# DJUCED Manual

by DJUCED

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# 1. Welcome to DJUCED

Welcome and thank for using DJUCED.

DJUCED is a powerful but simple to use DJ software.
It offers audio track mix, remix, PAD performance, scratch and music recording features.

DJUCED is designed to make mixing easier and more enjoyable, thanks to a unique graphical interface and ergonomic features.

With its audio decks, its effects, DJUCED is perfectly cut for the mix. Add the sampler decks, the sample pack provided, the SLIP; SNAP; quantification and you have all the assets to achieve your performance.

With the included DJ Academy, discover the DJ universe and learn the best DJ tricks
With demo tracks and sample pack start using DJUCED immediately.

To go further, we invite you to consult the tutorials available on our website.

# 2. DJUCED Version 5 brings the following new features

## 2.1. Beatport LINK

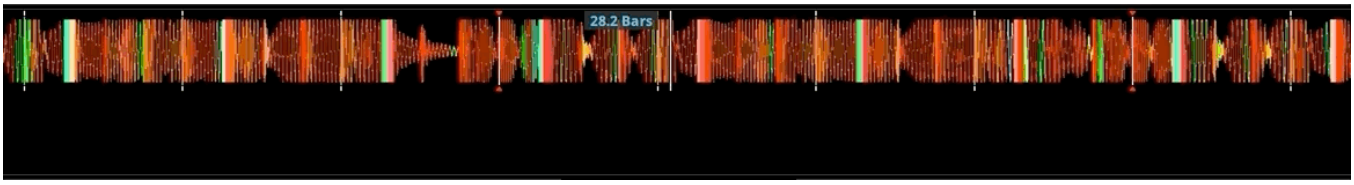
Founded in 2004 as the principal source of music for DJs, Beatport is today the worldwide home of electronic music for DJs.?

Connect to your Beatport LINK account and get access to:?

- User playlists?
- Top 100 playlist?
- Curated playlist?
- Playlists by genre?

## 2.2. New SLIP display.

Display both currently playing waveform and ‘out of SLIP’ waveforms.?

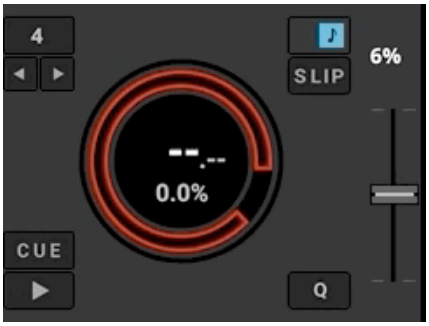



## 2.3. Filter/FX.

- Filter/FX on deck managed by the filter knob.?
- Select four FXs in the settings, and then use then on the decks.?

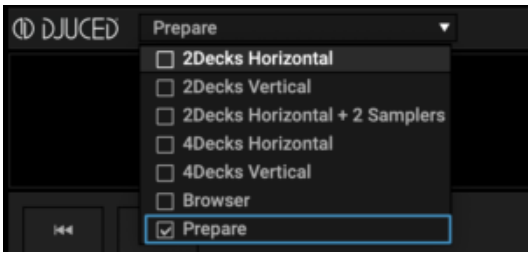
## 2.4. In-Jog Display

- The jog wheels are displaying the track status?
- Loading in red, Analyzing in blue, Ready? when steady blue



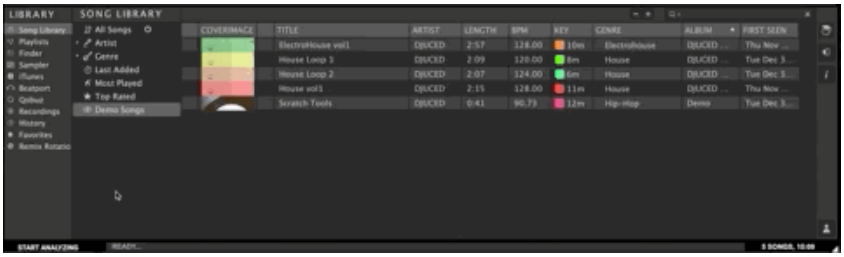

## 2.5. Prepare mode.

One deck to prepare your tracks.? Adjust the beat grid, set the cue points and test loops.



## 2.5.1. Batch Analysis.

In the ‘prepare’ mode, analyze several tracks at once (the number of tracks analyzed depends on the number of computer CPU cores).




## 2.6. Support macOS Catalina Music.

Since macOS Catalina, the new Music app, which replaces iTunes, removes support for automatically syncing playlists with third-party apps using XML?

DJUCED now fully supports new Music App and automatically synchronizes with it.

