.** Show/hide track scrolling waveforms.
12. **Sampler.** Open/close the Sampler-Looper panel (see **sections 5.14 Sampler and 5.15 Looper**).
13. **Layout dashboard.** Switch between Pro 2-deck, Classic, 1-deck, Automix, 4-deck and video layouts (see **section 5.2 Advanced deck layouts**).
14. **Album art.** Displays the album art metadata.
15. **Track title.** Displays the track title metadata.
16. **Track artist(s).** Displays the track artist(s) metadata.
17. **Track original tempo.** Displays the track tempo in beats per minute.
18. **Track time remaining.** Shows how much time is left on the deck. Click to toggle to time played.
19. **Track musical key.** Displays the current track musical key (see **section 5.5 Key lock and changing key**).
20. **Track overview waveform.** Displays the overall visual render of track audio, with progress marker and cue points (see **section 5.2.7 Waveforms**).
21. **Deck sync button.** Toggles whether the track is synced (see **section 5.6 Sync**).
22. **Tempo slider.** Speeds up and slows down the playing track.
23. **Deck +/- tempo bend buttons.** Buttons to temporarily slow down or speed up the audio to nudge a track while beatmatching.
24. **Deck key lock.** Maintains the current musical key of the audio, even if tempo is changed (see **section 5.5 Key lock and changing key**).
25. **Deck progress indicator and jog wheel.** Standard DJ control system for cueing, scratching, and rewinding deck audio. Displays the track progress around the edge.
26. **High EQ.** Controls the amount of high frequencies in the track between -24dB to +6dB.

- 27. **Mid EQ.** Controls the amount of mid frequencies in the track between -24dB to +6dB.
- 28. **Low EQ.** Controls the amount of low frequencies in the track between -24dB to +6dB.
- 29. **Channel gain.** Controls the gain trim for the deck (see **section 4.7 Mixer**).
- 30. **Deck pre-cue buttons.** Turns on pre-cue for each deck (see **section 3 Getting started**).
- 31. **Channel level meter.** Indicator to show how loud the track is.
- 32. **EQ/NM toggle.** Switch between mixer EQs and Neural Mix controls.
- 33. **Volume fader.** Controls the amount of volume a deck outputs (see **section 4.7 Mixer**).
- 34. **DJ Filter.** Both low pass (LPF) and high pass (HPF) filters on one knob (see **section 4.1 Layout**).
- 35. **Deck number indicator/options.** Tells you which deck the waveform is from and gives access to deck options (see **sections 5.7 Slicer mode**, and **5.8 Slip mode**).
- 36. **Beat grid edit button.** Accesses options to alter track beat grid (see **section 5.3 Beat grids**).
- 37. **Scrolling waveform.** Zoomed in visual of the track audio, which follows the progress of the deck (see **section 5.2.7 Waveforms**).
- 38. **Deck playhead.** Indicates what's currently playing on the waveform.
- 39. **Track sticker indicator.** Displays a marker showing the position of the virtual spinning record as it plays.
- 40. **Play/pause button.** Stops and starts the audio on the deck (see **section 4.1 Layout**).
- 41. **Cue set button.** Sets a temporary cue point at the current location of the progress indicator (see **section 4.1 Layout**).
- 42. **Loop halve button.** Button to reduce the loop length by half between 32 beats and 1/16 beat (see **section 5.12 Loops**).
- 43. **Loop set button.** Toggles a loop on/off at the current progress marker (see **section 5.12 Loops**).
- 44. **Loop double button.** Button to increase the loop length by double between 1/16 beat and 32 beats (see **section 5.12 Loops**).
- 45. **Neural Mix faders.** Easy-to-use encoders for fading between two isolated components of a track. The drop-down gives access to different component combinations (see **section 5.16 Neural Mix**).
- 46. **Crossfader.** Horizontal slider that fades volume between the decks (see **section 4.7.1 Crossfader panel**).
- 47. **Advanced Neural Mix controls.** Isolate and control the volume of up to four

channels of your musical components (see **section 5.16 Neural Mix**).

- 48. Library tabs.** Switches between My Collection, iTunes/Music, TIDAL, SoundCloud, Beatport, Beatsource, Video, and Finder browser tabs (see **section 5.10 Library management**).
- 49. Filter bar toggle.** Hides/displays the playlist filter rules (see **section 5.10.9 My Collection**).
- 50. List view buttons.** Switch playlist view between compact, regular, and grid (see **section 5.10.6 List views**).
- 51. Search box.** Input box for typing in search words to filter your library. Can switch between searching playlist or collection (see **section 4.3 Media library browser**).
- 52. Library browser tree.** Displays the playlist tree, with folders and playlists (see **section 5.10 Library management**).
- 53. Playlist window.** Displays the currently selected playlist (see **section 4.3 Media library browser**).
- 54. Library expand button.** Toggles between showing full library browser or browser and decks.
- 55. Automix.** Accesses Automix options and functions (see **section 4.9.5 Automix**).
- 56. Side panel toggle.** Shows/hides the library side panel (see **section 5.10.10 Library side panel**).

# 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.

### **Digital Vinyl System (DVS)**

Technology that emulates vinyl record control on a turntable using a special timecode record while playing digital music in **djay Pro AI**.

### **Effect**

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

## EQ (equalization)

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

## Fader/slider

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

## Force Touch

An addition to touch technology that allows for detecting different pressures of touch on some touchpads and touchscreens.

## 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 Pro AI** where you can quickly browse, search and prepare your music and videos to mix with.

## Loop

A segment of a track that's repeated. The size and location of the loop can be determined by the user.

## Measure

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

## Mixer

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

## Multi-touch

Technology such as the Apple trackpad or touchscreens that allows for more than one touch point and multiple point gestures.

## Playlist

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

## Quantize

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

## 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.

# Getting started



## 3 Getting started

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

### 3.1 Installing djay Pro AI

You can download **djay Pro AI** via the **Mac 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/macOS** devices that share the account. Find out more about shared devices on the Apple support page [View and remove your associated devices for purchases](#).

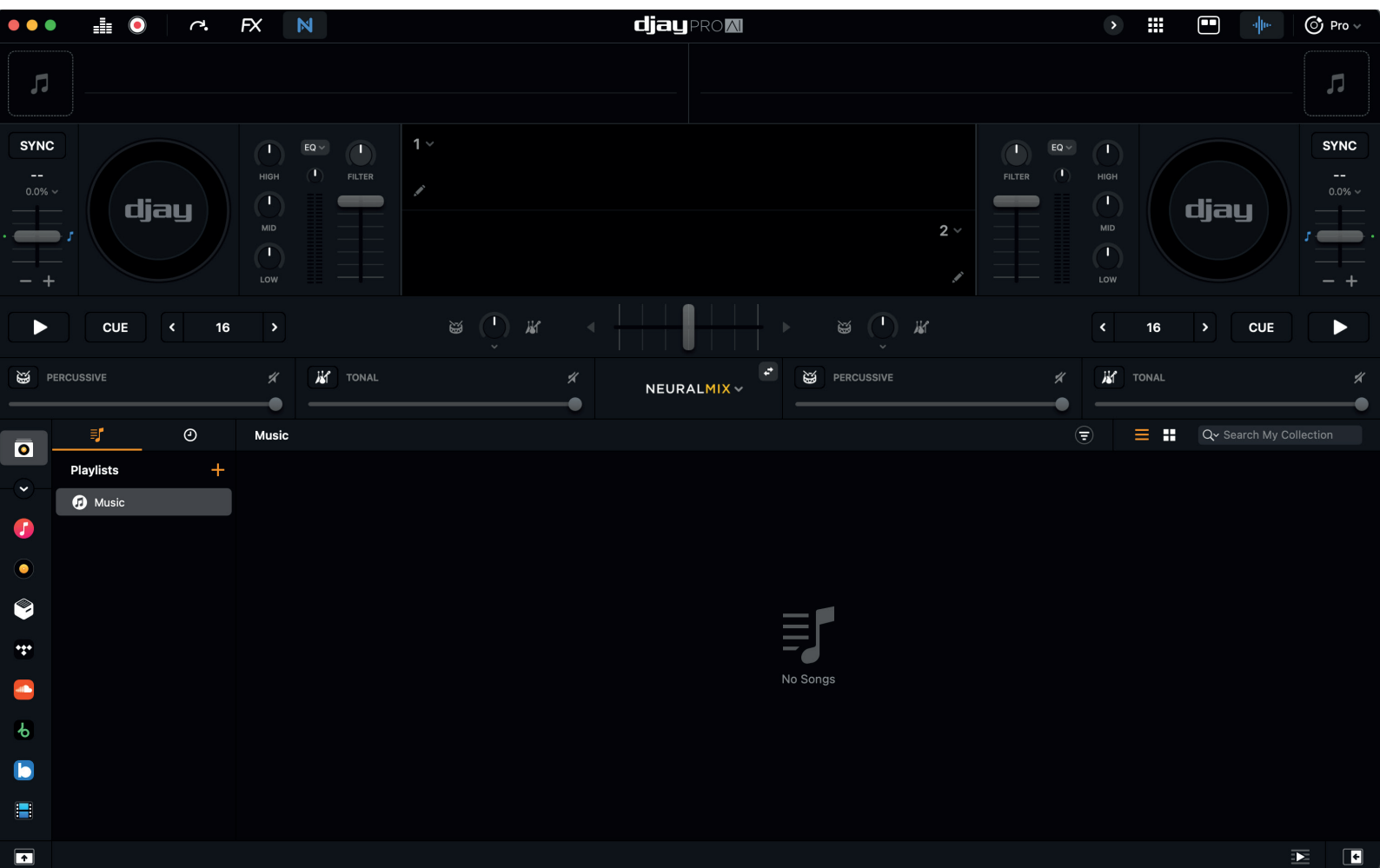
#### 3.1.1 Restoring your subscription and purchases

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.

**TIP:** The PRO subscription works with both **djay Pro AI for Mac** and **djay Pro AI for iOS** on **iPhone** and **iPad**. You can access all the PRO features and content, including Neural Mix, Sampler/Looper packs, and supported controller mappings.

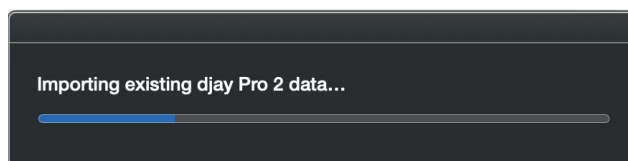
## 3.1.2 Launching djay Pro AI

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



## 3.1.3 Importing from an older version

On first launch of djay Pro AI, the software will check for an existing installation of the previous version of djay, and import your settings, metadata and music collection for you. This is a one-time occurrence which will happen automatically.

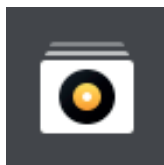


## 3.2 Navigating the library browser

You can find the library browser in the lower half of the **djay Pro AI** window, which gives you access to all your music, from your own collection as well as the TIDAL, Beatport/Beatsource or SoundCloud streaming services.

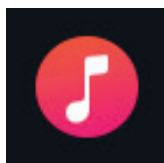
### 3.2.1 My Collection

This collection lets you manage, edit and sort your music from within **djay Pro AI**. See **section 5.10.9 My Collection** for more information.



### 3.2.2 Music playlists

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



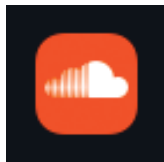
### 3.2.3 djay music

Get started with over 100 included free tracks to stream, broken down into a wide range of genre playlists.



### 3.2.4 TIDAL, SoundCloud, and Beatport/Beatsource

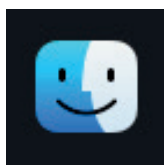
To access music streaming libraries, you'll need an active account on the service, and to be logged into your account within **djay Pro AI**.



**NOTE:** TIDAL requires at least a **Premium** account, SoundCloud requires a **SoundCloud GO+** account, and Beatport/Beatsource require a **Beatport LINK** account.

### 3.2.5 My Files and videos

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



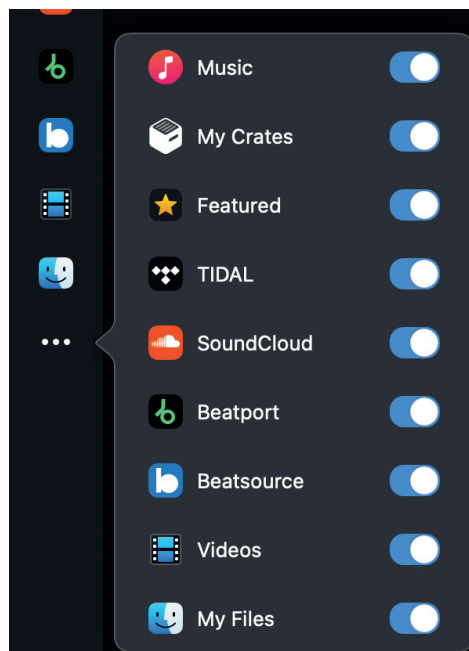
### 3.2.6 Searching

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



### 3.2.7 Display/hide library collections

Using the **three-dot menu** below the **collection tabs**, you can toggle each of the collections to display or hide in the tab list. When disabled, the collections still exist, and the contents are still searchable where accessible.



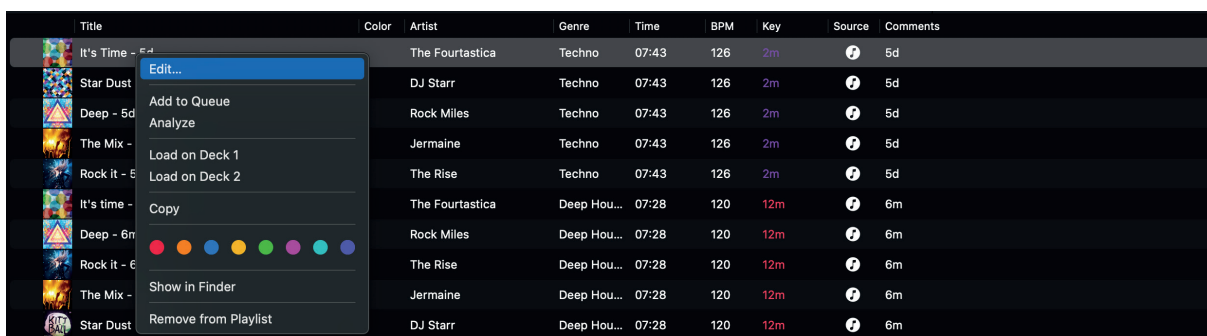
### 3.3 Loading a track



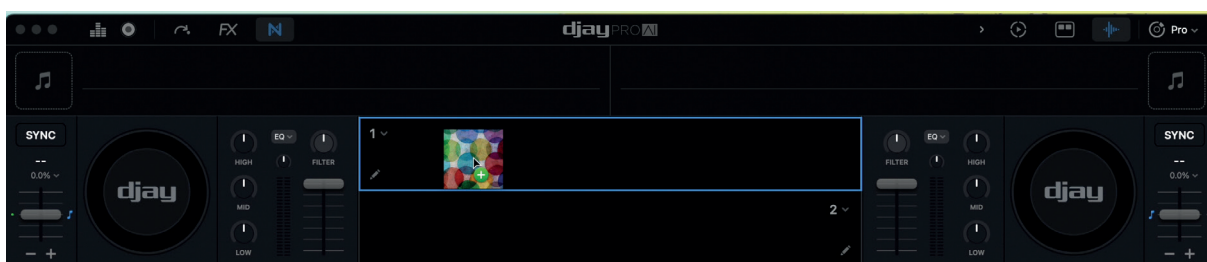
Move the crossfader in the center of the window all the way to the left, either by clicking the arrow between the crossfader and Neural Mix knob **(1)**, or clicking and dragging the crossfader yourself **(2)**.

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

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



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



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



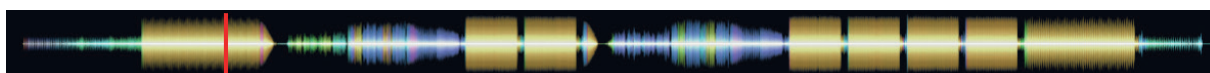
## 3.4 Mixing your tracks

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

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

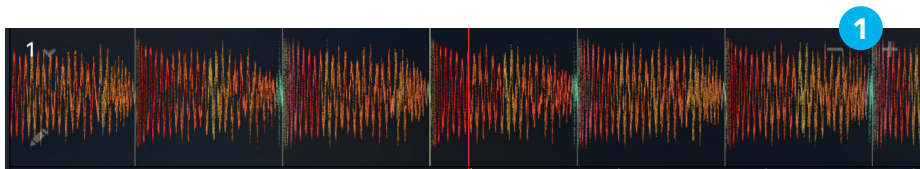
**SYNC**

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



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

If you find that the beats sound a bit out of time, use the **+** and **–** symbols **(1)** 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.



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

## 3.5 Recording your mix

You can record your mix by clicking the red button at the top-left of the window. When the pop-up appears, press **Start New Audio Recording** to activate the recorder. A timer next to the red button will then light up and count up to indicate recording in progress. For more details about the mix recording functions, see **section 4.10 Mix recorder**.



## 3.6 Adding hardware

You can see the full list of supported MIDI controllers and HID-enabled media players over [on the Algoriddim website](#). The listed hardware is plug-and-play, meaning **djay Pro AI** will recognize it's connected and all your controls will work without any extra settings. For more detailed information please read **section 5.17 Using hardware**.



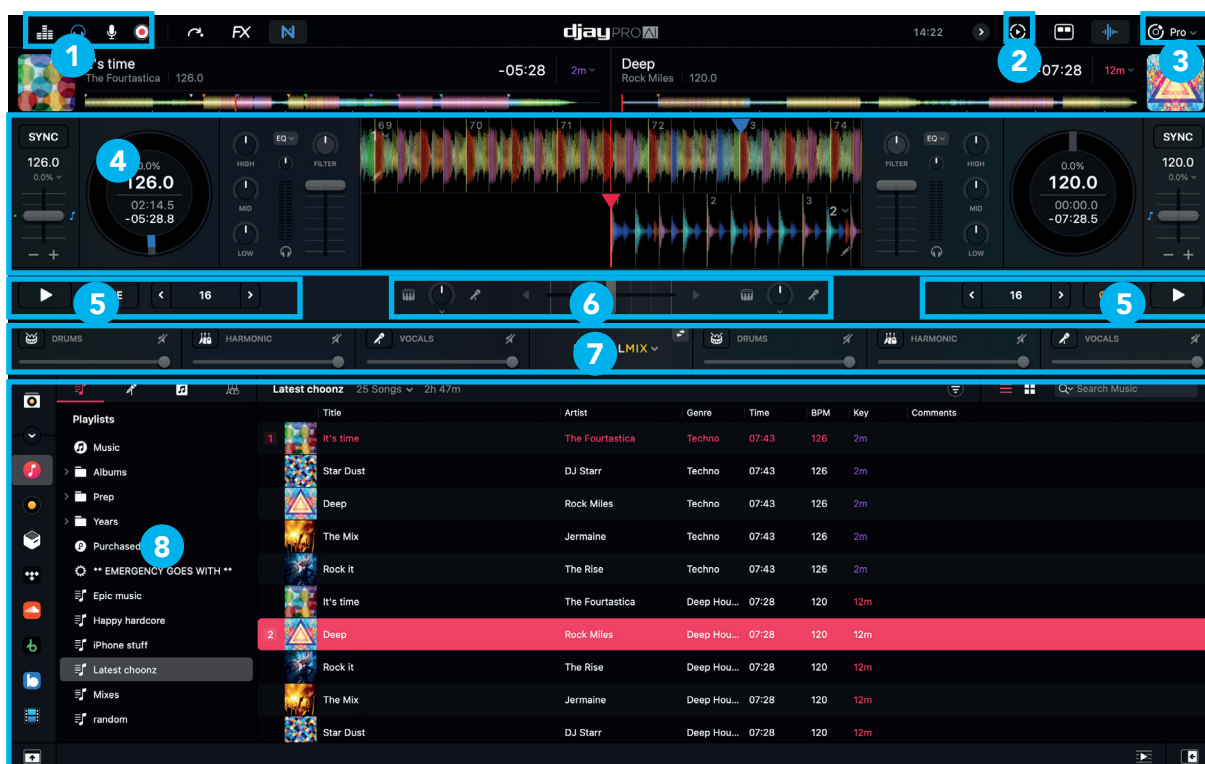
# Core features

## 4 Core features

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

## 4.1 Layout

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



- 1. Global volume controls.** This section allows you to set the volume and select hardware devices for the Main out, headphone pre-cueing, and microphone input.
- 2. Sampler.** 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. See **section 5.14 Sampler** for more information.
- 3. Deck layout dashboard.** Switch between the different two, four and video deck layouts (see **section 4.5 Deck views** and **section 5.2 Advanced deck layouts**).
- 4. Decks.** The music players used to play and control your audio and video.
- 5. Transport.** Your basic controls for your decks.
- 6. Mixer.** Controls the volume and frequencies of each deck. See **section 4.7 Mixer** for more information.

7. **Neural Mix controls.** Isolate and control separate components of the track in real-time. See **section 5.16 Neural Mix**.
8. **Library browser.** Access all your music and videos from here (see **section 4.3 Media library browser** and **section 5.10 Library management** for more details).

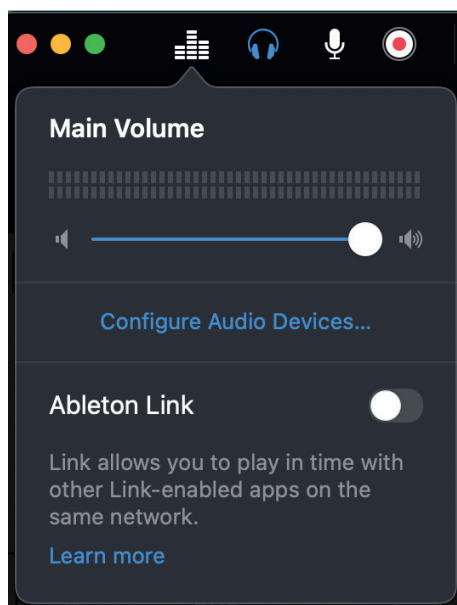
## 4.2 Volume controls

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

**NOTE:** You will need a PRO subscription and an audio device with two or more stereo outputs to use pre-cue in djay Pro AI.

### 4.2.1 Main out

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



### 4.2.2 Booth out

When in a live environment, there is often a separate speaker setup for the DJ booth, so the dance floor and booth volumes can be set at different levels depending on the needs of the DJ and the crowd. With the booth out function in djay Pro AI, the main output can be duplicated to a second output in the booth, via the device audio preferences (see **section 4.9.2 Devices** preferences).

**NOTE:** Using a microphone booth speakers can cause audio feedback. Check your booth volume levels if you're using the microphone.

**NOTE:** Booth out is only available while in internal mixer mode. Many DJ mixers offer their own booth output controls.

### 4.2.3 Headphone pre-cueing

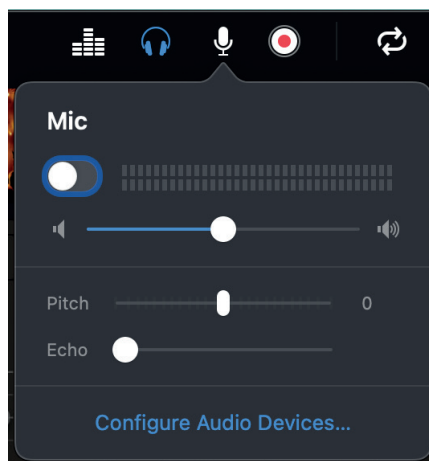
Change the **Volume** of your headphone monitoring. Alter the **Cue/mix** amounts to allow your headphones to hear as much of the cued track and the main mix as you need. Use **Split Cue** to hear your cued track in your left ear and the main mix in your right. Toggle **Auto Select** to allow **djay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



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

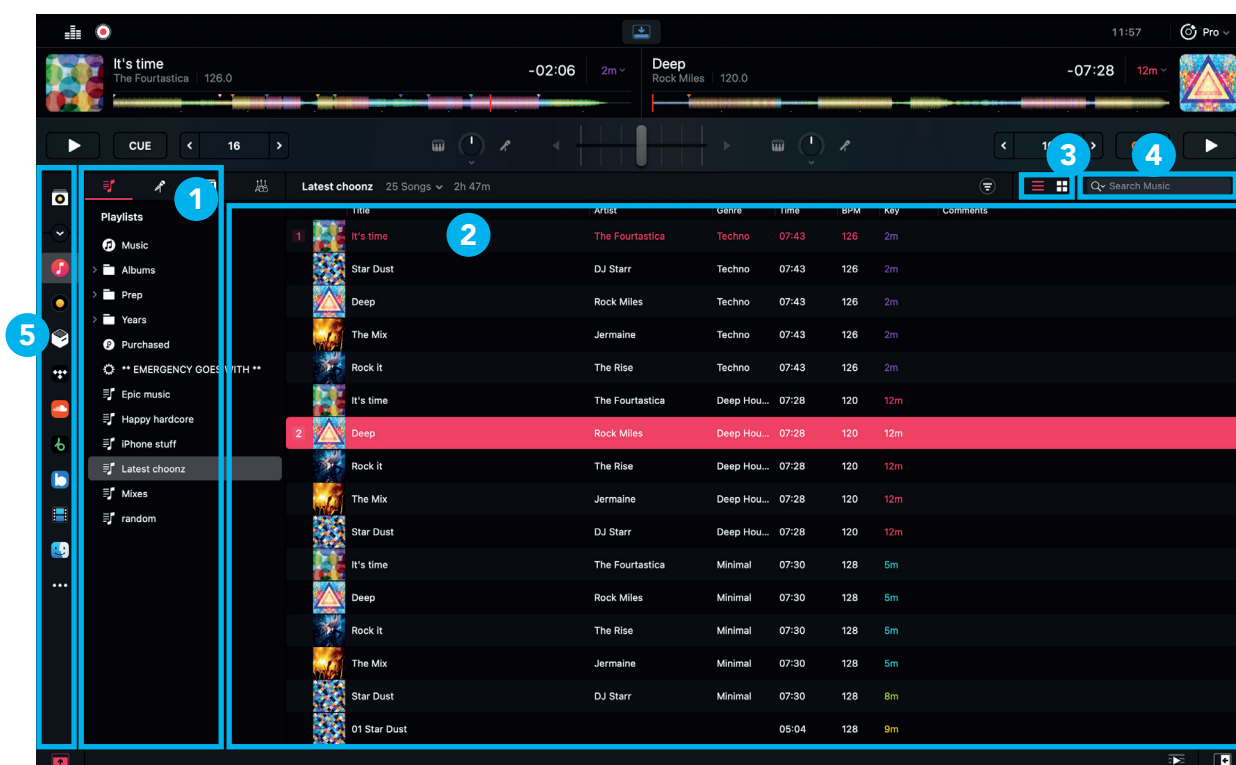
#### 4.2.4 Mic input

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



## 4.3 Media library browser

The library browser is a powerful tool to help organize your music and prepare your sets. The browser consists of two main parts: the **playlist tree** and the **Tracklist**, and includes music searching, track filtering and access to both **Music** and the **TIDAL**, **Beatport/Beatsource** or **SoundCloud** music streaming services.



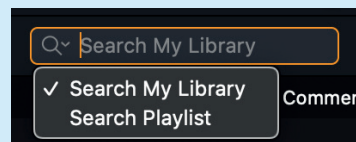
**TIP:** You can access the expanded browser view quickly by hitting **ENTER** on your computer keyboard.

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

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

3. **List view options.** These icons let you change how the tracklist window displays your music collection. You can switch between **compact grid** and **collection view**. See **section 5.10 Library management** for more information.
4. **Search.** The **search** box allows you to quickly find tracks within your current collection (**My Collection, Music, TIDAL, Beatport/Beatsource, SoundCloud, Videos, My Files**, and **djay music**) by searching for text in track metadata.

**TIP:** You can switch between searching the entire current collection and the selected playlist by clicking the drop-down menu arrow in the search box.



5. **Library tab buttons.** Easily switch between your different collections using the buttons on the left of the browser. You can switch between **My Collection, Music, TIDAL, Beatport/Beatsource, SoundCloud, Videos, My Files**, and **Featured**.

**NOTE:** You will need a PRO subscription to use djay's My Collection collection and track management features.

## 4.4 Decks

Just like hardware DJ equipment, the decks within **djay Pro AI** allow you to load, play and manipulate up to four different music tracks or two different videos. The Waveform views feature parallel scrolling, designed to help you mix.

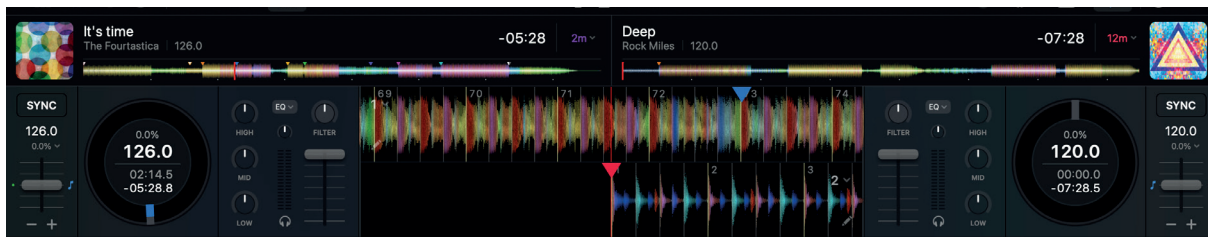
## 4.5 Deck views

You can switch to different deck views, depending on your preference, using the deck view buttons at the top-right of the window. More details for both the two and four deck layouts in **section 5.2 Advanced deck layouts**.



### 4.5.1 2-deck view

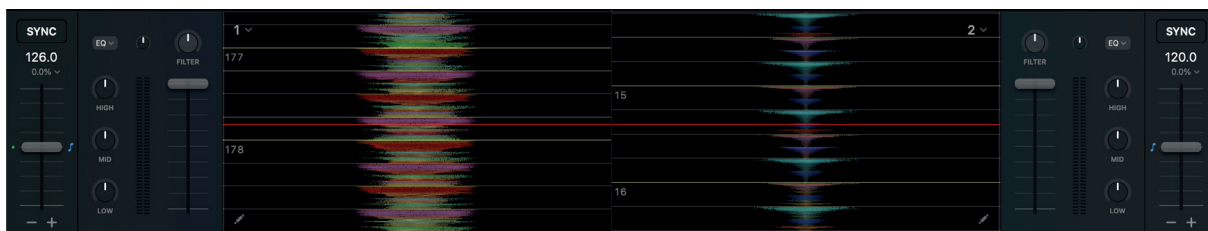
The default layout for **djay Pro AI** displays your decks as virtual jog wheels, emulating the look and feel of their real counterparts to help familiarity.



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

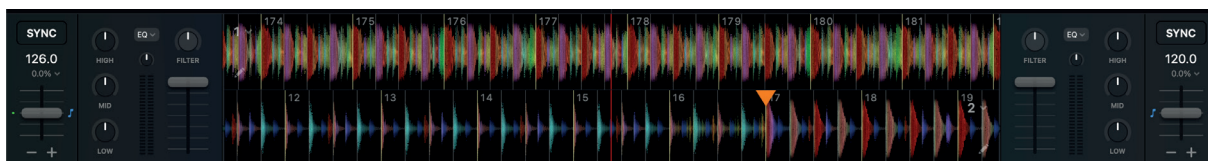
### 4.5.2 Vertical waveforms

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



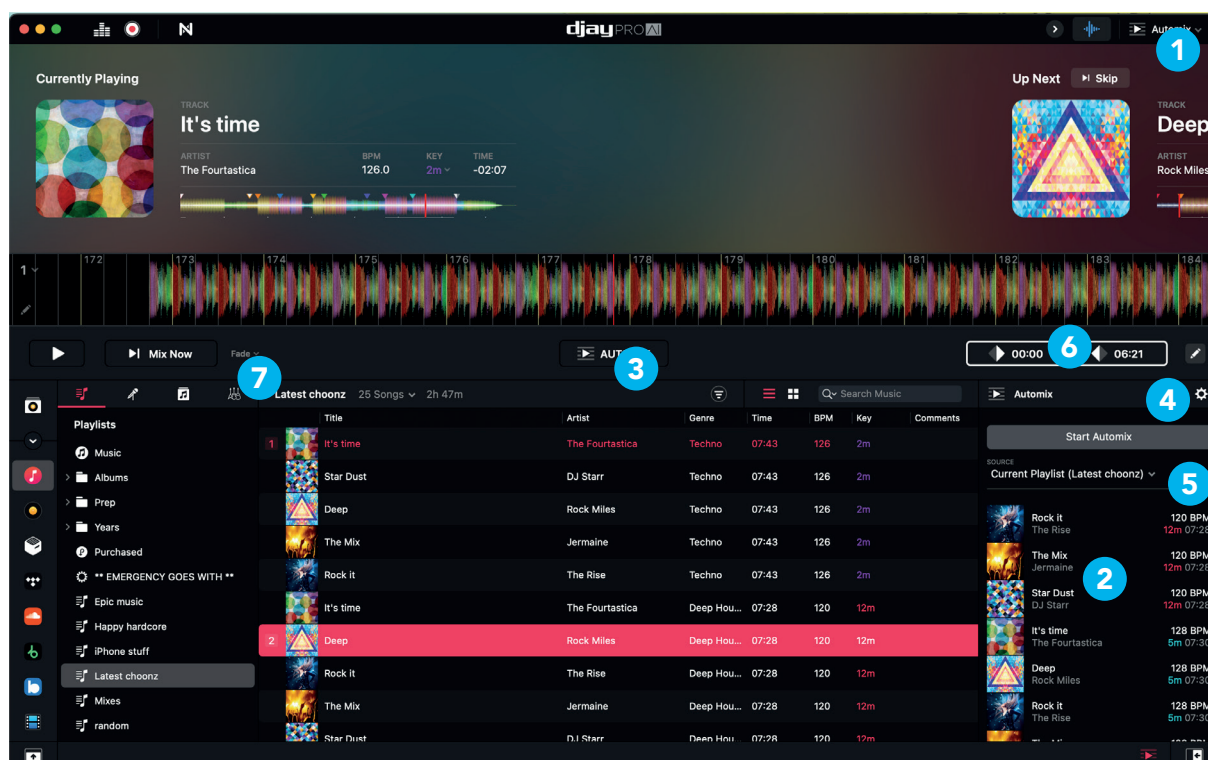
### 4.5.3 Horizontal waveforms

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



## 4.6 Automix

Switch to **Automix** view to let **djay Pro AI** take control of your mixing. When active, tracks from the Automix playlist will be mixed together based on the user preferences. Read **section 4.9.5 Automix** preferences for more information on how to set up your Automix transitions.



To start using Automix:

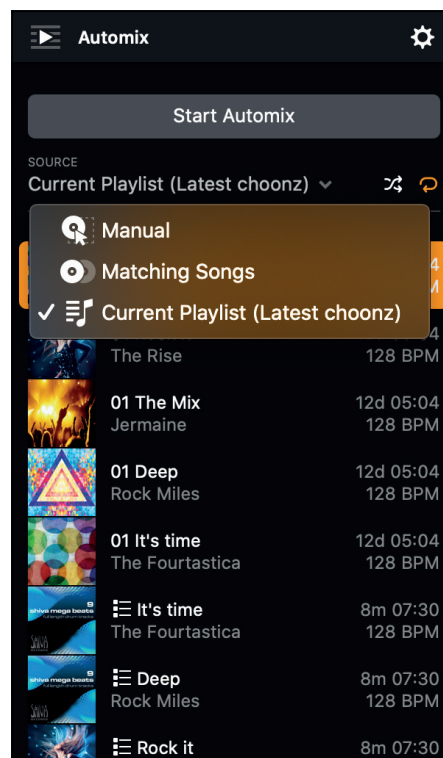
1. Switch to Automix view via the layout dashboard.
2. The Automix side panel will display the currently selected playlist as your play queue.
3. Hit the Automix button to start Automix.
4. Tweak your Automix settings in the preferences.
5. Repeat or shuffle your queue.
6. Edit your start/end points to choose where the transitions happen.
7. Quickly access your Automix transitions.

**NOTE:** The quantization of start/end points can be set via the Q menu in the cue point panel/toolbar.

### 4.6.1 Automix panel

To automate things further, you can use the Automix playlist panel to keep the music flowing. There are three ways to add music to the Automix playlist: **Manual**, **Matching Songs**, and **Current Playlist**. Switch between the different sources by using the drop-down just below-left of the **Start/Stop Automix** button.

- **Manual** lets you create and manage your own playlist by adding music manually, using drag-and-drop.
- **Matching Songs** uses djay's **Track Match** feature to find tracks from all sources 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.

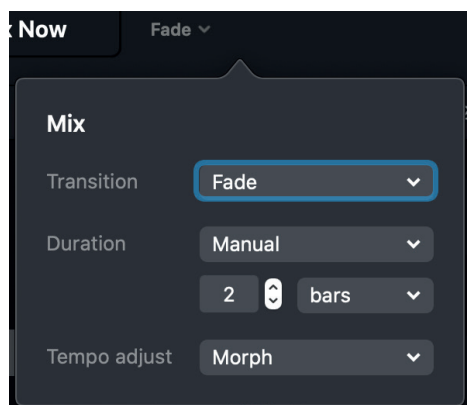


To load the next track from the Automix playlist into the queue, click the **Start Automix** button at the top of the panel.

**TIP:** If you want to skip a track, use the **Skip** button above the **Up Next** track. Or, trigger a mix immediately using the **Mix Now** button in the transport section below the scrolling waveform. The software will find the soonest possible moment to start the blend.

## 4.6.2 Automix settings

The Automix transitions menu, numbered **(7)** in **section 4.6 Automix**, lets you quickly change how Automix blends two tracks together. These transitions include a variety of staple and advanced DJ techniques to suit any genre of music.



- **Automatic.** Analyzes the playing and incoming tracks to choose the best transition effect from the list.
- **Neural Mix.** Blends elements such as instruments/vocals between tracks using Neural Mix audio separation.
- **Dissolve.** Delicately evaporates the outgoing track.
- **Echo.** Gives you a fast mix into the new track while the outgoing one bounces off into the distance.
- **EQ.** Swaps the bass of the playing tracks for a light transition.
- **Riser.** Creates that festival feel, steadily creating energy before swapping the tracks.
- **Filter.** A classic DJ staple, with a screaming filter cutting out the old while the new fades in.
- **Fade.** Your basic blend between two tracks, crossfading from one to the other.

**NOTE:** See **section 4.9.5 Automix** preferences for details about the Automix options.

## 4.7 Mixer

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

### 4.7.1 Crossfader panel

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 4.9.5 Automix** preferences).



#### Neural Mix faders

Either side of the crossfader, you can find dedicated deck **Neural Mix Fader** knobs. These knobs use Algoriddim's Neural Mix AI to fade out between two isolated track components. For more information, see **section 5.16 Neural Mix**.



#### Transport controls

The transport section consists of three controls: the **PLAY** button, along with **CUE**, or **CUE SET** / **CUE JUMP**. The **PLAY** button starts and stops the track based on the start and stop times (see **section 4.9.1 General** preferences). The **CUE** button behaves like the CDJ cue button. The **CUE SET** button sets a temporary cue point which can be recalled while the deck is playing music. When the deck is stopped, the **CUE SET** button sets a new cue point.



#### Loop controls

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



## 4.8 Shortcuts and multi-touch control

**djay Pro AI** features both multi-touch and Force touch gestures on the trackpad (Force touch only on enabled trackpad hardware), along with a comprehensive list of keyboard shortcuts to get you mixing. For more information, view the full list of shortcuts by selecting **Keyboard shortcuts** from the **Help** menu (or  $\text{⌘} + \text{K}$ ). You can also customize your shortcuts via the Shortcuts preferences (see **section 4.9.8 Shortcuts**).

	Deck 1	Deck 2
Play/pause	1	0
Reverse/break	$\text{⌘} + \text{⌘} + 1$	$\text{⌘} + \text{⌘} + 0$
Sync / match key	$2 / \text{⌘} + 2$	$9 / \text{⌘} + 9$
BPM tap / set grid	$\text{⌘} + \text{⌘} + 2 / \text{⌘} + 2$	$\text{⌘} + \text{⌘} + 9 / \text{⌘} + 9$
Skip backward/forward	3/4	7/8
Pitch bend -/+	Hold $\text{⌘} + 3/4$	Hold $\text{⌘} + 7/8$
Tempo -/+	$\text{⌘} + \text{⌘} + 3/4$	$\text{⌘} + \text{⌘} + 7/8$
Key lock	$\text{⌘} + \text{⌘} + 5$	$\text{⌘} + \text{⌘} + 6$
Match key	$\text{⌘} + 2$	$\text{⌘} + 9$
Set grid start	$\text{⌘} + 2$	$\text{⌘} + 9$
FX 1/2 toggle	$5 / \text{⌘} + 5$	$6 / \text{⌘} + 6$
Gain up/down	$\text{⌘} + \text{Q/A}$	$\text{⌘} + \text{P/L}$
EQ low up/down/kill	$\text{⌘} + \text{W/S/X}$	$\text{⌘} + \text{U/H/B}$
EQ mid up/down/kill	$\text{⌘} + \text{E/D/C}$	$\text{⌘} + \text{I/J/N}$
EQ mid up/down/kill	$\text{⌘} + \text{R/F/V}$	$\text{⌘} + \text{O/K/M}$
Jump to start/end/point	Q/T	P/Y
Jump to cue points 1/2/3	W/E/R/T	Y/U/I/O
Set cue points 1/2/3	$\text{⌘} + \text{W/E/R/T}$	$\text{⌘} + \text{Y/U/I/O}$
Autoloop on/off	A	L
Set loop in/out	S/D	J/K
Set loop duration 1/2x2	$\text{⌘} + \text{S/D}$	$\text{⌘} + \text{J/K}$
Loop off / reloop	$\text{⌘} + \text{A}$	$\text{⌘} + \text{L}$
Bounce loop	$\text{⌘} + 1/2/3/4/5$	$\text{⌘} + 6/7/8/9/0$
Instant FX	$\text{⌘} + \text{⌘} + 1/2/3/4/5$	$\text{⌘} + \text{⌘} + 6/7/8/9/0$
Duplicate song	$\text{⌘} + \text{⌘} + \text{D}$	$\text{⌘} + \text{⌘} + \text{J}$
Reset sliders	$\text{⌘} + \text{⌘} + \text{A}$	$\text{⌘} + \text{⌘} + \text{L}$

Load on deck 1 / 2  
Add to queue  
Remove from queue  
Search  
New playlist  
New smart playlist  
New playlist folder  
Expand library  
Refresh library  
Show/hide library sidebar  
Split library  
Automix

## Library

⌘ + LEFT or RIGHT arrow  
⌘ + ENTER  
⌘ + BACKSPACE  
⌘ + F  
⌘ + N  
^ + ⌘ + N  
⇧ + ⌘ + N  
ENTER  
⌘ + R  
⌘ + K  
⌘ + B  
⇧ + ⌘ + A

Record from deck 1/2/MIC  
Play sample

## Sampler

⇧ + ⌘ + B/N/M  
X/C/V/B/N/M, ⌘ + X/C/V/B/N/M

Show/hide tools bar  
Show Neural Mix bar  
Show/hide effects bar  
Show/hide tools  
Show/hide waveforms  
Show/hide sampler  
Show/hide looper  
Enter full screen  
Waveform zoom in  
Waveform zoom out

## Interface

⌘ + 1  
⌘ + 2  
⌘ + 3  
⌘ + 4  
⌘ + 5  
⌘ + 6  
⌘ + 7  
⇧ + ⌘ + F  
⌘ + +  
⌘ + -

Slip scratch

Slip play

Slip cue

Slip loop

### Slip mode

⌘ + scratch deck

⌘ + click play button

⌘ + click cue jump button

⌘ + click loop button

Scratch record

Move selected slider

Auto crossfader cut scratch

### Multi-touch

Two-finger drag or swipe

Two-finger drag or swipe

⇧ + two-finger drag/swipe

Cue play

EQ kill

High pass

Reset slider

Preview track

### Force touch

Force click CUE JUMP button

Force click EQ knob

Force click filter knob

Force click slider

Force click tracklist

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



## 4.9 Preferences

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

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

### 4.9.1 General preferences



#### Song Loading

**Start playback.** Automatically have songs begin playing as soon as they load into a deck.

**Reset EQ, FX, tempo.** Sets all your track controls back to defaults upon track load.

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

**Activate saved loop 1.** If toggled **on**, loading a track will automatically set the first saved loop to **armed**, and once the playhead reaches the loop, it will repeat the section.

**Jump to cue point.** Loads the track at the start of the file (**OFF**), the **Start CUE**, or whichever is the **First cue point (1-8)** set.

## Sync mode

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

**Beat Sync Interval.** Quantizes beat sync to either 1 beat or 4 beats (1 measure/bar).

**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 **6%, 8%, 10%, 16%, 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.

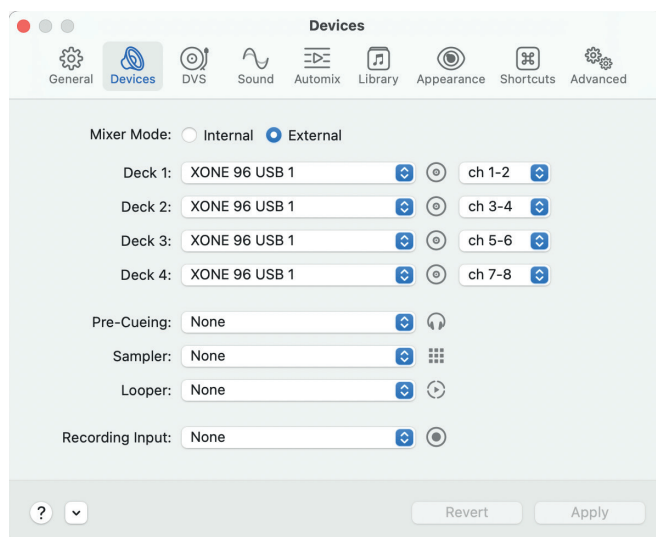
## Cue Points & Loops

**Auto-play when triggering cue point.** When active, cue points will play music from a cue marker. Otherwise, music will only play from cue point while button is pressed.

**Set start cue at loop beginning.** When a loop is created, the start cue is moved to the loop start point.

**Snap loops to beat grid.** When active, this setting snaps user-made loops to the beat grid, ensuring correct sync.

## 4.9.2 Devices



### Mixer Mode

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

### Internal mixing options

**Main Output.** Select the stereo output source for the main out, for example, the audio source to your speakers.

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

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

## External mixing options

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

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

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

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

**Pre-cueing.** Select the stereo output source for your headphone cue channel.

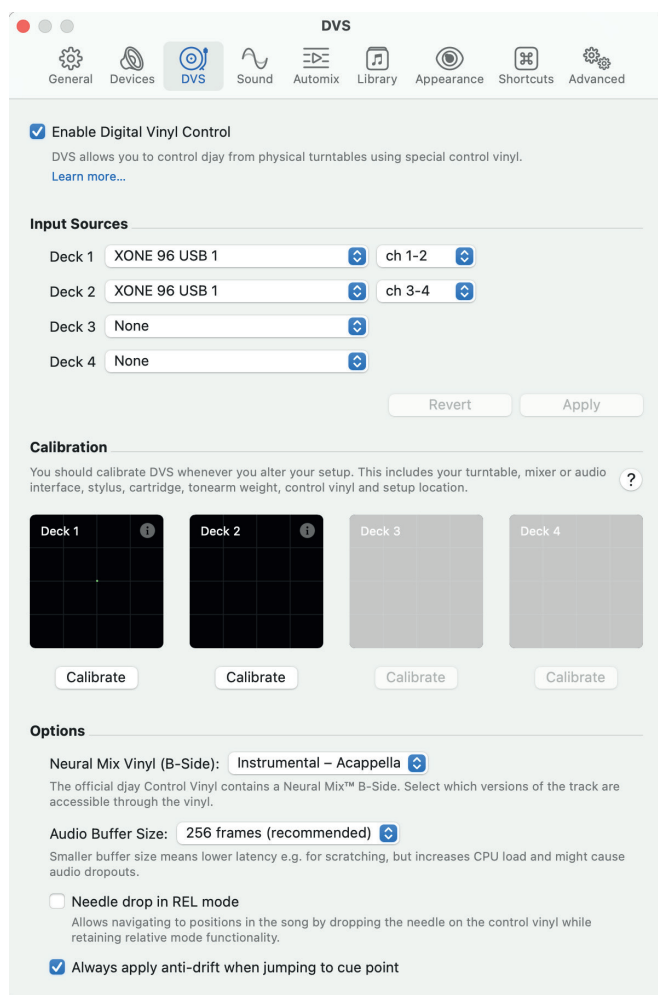
**Sampler.** Dedicated output for the **djay Pro AI** Sampler.

**Looper.** Dedicated output for the **djay Pro AI** Looper.

**Recording input.** Select the input for routing a microphone into djay Pro AI.

**NOTE:** To output four decks to a four channel mixer, you will need an audio interface with at least four separate stereo outputs (see **section 5.19 External mixing**).

### 4.9.3 DVS

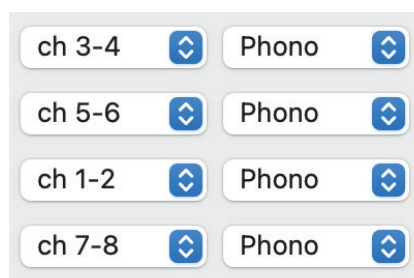


**Enable digital vinyl control.** Activates DVS within the software, and adds DVS controls to the user interface. Keep this disabled unless using the feature.

#### Input sources

Assign the audio device and stereo channels for the turntable inputs. See **section 5.20 Digital Vinyl System** for more information.

You can also switch between **phono** and **line** level inputs with supported hardware.



**NOTE:** Many mixers/controllers will already have a hardware toggle to choose phono or line input.

#### Calibration

Displays the calibration DVS scopes for active decks, and the DVS calibration buttons for each deck. See **section 5.20 Digital Vinyl System** for how to get DVS working.

## Options

**Neural Mix vinyl (b-side).** Toggle the two b-side timecode tracks between **Instrumental/Acappella**, or **Percussive/Tonal** Neural Mix audio separation.

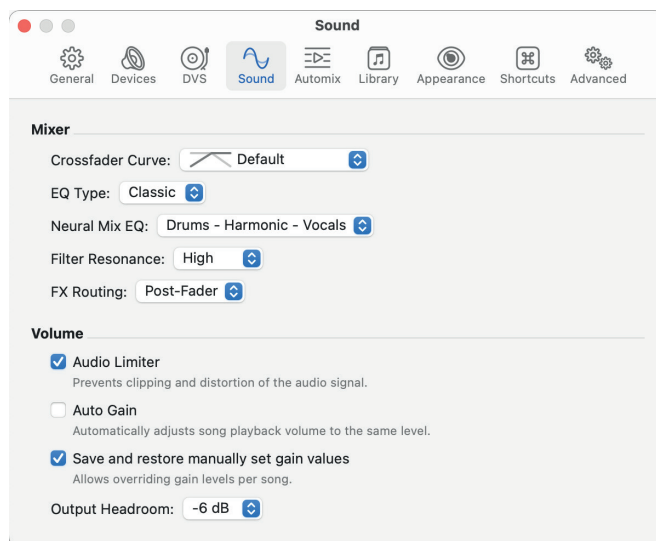
**Audio buffer size.** Changes the size of the audio data packages between the software and CPU. Choose between **64/128/256** frames. Lower buffer offers better responsiveness but strains the CPU and can cause audio dropouts.

**Needle drop in REL mode.** When active, allows the needle to drop at the correct track location while in relative timecode mode.

**Apply anti-drift when jumping to cue point.** When **active**, the timecode will track from the last known position. Jumping to a new cue point will need the timecode position to be re-adjusted manually via playing (or scratching) the record. When **disabled**, **djay Pro AI** will track to the next read position on the timecode record, allowing you to move the stylus and then jump to a cue point, but the timecode may drift with intensive scratching.

**NOTE:** Anti-drift works automatically in most scenarios regardless of this setting, and ensures your music sticks to the same position on the vinyl, even if the control signal is deteriorated by needle skips/dirt or other noise. Keep the setting active for scratch heavy mixing, and disable for cue juggling routines while using timecode records.

## 4.9.4 Sound



### Mixer

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



**EQ.** Toggle between **Classic/Isolator** EQ controls (see [section 5.2.5 Mixer EQ modes](#) for more information).

**Neural Mix EQ.** Switch the three band EQ controls between **drums/harmonic/vocals** and **drums/bass/melodic** while in **Neural Mix EQ** mode.

**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 the audio limiter to help reduce distortion and other artifacts related to clipping sound.

**Auto Gain.** Toggles whether **djay Pro AI** 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.

**Save and restore manual gain.** Toggle this for **djay Pro AI** to remember the manually set gain of a track.

**Output headroom.** Reduces the volume headroom of the main output by **None** (disabled), **-6dB**, **-9dB**, or **-12dB**.

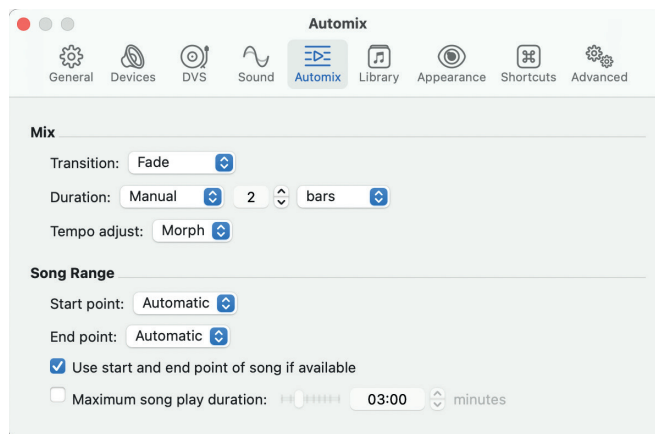


### 4.9.5 Automix

**Automix** is a feature that allows **djay Pro AI** to automatically mix your music based on a premade, user-created tracklist. For more information, see **section 4.6 Automix**.

#### Mix

**Transition.** This option changes how transitions between tracks are done by the software. Choose from **Automatic**, **Neural Mix**, **Dissolve**, **Riser**, **Echo**, **EQ**, **Filter**, or **Fade**.



**TIP:** You can trigger a transition by using the arrows to the sides of the crossfader, or using the arrow keys on your keyboard.

**Duration.** Increase to create longer blends. Toggle between **Automatic** and **Manual**. When in manual set X number **bars** (measures) or **seconds**.

**Tempo adjust.** Change how Automix treats tempo differences between tracks. Use **Off** to disable beatmatching, **Sync** to keep a steady BPM across the whole set, and **Morph** to have the outgoing track change tempo to match the incoming track.

#### Song Range

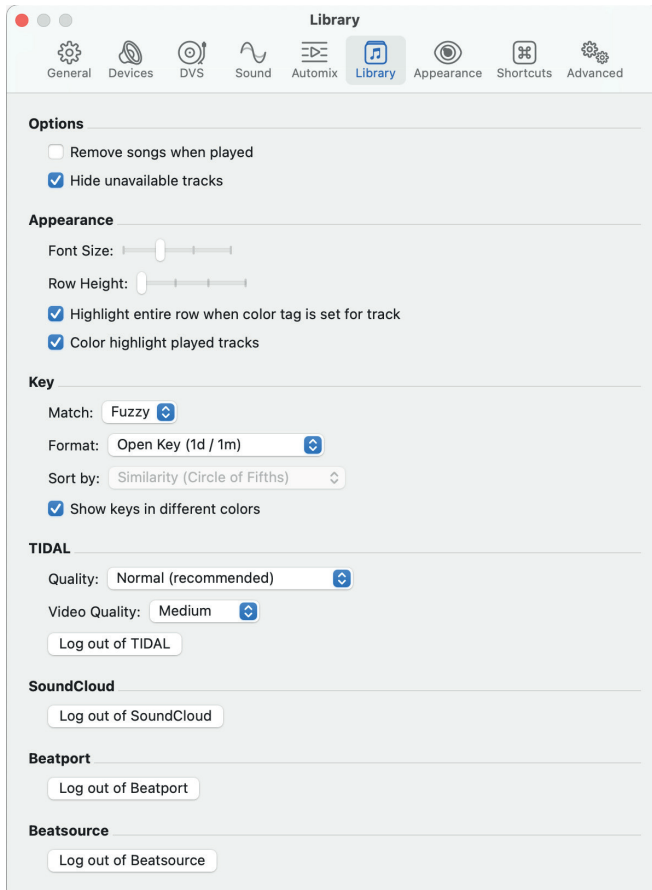
**Start point.** Set either an **Automatic** start point, or **Manual**. When in manual, set **X seconds after beginning**.

**End point.** Set either an **Automatic** end point, or **Manual**. When in manual, set **X seconds before end**.

**Use start and end point of song if available.** Toggle whether mixes will include both the start and end of the track.

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

## 4.9.6 Library



### Options

**Remove Songs When Played.** With this active, songs will be removed from the queue after they've been played. Otherwise, your queue will remain. See **section 5.10.4 Queue**.

**Hide unavailable tracks.** Tick this to display tracks in your Music playlist that aren't available to play offline.

### Appearance

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

**Row Height.** Changes the space between each row in the library.

**Highlight entire row when color tag is set for deck.** When set, the track row in the playlist is tinted the same color as the tag set for the track.

**Color highlight played tracks.** When set, the track row in the library is color-tinted to indicate the played state of the track.

### Key

**Match.** Choose between using the **Exact** key when suggesting tracks, or using the circle of fifths to suggest related keys using **Fuzzy** matching.

**Format.** Displays your key information in **Musical Key**, **Musical Key with Major/Minor**, **Numerical Key**, or **OpenKey** formats.

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

**Show keys in different colors.** When active, key metadata will be displayed in a color spectrum to illustrate how far up/down the scale it is.