## 2.7. And also

- Disable AUTOGAIN if the controller has gain knobs.? DJUCED knows the connected controller hardware feature and disable the autogain it the controller has gain knobs.
    - Autogain can also be manually activated or deactivated by clicked on the square next to the knob on the interface.
- Add an option to disable MixIn/MixOut in Smartmix. By default the ‘Mix In’ and ‘Mix Out’ areas are used by the Smartmix to mix between tracks.
- Support of Hercules DJConsole 4-Mx

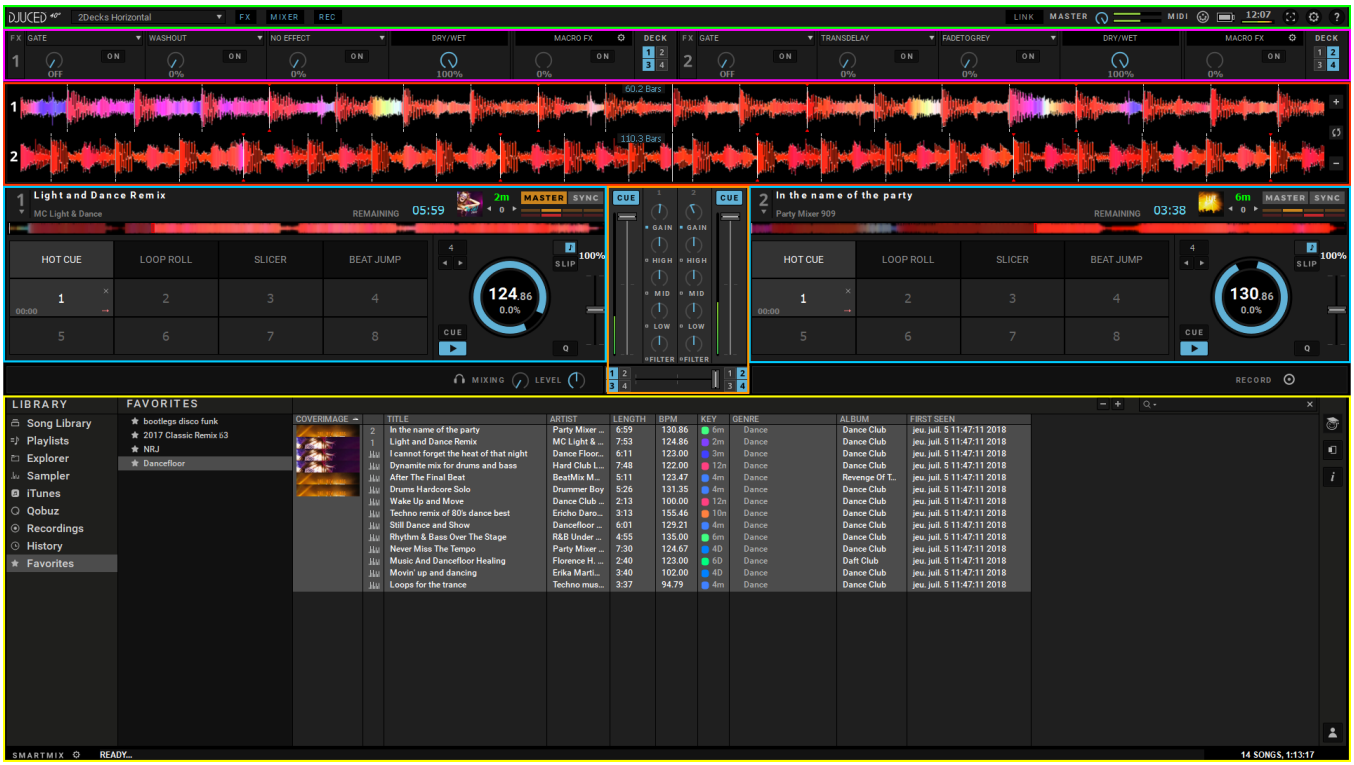
## 3. DJUCED Interface

By default DJUCED displays a simplified interface

This interface displays the top bar (in GREEN) two decks (in BLUE ) with horizontal waveforms (in RED) and the browser (in YELLOW) with the fast access icons.

If you turn on all DJUCED modules on the interface.

- The top bar (in GREEN)
- The effects (in PURPLE)
- Decks (here in BLUE), with horizontal waveforms (in RED): here you can load and play another track or samples and control playback
- The mixer or mixer (central section, here in ORANGE); here you can mix the decks and use the crossfader, volume and EQ controls
- The browser (lower zone, here in YELLOW); the track library is the storage location for music files.
- Fast access icons



# 4. SYSTEM BAR

The system bar is located at the top of DJUCED. It manages the size of the DJUCED display and the DJUCED basic functions.

It displays from left to right:

## 4.1. Layout selection

DJUCED gives you different layouts to adapt the display to your needs.

- 2 Deck Horizontal: The Waveforms are displayed horizontally on top of the Virtual Decks.
- 2 Deck Vertical: The Waveforms are displayed vertically between the Virtual Decks.
- 2 Deck Horizontal + 2 Samplers: 2 Multilayer Samplers Decks are added to the 2Deck Horizontal.
- 2 Deck Vertical + 2 Samplers: 2 Multilayer Samplers Decks are added to the 2Deck Vertical.
- 4 Deck Horizontal: The Waveforms are displayed horizontally on top of the Virtual Decks.
- 4 Deck Vertical: The Waveforms are displayed vertically between the Virtual Decks.
- Browser: Extends the browser to help for a better track preparation and navigation.
- Prepare: One deck mode dedicated to track preparation. Adjust the beat grid and set cue points.

## 4.2. FX PANEL SWITCH

Display or Hide the Effects Panel

## 4.3. MIXER PANEL SWITCH

Display or Hide the Mixer and the Crossfader Panel

## 4.4. RECORD PANEL SWITCH

Display or Hide the Recording Panel

## 4.5. ABLETON LINK

Click to Enable or Disable DJUCED from the Link network.

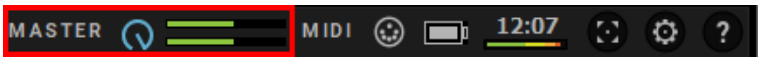
What is Link? Link is a technology that keeps devices in time over a local network (ethernet and wireless), so you can forget the hassle of setting up and focus on playing music.

https://www.ableton.com/en/link

Every Link-enabled Softwares can play in time with DJUCED.

The Link-enabled software will remain in tempo and synchronization with the MASTER deck playing in DJUCED. If you change the TEMPO of the MASTER track playing, all the Link-enabled software will follow the change and vice-versa.

## 4.6. MASTER LEVEL OUTPUT




Adjusts the Master Level Output of DJUCED.

This knob controls the volume of the mixed sound DJUCED is sending to the audience.

Tips: Remember that the VU-Meter should never be in the RED zone. It results of saturation and distortion. If your controller has a Hardware Mixer integrated, set the Master Level to the Maximum Value, and watch the VUMeter of your Mixer.

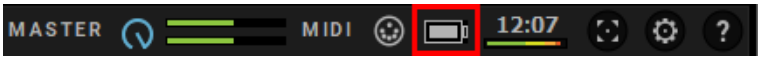
Tips: If your controller sound card has a hardware MASTER volume control, DJUCED MASTER volume control is disabled

## 4.7. MIDI CONTROL

When the MIDI Symbol is blinking, it indicates that DJUCED is receiving data from a MIDI controller.

It is very useful to test if your controller is correctly seen in DJUCED.

## 4.8. BATTERY LEVEL STATUS




Indicates the amount of charge of your computer's battery.

Tips: When mixing with a laptop, always consider using it with a power supply plugged. Disable USB power-saving options and screensavers to avoid any unwanted Midi or Audio disconnection.

## 4.9. SYSTEM CLOCK

Display the system clock

## 4.10. AUDIO CPU LOAD METER

This Audio CPU meter shows DJUCED's audio processing load.

DJUCED expects that the audio thread always gets the highest priority and doesn't get interrupted.

When CPU audio thread is too high, DJUCED can slow down the interface to recover some processing.

Tips: Always think to disable third-party applications on your computer when mixing. (Ex: Anti-Virus Scan, Communication software…)

## 4.11. FULL SCREEN

Turn DJUCED to full screen display

Tips: On Windows systems, always use DJUCED full-screen button, not the system one.

## 4.12. SETTINGS

Opens the Settings configuration panel.

## 4.13. HELP MODE

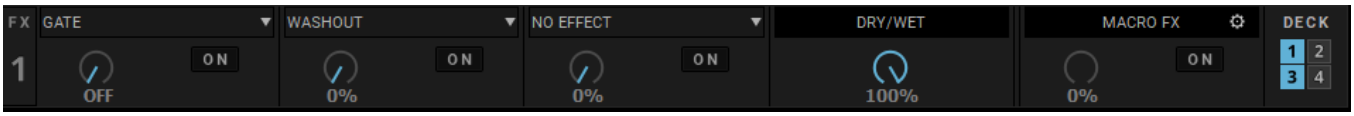
Enable or Disable Help Mode.

Help mode is an interactive guide. Move the mouse over areas to get help and tips.

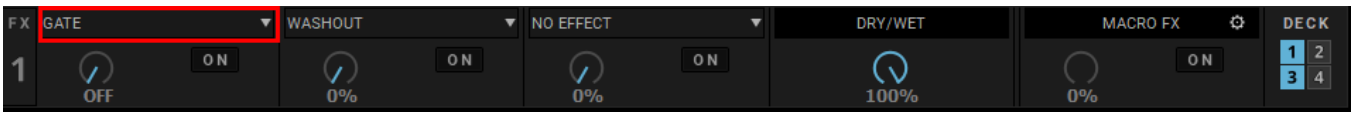
## 5. EFFECTS RACK

DJUCED has 2 Effects (FX) Racks. You can assign 3 different FXs per rack.

Each effect can be switched ON and modulated independently.

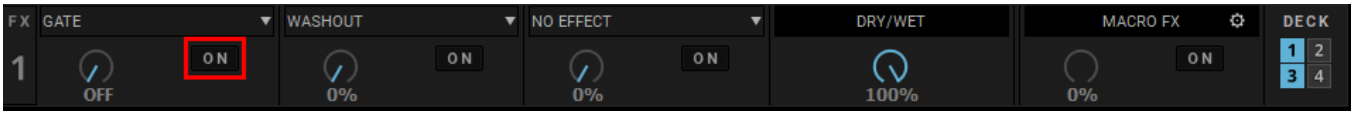



## 5.1. FX Name




Click on the effect name to open the FX List and choose an effect

## 5.2. ON Button




For all effects, this button turns the effect on and off.

Some buffer-based effects such as the Delay or the Reverb will continue outputting sound for a certain amount of time even after turning them off.