**NOTE:** **Sort by** will be disabled when OpenKey or Numerical Key format are selected.

## TIDAL

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

**Video Quality.** Switch between **Low**, **Medium**, **High**, and **HD**.

**Log out of TIDAL.** Logs you out of your TIDAL account and returns you to the default login screen.

## SoundCloud

**Log out of SoundCloud.** Logs you out of your SoundCloud GO+ account and returns you to the default login screen.

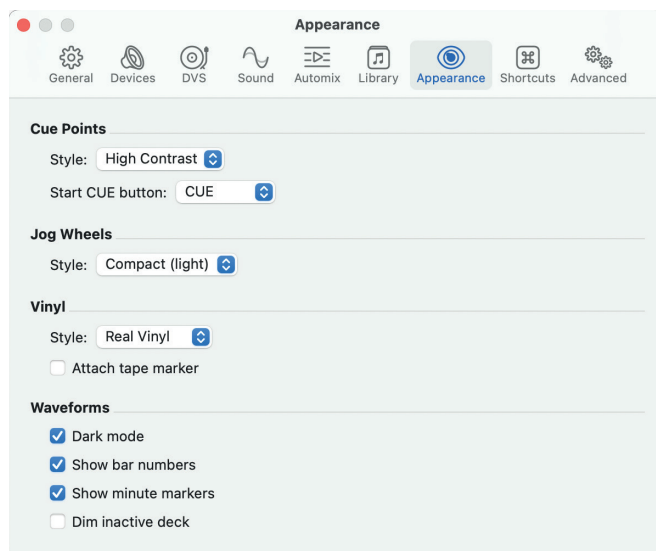
## Beatport

**Log out of Beatport.** Logs you out of your Beatport account and returns you to the default login screen.

## Beatsource

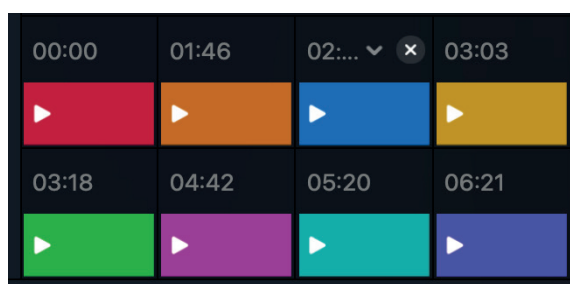
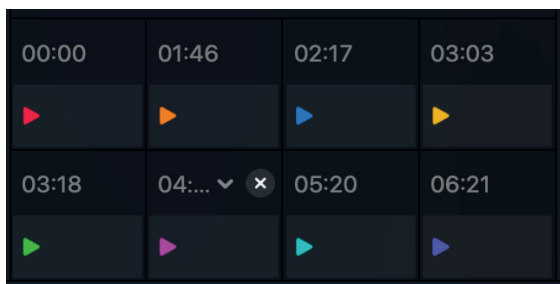
**Log out of Beatsource.** Logs you out of your Beatsource account and returns you to the default login screen.

## 4.9.7 Appearance



### Cue points

**Style.** Displays the user interface cue pads as just a colored triangle (**low contrast**) or a full color button (**high contrast**).

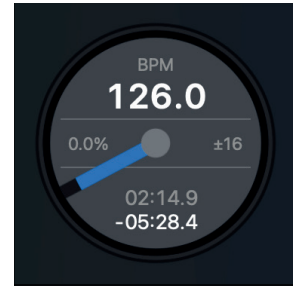
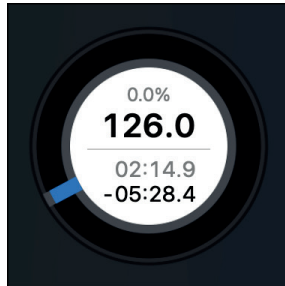
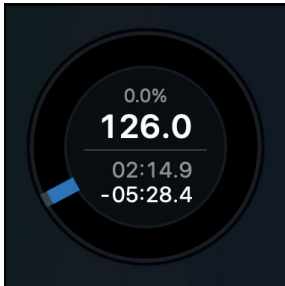


**Start CUE button.** Displays transport cue buttons as separate Set/Jump buttons or a CDJ-style CUE button.



## Jog wheels

**Style.** Choose between **compact (dark)**, **compact (light)**, or **extended** jog wheels in the user interface. Compact styles display the same information and extended displays extra information such as pitch percentage and indication of upcoming cue points.



## Vinyl

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

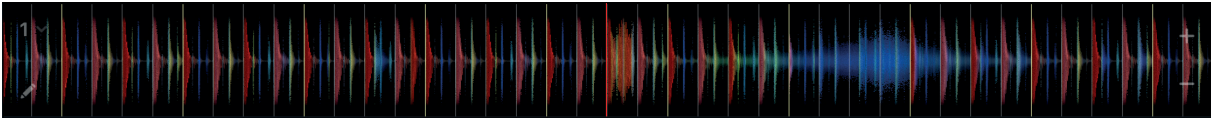


**Attach tape marker.** Adds a white sticker strip to mark your place on the record.

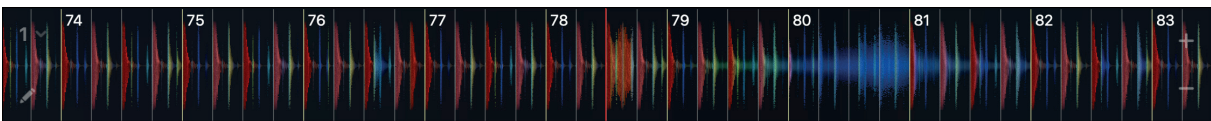


## Waveforms

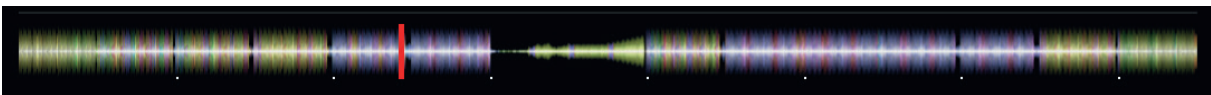
**Dark Mode.** Increases the contrast between the background and the waveform while active.



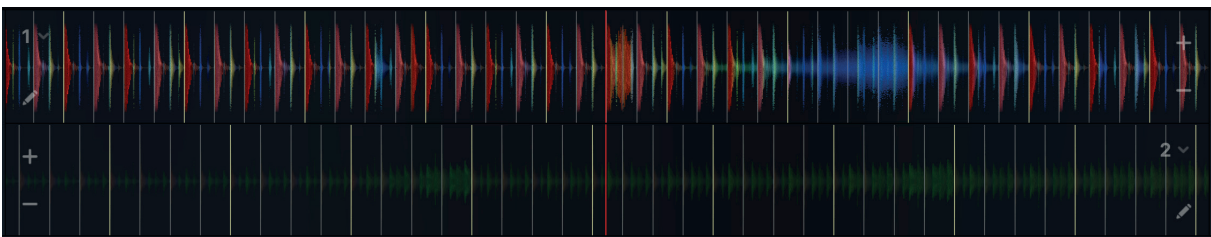
**Show Bar Numbers.** Displays the bars/measure count over the scrolling waveform.



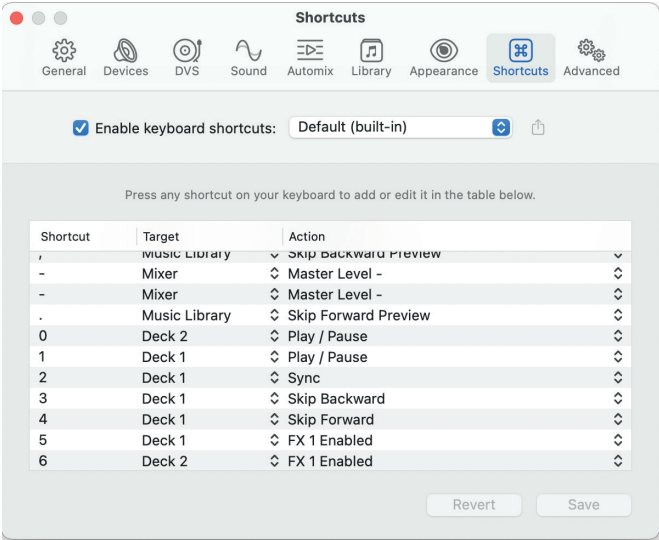
**Show Minute Markers.** Displays white dots along the track waveform at every minute mark.



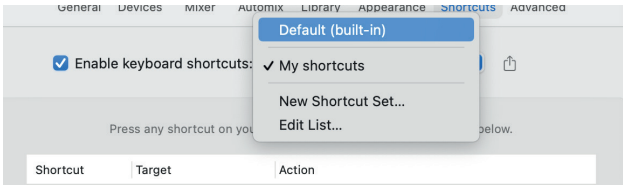
**Dim inactive deck.** Fades out your decks depending on where the crossfader is placed.



4.9.8 Shortcuts



**Enable keyboard shortcuts.** Tick this to activate your selected keyboard shortcut set.



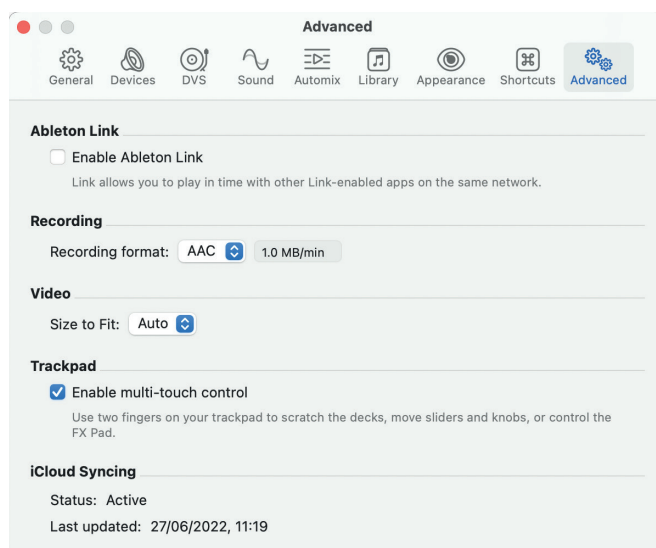
**Keyboard shortcuts.** Switch between keyboard shortcut presets.

**Edit and add custom sets.** Manage your custom and built-in keyboard shortcut sets, customize your keyboard shortcuts to better suit your needs, and create and manage new shortcut sets using the set manager.

There is one built-in set. The **Default** list provides control over everything needed to DJ using just the keyboard.

Create a custom list by choosing **New Shortcut Set** from the drop-down. To adapt one of the built-in shortcut lists, choose Edit from the drop-down, then select **Duplicate** from the drop-down on the shortcut list manager.

## 4.9.9 Advanced



### Ableton Link

**Enable Ableton Link.** Toggles Ableton Link cross-platform quantization and tempo sync.

**TIP:** Use Ableton Link to sync the music of multiple devices running djay Pro AI.

### Recording

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

### Video

**Size to fit.** Change how video clips are displayed while in video mode. **Fill** will zoom in so there are no borders, **Fit** displays the whole frame, and **Auto** lets **djay** decide.

### Trackpad

**Enable multi-touch control.** Choose whether to control djay with multi-touch gestures for features such as scratching, faders, and effects.



## iCloud Syncing

**Status.** Displays whether per-song metadata is currently synced via iCloud with other iOS/macOS devices running **djay Pro AI**.

**Last updated.** Shows the time and date of the last successful sync.

**NOTE:** iCloud sync allows you to save all cue points, loops, and saved EQ states, across any devices running the latest **djay Pro AI** (macOS) or **djay Pro AI** (iOS), using the same Apple ID.

**NOTE:** To activate iCloud syncing for **djay Pro AI**, log into iCloud in **System Preferences**, ensure **iCloud Drive** is active and that **djay Pro AI** is ticked under the iCloud Drive **Options...** page.

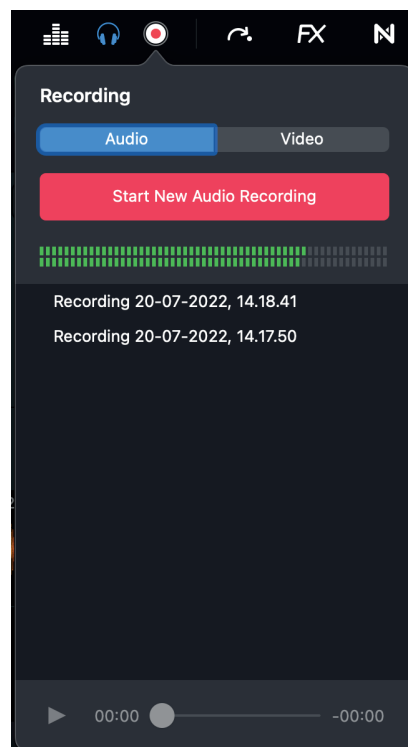
## 4.10 Mix recorder

Recording your mixes is as easy as pressing a couple of buttons. You can set up **djay Pro AI** to save recorded audio files as **AAC** (compressed, lossy) or **WAV** (uncompressed audio). Pressing the red **RECORD** button at the top-left brings up the mix recorder menu. You can choose to record either just the audio output, or video and audio. For information about recording streamed music, see **section 5.10.11 TIDAL, Beatport/Beatsource, and SoundCloud**.

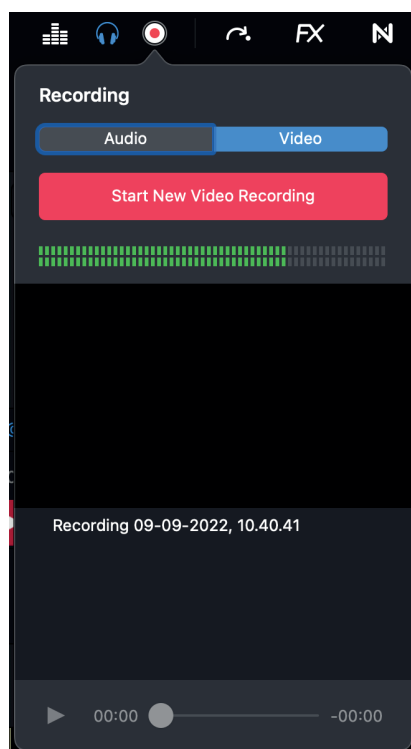
**NOTE:** The **mix recorder** is only available while mixing internally with locally stored music. For external setups (such as an audio interface connected to an analogue mixer) you will need to capture the audio directly from the output source.

### 4.10.1 Audio

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



## 4.10.2 Video



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

## 4.10.3 External mixers

When using an external mixer, the main output cannot be recorded internally, since each deck's audio output is routed outside of the software. With mixers that have a separate stereo **RECORD OUT**, you can route it back into an input channel of your choice. This is done the same way you select any other audio channel, via the **Devices** tab in the preferences.

1. Open **Preferences**.
2. Switch to the **Devices** tab.
3. Select **External mixer mode** at the top of the tab.
4. Change the **Recording Input** to one of the free inputs on your mixer.
5. Save and close the preferences.

**NOTE:** Depending on its routing features, you may have to use an audio cable from your REC-OUT to the correct input on the back of the mixer.

## 4.11 Uninstalling djay Pro AI

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

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

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

2. Reset your software to defaults by opening the **Terminal** app on your Mac (located in the **Applications > Utilities** folder) and copying this command:  
`defaults delete com.algoriddim.djay-iphone-free`

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

### 4.11.1 Algoriddim stored data

If you wish to remove or edit the **djay Pro AI for Mac's** stored data, including Recordings, Samples, Sampler Presets, MIDI Mappings, and Key Bindings, etc., you can find it at these locations:

**App data:** ~/Music/djay/

**Track analysis data:** ~/Library/Group Containers/VJXTL73S8G.com.algoriddim.userdata/Library/Application Support/Algoriddim/

**Preferences:** Launch terminal.app and run `defaults delete com.algoriddim.djay-iphone-free`

See **section 4.11 Uninstalling djay Pro AI**, step 2.

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

# Advanced features

## 5 Advanced features

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

### 5.1 djay Pro AI menus

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

#### File

Add a new **playlist**, **smart playlist**, and **playlist folder** to your collection.

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

#### Edit

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

#### View

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

#### Deck

Control your decks using their respective menus. Switch the deck in **Reverse**, **Repeat** the track, **Skipping** backwards and forwards. Control **FX**, **Cue Points**, and **Loops**. Use **Load Previous Track** and **Load Next Track** to quickly work through your playlists. **Load Scratch Tools** gives access to a track of samples and one-shots to help your scratch. **Duplicate** your tracks in empty decks for instant doubles.

#### DVS

From here, you can open the **Configure...** DVS settings, and switch each configured deck between **Internal**, **Relative**, and **Absolute** timecode tracking.

## Mixer

Adjust the **Crossfader Curve** from this menu to suit your mixing style. Switch between **Default**, **Linear**, **Constant Power**, and **Cut** (see [section 4.9.1 General preferences](#) for more information). Control transition between tracks, and change the **Transition Style**. Access external **main out effects** (see [section 5.11.6 Main out effects](#) for more information).

## Library

**Search** switches the cursor directly to the search box, **Analyze** begins analyzing any tracks not yet finished in your collection, **Automix** starts the Automix function, and **Refresh Library** checks if there are any changes since the library database was last opened. **Add** or **Remove** selected track from the Queue. You can also **Log out...** of streaming services here.

## MIDI

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

## Window

Control how the app window is displayed.

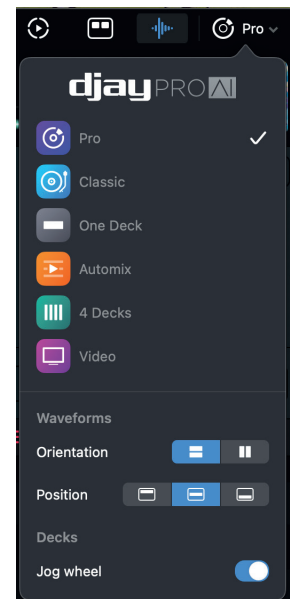
## Help

Access the **djay Pro AI support site** and **keyboard shortcuts** list, along with other useful web resources.

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

## 5.2 Advanced deck layouts

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



### 5.2.1 Four decks

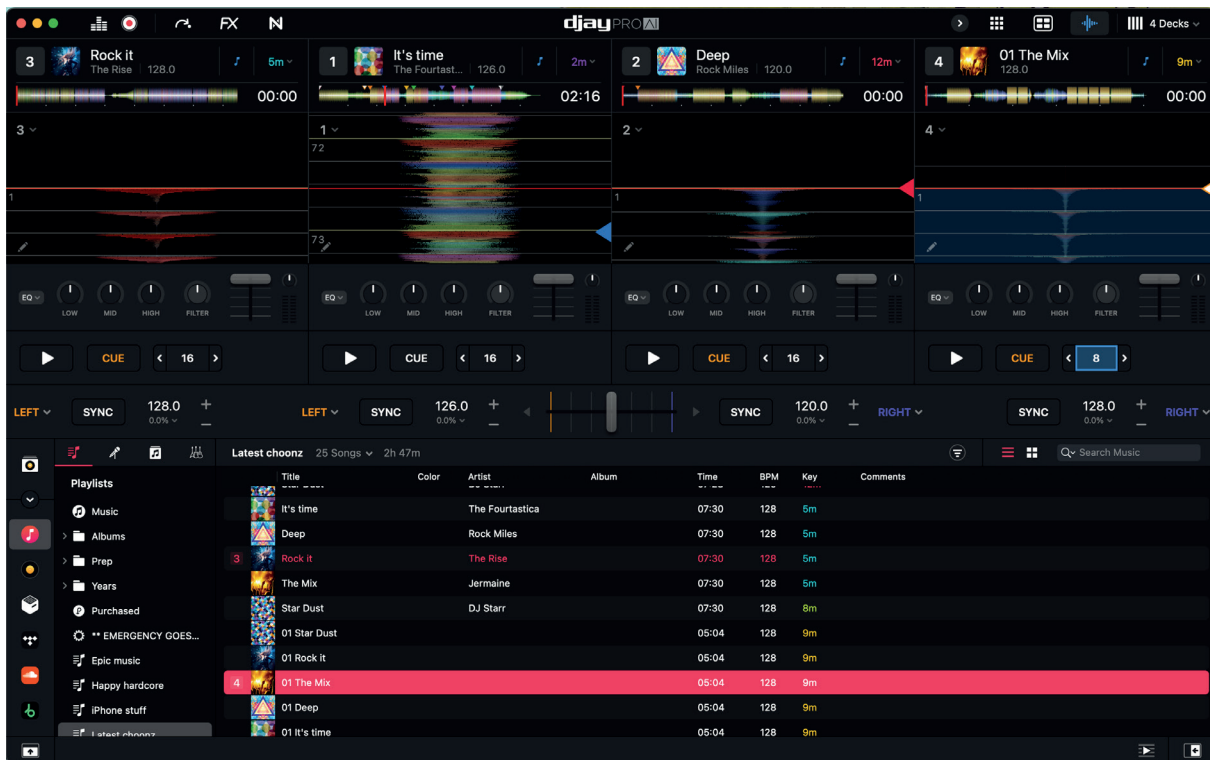
You can access the four deck views via the **deck view** buttons at the top of the window. While similar to the default two deck view, some parts of the user interface will be different to accommodate the extra controls.

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





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



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

## Crossfader routing

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



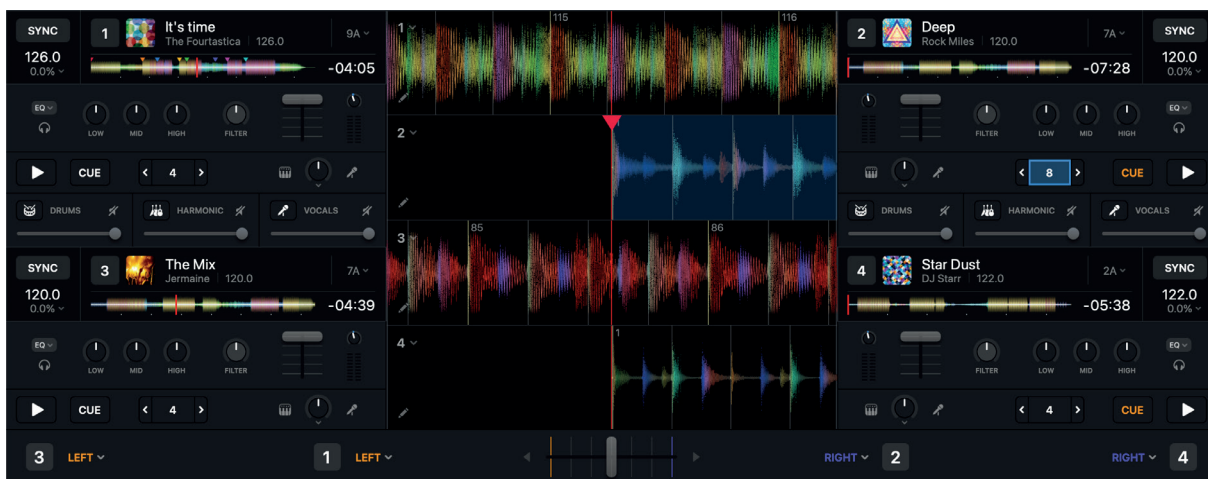
There are three options for routing your deck audio:

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

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

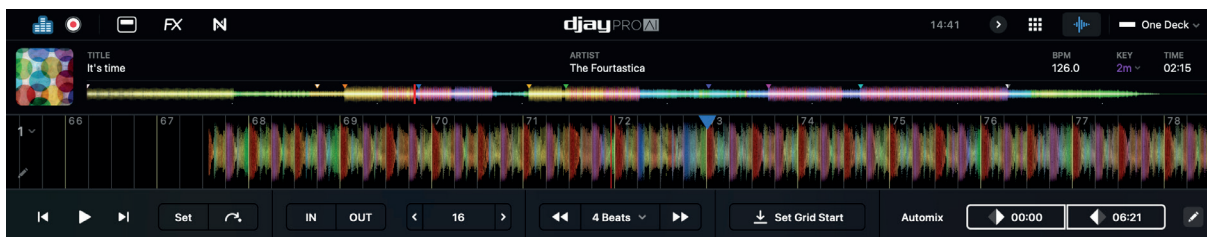
## 2x2 grid deck layout

With the four deck layout, you can switch between having the decks laid out in a parallel, formatted 3-1-2-4, or stacked in a 2x2 grid layout with decks 1 and 2 on top, and 3 and 4 below.



## 5.2.2 One deck

The Single Deck view loads one track at a time, with transport controls for quickly skimming through music collections. Skip back to a **previous track** in the playlist, **play/pause** the current track, or move on to the **next track**.



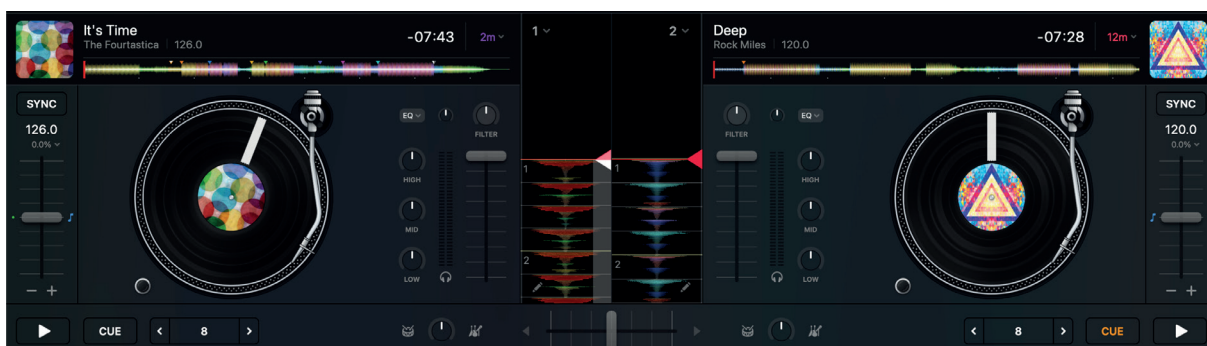
Prepare your music with the track **Tools**:

- Cue Points
- Automix start/end points
- Loop set/jump
- Set grid start
- Automix start/end cue points

**TIP:** Use Single Deck mode to prepare your music without the clutter of extra decks.

## 5.2.3 Classic

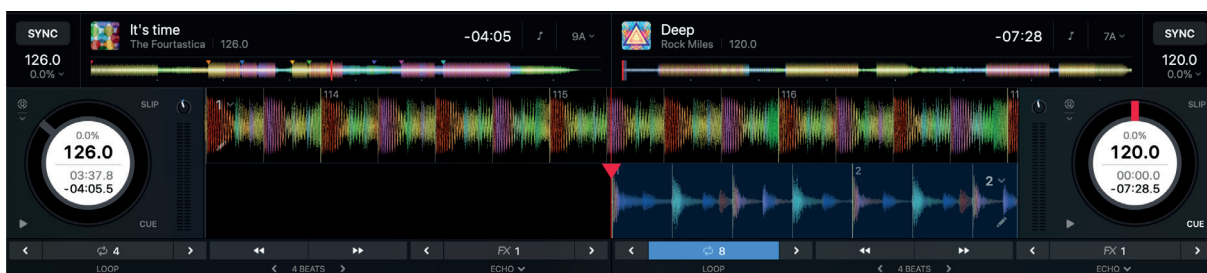
The classic 2-deck view offers a familiar interface with a standard mixer section and two virtual turntables that aim to behave like the real thing. With classic view, you can switch between vertical and horizontal scrolling waveforms.



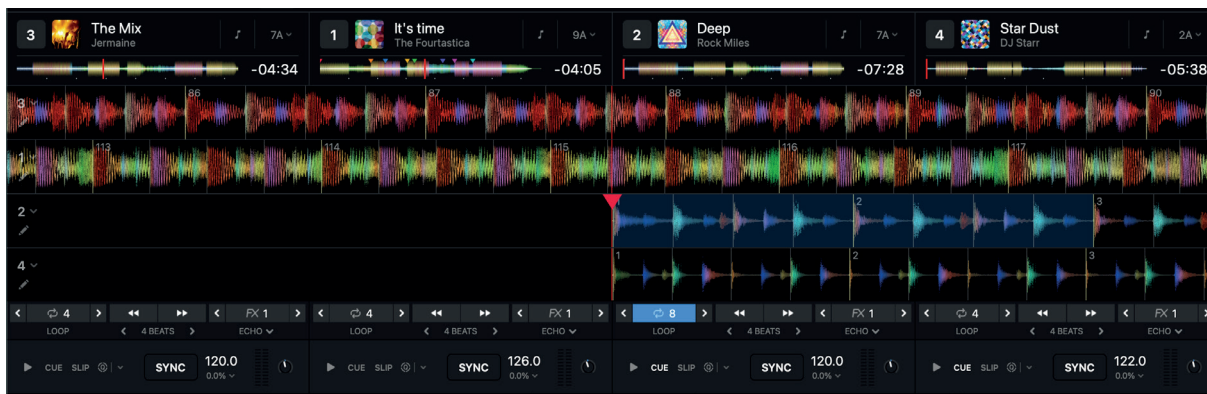
## 5.2.4 Hardware mode

Using a MIDI controller or mixer with djay offers better access to the controls essential to mixing efficiently, as well as tactile and visual feedback. Many of these controls are illustrated in the djay Pro AI user interface, and may be duplicated when a controller is connected.

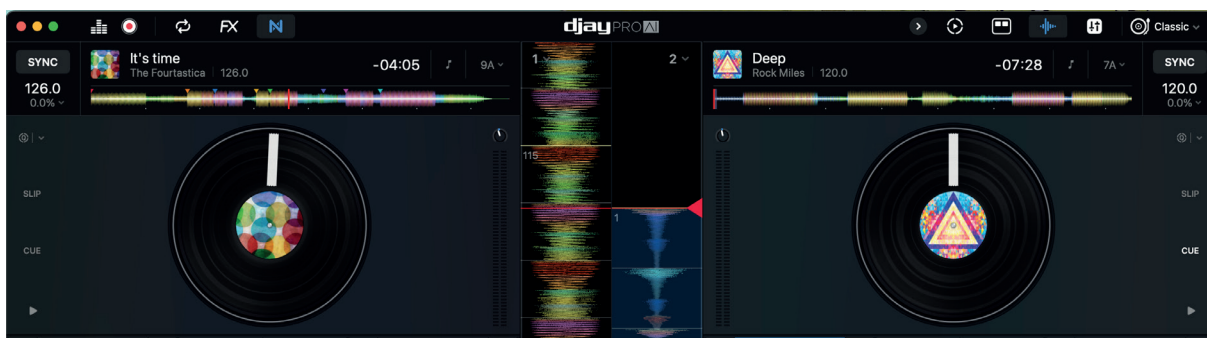
### Two deck hardware mode



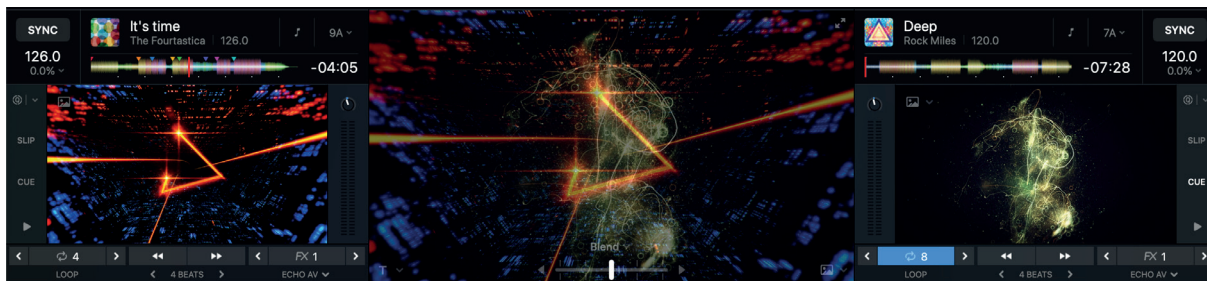
### Four deck hardware mode



### Classic hardware mode



## Video hardware mode



With the hardware mode user interface, djay Pro AI will automatically switch to a layout that focuses on only the information needed when you're using physical controls. Large, click-friendly transport controls, various sliders and knobs are hidden to present the information at a glance.

While MIDI/mixer hardware is detected, you can enable and disable the UI via a toggle in the top right of the window, next to the Waveforms toggle button. The button is context dependent, and will not be available unless you have a MIDI controller, or an external mixer plugged in.

**NOTE:** You can also activate this view by setting your audio device to external and saving the preference.

### 5.2.5 Mixer EQ modes

The EQ controls in the mixer section can be switched between three different modes: Classic, Isolator, and Neural Mix EQs. Classic and Isolator modes can be switched in the Preferences (see **section 4.9.4 Sound** preferences), and Neural Mix EQ controls can be toggled here.



#### Classic EQ

With the Classic EQ mode, the high/mid/low EQ controls are set to a range of -24dB to +6dB at 3,300Hz/1,000Hz/264Hz. These EQs are designed similar to a standard club mixer. The range means there is no full kill of audio. Should you have all three set to 0, some sound will still be heard at lower volume.

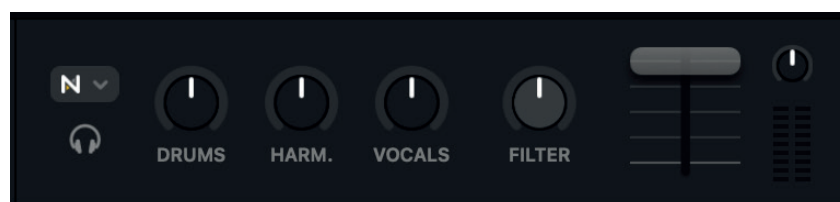
#### Isolator EQ

When in Isolator mode, the high/mid/low controls are full kill to +6dB at 275Hz / 275Hz-5000Hz / 5000Hz+. This means that turning the bass (low) EQ all the way down will completely remove the frequencies it affects.

**TIP:** You can use the isolator mode to sculpt the sound by completely eliminating frequencies.

#### Neural Mix EQ

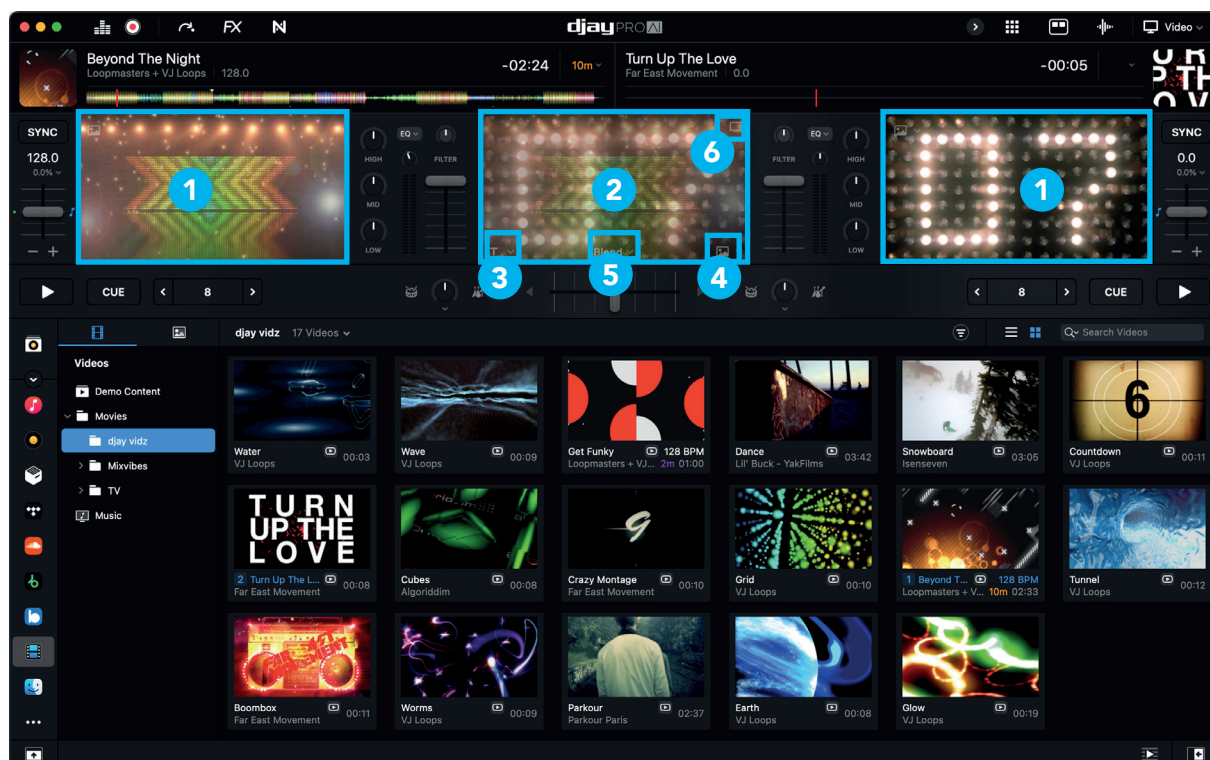
The Neural Mix EQs replace the DJ EQ controls with a 3-band audio separation tool using Algoriddim's Neural Mix technology. For more information, see **section 5.16 Neural Mix**.





## 5.2.6 Video decks

Video mixing differs from mixing audio-only in several ways. You will be able to output both audio and video, will have access to effects for both the audio and video, and 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. Main video output

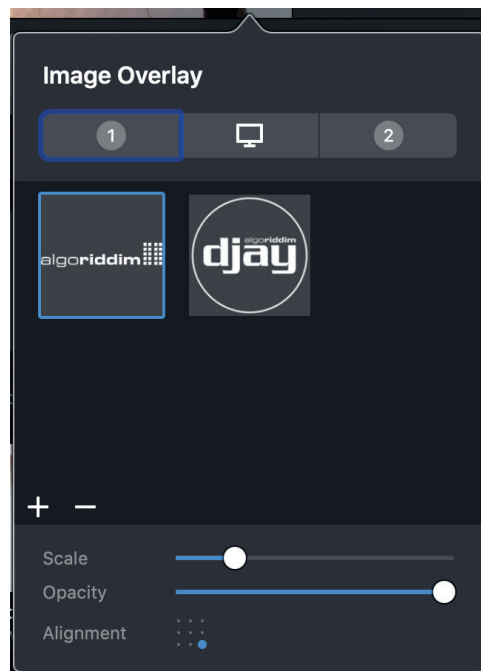
This screen will show the output that will appear on external screens, including all text, images, video and effects.

### 3 and 4. Watermarks

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

### Adding an image overlay

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



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

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

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

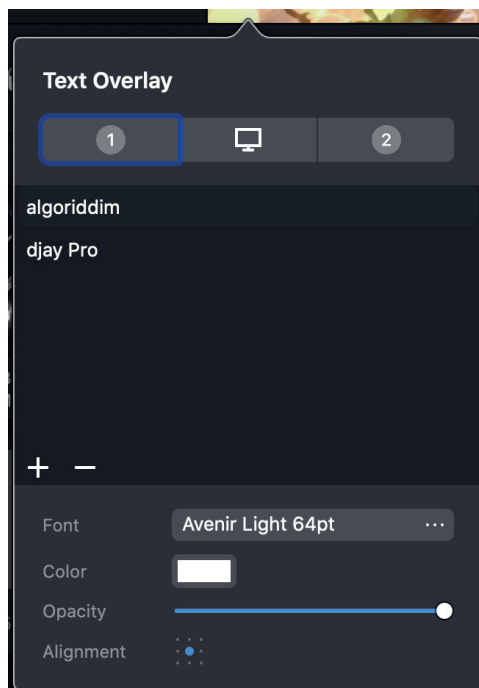
**Opacity.** Choose how see-through the image is.

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



### Adding a text overlay

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



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

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

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

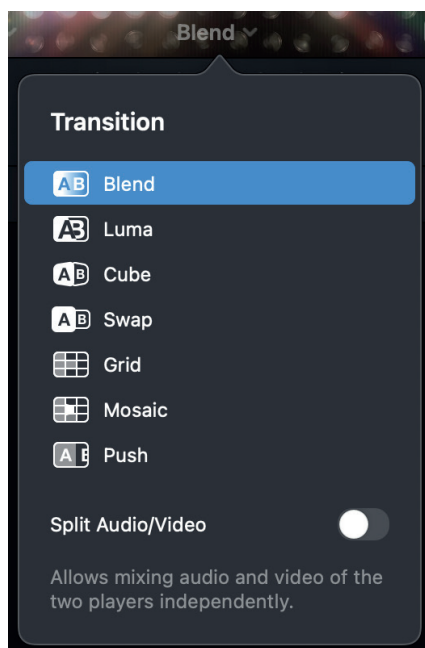
**Color.** select a color for your text.

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

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

## 5. Crossfader blends

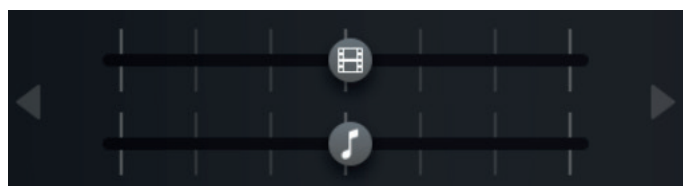
Along with all the extra effects for video, you can also change how the crossfader transitions video between decks. To change the transition type, select one from the drop-down just above the crossfader.



You can choose from:

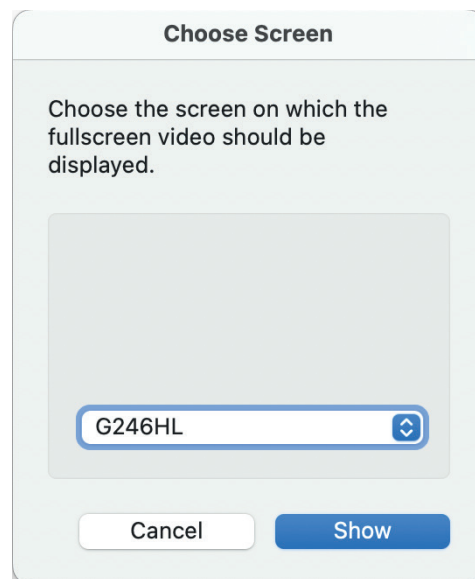
- **Blend.** A basic fade between two videos
- **Luma.** An alternate fade style
- **Cube.** Two sides of a cube rotating
- **Swap.** Full screens pulling back and forward
- **Grid.** A grid of screens replacing one another
- **Mosaic.** A mosaic of screens spinning into view
- **Push.** One screen pushing the other from the left or the right

**Split Audio/Video.** The audio and video of both decks can be blended independently from each other. Toggle this on or off to switch between normal and split.



## 6. Routing video

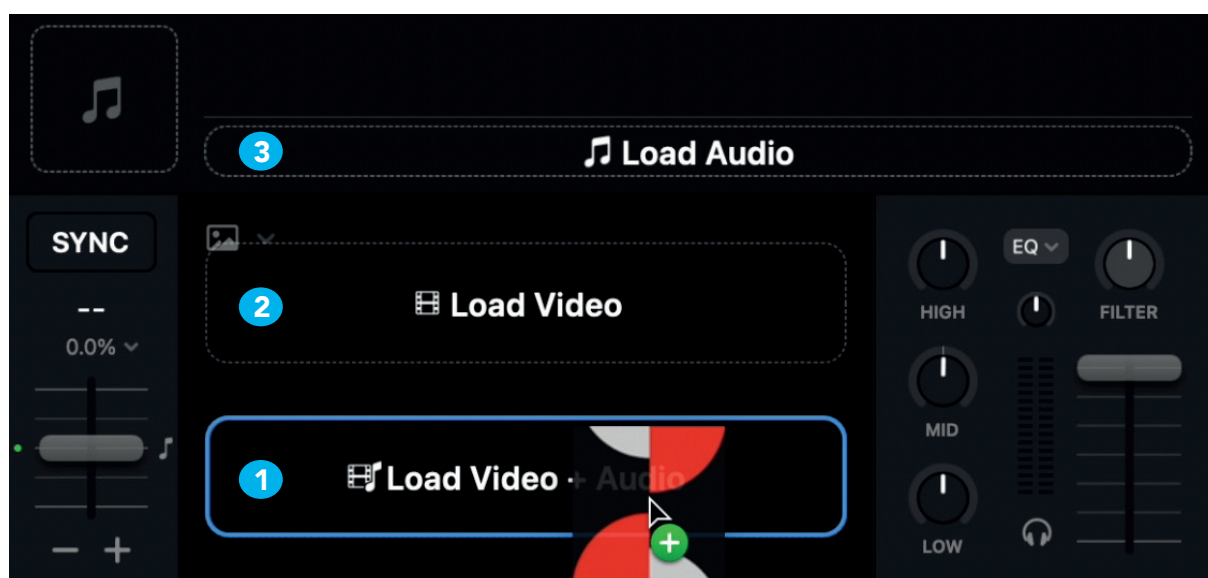
You can route your video output to any of your connected monitors via the **Choose Screen** pop-up. You can access the screen selection window by clicking the little monitor icon in the top right of the **main video output**. Select the screen you wish to output to and click **Show**. If you decide not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



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

## Playing only audio or video

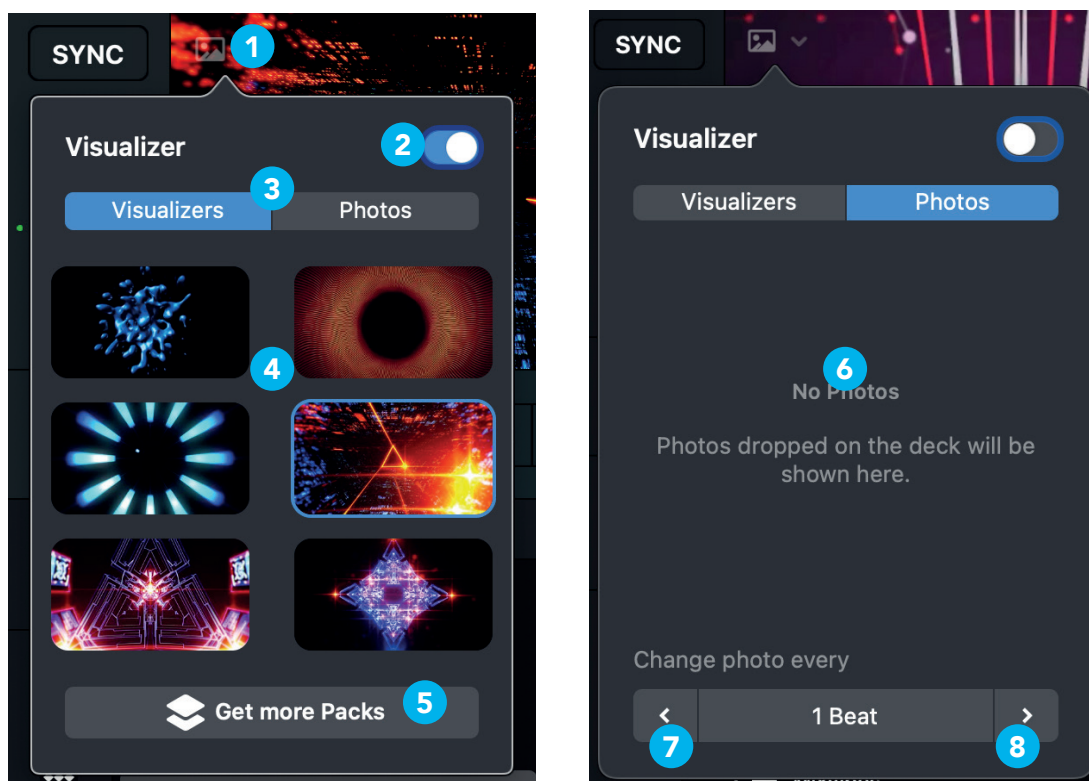
When in video mode, you can choose only to play the audio or video of a video file by dragging and dropping the file on a specific dropzone of a deck. Drag your video file from the playlist and the decks will automatically show the dropzones. The main dropzone **(1)** loads the video on the deck as normal,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



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

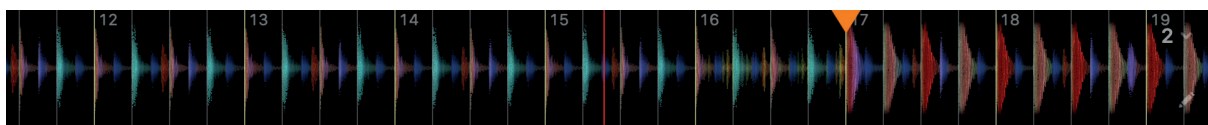
Dropping audio onto a deck in **video mode** gives you the option of a black screen for that deck, or you can turn on the visualizer, which provides colorful visuals that react to the music. First, load the audio track into the deck via a dropzone. Once the track is loaded, click the visualizer button on the deck screen **(1)** to show the visualizer options menu. To activate the visualizer, activate the toggle at the top of the pop-up **(2)**. Switch between the animated visualizers or photo slideshow **(3)**. You can then scroll through the list of installed visualizers **(4)**, or download more visualizers with the **Get more Packs** button **(5)**.

To use video mode to display photos, you will need to add them to the visualizer queue. Select some photos in Finder and drag them onto the deck. These will appear in the Photos tab of the visualizer **(6)**. You can then set the amount of time each photo appears by decreasing **(7)** and increasing **(8)** the beat count.



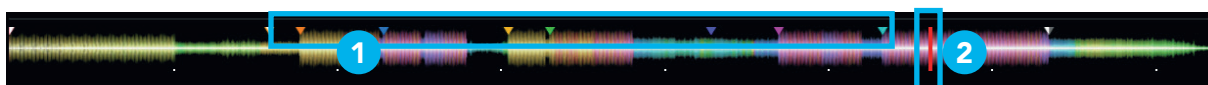
## 5.2.7 Waveforms

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



### Track waveform

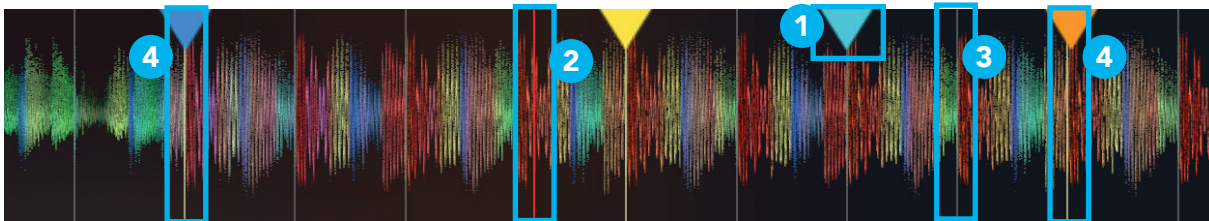
The **track waveform** displays the full visual representation of the audio file, from start to finish. This view also shows your colored cue points **(1)** (see **section 5.13 Cue points**) and a red track progress marker **(2)**.



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

## Scrolling waveform

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



**TIP:** You can also change the zoom level of the scrolling waveform to suit your needs. (See **section 4.9.7 Appearance** preferences).

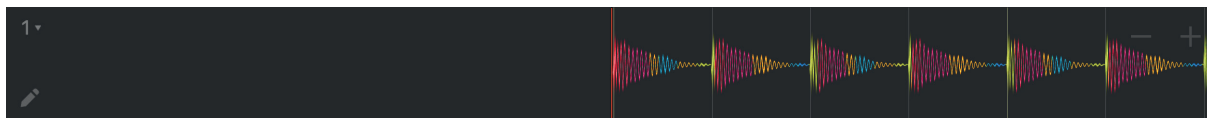
## 5.3 Beat grids

### 5.3.1 What are beat grids?

Track beat grids are a grid of key markers overlaid on top of a track, to ensure the BPM of the music is consistent. In practice, beat grids 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 beat grid

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

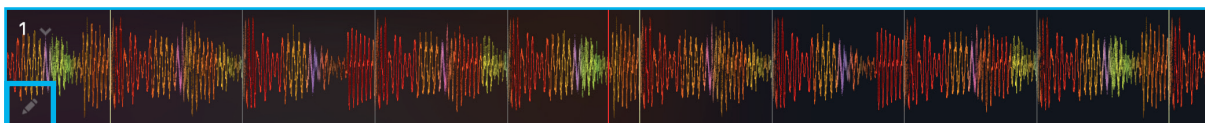




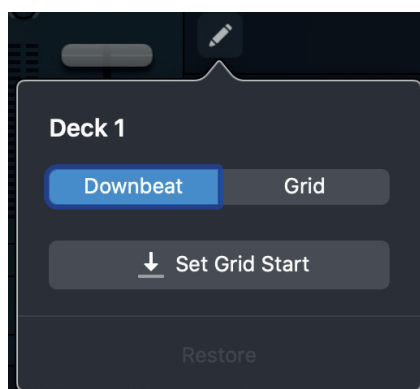
### 5.3.3 Adjusting incorrect beat grids

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

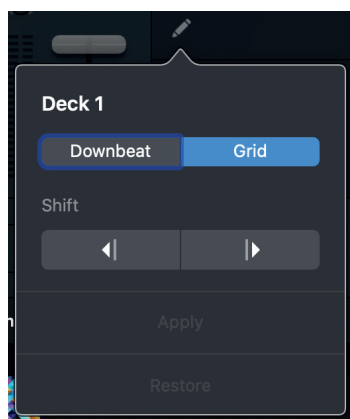
1. Make sure the offending track is loaded in a deck and that the track has finished analyzing.
2. Click the little **pencil icon** to open up the beat grid editor.



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



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

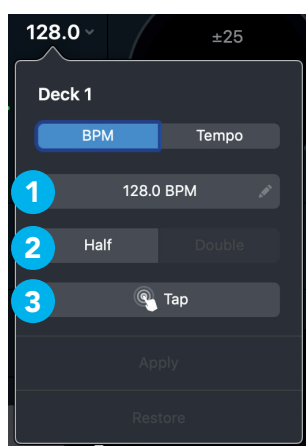


5. If, at any time, you need to roll back to the original beat grid created by **djay Pro AI**, you can use the **Restore** button on either tab.

## 5.4 BPM and tempo

### 5.4.1 Adjusting BPM

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



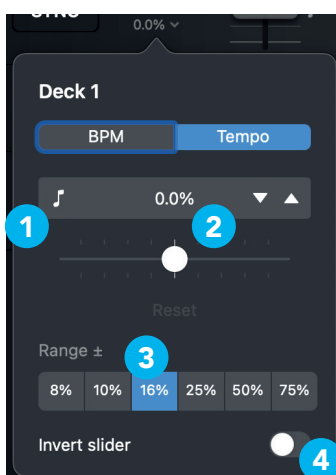
1. **Manual adjust.** If you know the correct BPM, type it in after clicking the **EDIT** pencil icon and hitting **ENTER**.
2. **Half/Double BPM.** Use these buttons if you find the BPM is half or double the correct tempo.
3. **Tap.** You can approximate the correct BPM by using the Tap button. While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

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

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

### 5.4.2 Tempo sensitivity

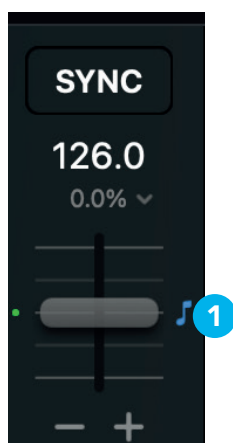
Use the **Tempo** tab of the **BPM and tempo** pop-up to tweak your tempo slider sensitivity and control the tempo of the deck. From here, you can activate key lock **(1)**, alter the tempo % manually or with a slider **(2)**, change the percentage increase/decrease **Range** the slider can change **(3)**, as well as **Invert** the slider **(4)**, like many turntables feature.



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

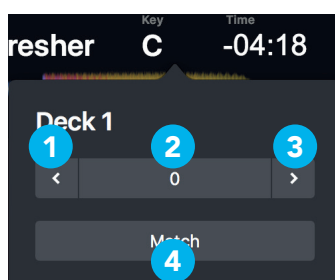
## 5.5 Key lock and changing key

In **djay Pro AI**, you can keep your music from changing pitch as you increase the tempo by using **Key lock**. To activate **Key lock**, click the **musical note** button **(1)** to the outside edge of the deck tempo slider. You can also map the command to a MIDI controller button (see **section 5.18 MIDI mapping**).



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

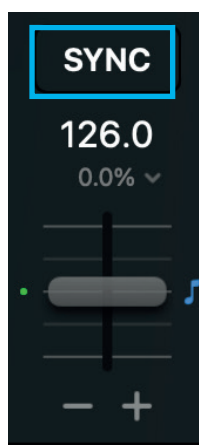
You can also match the key of tracks using the **key match** feature, as well as transpose the key by semitones, all using the **key options panel**. To access the panel, click on the track key display in the deck info (see **section 1.2 Interface tour**).



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

## 5.6 Sync

There are two ways to sync music in **djay Pro AI**: **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

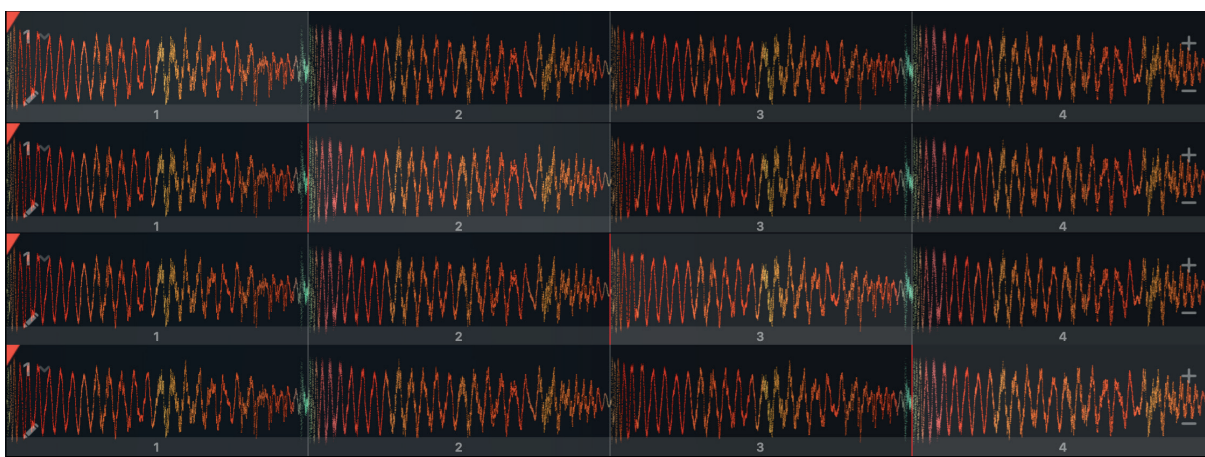
Tempo sync simply matches the **BPM** of a deck track to the current main deck, but allows decks to play independently. To activate tempo sync, press the **SYNC button** once on the deck you would like to match to the playing audio.