## 5.3. Parameter Knob

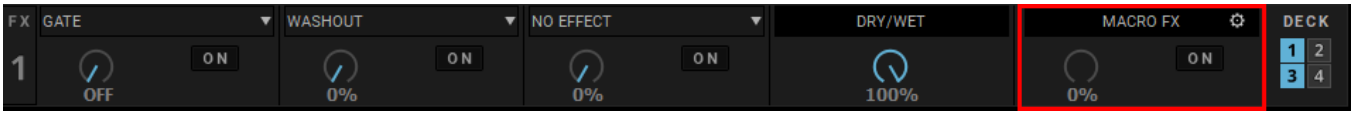
This knob changes the time parameter or the depth of the selected FX.

DryWet: For all effects, this parameter controls the mix between the original direct signal (Dry – full-left position) and the processed effect signal (Wet – full right position).

## 5.4. Dry Wet

For all effects, this parameter controls the mix between the original direct signal (dry – full-left position) and the processed effect signal (wet – full right position).

## 5.5. MacroFX




The MacroFX function controls all the three effects together.

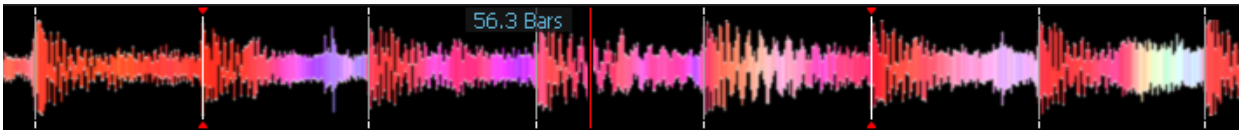
Configure the limits of each effects by clicking the assign button and use the sliders.

## 5.6. Deck Assign 1-2-3-4

To fully enable or disable the action of an effect on a specific channel, use the Deck Assign buttons (button 1, 2, 3 or 4)

## 6. HIGH RESOLUTION WAVEFORMS

Visually represents a localized view of the loaded track.



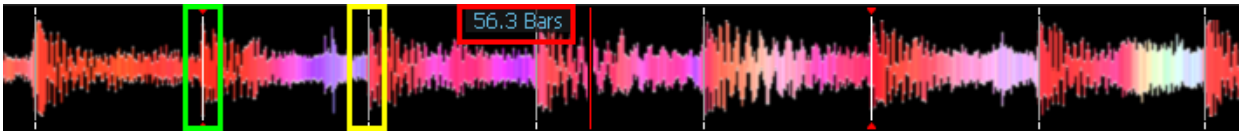

## 6.1. Colors

The brighter color shade represents higher frequencies, while the darker color shade represents lower frequencies.

For example, Kick Drum or Bass Sounds are RED/ORANGE, High Hats or Vocal sounds are YELLOW/GREEN/BLUE.

## 6.2. Beat grid

DJUCED High Resolution Waveform display shows the beat grid in a white line which is generated when the music file is added and analyzed (Beat Grid).




The Beat Grid is the foundation for setting perfect Loops, Slicer, BeatJumps, Hotcues and synchronized FXs.

Beat grids act as a visual reference for the DJ in showing a visible tempo for a track.

The beats at the beginning of measures are indicated on the beat grid as a red mark (in GREEN in above picture) and the other beats are indicated as a white mark (in YELLOW).

Measures and beats counter (in RED) is available near the play head.

Tips: The beat grid can be adjusted in the ‘Prepare’ mode or in the grid editor.

## 6.3. Play head

The play head is the Vertical Bar at the Middle of the Waveform. It represents the current location being played within the selected track.

Each Track have its own play head superimposed with others.

Play head is WHITE when a track is playing, or in pause on the CUE point. Play head is RED when the track is paused and not on the CUE position.

## 6.4. Waveform's Overlays

Waveforms have colored overlays for LOOPS (Blue), SLICER (Green). The waveforms have colored markers for HotCues (Red), CueLoops (Green), CUE (Orange Triangle)

## 6.5. Keyboard Shortcuts

+Arrows+ to navigate in the browser.

+s+ to turn scratch (vinyl) mode ON/OFF.

+SPACE BAR+ to switch to full-browser view

# 7. DECK

The deck represents the media to be played.

It can be a track deck, a sampler deck or an external source.

## 7.1. DECK SELECTION

The deck selection menu allows you to change the type of Virtual Deck.

- Track Player: Switches to a normal Track Player
- Grid: Transform the pad area of the Track Player to the Beat Grid editor. You also have full access to beat grid editing in the ‘Prepare’ mode.
- Multilayer Sampler: Switches the Track Player to a Multiplayer Sampler Deck”
- External Source: Switches the deck to the external source defined in the audio settings preferences (available only if the deck has been selected in the audio settings).

## 7.2. DECK HEADING

The Deck Heading displays information about the loaded track or sample pack.

- Track Title: displays the currently loaded track Title
- Artist Name: displays the currently loaded track Artist Name
- Remaining/Elapsed Time: displays the Remaining or Elapsed time of the playing track (click to switch between)
- Cover: displays the currently loaded track/sample pack cover image

### 7.2.1. MUSICAL KEY

Displays the Key of the currently loaded track.