### 5.6.2 Beat sync

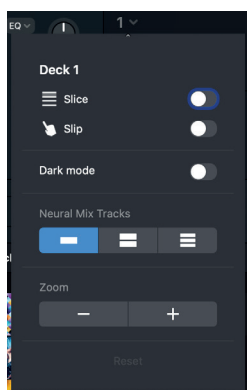
Beat sync takes it a step further and quantizes the beats to ensure they stay in time, by matching the downbeat. To activate beat sync in **djay Pro AI**, make sure you already have a song playing, and press the **SYNC button** twice on the other deck with a track loaded and ready.

## 5.7 Slicer mode

**Slicer mode** helps you quickly juggle hotcues on the fly while playing your tracks. As the audio progresses, the slicer tracks the current four or eight beat measure and "slices" it, creating a virtual hotcue for each beat, which can be mapped to buttons or pads on a MIDI controller (see **section 5.18 MIDI mapping**).



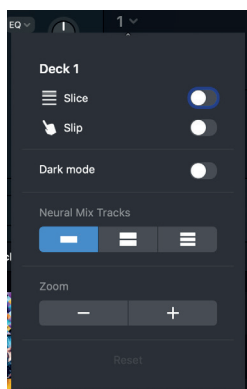
To activate the **Slicer**, use the waveform pop-up on your preferred deck, and activate the **Slice** option.



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

## 5.8 Slip mode

**djay Pro AI** has **Slip mode** for scratching with jog wheels. 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 5.17.2 CDJs**).



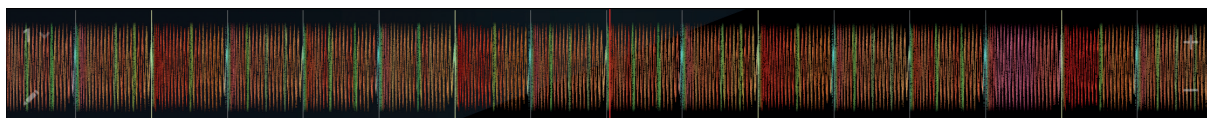
To enable **Slip mode**, activate the option within the waveform pop-up. Reverse the steps to disable the feature. You can also start deck playback with slip mode automatically activated by using **⌘ + PLAY button**.

## 5.9 Other deck options

The deck drop-downs also have other options to change behavior and look of the scrolling waveforms.

### 5.9.1 Dark Mode

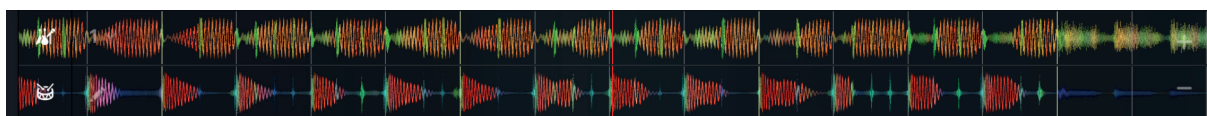
Toggle Dark Mode to make the waveform background black and increase contrast.



## 5.9.2 Neural mix tracks

The scrolling waveform UI defaults to a single waveform that depicts a visual of all the audio in the track, with different frequencies shown in different colors. This can be changed to display two, or three isolated waveforms showing how the audio is split into the Neural Mix components.

### 2 waveforms



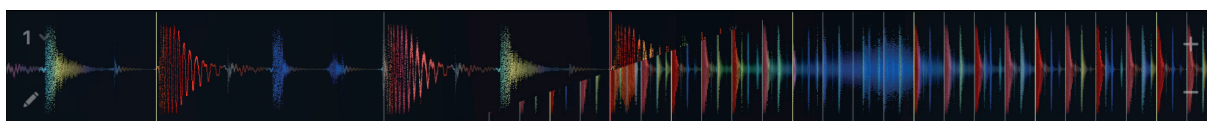
### 3 waveforms



**NOTE:** The icons at the left of the waveform depict what is isolated in each component, for example drums, harmonics, or bass.

## 5.9.3 Zoom

You can change how much of the scrolling waveform is shown by zooming in and out using the – and + buttons. The waveform has four levels of zoom, and can be returned to default zoom using the red **RESET** button.





## 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 Pro AI**, you have access to a powerful and flexible library browser, with features you'd expect from any professional DJ software.

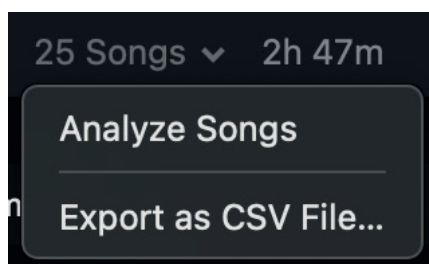
Knowing your way round your music collection not only saves you time in your workflow, it can help give you confidence while you're busy in a mix. The library browser within **djay Pro AI** offers tools to help you get the most out of your music.

### 5.10.1 Browser overview

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

### 5.10.2 Analyzing your music

While **djay Pro AI** analyzes each track the first time it's loaded, this can take up computing resources and may interrupt playback. You can set up **djay Pro AI** 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 tracklist window.

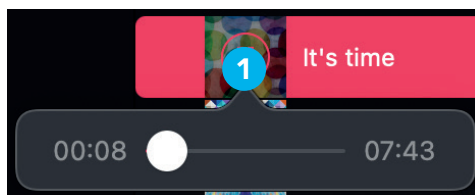


**NOTE:** Beatport/Beatsource tracks can not be pre-analyzed.

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

### 5.10.3 Previewing tracks

With **djay Pro AI**, 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 an audio interface, you can hear your previews in your headphones.



To preview a track, either Force-touch click it, or click the play button on the far left of the track in the library tracklist **(1)**.

### 5.10.4 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 side panel and use the second tab.

You can add tracks to the Play queue in two ways:

1. Drag individual tracks into the **Queue** from your playlists.
2. Right click tracks and choose **Add To Queue**.

For more information see **section 4.6 Automix**.

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

### 5.10.5 Automix

Let Automix take over your set, based on your preferences (see **section 4.9.5 Automix** preferences). Hit the Automix button at the bottom of the **djay Pro AI** window to get started.

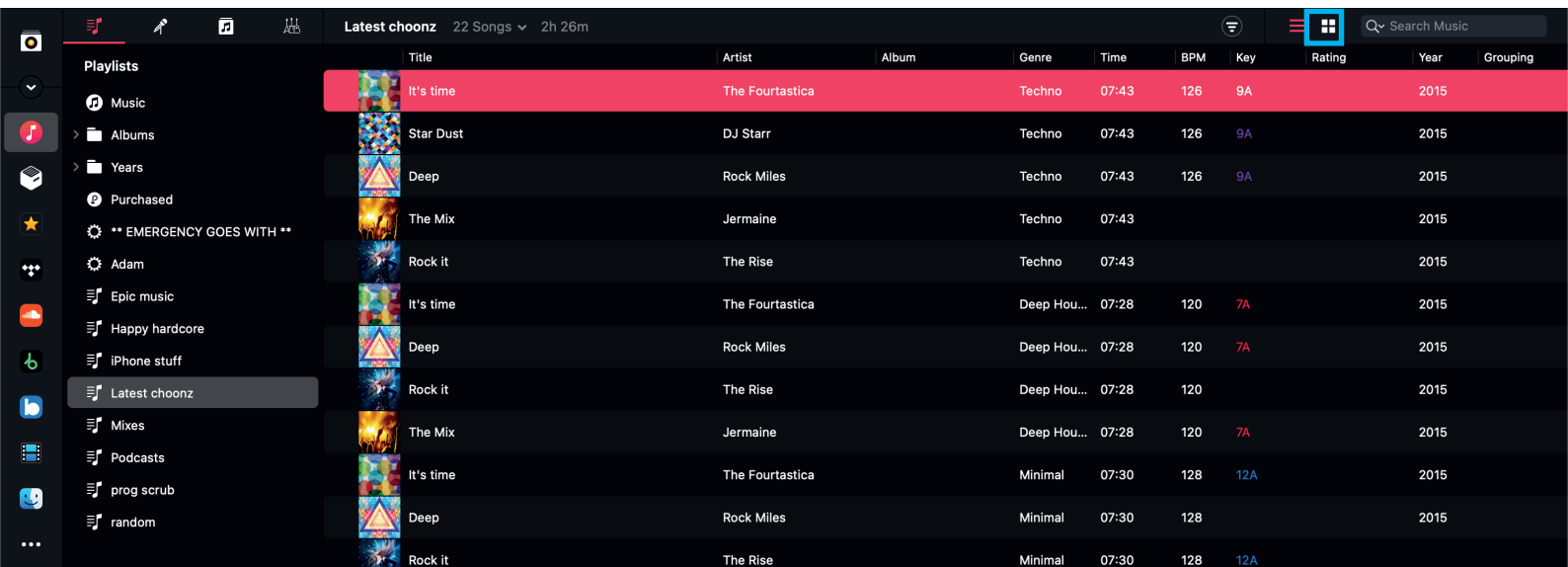


For more information on the **Automix** features, see **section 4.6 Automix**.

## 5.10.6 List views

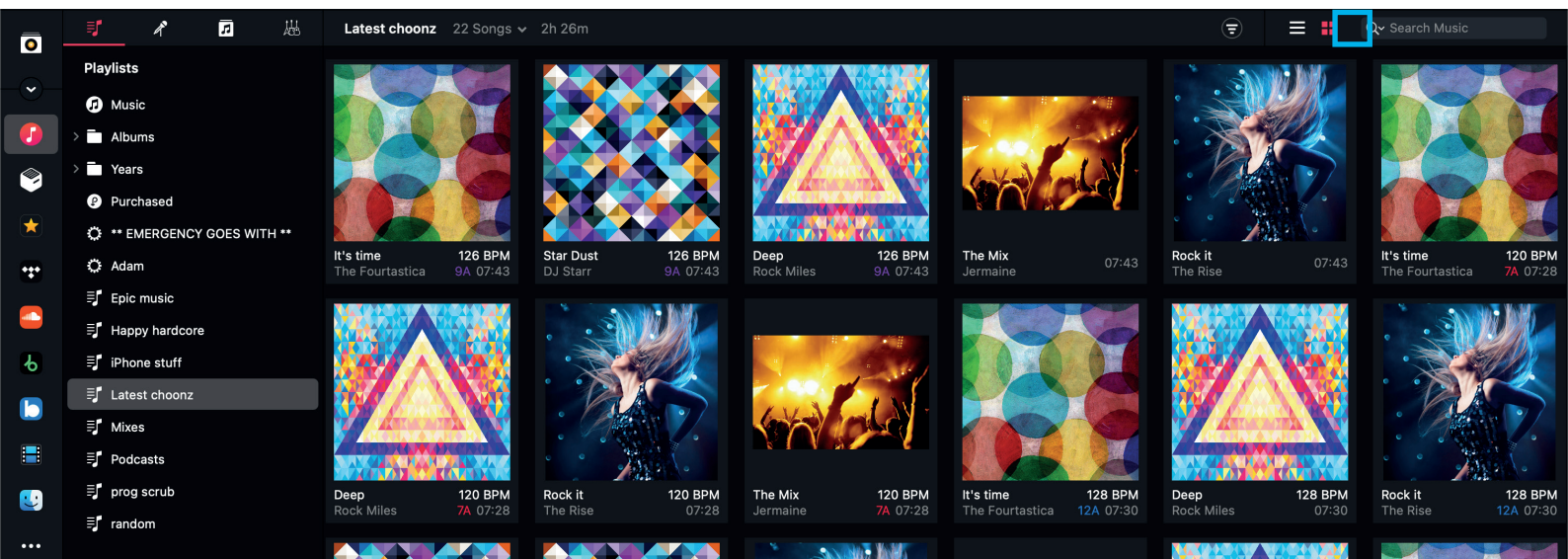
### Compact grid

This view displays the most track information, with cover art displayed as a small icon.



### Collection view

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



### 5.10.7 Metadata columns

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

**NOTE:** **TIDAL**, **Beatport/Beatsource** and **SoundCloud** music metadata are managed on their respective servers and aren't user editable.

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

**NOTE:** The type of metadata columns can change depending on the source of your music. For example, **TIDAL**, **Beatport/Beatsource** and **SoundCloud** will make different metadata available to **Music**.

- ✓ Album Artwork
- ✓ Title
  - Color
- ✓ Artist
- ✓ Album
- ✓ Genre
- ✓ Time
- ✓ BPM
- ✓ Key
- ✓ Rating
- ✓ Year
- Composer
- ✓ Grouping
- ✓ Comments
- Added
- Released
- Modified
- Track Number
- Kind
- Bit Rate
- Sample Rate
- Play Count

### 5.10.8 Sorting your music

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

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

### 5.10.9 My Collection

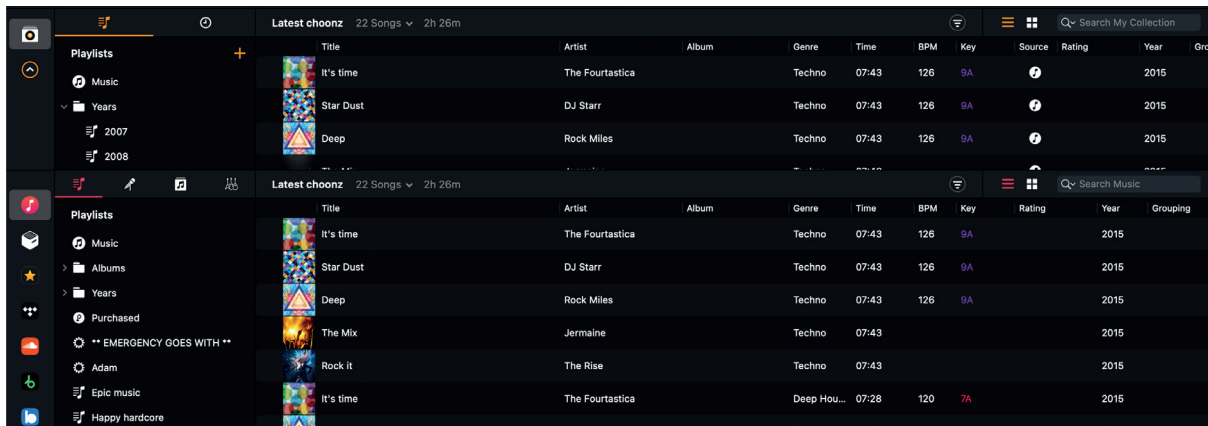
You can manage your music within **djay Pro AI** using **My Collection**, with powerful features such as **smart playlists**, **search filters**, and **split library mode**.

Title	Artist	Album	Genre	Time	BPM	Key	Source	Rating	Year	Group
It's time	The Fourtastica		Techno	07:43	126	9A	?		2015	
Star Dust	DJ Starr		Techno	07:43	126	9A	?		2015	
Deep	Rock Miles		Techno	07:43	126	9A	?		2015	
The Mix	Jermaine		Techno	07:43			?		2015	
Rock It	The Rise		Techno	07:43			?		2015	
It's time	The Fourtastica		Deep Hou...	07:28	120	7A	?		2015	
Deep	Rock Miles		Deep Hou...	07:28	120	7A	?		2015	
Rock It	The Rise		Deep Hou...	07:28	120		?		2015	
The Mix	Jermaine		Deep Hou...	07:28	120	7A	?		2015	
It's time	The Fourtastica		Minimal	07:30	128	12A	?		2015	
Deep	Rock Miles		Minimal	07:30	128		?		2015	
Rock It	The Rise		Minimal	07:30	128	12A	?		2015	
Star Dust	DJ Starr		Minimal	07:30	128		?		2015	
01 Star Dust				05:04			?			
01 Rock It				05:04			?			
01 The Mix				05:04			?			

**TIP:** The **My Collection** database lets you edit and manage your locally stored music collection directly within **djay Pro AI**.

## Split Library Mode

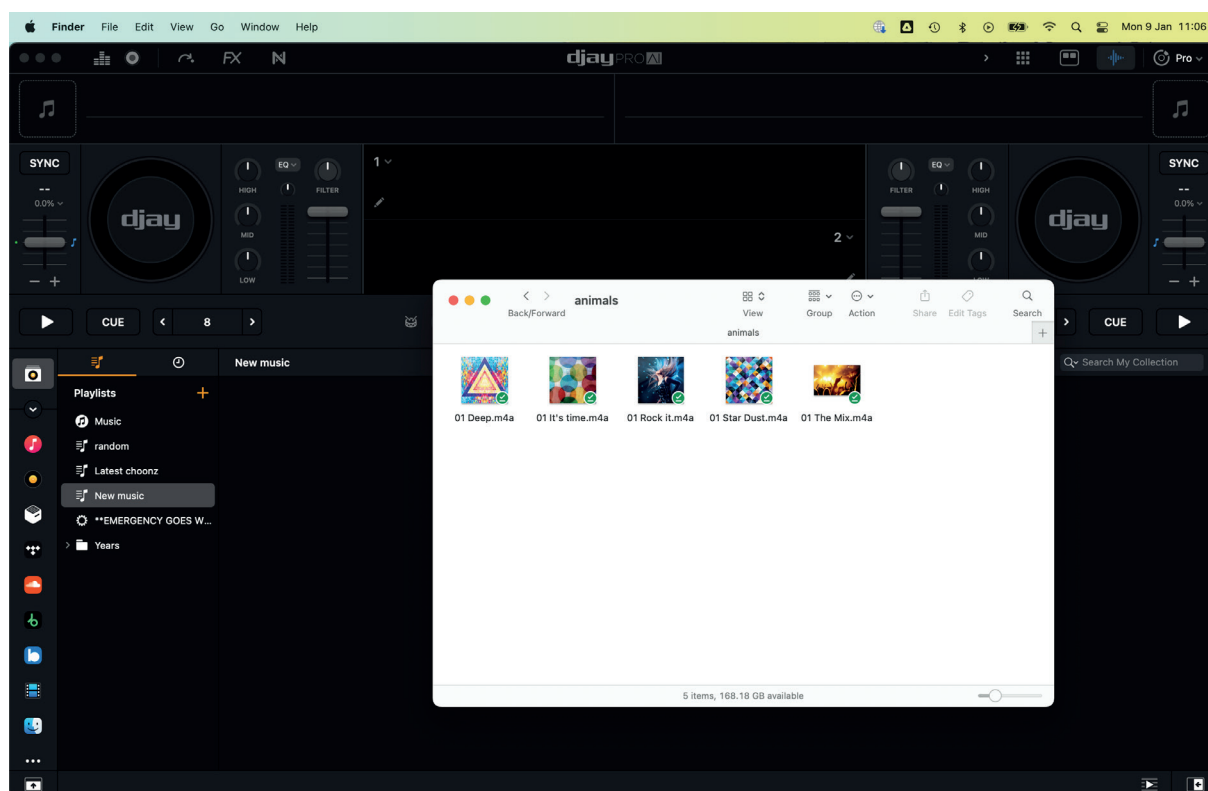
The **djay Pro AI** browser is able to display both the My Collection window, and a second browser tree and playlist window. To activate the split view, click the **Split Library Mode** button, below the My Collection tab.



**TIP:** You can adjust the ratio between both views by dragging the central splitter up or down.

## Adding music to your collection

There are two ways to add new media to your **My Collection** database: dragging and dropping via the **Split Library Mode**, or dropping files or folders from a **Finder** window.



To add using the **Split Library Mode**:

1. Make sure **Split Library Mode** is active.
2. Select the source you want to import from using the library tabs on the left of the browser.
3. Drag the tracks from the lower playlist window (or folder/playlist from the lower browser tree) onto **My Collection** at the top of the browser.

To add using a **Finder** window:

1. Make sure **My Collection** tab is active.
2. Use a **Finder** window to navigate to the media or folder you'd like to import.
3. Click-hold what you'd like to import, and drag over to the library browser tree until focus switches to the **djay Pro AI** window.

- Drop the item at the location in the browser tree you'd like it to import.

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

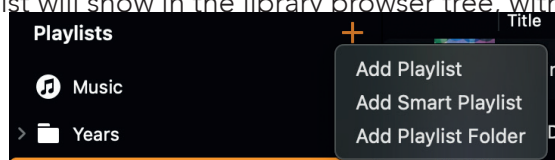
**TIP:** You can drag-and-drop folders or playlists from the **Music**, **video**, and **My Files** tabs, onto your My Collection browser tree to quickly batch-add them.

## Playlists

Playlists are an easy way to keep track of your music, and prepare a set.

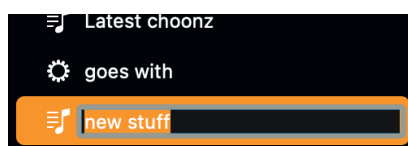
To add a playlist:

- Make sure the **My Collection** tab is active on the left side of the browser.
- In the **Playlists** browser tree, navigate to the location you'd like your playlist to exist.
- Click on the **+** button at the top right, and choose **Add Playlist** from the menu that appears.
- A new blank playlist will show in the library browser tree, with the name field selected,



ready to edit.

- Rename your playlist.



- You can now add tracks from **My Collection** by dragging them from the tracklist window to the playlist.

**TIP:** You can reorder your playlists either using the **metadata columns**, or by dragging tracks to a different part of the playlist.



## Smart playlists

Keep your tracks in the right place without doing the work. Smart playlists sort 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.

ARTIST

Rules

rise

+

	Title	Artist	Album	Genre	Time	BPM	Key	Source	Rating	Year	Grouping	Comments
	01 Rock it	The Rise		Dance	05:04	128	12d			2013		
	Rock it	The Rise		Tech House	05:38	122	7m			2015		
	Rock it	The Rise		Minimal	07:30	128	8m					
	Rock it	The Rise		Techno	07:43	126	2m			2015		
	Rock it	The Rise		Deep Hou...	07:28	120	12m			2015		

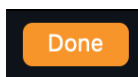
1. Make sure the **My Collection** tab is active.
2. In the **Playlists** browser tree, navigate to the location you'd like your smart playlist to exist.
3. Click on the **+** button at the top right, and choose **Add Smart Playlist** from the menu that appears.



4. A new, blank smart playlist will show in the main tracklist window.
5. Click the **+** button at the top to the right of **Smart Playlist Rules** to start adding rules for the playlist filtering.



6. To close the filter rules panel, click the orange **Done** button, to the left of the search bar.



7. You can further change your filter by clicking the **Edit** button which replaces the **Done** button.



Rules can be set up based on **Album, Artist, BPM, Comments, Date Added, Date Released, Genre, Grouping, Key, Title, Rating**, and **Year** 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.

## 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 Collection** tab is active.
2. In the **Playlists** browser tree, navigate to the location you'd like your playlist folder to exist.
3. Click on the **+ button** at the top right, and choose **Add Playlist Folder** from the menu that appears.



4. A new playlist folder will show in the library browser tree, with the name field selected, ready to edit.
5. Name your folder.

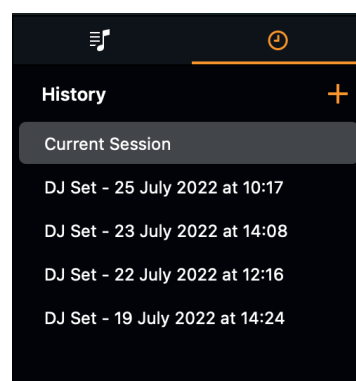
Once the folder is created, you can either add new, empty playlists or smart playlists using the **+ button**, or drag and drop existing playlists to re-home them. Clicking on the folder icon or name will display all the tracks from the playlists. Click the triangle to the left of the folder to expand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

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

## History

Every track you play from **My Collection** is automatically added to a playlist of your current session, within the **History** tab.

Quickly switch between **Playlists** and **History** by using the tabs to the right of your **My Collection** icon.



**TIP:** You can start a fresh session in your history by clicking the **+** icon at the top of the **History** tab.

## Filtering

Filters allow you to quickly drill down using search rules based on **Album, Artist, BPM, Comments, Date Added, Date Released, Genre, Grouping, Key, Title, Rating,** and **Year** track metadata. Unlike smart playlists, any active filter will carry over to the currently selected playlist or playlist folder. To create a filter, click the filter icon to the left of the search box. Add rules to your filter using the **+ symbol**.



**TIP:** Since filters stay active, you can scrub through your playlists with a search filter on, to quickly see what results show up.

## Colored track tags

Tracks within a collection or playlist can be highlighted with a color tag to help further categorize your music.

To add a color tag to your track:

1. Find the track in your playlist.
2. Right click the track to bring up the context menu.
3. Choose a color from the eight shown in the menu.

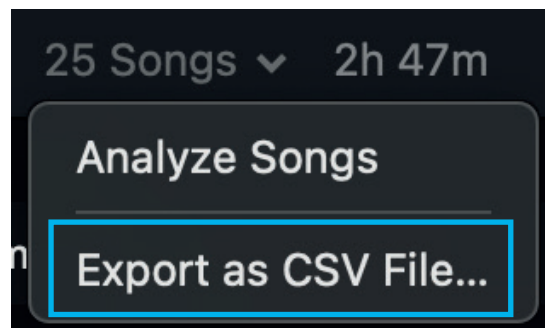
You can also use the track information side panel three-dot menu the same way. See **section 5.10.10 Library side panel** for more information.

After this, the track will be highlighted in a tint of the color, and the color tag metadata column will display the color spot.

**TIP:** You can use the color metadata to filter your music, either using the search filter, or via smart playlists.

## Exporting playlists

Playlists from any music source can be exported as CSV files via the **Export...** option in the track playlist menu.



### 5.10.10 Library side panel

The **library side panel** offers a means to display extra information next to your main library view. Switch between the **Compact library**, **Queue**, **Current session**, and **Match** using the tabs along the top.

#### Compact library

Display a second, independent, library view. You can navigate all your music, playlists, and folders by using the drop-down at the top left of the panel.



**TIP:** Use the library panel while preparing your sets, to quickly access playlists or music from more than one source.

#### Queue

The **Queue** tab loads your **Play Queue**, which lets you prepare a list of tracks to sketch ideas. The **Play Queue** acts as a playlist which stays up to date by removing tracks that have already been played. To access the Play queue, use the button on the tab group at the top right of the library.



You can add tracks to the Play Queue two ways:

1. Drag individual tracks into the **Play Queue** from your playlists.
2. Right click tracks and choose **Add To Queue**.

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

## Match

Change which target track to match to, and which source collection to search matches from by selecting from the two drop-down lists at the top of the panel.



Using the left drop-down, switch between the **Currently Playing** track, or **Custom** choice via drag-and-drop.

The right drop-down allows you to change which source collection **Match** will search. Switch between music from your **My Collection playlists**, **Music**, or **TIDAL/SoundCloud/Beatport/Beatsource** streaming services.

**TIP:** The collection used to find matches doesn't have to be the same as the one with the current track. If you can't find something that works, try a different collection.

## Session

The **Session** tab shows the historical playlist of your current mix session. Any tracks that have been loaded and played in a deck will show in the order they first played.



## Track information panel

The Info tab of the library side panel offers a quick way to review all the **metadata for the selected track (1)**. .

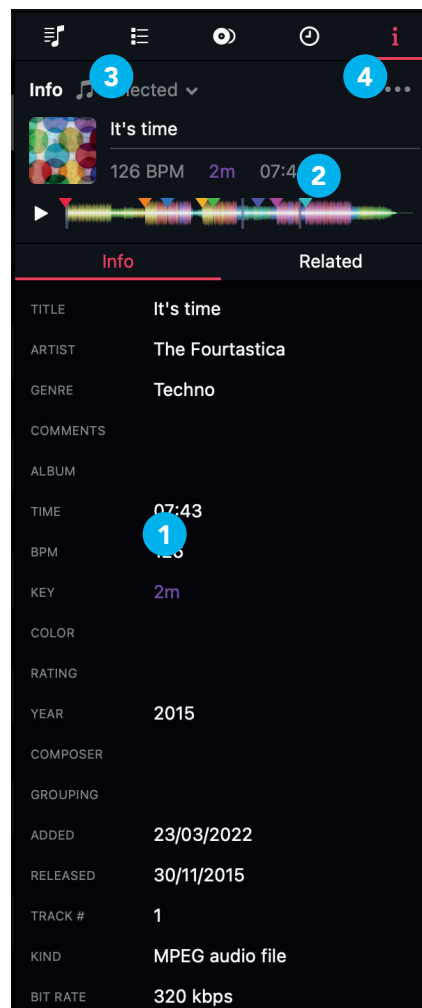
There is also a **track overview waveform (2)** which shows all the cue points created.

You can display information from the following sources using the **drop down menu (3)**:

- **Selected.** The currently selected track in the library list.
- **Active deck.** The current main track playing on a deck.
- **Deck 1-4.** The track loaded into the chosen deck. When in two deck view, only 1 and 2 will show. In four deck view, you can select from all four.

The **three dot menu (4)** at the top right of the panel gives you quick access to some important functions relating to your tracks.

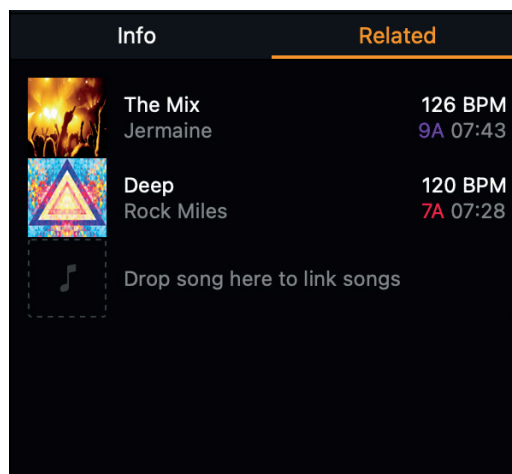
- Analyze
- Add to queue
- Load on deck 1-4
- Edit track color
- Show in Finder
- Show in Music/TIDAL/SoundCloud/Beatport/Beatsource app





## Related tracks

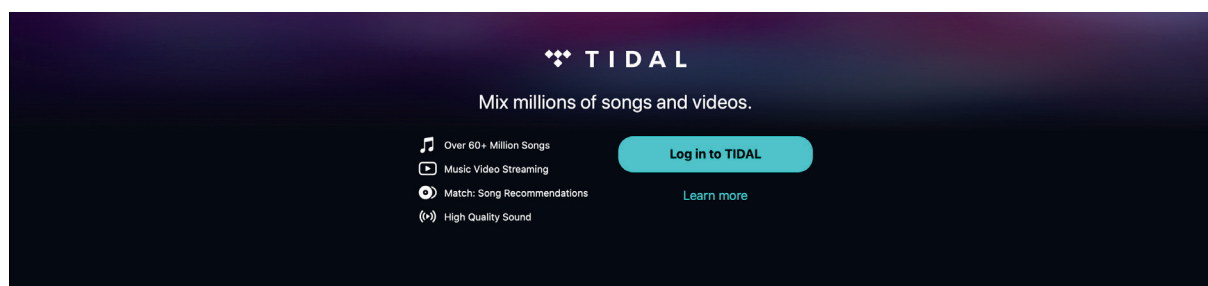
Along with the track information, the tab has a user managed related tracks section which lets you keep a list of tracks that work together via drag-and-drop. When you add tracks to this list, it is pervasive across all the added music, and will be displayed when any of the tracks are highlighted in the track information panel.



**NOTE:** You can also display the Info tab menu options by right clicking the Related panel. This gives you quick access to the tools to organize and analyze the music you're sorting.

### 5.10.11 TIDAL, Beatport/Beatsource, and SoundCloud

With a TIDAL, Beatport/Beatsource or SoundCloud account, you can have access to millions of tracks, directly within **djay Pro AI**. To get started, select the tab from the music sources panel on the left of the library. All you need to do is log in using your account details to access everything in your TIDAL, Beatport/Beatsource and SoundCloud libraries.



**NOTE:** You will need a **Beatport/Beatsource** LINK account, **TIDAL** Premium account, or **SoundCloud** GO+ account to access streaming within djay.

### Playlists, Explore, Videos, and Library

From the **TIDAL**, **Beatport/Beatsource**, or **SoundCloud** tabs, you can access all the playlists you've previously created from the desktop/web music players. There are also sections for music categories to browse for hits. Switch between these sections using the tabs at the top of the browser tree.

**NOTE:** You can only view playlists within the **djay Pro AI** library browser. You will need to edit your playlists within **TIDAL**, **Beatport/Beatsource** or **SoundCloud** to make changes.

### Recording streamed music

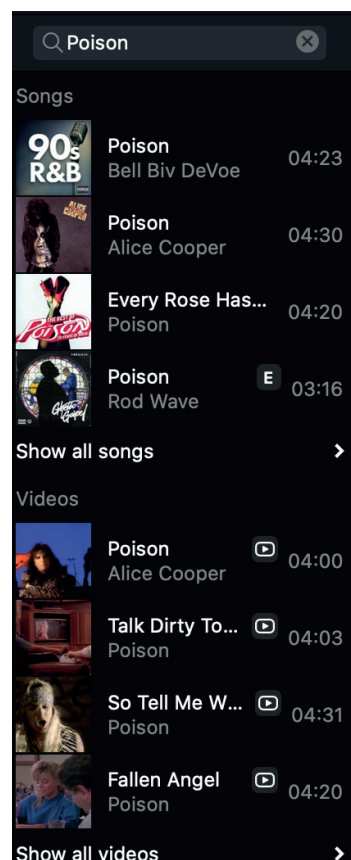
**Mix recording** will not work when you use tracks from **streaming services**, due to licensing agreements. Recording a mix disables the **TIDAL**, **Beatport/Beatsource** or **SoundCloud** **tab** and using **streaming** disables the **mix recorder**.

## Searching TIDAL, Beatport/Beatsource and SoundCloud

You can search for any tracks within the **streaming** 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, Beatport/Beatsource** and **SoundCloud** within **djay Pro AI**, go to the **Library** menu item and select **Log Out Of <service> (<username>)**.

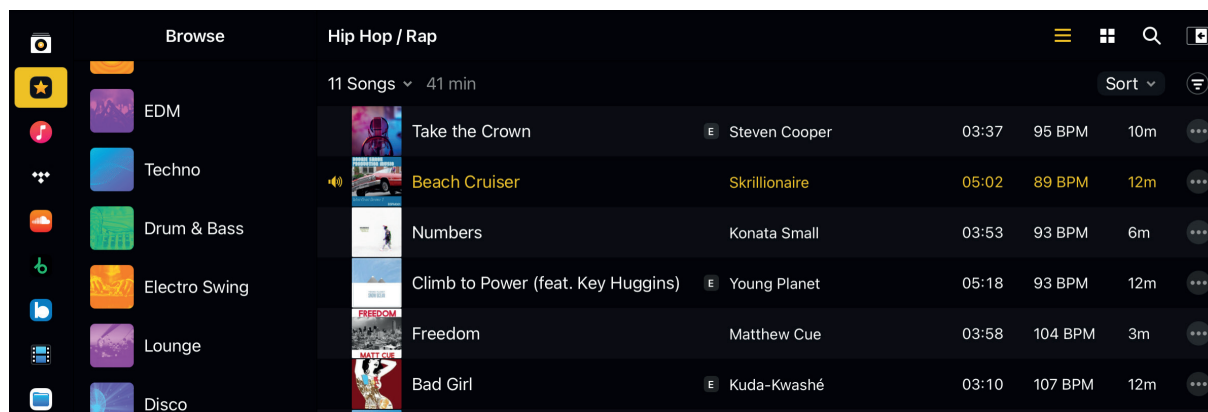


## Streaming playlist editing

Your SoundCloud and TIDAL collections can be edited directly within djay, rather than having to use their respective apps or websites. This is done the same way as with the **My Collection** section of the library. You can create, rename, and delete playlists, or add, move, copy, and delete tracks. See **section 5.10.9 My Collection** for more details.

### 5.10.12 djay music

The **djay music** tab of the music library offers over 100 free tracks to use with djay, from a wide range of genres, including hip hop, EDM, techno, drum & bass, disco, and more. These tracks are streamed within the djay app in both the FREE and PRO versions.



**TIP:** Unlike other streaming services, you can record sets using the music from the **djay music** section of the library!

### 5.10.13 Music

You can access your **Music** collection directly from within **djay Pro AI**. 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 at the top of the playlist tree, similar to the Music desktop app.



### 5.10.14 Videos

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

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

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

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

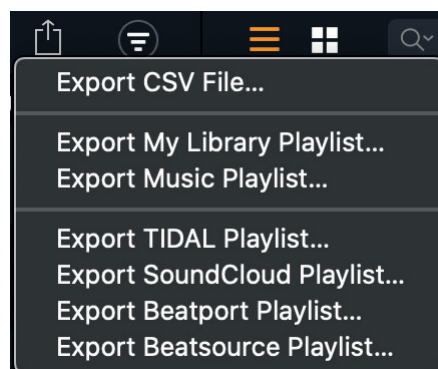
### Photos

Add photos from your macOS **Photos** app collection using the **Photos tab**. For more information, see **section 5.2.6 Video decks**.



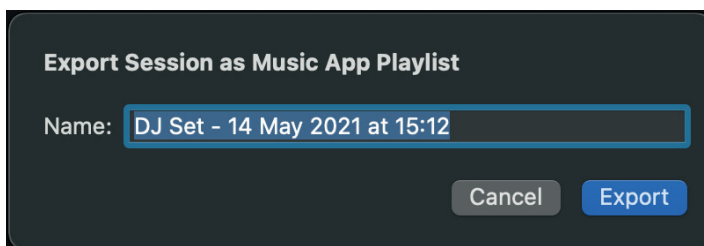
### 5.10.15 History

All your DJ sessions are automatically saved by **djay Pro AI** in the **History** tab of the **My Collection** collection. 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 **right-clicking** on them and using the context menu. Rename the sessions by selecting them, waiting two seconds, and clicking them again.

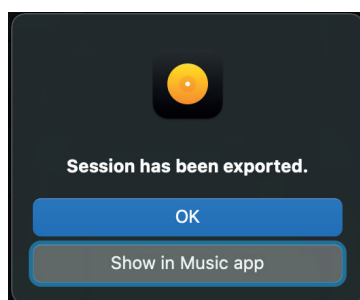


You can also export your sets using the **Export** menu item as text using the button to the top-right of the library. Choose which set to export, and click the **Export button** to show the set export menu. You can choose to export as a **CSV file**, or **playlist**.

You will then be prompted to name the exported playlist.



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



### 5.10.16 My Files

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

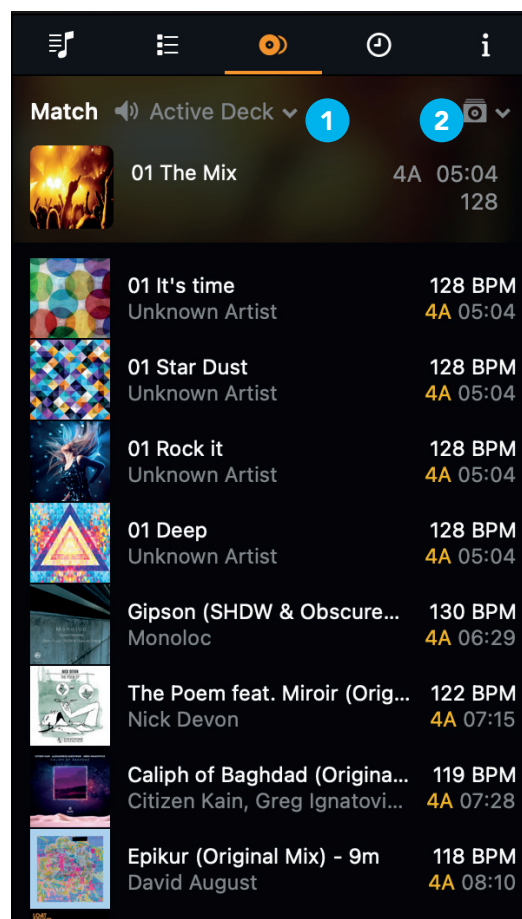
**NOTE:** If a folder you added is unavailable (for example disconnected or offline), it will be grayed out in the browser tree.

### 5.10.17 Track Match

If you're struggling to find the right tune to play, **djay Pro AI's Track Match** feature can help narrow down the list. Track Match suggests what to play next based on the last track played and which tunes in your collection have similar genre, BPM, and root musical key. You can access the feature while using the **My Collection**, **iTunes/Music**, **TIDAL**, **Beatport/Beatsource** and **SoundCloud** tabs in the **media library**.

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

When you use **Track Match**, **djay Pro AI** will access the entire **My Collection**, **iTunes/Music**, **TIDAL**, **Beatport/Beatsource**, or **SoundCloud libraries** for recommendations. This makes it a very powerful tool, offering the widest possible choice of suggested tracks to play next.



You can match tracks from either the Active Deck or a custom track via drag and drop **(1)**. This track can then show matches from any of your currently available music sources **(2)**.

**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.

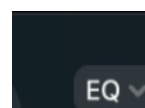
## 5.11 Effects

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

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

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

To access the effects panel with three effects banks, use the **FX panel** toggle button found in the middle of the top bar. To access the effects controls for in the **Deck Tools**, use the button to the right of the FX panel toggle.



### 5.11.1 Audio

There are over 50 different audio effects in **djay Pro AI**, with five **Essentials** included and the rest available to unlock with the PRO subscription. The effects can only be applied to audio, but also work on videos with audio built-in.

- Essentials
- Reverb & Echo
- Noise & Sweep
- Cut
- Filter
- *Sugar Bytes Resonate*
- *Sugar Bytes Modulate*
- *Sugar Bytes Warp*
- *Sugar Bytes Slice*
- *Sugar Bytes Juggle*

### 5.11.2 Video

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

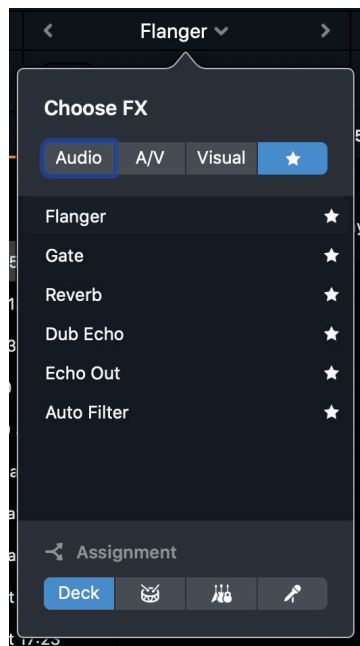
### 5.11.3 Audio/visual

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.



### 5.11.4 Favorites

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

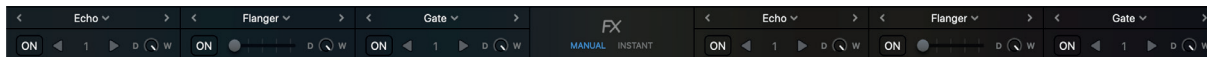


### 5.11.5 Using effects

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

## FX panel

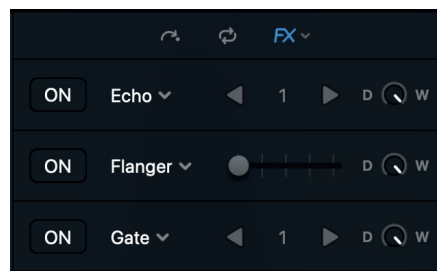
The **FX panel** gives you quick access to three effects each for decks 1 and 2. All six effects slots can be changed to suit, by clicking the effect name and choosing a new one from the list. You can also switch to a grid of eight **Instant FX** pads via the toggle in the center.



## Tools panel

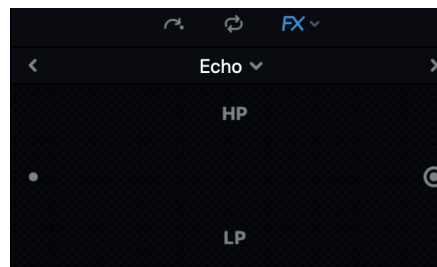
When switched to the FX section of the Tools panel via the buttons at the top, you can control up to two effects per deck, using three different methods: **Manual**, **Instant**, and **Pad**.

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



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

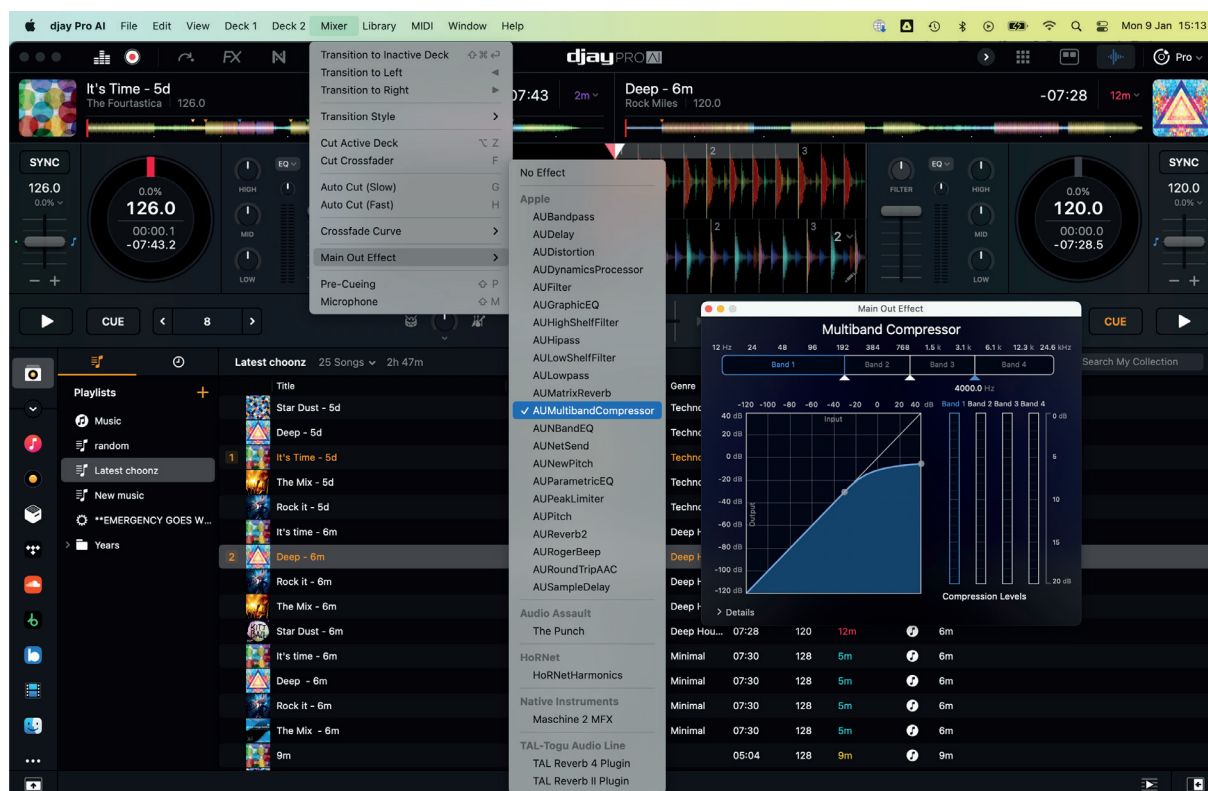
**Pad.** Control the effects using an X/Y pad, similar to those on traditional hardware effects units and musical MIDI controllers. Using the X/Y pad automatically switches the effect on.



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

### 5.11.6 Main out effects

**Audio Units (AUs)** are Apple audio plug-ins, similar to [VSTs \(Virtual Studio Technology\)](#), that can be run in music software. These plug-ins can range from effects, to synths to drum machines. With **djay Pro AI**, you can run effects plug-ins on your main output, on top of the built-in effects within the software.



**NOTE:** You can run one AU effect at a time.

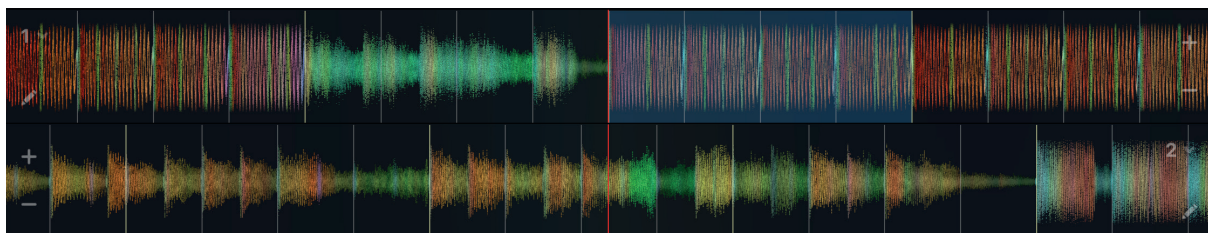
First ensure your AU files are installed in the correct location. There are two places you can add them:

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

After starting **djay Pro AI**, find the **mixer** menu items and go to **main out effects**. As long as they're installed to the correct location, you should see your AU in the list. Select it to activate it. To disable the AU on the deck, select **no effect** from the effects list.

## 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 whole new world of mixing.

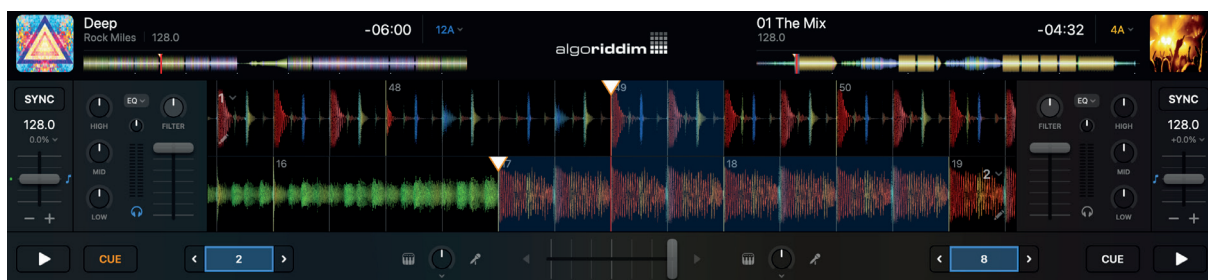


There are two ways to start a loop:

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

### 5.12.1 Auto Loops

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

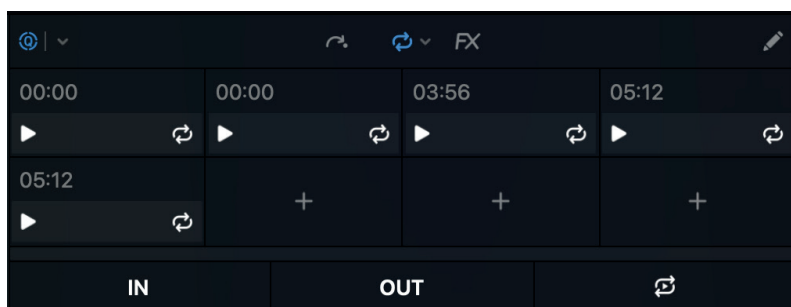


### 5.12.2 Loop panel

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

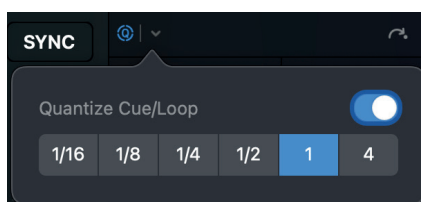
#### Saved loops

A bank of up to eight **hot loops** per track which can be recalled instantly. These hot loops work similarly to saved cue points. Use the **pencil icon** to delete loops.



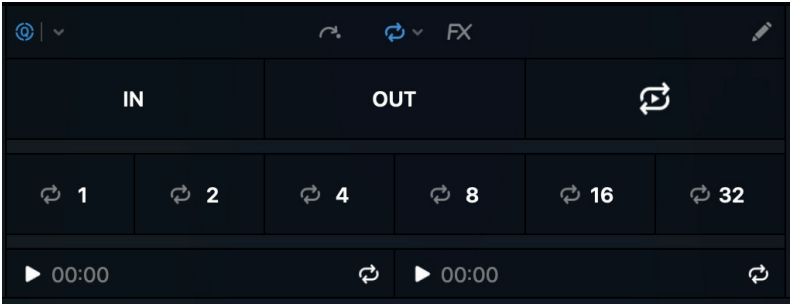
**TIP:** You can activate a loop without jumping to it by clicking the loop icon on each loop pad. Clicking anywhere else on the pad will jump to the activated loop.

You can control whether the loops stay 'in time' with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to **1/16**, **1/8**, **1/4**, **1/2**, **1 beat**, or **4 beats**.

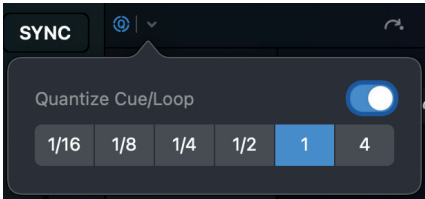


Manual (in/out) / Auto (1-32)

You can manually set loop length by triggering **loop IN** and setting **loop OUT** when ready. Deactivate the loop using the button below the IN/OUT controls. Loops are automatically quantized to ensure they're in time.



You can control whether the loops stay 'in time' with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to **1/16**, **1/8**, **1/4**, **1/2**, **1 beat**, or **4 beats**.



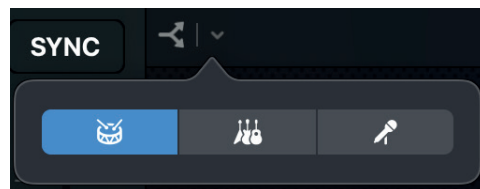
There's also an **Auto Loop** that displays a grid of buttons with loop sizes from 32 beats down to 1 beat, for quick access to the manual loops, as well as your first two **saved loop** slots.

Bounce

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



The Bounce pads can also be routed to individual components of the deck Neural Mix audio, meaning you can loop just the vocals or drums if desired. This can be accessed from the routing button at the top right of the panel.



**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.

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.

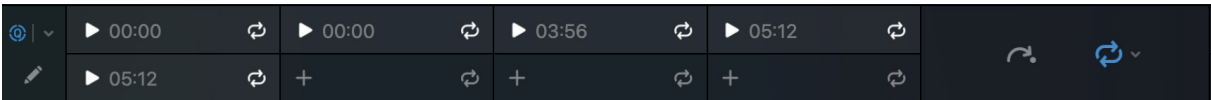
**TIP:** Use **loops** to extend intros and outros on tracks that are too short to mix.



5.12.3 Loop toolbar

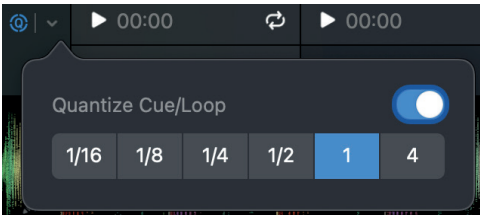
Saved loops

A bank of up to eight **hot loops** per track which can be recalled instantly. These hot loops work similarly to saved cue points. Use the **pencil icon** to delete loops.



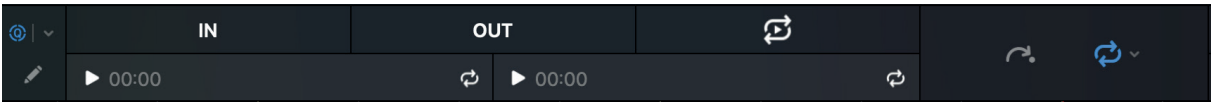
**TIP:** You can activate a loop without jumping to it by clicking the loop icon on each loop pad. Clicking anywhere else on the pad will jump to the activated loop.

You can control whether the loops stay ‘in time’ with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to **1/16**, **1/8**, **1/4**, **1/2**, **1 beat**, or **4 beats**.

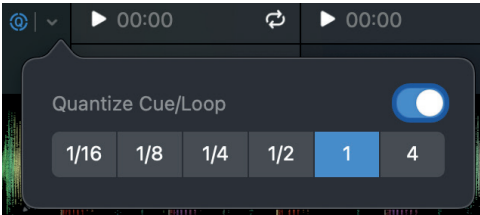


Manual (in/out)

You can manually set loop length by triggering **loop IN** and setting **loop OUT** when ready. Deactivate the loop using the button the IN/OUT control. Loops can be quantized to ensure they’re in time.

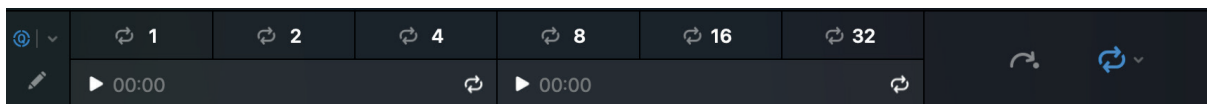


You can control whether the loops stay ‘in time’ with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to **1/16**, **1/8**, **1/4**, **1/2**, **1 beat**, or **4 beats**.

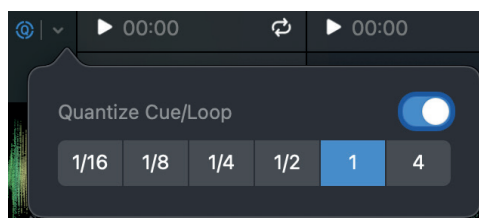


## Auto (1-32)

There's an **Auto Loop** that displays a grid of buttons with loop sizes from 32 beats down to 1 beat, for quick access to the manual loops, as well as your first two saved loop slots.

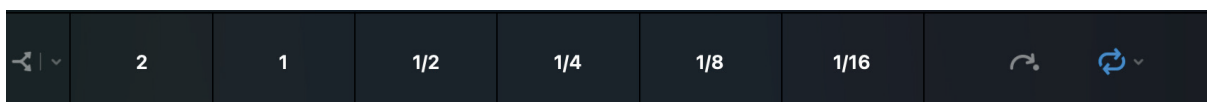


You can control whether the loops stay 'in time' with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to **1/16**, **1/8**, **1/4**, **1/2**, **1 beat**, or **4 beats**.

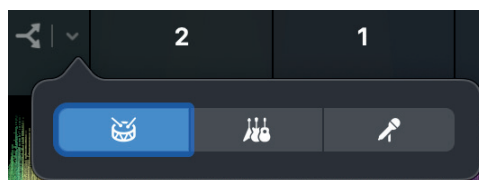


## Bounce

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

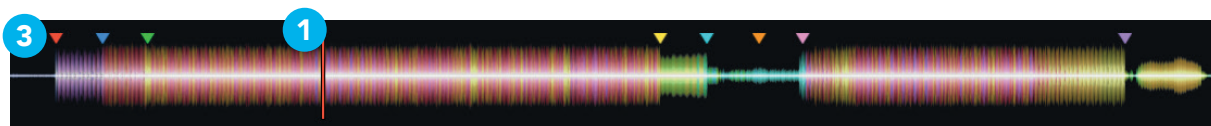


The Bounce pads can also be routed to individual components of the deck Neural Mix audio, meaning you can loop just the vocals or drums if desired. This can be accessed from the routing button at the top right of the panel.