The Key is displayed when the track has been analyzed by DJUCED.

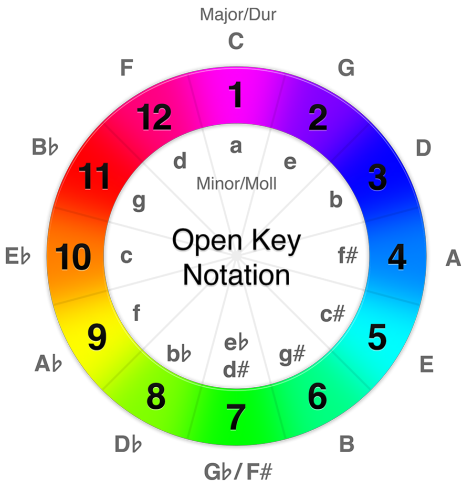
By Default, the Key is displayed in Open Key Notation.

With Open Key Notation, consider that mixing two tracks with the same will result has an Harmonic Mixing.

Mixing with +1 or -1 Key Number Difference still sounds well.

The letter m is for “moll/minor” , the letter d  for “Dur/Major”.

Harmonic Mixing Example: 3m/3d, 1m/2m, 12d/1d




(https://www.beatunes.com/en/open-key-notation.html)

## 7.2.1.1. Key Changing Arrows

Changes the Key of the track by clicking the arrows.

DJUCED limits key tuning of +/- 12 semitones (two octaves) to keep perfect sound quality.

## 7.2.2. SYNCHRONIZATION AREA

- MASTER Button: Defines the Deck as tempo master for syncing.
- SYNC Button: Synchronizes the current deck to the tempo master. In this case, the Tempo cannot be changed.
- Phase Meter: DJUCED Phase Meter indicates the amount of divergence of the bars and beats with the master player when using the sync function.
- Beat LEDs: The Top (Orange) Beat Leds are the MASTER player. The Under Beat Leds are the current deck.

Tips: Changing the tempo Master value changes all the synchronized decks at the same time.

## 7.3. TRACK DECK

The track deck is used to play music tracks (files).

## 7.3.1. GLOBAL WAVEFORM

Displays the entire track’s waveform loaded onto the deck.

CUE, HOTCUES and CUE LOOP are also displayed.

Under the waveform, the assistant suggests you “Mix In” and “Mix Out” area of a song with white horizontal bars. These areas are suggestions of places where you should perform transition between tracks. The Smartmix uses these areas to mix from one track to the next one.

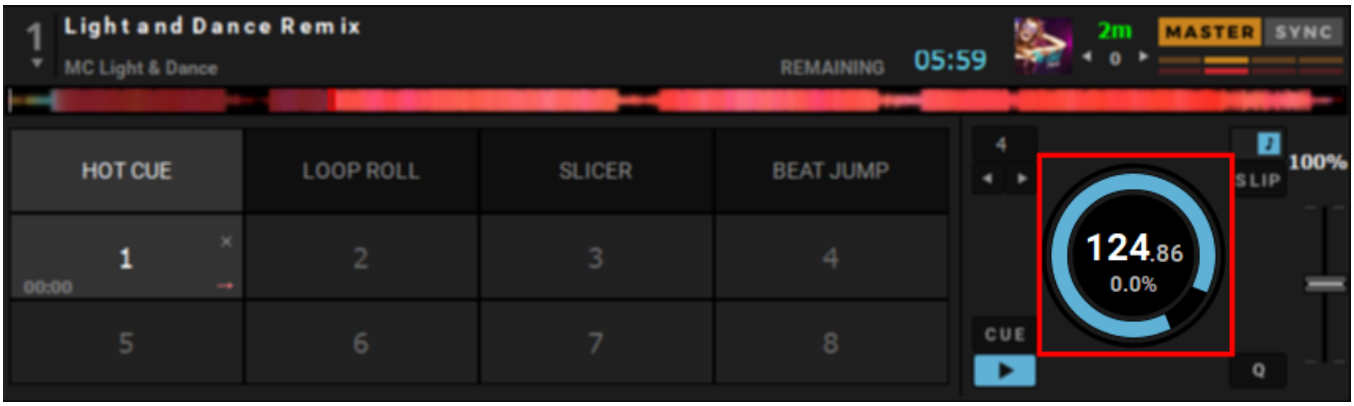
Click on this waveform to move the play head to the desired track position.

Tips: The colors indicate the type of sound. Red for Bass frequencies, Orange for Mid frequencies, Yellow for High frequencies.

Amplitude: Little Amplitude means the part of the track is quiet.

Big Amplitude means the part of the track is loud.

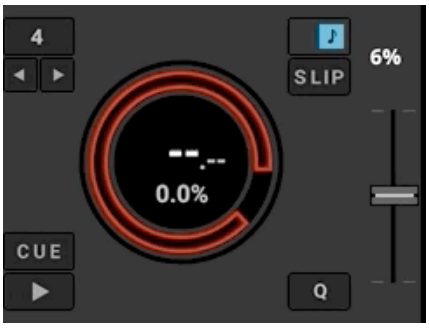
## 7.3.2. VIRTUAL JOG




Virtual Jogwheel Platter Ring: The Outer Blue Ring indicates the relative position of the Virtual Jogwheel platter.