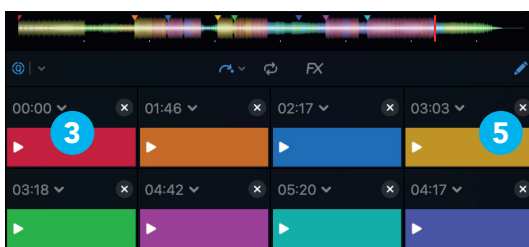
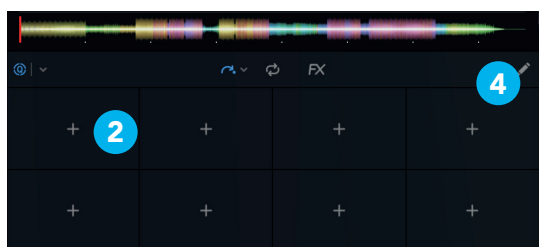


## 5.13 Cue points

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

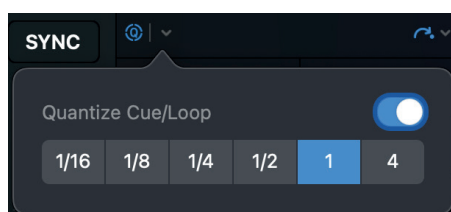


To add a **cue point**, simply move the track marker to where you want **(1)** and tap an unassigned cue button **(2)**. Each of your cue points will be assigned its own color, and you can **rename** each cue using the drop-down **(3)** to easily identify which is set where on the waveform. You can delete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



**TIP:** Name your cue points to give you hints about the track and where the cue point is located.

Like with loops, you can also control whether the cue points stay 'in time' with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to **1/16**, **1/8**, **1/4**, **1/2**, **1 beat**, or **4 beats**.

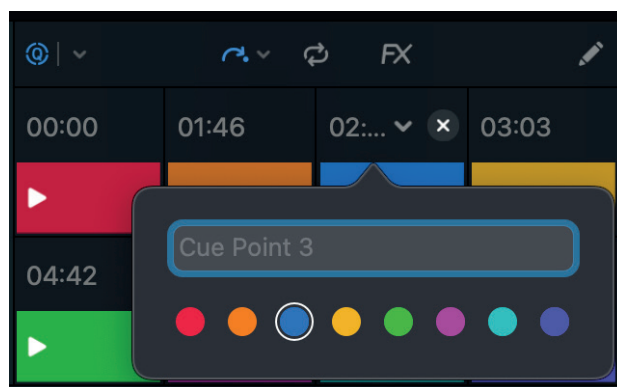


## Cue point colors and names

When you add cue points to your tracks, djay automatically assigns them one of eight colors. These will display on the cue point panel pads, the cue point indicators on the timeline, and the cue pad matrix on supported controllers.

**NOTE:** Controller cue pads will only display the correct djay cue color if they support RGB lighting.

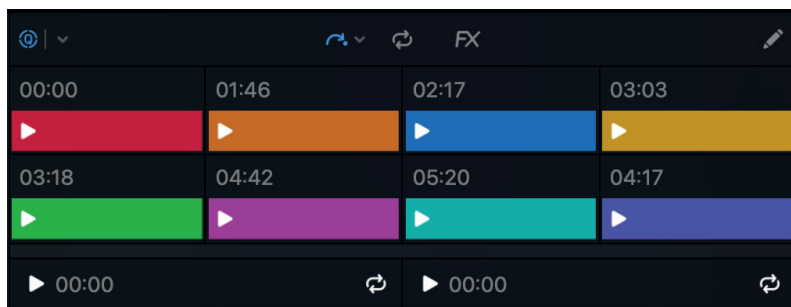
You can also assign these colors to the cue point manually, using the eight color drops in the cue point edit menu, below the cue point name. The same menu can be used to rename the cue points.



**TIP:** Use a consistent naming scheme and color code throughout your collection to quickly identify which section of the tracks you'll jump to. You can also rename saved loops this way.

### 5.13.1 Cue points / saved loops

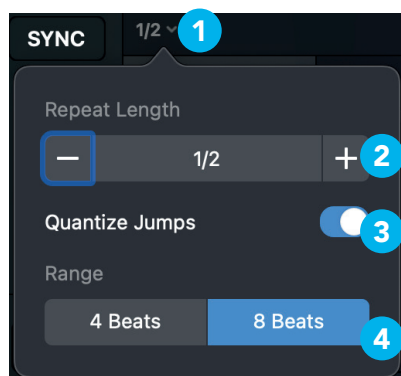
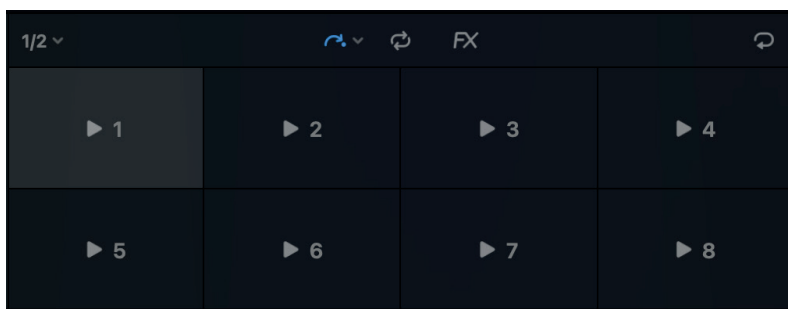
The cue points / saved loops tab gives you access to your saved cue points, with an extra pair of saved loop slots below. These loop pads will display the first two saved loops of the track, or will add to slot 1-2 if created.



**NOTE:** The saved loops in this panel will be the same ones as your Saved Loops panel.

### 5.13.2 Slice

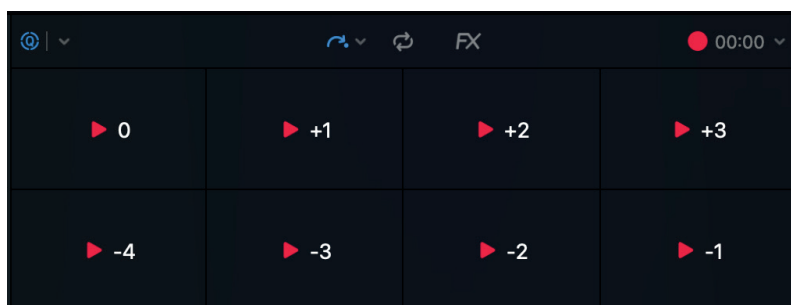
With the Slice panel active, 8 pads are displayed which break down the track into 8 beat measures as it plays. Each pad jumps to its respective beat and repeats it while pressed.



Using the **top left drop-down (1)**, You can set the **Repeat Length (2)** between 1/8th beat and 1 beat, toggle **Quantize Jumps (3)** on or off, and switch the **Range (4)** between 4 or 8 beat slices.

### 5.13.3 Pitch cue

You can use cue points to create musical sequences using the pitch cue pad matrix like keys on a piano. Once you select a cue point to use, the pads will display the same cue point eight times, but each will be a different key within a scale. You can change these settings within the pop up menu on the right side of the panel.



#### Cue point select

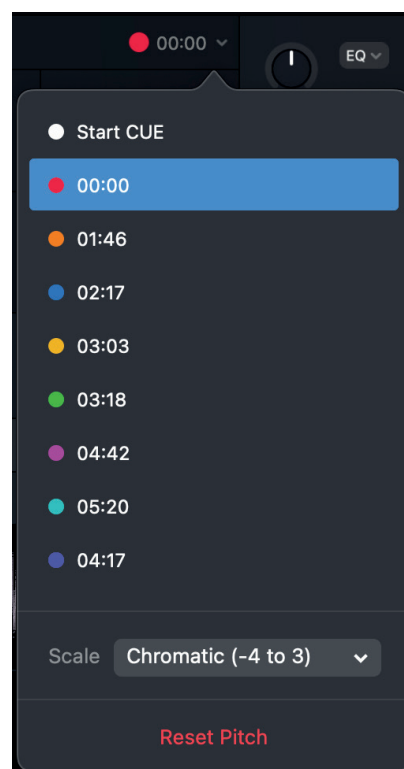
Using the **menu drop down** at the top right of the panel, you can switch between any currently saved cue points to use for pitch cue.

#### Scale

You can change the musical Scale of the pad matrix, to alter which harmonic notes are played in the set between **Chromatic (-7 to 0)**, **Chromatic (-4 to 3)**, **Chromatic (-0 to 7)**, **Major**, **Minor**, or **Blues**.

#### Reset pitch

Use the **Reset Pitch** button to reset the key of the track to default if you've been playing with pitch cue.



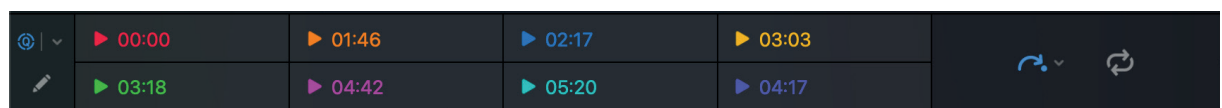
**TIP:** Pitch cue works best when cue points are set at melodic instrumental/vocal sounds, rather than percussive drums.

### 5.13.4 Cue point toolbar

Along with the **deck tools cue points panels**, You can access much of the functionality from the **cue-loop toolbar**. Activate the toolbar using the **cue or loop toolbar icons** at the top of the djay Pro AI window. To switch to the cue points, use the toggle button in the middle of the strip.

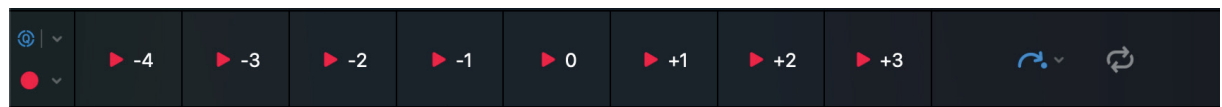
#### Cue points

Access, edit, and delete your track **cue points**, similar to the deck tools panel cue points tab. Quantize the cue points using the **Q** button, and change the quantize timing using the drop down.



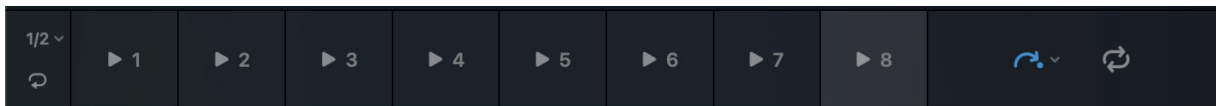
#### Pitch cue

Use cue points to create musical sequences using the pitch cue pads like keys on a piano. Select a cue point to use, and the pads will display the same cue point eight times, but each will be a different key within a scale. You can change these settings within the pop up menu on the right side of the panel.



#### Slice

With the Slice panel active, 8 pads are displayed which break down the track into 8 beat measures as it plays. Each pad jumps to its respective beat and repeats it while pressed.



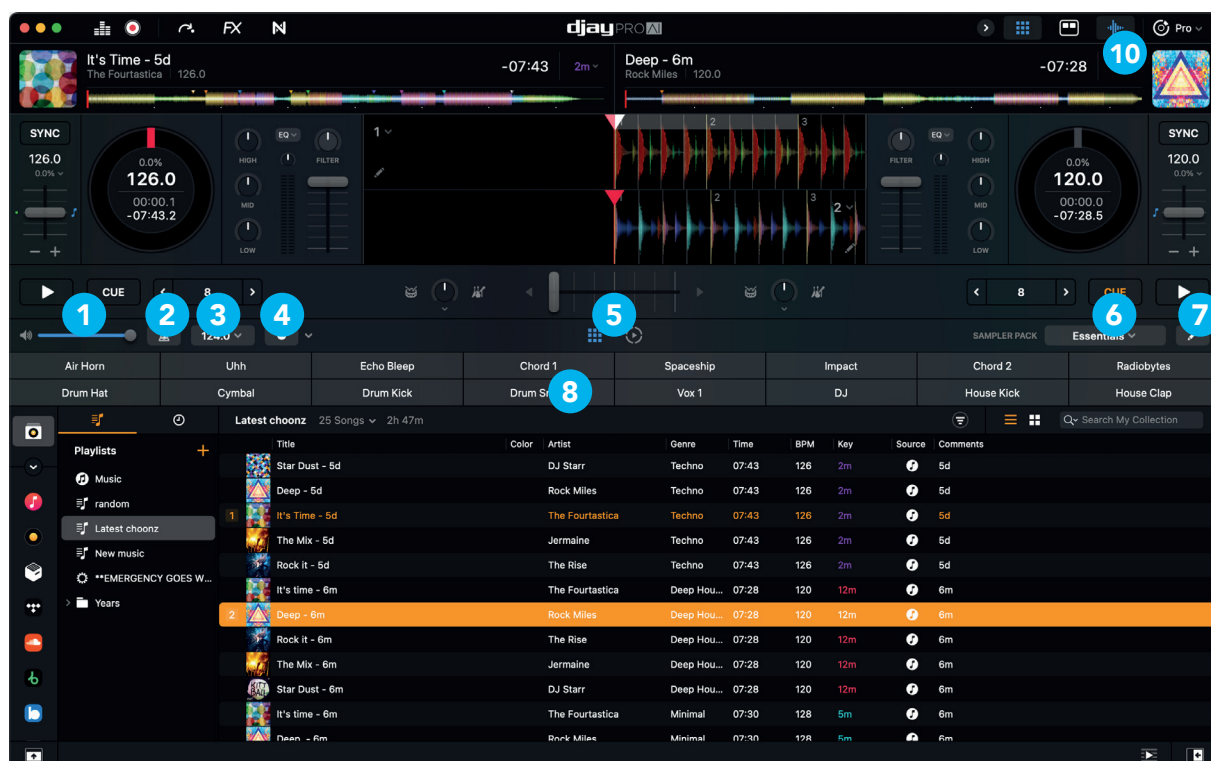
#### Skip

From this panel, you can also jump forward/backward along the beat grid (ie beat jump), by setting the size of the jump and using the arrow buttons.



## 5.14 Sampler

**djay Pro AI** features a built-in **sampler** that can play either the default sample packs (Essentials included with the software, others available to purchase and unlock) or your own recorded samples. The sampler mode offers an **8x2 grid** of pads to launch one-hit samples such as vocals, drums or FX. To access the sampler, use the **Looper-Sampler button (10)** at the top right of the window.



1. Main volume slider
2. Metronome on/off
3. BPM controls
4. RECORD button
5. Looper/Sampler toggle
6. Sample pack manager
7. Sample pack editor
8. 8x2 sample grid
9. Looper-Sampler display toggle

To toggle the Sampler, use the Looper button at the top of the user interface **(10)**, and make sure the sampler is selected **(5)**.



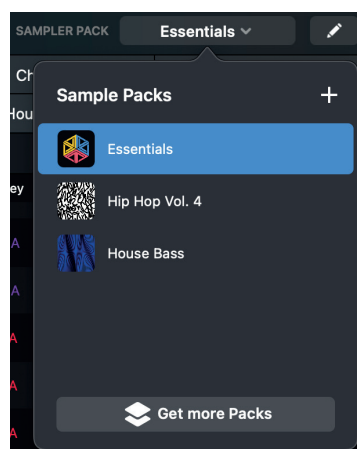
### 5.14.1 Sampler packs

There is a growing list of sample packs available when you're subscribed to the **PRO** version of djay for macOS, including: Chill, Deep House, DJ Sound Effects and Vocal Drops, Drum & Bass, Dubstep, EDM, Funk & Break, Hip Hop, House, Percussion, R&B, Techno, and Trap.

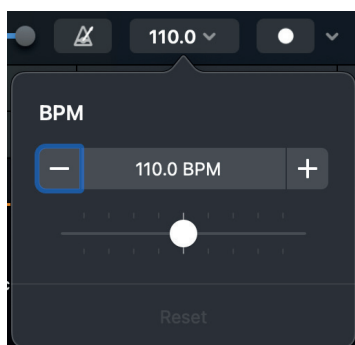
### 5.14.2 Sampler sequencer

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/Sampler view is active using the **Looper button** at the top of the app window.
2. Select the **Sampler** using the **toggle switch** at the center of the Looper/Sampler toolbar. The **3x3 grid** icon should be blue when the Sampler is selected.
3. Select and load a sample pack using the menu to the right of the Looper/Sampler toggle switch. You can use this to download new packs as well.



- 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.



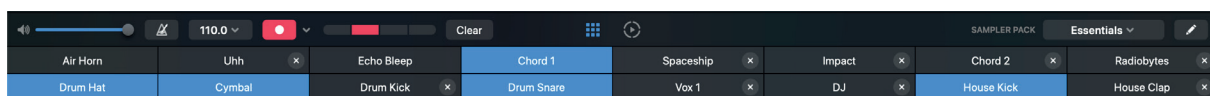
- Start the metronome by tapping the icon next to the BPM readout.



- Tap RECORD to start your loop.



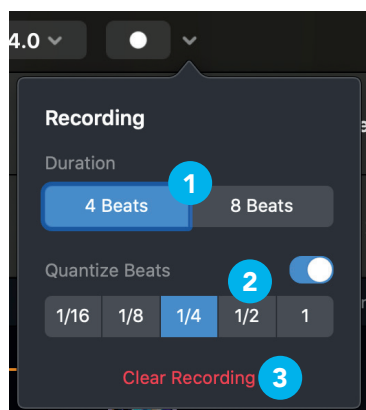
- Listen for the downbeat of the metronome, which will have a slightly higher pitch to the other beats. There is also a visual indicator to show you where you are in the loop.
- Start playing your rhythm from the downbeat by tapping any of the samples in the grid. You can overdub the sequence by playing the same sample over the sequence.



- Use the **BPM control panel** to adjust the main tempo within djay, or **Reset** to the default for the sample pack.

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

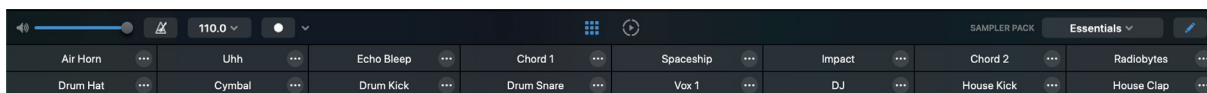
Clicking the menu drop-down next to the record button accesses the sequencer record settings. From here, you can change the loop size between four and eight beats **(1)**, and change the quantization **(2)**, similar to saved cues and loops (see **sections 5.12 Loops** and **5.13 Cue points**). You can also clear the current recorded sequence **(3)**.



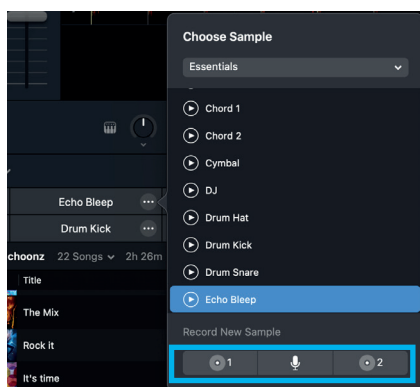
## Adding your own samples

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

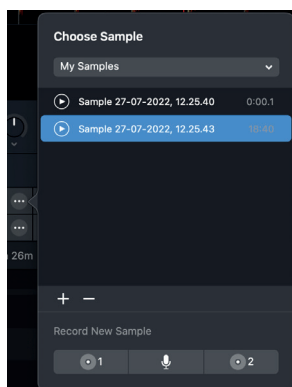
1. First, bring up the sampler interface using the sampler button and click the **Edit button** at the top right of the sampler. The button will light up blue and each of the sampler slots will now have a three dot icon appear to allow you to edit them individually.



2. Click the new button on one of the sample slots to show the sample manager. You will see three buttons along the bottom: two for left and right deck recording, and one for Mic record.



3. To record a sample, play the track, and at the location you wish to sample hit the relevant **deck record** button on the sampler pop-up. If your microphone is properly set up, you can also record your sample using the **mic record** button.
4. You will then see a new sample appear in the sample manager list. Rename the sample to make it easier to remember by clicking the menu button on the right and choosing **Rename**. You can also customize the sampler button color or delete the sample if you need to try again.



5. Once you're happy with the sample, ensure it's selected for that sample slot and click out of the sample manager to hide it.
6. Repeat for each of the sample slots until you have all the samples you need.
7. Once you are happy with the custom samples, click the **sample pack manager** button to the right of the Sampler/Looper button, and rename the preset using the button to the right of the preset name and you're good to go!

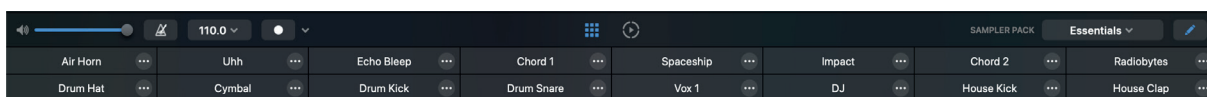
**NOTE:** The **Mic record button** in the **sample manager** will be grayed out if no **microphone** input device is set up.

## Adding existing premade samples

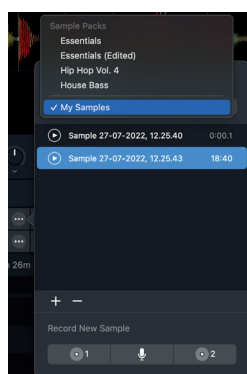
Alternatively, you can add premade samples by adding them via the sample manager in the My Samples section.

To do this, you'll need to find the file(s) you want to manually add from your storage.

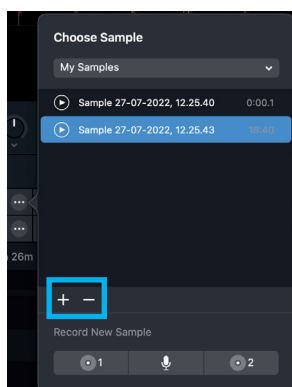
1. First, bring up the sampler interface using the sampler button and click the **Edit button** at the top right of the sampler. The button will light up blue and each of the sampler slots will now have a three dot icon appear to allow you to edit them individually.



2. Click the three dot button on one of the sample slots to show the **sample manager**.
3. In the drop-down menu at the top of the sample manager, select My Samples to display all the user added/created samples.



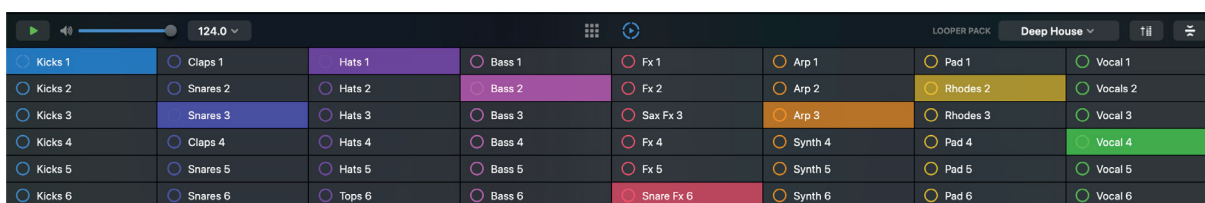
4. Use the +/- buttons at the bottom of the list to add and remove samples from your storage.



5. You can then **rename**, or **delete** your samples at any time.

## 5.15 Looper

A newer feature to **djay Pro AI for Mac**, 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 click of the mouse or the press of a MIDI pad.



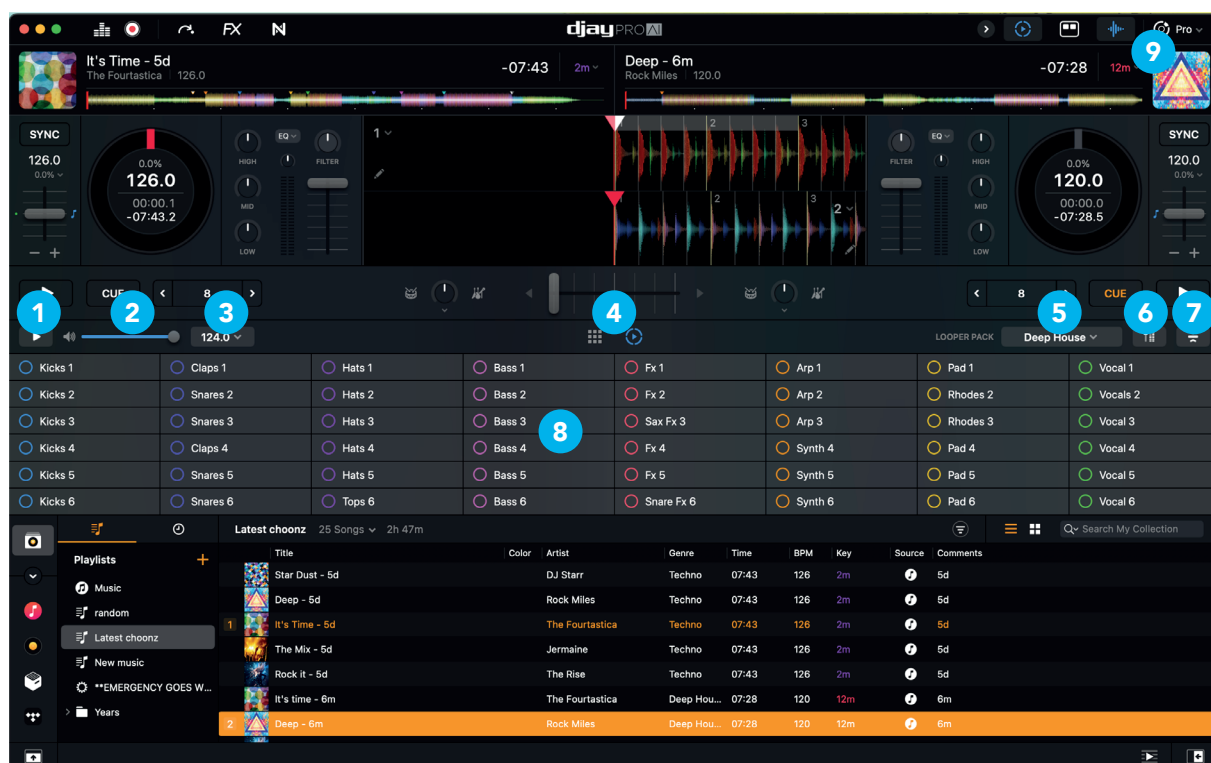
Choose from a growing list of genres, including:

- Ambient House
- Analog Techno
- Deep Soulful House
- DnB Ultra
- EDM
- Electro House
- Electro Swing
- Hardstyle
- Hip Hop
- House
- Latin House
- Melbourne Bounce
- Progressive UK House
- Retro 80s
- Trance

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

### 5.15.1 Interface at a glance

Designed to be intuitive, the Looper's grid interface has everything you need within a mouse-click, or MIDI map the controls to suit your needs.

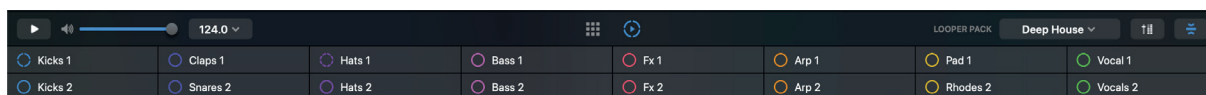


1. Play/pause
2. Looper main volume
3. BPM control
4. Looper/Sampler toggle
5. Loop pack selector
6. Mixer button
7. Looper grid compress toggle
8. Loop Grid
9. Looper display toggle

To show the Looper, use the Looper/Sampler button at the top of the user interface **(9)**, and make sure the Looper is selected **(4)**.



You can compress the sample grid using the button **(7)** to save on space. This can be handy if easy cursor access is not so much of an issue.

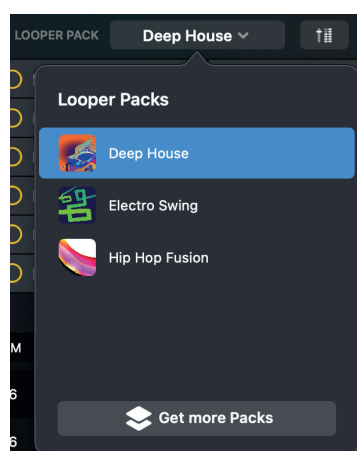


### 5.15.2 Using the Loop Grid

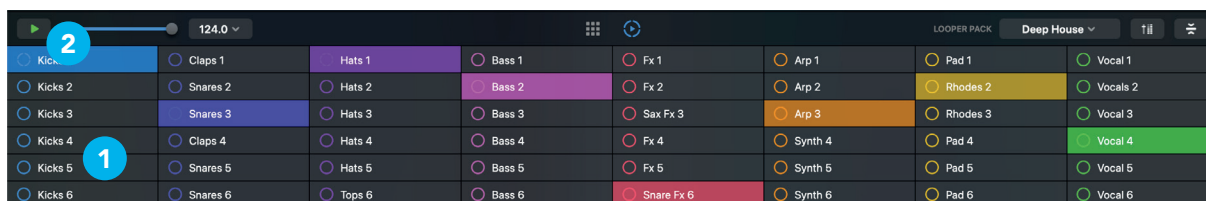
The Loop Grid is an 8x6 button matrix which contains 48 perfectly quantized loop samples, and is able to play a sample from each of the eight columns at once in time with the music.

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 loops clashing with each other.

1. Select the Looper/Sampler view from the top right of the window. Use the Looper/Sampler toggle if in Sampler view.
2. Choose and load a loop pack using the Loop Pack manager.