One rotation of the Ring corresponds of one Jogwheel platter rotation.

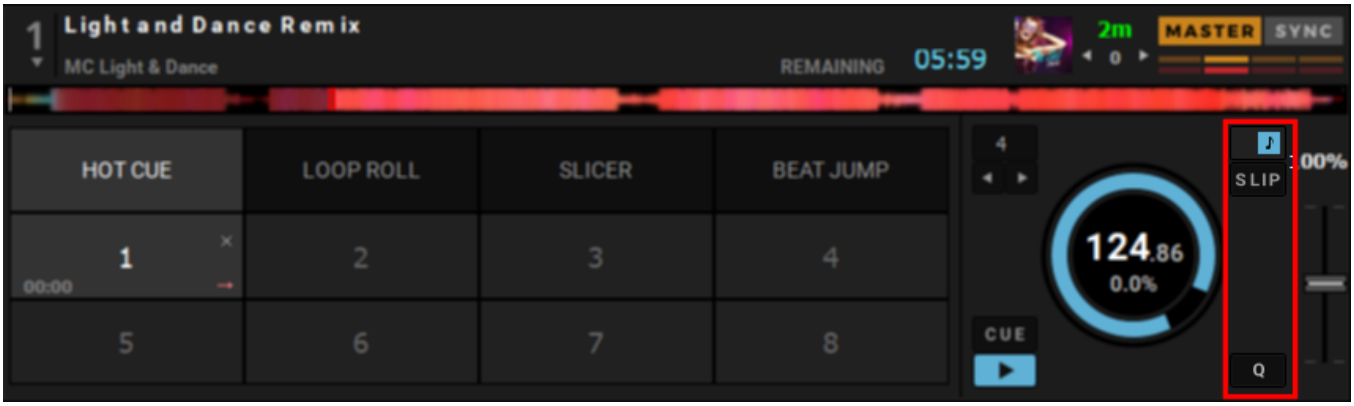
The jogwheel also indicates the track status. It is filled with red while the track is loading, then it is filled with blue while the track is getting analyzed. Once the track is fully analyzed and ready to play the jogwheel remains blue.




BPM: Indicates the Tempo value in Beat Per Minutes (BPM). The BPM value changes related to the Tempo Slider position.

Percentage: Percentage value under the BPM displays the percentage with the BPM is modified. When this value displays 0%, the track is playing as its original speed.

## 7.3.3. KEYLOCK - SLIP – QUANTIZE




- Keylock: When Keylock is enabled, the song will keep its original key when Tempo is changed. When

Keylock is disabled, the song will change the pitch of the song when Tempo is changed. The Keylock algorithm of DJUCED allows extreme tempo changes, without losing the original tone.

- Slip: Slip mode enables scratching, looping and hot cueing without breaking the rhythm of the track. When SLIP is engaged, the global waveform to split horizontally. The upper part of the waveform represent the play-head position, the lower part of the waveform represents the SPLIP position (where the playback will resume once the SLIP is done).
- Quantize: Quantize enables CUE, LOOP and HOTCUE to be automatically triggered on tempo.

*Note: Do not confuse Quantize and SNAP. Quantize works when you use a function.*
*To force the position of CUE points or loops, use SNAP(https://www.djuced.com/user-manual/#snap-2)*
*.*

## 7.3.4. TEMPO FADER

DJUCED Tempo Fader offers the same functionality as any standard DJ turntable or media player.

Lots of Tempo ranges are available to suit all the DJs preferences.

## 7.3.4.1. Tempo Fader

Moving the Tempo Fader up or down will slow down or speed up the tempo of the track.

## 7.3.4.2. Tempo Range

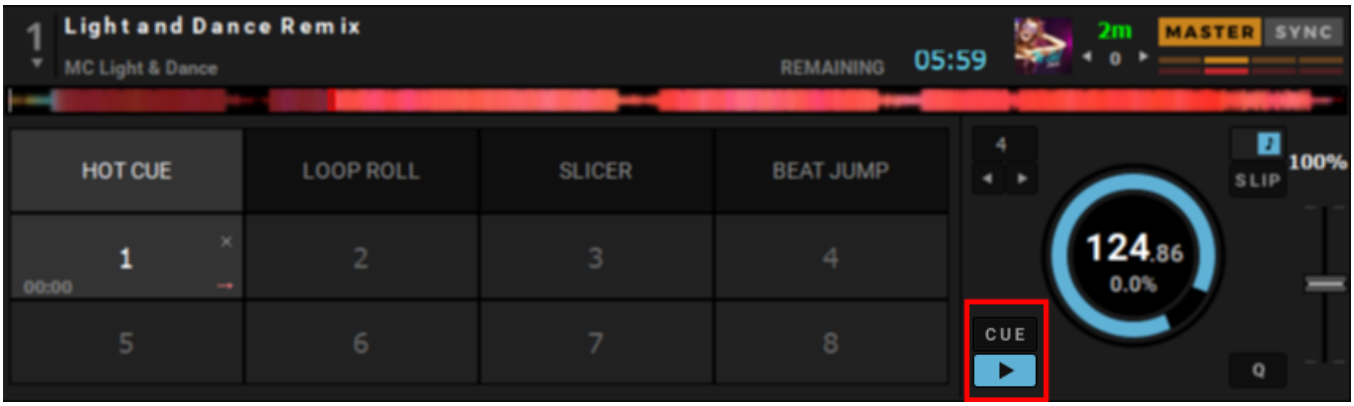
Clicking on the tempo range number change the tempo range of all the decks.