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

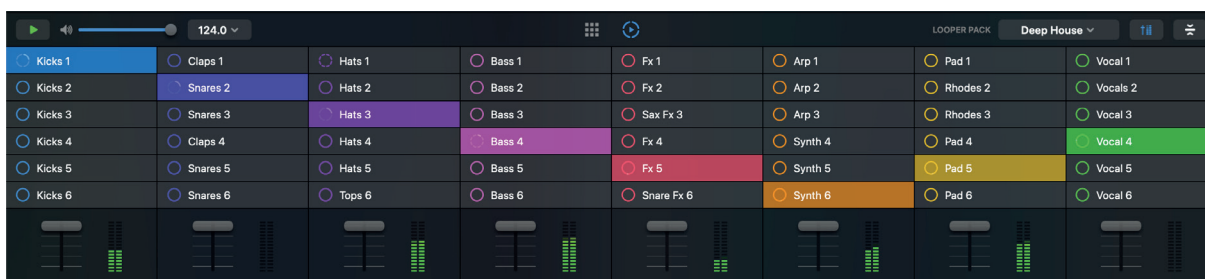


4. Click a loop from each column to play them in time with the first loop.

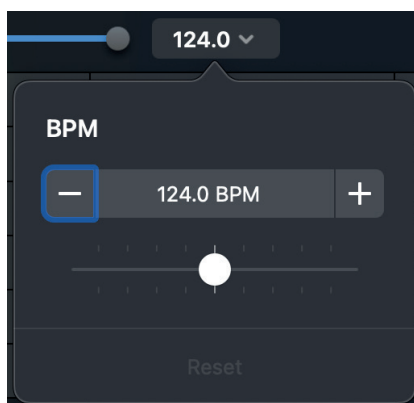
5. Change the playing loop by choosing a different one from the column.
6. STOP any currently playing loop by clicking it again. You can also stop all active loops by clicking the PLAY/PAUSE button.

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 clicking the mixer button on the right of the Looper toolbar. You can control and monitor the volume of individual columns in this view.

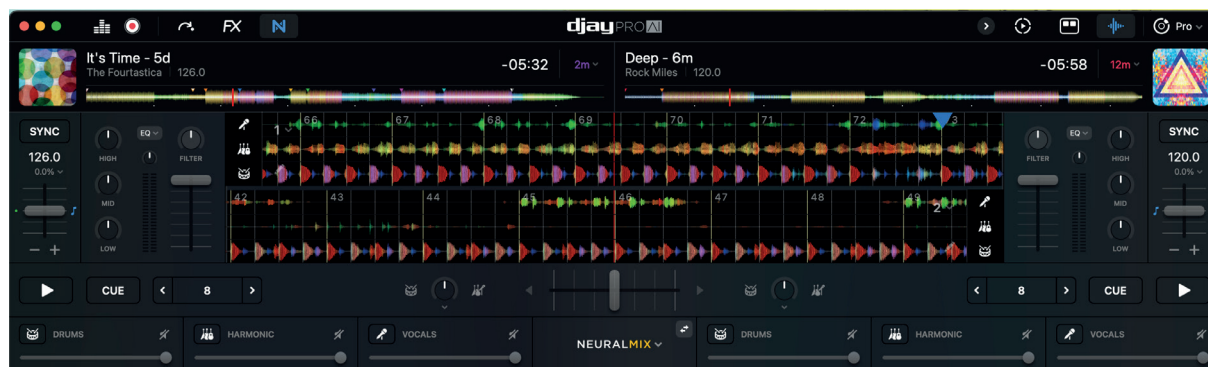


8. Use the **BPM control panel** to adjust the main tempo within djay, or **Reset** to the default for the loop pack.



## 5.16 Neural Mix

djay Pro AI for Mac uses Algoriddim's Neural Mix™ real-time audio separation technology, a machine learning artificial intelligence that has been taught to recognize individual components of a music track, and how to split these into their own audio stream.



With Neural Mix, this audio separation technology is easy to use – and instant – with controls that DJs are already familiar with. You can choose between a simple Mute/crossfade, or individual fader control for each component to separate your music's audio.

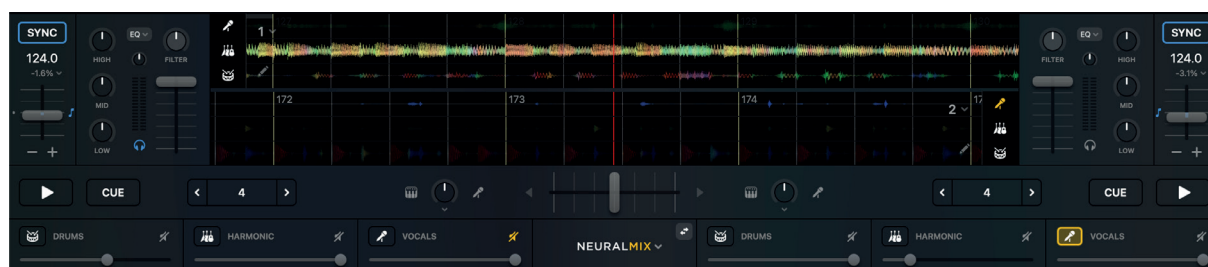
### 5.16.1 Neural Mix filters

The simplest way to start using Neural Mix is with the crossfading Neural Mix filters on the transport section of the user interface. Each encoder acts similar to a crossfader, letting you mix between Instrumental and Acappella, or Percussive and Tonal components of your music.



### 5.16.2 Neural Mix toolbar

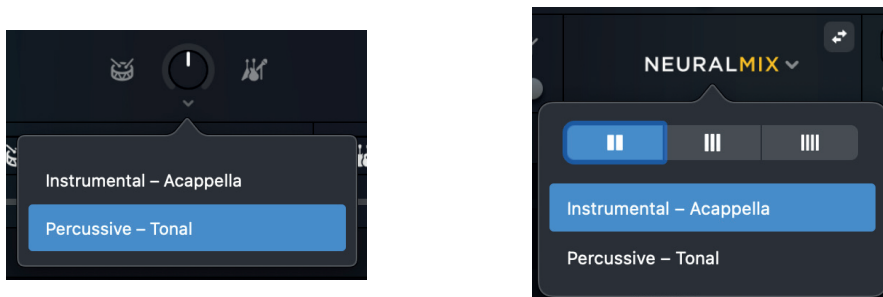
You can access the more advanced Neural Mix toolbar by clicking the **N** button at the middle of the top section of the window. A strip of controls will appear below the transport/crossfader section, with two to four line faders added for each deck.



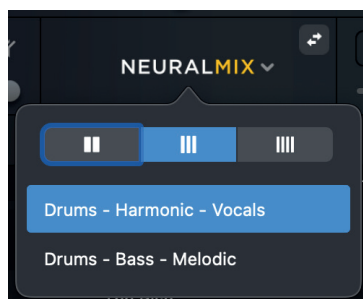
## Neural Mix settings

**djay Pro AI for Mac**'s Neural Mix can be set up to isolate between two to four components of a track, with multiple ways two or three components will be split. These options can be accessed from the Neural Mix menus, either on the Neural Mix filters, or in the center of the Neural Mix toolbar. Since the Neural Mix isolation is in real-time, there is no need to pre-analyze or wait for files to load.

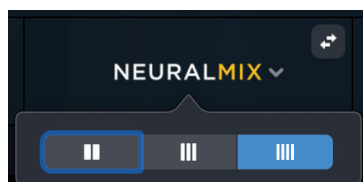
While using the Neural Mix filters, or with 2 components set in the toolbar, you can switch between **Instrumental – Acappella** and **Percussive – Tonal** fader control.



When you select 3 tracks, you can control **Drums – Harmonic – Vocals** or **Drums – Bass – Melodic**. Each separated Neural Mix channel also has a **mute** and **solo** button.



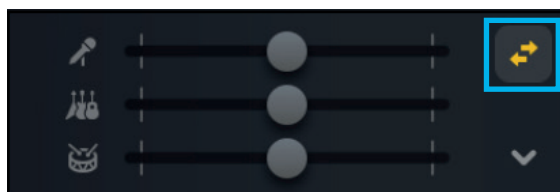
You can also have 4 tracks of isolated components, with **Drums – Bass – Harmonic – Vocals** controlled individually.



**NOTE:** The advanced **Neural Mix toolbar** controls differ from the **Neural Mix filters** by providing individual controls for each separated component rather than a left-right crossfader.

## Neural Mix crossfader

The Neural Mix crossfader works similarly to the video crossfader (see **section 5.2.6 Video decks**) in that it splits into several crossfaders to control different aspects of the mix. With Neural Mix, this will be the currently set components between tracks, independent of the normal crossfader.

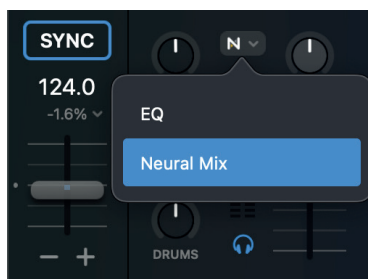


To activate the Neural Mix crossfader, click the crossfader button at the top right of the Neural Mix center panel, and depending on what Neural Mix is set to, you will see 2, 3, or 4 separate faders appear. To tweak your settings, use the menu drop-down to the right of these faders.

**TIP:** In four deck mode, you can route all the decks to either side of the crossfaders, making for some wild Neural Mixes! These Neural Mix controls are also all available as MIDI commands to map to your controller.

## Neural Mix EQ

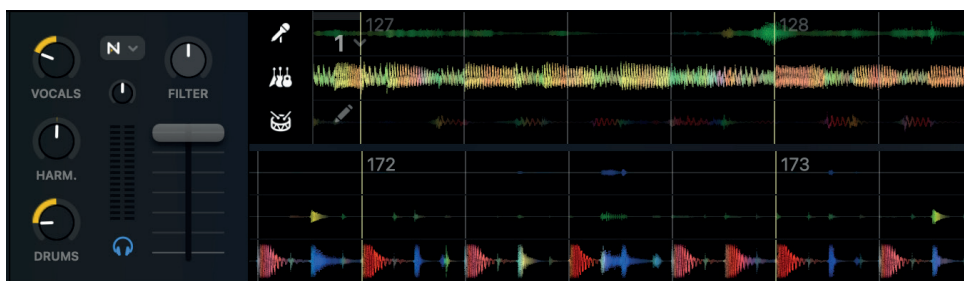
The **Neural Mix EQ** can be turned on by using the drop-down near the EQs. While in normal EQ mode, the button will be marked as such, with the Neural Mix icon displayed when switched on.



Each deck Neural Mix EQ can be toggled independently, so you can choose whether to use audio separation or frequency isolation.

**NOTE:** Switching from EQ to Neural Mix and vice versa will reset the EQ parameters to zero!

This lets you use the three mixer EQ knobs to control the **drums – harmonic – vocals** or **drums – bass – melodic** from your tracks.



**TIP:** You can MIDI map the toggle switch to swap between **Neural Mix EQ** and the **mixer EQ** to quickly swap. When active, the NM EQs will always replace the mixer EQs on the MIDI controller, so there's no need to map those manually.

**NOTE:** You can change whether or not **Neural Mix** split waveforms are displayed in the waveform options. See **section 5.9.2 Neural Mix tracks**.

## 5.17 Using hardware

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



### 5.17.1 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:

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



4. You should now have control of **djay Pro AI** 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 5.18 MIDI mapping** for more information.

### 5.17.2 CDJs

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

- CDJ-3000
- CDJ-TOUR1
- CDJ-2000NXS2
- CDJ-2000nexus
- CDJ-900nexus
- CDJ-2000
- CDJ-900
- CDJ-850
- CDJ-400
- CDJ-350
- XDJ-1000
- XDJ-700

**NOTE:** You can connect your CDJ-2000NXS2s or CDJ-3000s with your DJM-900NXS2 (or your CDJ-TOUR1s with your DJM-TOUR1) using USB-HID control, via LAN cables. Plug your Mac into the mixer with a single USB cable and everything syncs seamlessly. **djay Pro AI** can use the DJM mixer's built-in audio interface for a streamlined setup.

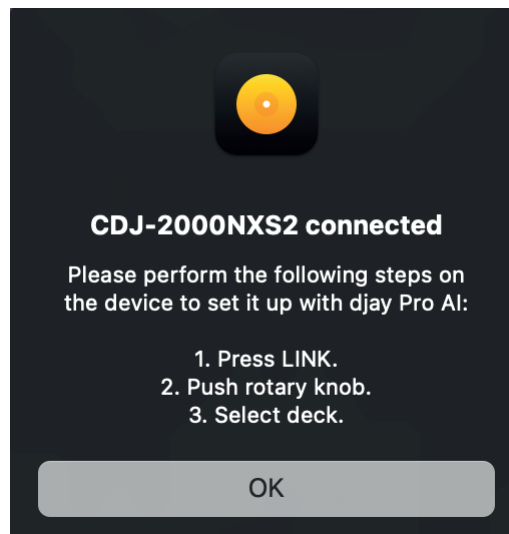
### Setting up your CDJ

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

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



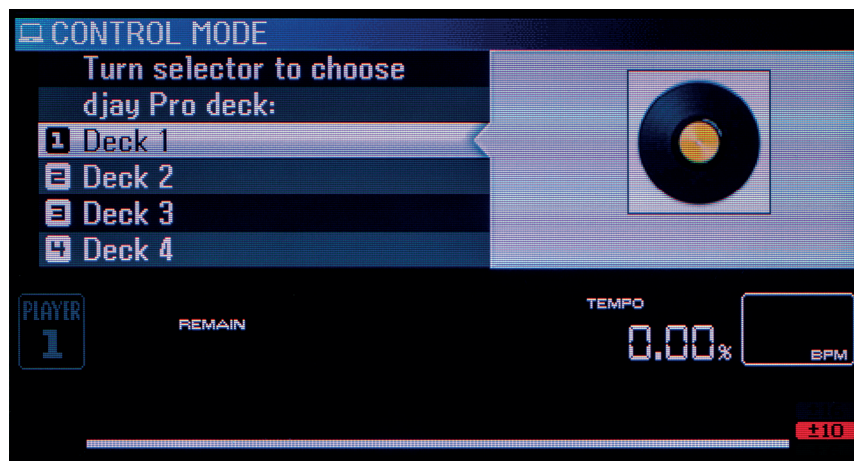
1. Launch **djay Pro AI** and wait for it to be fully loaded.
2. Plug your player into your computer via a spare USB port and turn it on. You will then see a pop-up message with instructions to set up the player as a deck.



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



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



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



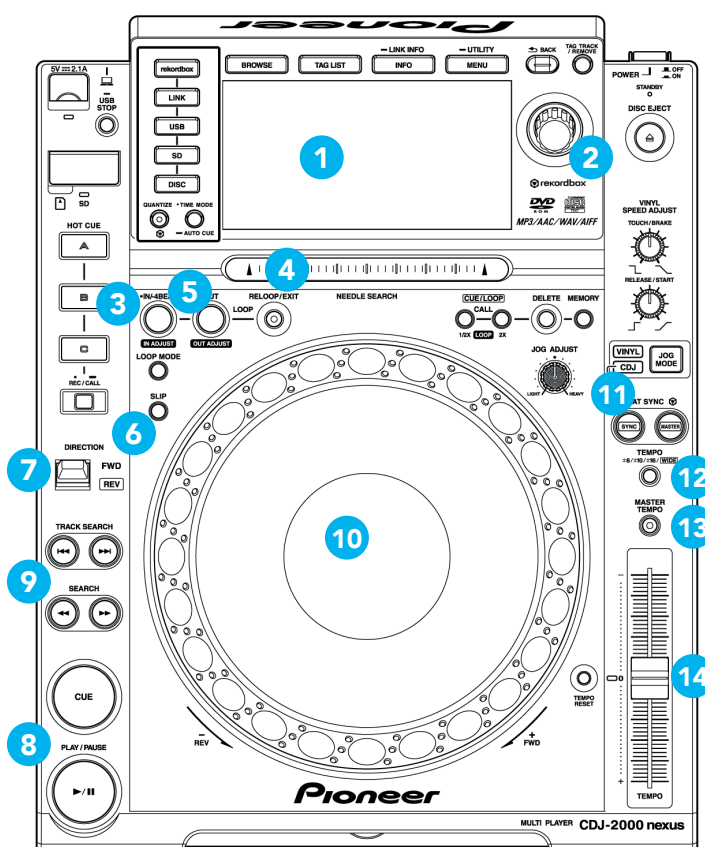
**TIP: Algoriddim** would always recommend using a good quality powered USB hub when connecting more devices than there are available plugs on your computer.

## Controlling your music with CDJs

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

Feature overview:

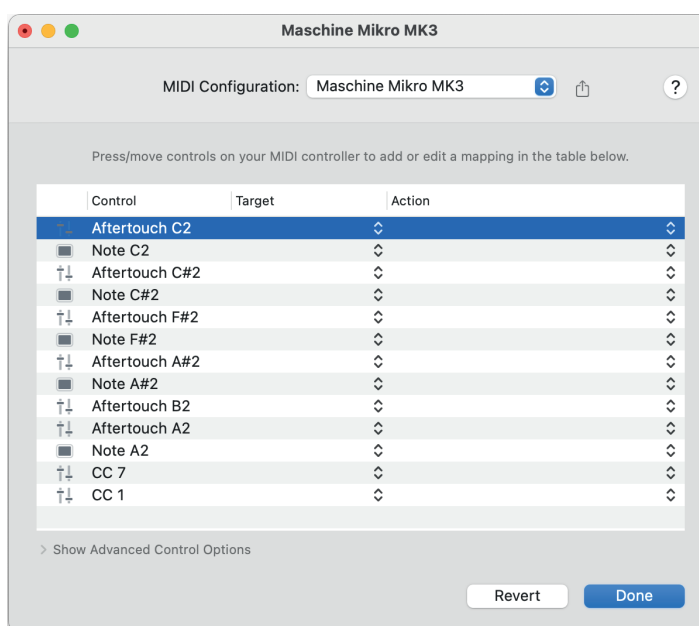
1. Track info and waveform screen
2. Playlist navigation encoders
3. Hotcue 1-3 buttons
4. Track scroll and needle drop touch strip
5. Loop controls
6. Slip mode button
7. Track direction toggle
8. CUE and PLAY/PAUSE buttons
9. Track skip and search
10. Jog wheel
11. Jog mode VINYL/CDJ toggle
12. TEMPO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



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

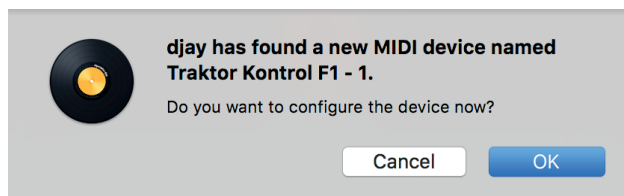
## 5.18 MIDI mapping

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

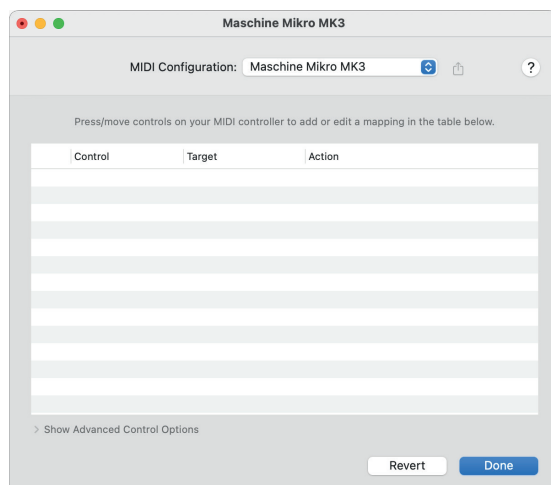


To start mapping a new MIDI device, follow these steps:

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



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



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

### 5.18.1 MIDI control targets

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

### 5.18.2 Advanced control options

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

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

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

**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').

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

**Reaction.** Use this option to change how **Smooth** or **Responsive** you want your 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 Pro AI for Mac** to return MIDI signals to your controller. You can use **MIDI out** commands to let **djay Pro AI for Mac** 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 controls return messages are sent to. This can be different from the mapped control.

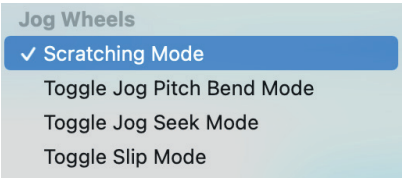
**Value.** Set the **minimum** and **maximum** value of the MIDI out signal, between 0 and 127. You can also toggle **Blend**, and/or **Invert** it.

**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.

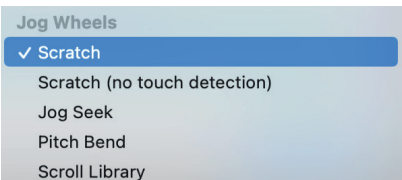
5.18.3 Mapping Jog wheels

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

1. The **Scratching Mode** 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 **Scratching Mode** (in the **Jog wheels** section of the drop-down).

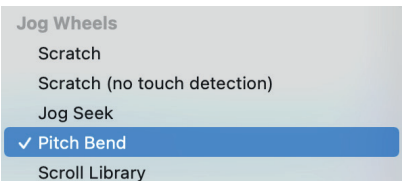


2. Touch the top of the jog wheel and move it backwards and forwards in a scratching motion to add/focus the command in the editor. Add the **Deck<number>**, **Scratch** action (from Jog wheels section) to the command to add scratching capabilities to your jog wheel. If your jog wheels aren't touch sensitive,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

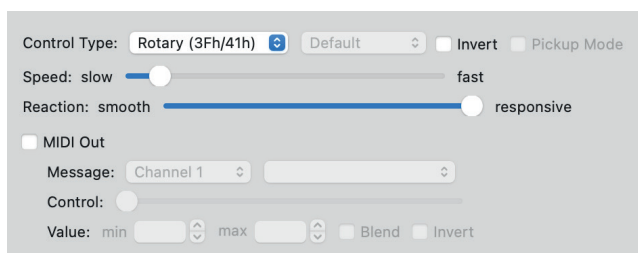


**NOTE:** Check your hardware specifications to find out if your controller has touch sensitive jog wheels.

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.



- Finally, you can adjust the **Sensitivity** via the **Advanced Control Options** section of your MIDI actions (see **section 5.18 MIDI mapping**). Play with both the **Speed** and **Reaction** sliders until you 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!

#### 5.18.4 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.

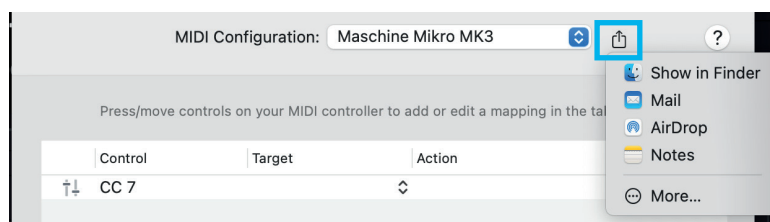
**TIP:** Sometimes you can find alternative mappings for hardware on the **Algoriddim** or manufacturer forums.

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



### 5.18.5 Sharing your mappings

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



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

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

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

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

## 5.19 External mixing

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

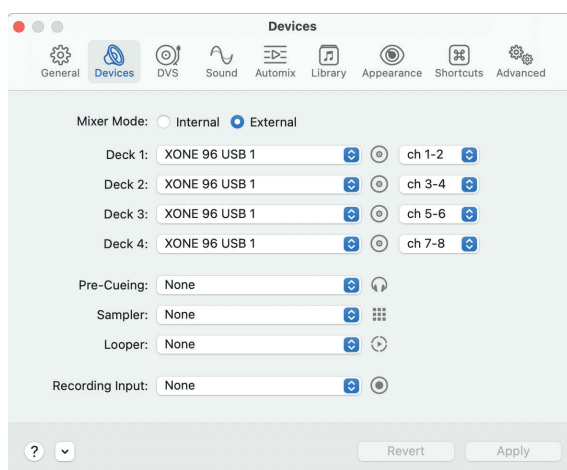
1. If you're using both a mixer and separate audio interface, plug your audio interface outputs into their respective mixer channel inputs.

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

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



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



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

## 5.20 Digital Vinyl System

The **Digital Vinyl System (DVS)** in **djay Pro AI** works with any timecode vinyl record with a 1kHz tone control signal track (instead of music) to manually control the audio or video in a deck using a turntable. When correctly set up, this system feels and behaves just like a record does. You can scratch, beatmatch, backspin, needle drop as you would with music vinyl.

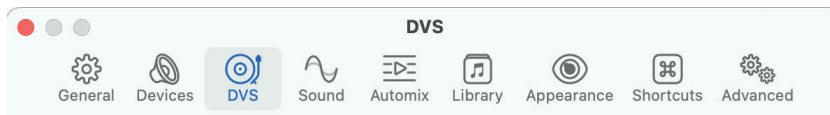
For more detailed information and troubleshooting tips, please refer to the companion **DVS set up guide (macOS)** available alongside this manual.

### 5.20.1 Enabling and calibrating DVS

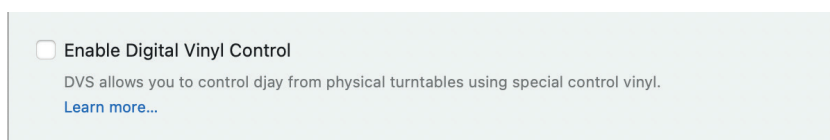
Once your turntables are plugged into the DVS-supported mixer, you need to perform two tasks to set up your timecode.

First, enable the DVS in the preferences.

- Open **Preferences** via the **djay Pro AI** menu.
- Navigate to the **DVS** tab.

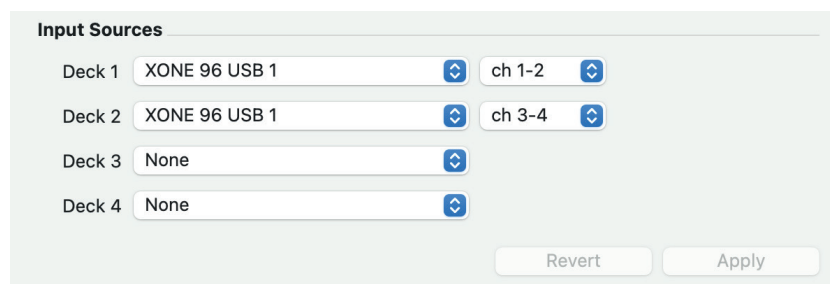


- Click **Enable Digital Vinyl Control** at the top.

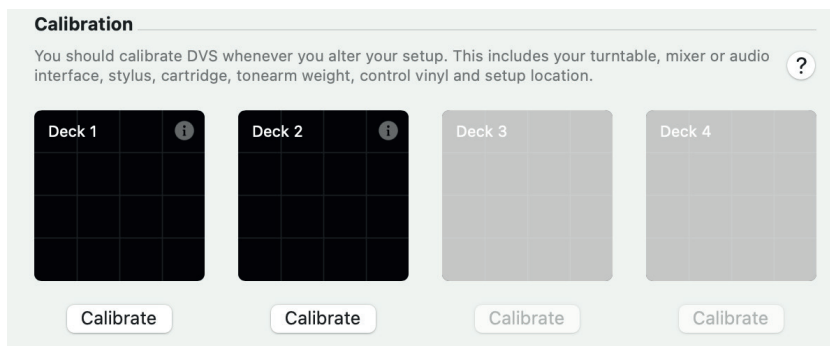


Doing this will let you configure each of your turntables within the software.

- Choose an available input on the audio interface for each deck you'll be using DVS with.



2. Click the **Calibrate** button to start the timecode calibration process on the first turntable.

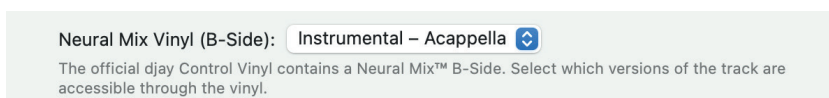


3. Follow the steps in the pop up that appears.
4. Repeat for each connected turntable.

**NOTE:** You will need to recalibrate your DVS each time you move to a different location. This is to ensure **djay Pro AI** is able to adapt to the ambient noise while tracking the timecode signal.

### 5.20.2 Neural Mix control vinyl

Along with standard 1kHz tone DVS records, **djay Pro AI** can make use of the Algoriddim's patented Neural Mix timecode tracks, which can be found on the b-side of the [djay Control Vinyl](#).



There are three separate tracks on this side. The first is a five minute unedited version, but the last two will automatically create five minutes of either **instrumental/acappella**, or **tonal/percussive** Neural Mix isolated audio. To change which are played, please see **section 4.9.3 DVS** preferences.

**TIP:** Make sure to keep your turntables and records well maintained for the best possible performance. Check your tonearm counterweights are set up correctly, and clean your records with a carbon fiber vinyl brush or other record cleaning equipment.

# Tips and support

## 6 Tips and support

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

### 6.1 Special tips

A big part of being a DJ is understanding how to get the best possible quality out of your equipment, and **djay Pro AI for Mac** is an important part of that. From mixing in key to ensuring the sound stays under control, **djay Pro AI for Mac** 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 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 Pro AI for Mac** to assist you. For more information on this, see **section 4.5.4 Sound** settings.

### 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** ideally.

**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 Pro AI for Mac’s key lock** and **key analysis** features to better piece your music together.

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

### 6.1.4 Know your tracks

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

### 6.1.5 Keep your library tip-top

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

### 6.1.6 Cables

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

## 6.2 FAQ and Support

If you have any technical issues, or questions not answered in this manual, please visit the [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](#)!