Available values are: 6%, 8%, 10%,12%,16%, 20%, 25%, 33%, 50%, 100%.

Applying a -100% stops the track.

Tips: By default DJUCED automatically set the perfect tempo range to mix tracks when a track is loaded. This can be disabled in the settings.

## 7.3.5. TRANSPORT



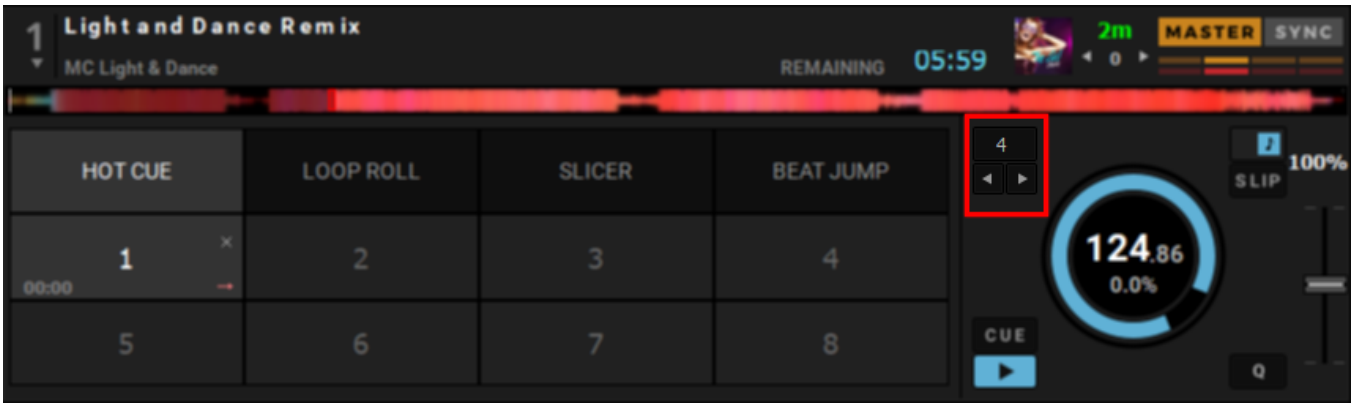

Transport section includes Play/Pause and CUE Buttons.

- Play/Pause: Click the Button to Play/Pause the loaded track.
- CUE
  - Click the CUE button during pause: a CUE point is set to the current track position. (Orange Triangle Under Waveform)
  - Long click CUE button: the playback continues while the button is clicked.
  - Click the Cue button while playing: the playback stops and the play-head position returns to the position of the CUE point.

Tips: Most of the DJs all over the world always put the CUE point on the first downbeat of the track. It allows you to start the song at the right moment, or to go back to this downbeat really fast.

CUE point is saved into the MP3/AAC/M4A/WAV files and in DJUCED database.

## 7.3.6. LOOPS




DJUCED integrates 2 Loops Behaviors

## 7.3.6.1. Automatic Loop

Default loop mode.

- Arrows: adjust Loop Size by Beat Division
- Button: Loop ON/OFF

Automatic Loops allow perfect loop length.

## 7.3.6.2. Manual Loop

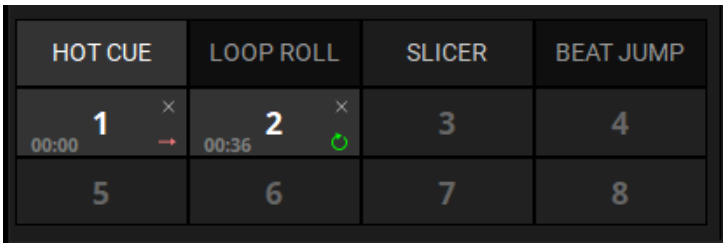
- IN: set IN Loop point
- OUT: set OUT Loop point
- Arrows: divide/multiply Loop Length by 2

Snap ON (in the Settings(https://www.djuced.com/user-manual/#snap-2)
): the loop points are automatically set to the nearest beat grid markers.

## 7.3.7. PERFORMANCE MODES

DJUCED integrates 4 Performance modes to enhance your mix.

## 7.3.7.1. HOTCUE

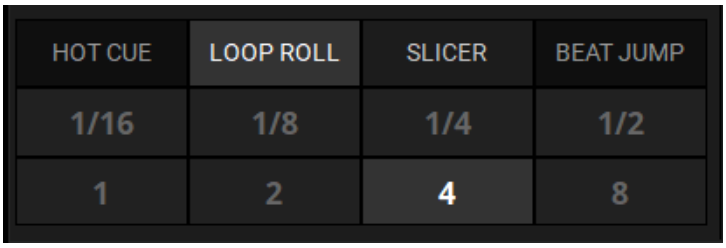



Pressing an unlit Hotcue button, if there is no loop active, stores a Cue Point at the current playback position (the HOTCUE button turns red).

Pressing an unlit Hotcue button, if there is a loop active, stores a loop at the current playback position (the Hotcue button turns green).

Tips: With Snap ON, Hotcues are set on the nearest Beat grid marker.

## 7.3.7.2. LOOP ROLL

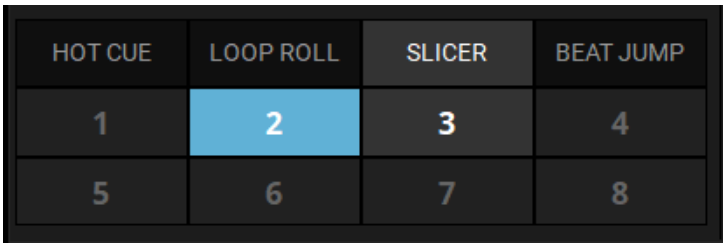



Pressing one of the 8 buttons performs an Auto Loop, but when the loop is turned off, the playback position returns to the position it would have been if nothing had been done.

It allows to make from 1/16 to 8 beats loops and “stutter” effects without losing the phrase of the track.

Tips : The waveform is horizontal cut, so you can see the playback position within the loop roll (in the top) and the resume (out of the loop) position (in the bottom).

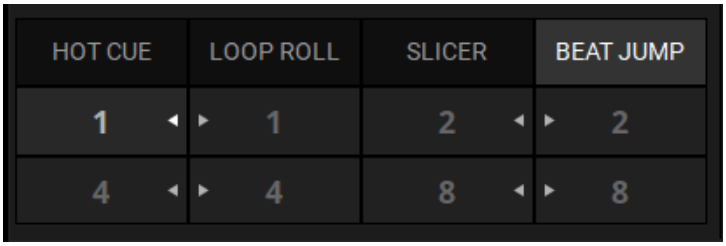
## 7.3.7.3. SLICER




The Slicer Mode divides an active loop into 8 Slices.

Slices can be triggered in real time, and allow you to jump between different sections of an active loop. Once a slice is triggered, looping will begin within the selected Slice for as long as the pad is depressed. Playback continues within the active loop area until the loop is exited.

## 7.3.7.4. BEATJUMP




BeatJump allows to Jump from a perfect Beat value, backward or forward. Perfect for re-catching a phrase. Press a button to jump from 1 to 8 Beats.

## 7.4. MULTILAYER SAMPLER

DJUCED multilayer sampler extends the creativity.

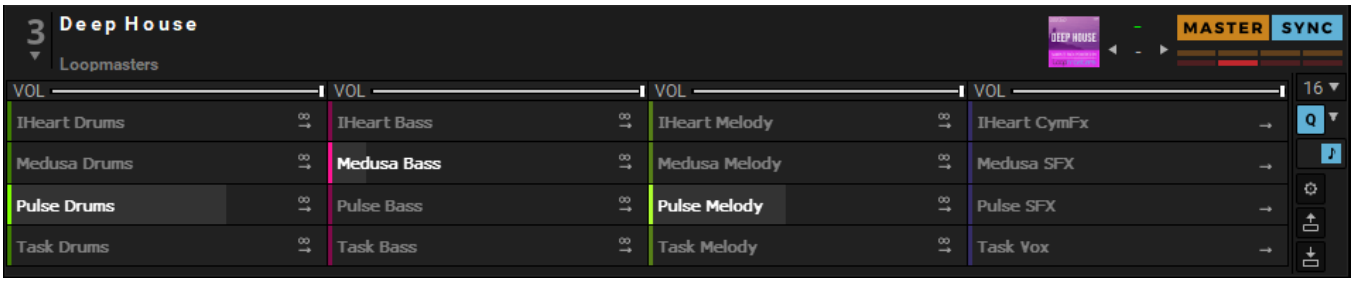
Use one shot samples or perfect synchronized loops to overlay and personalize your mix.

DJUCED proposes 4 samplers per deck, with maximum 4 layers each.

Each sampler can be volume controlled.

On the right side, choose between 16/8/4 samples display layout.

After making a loop, drag’n’drop the Deck Heading of the track from a Player deck to extract this loop.




## 7.4.1. Playback modes:

1. One shot: Play when pressed, restart when pressed again
2. Hold: Play when pressed, stop when released
3. Toggle: Play when pressed, stop when pressed again

In all the modes, the samples can be looping or not.

## 7.4.2. Quantization

Quantization (Q): choose between 1/4 to 32 Beats quantization value for the whole deck, or deactivate. (default 1 beat). When you click on a pad/press a pad on a controller with quantization, the action is done on the tempo division.

## 7.4.3. Keylock

Musical note symbol button.

Enable/Disable Keylock.

When keylock is enabled the track's tone is preserved when the pitch is changed. When it is disabled the tone change with the pitch, like it will do on a vinyl turntable.

## 7.4.4. Sample Pack Editor

Click on the gear on right of the sampler to opens the Sample Pack Editor.

Organize, change colors, rename samples and adjust BPM.

## 7.4.5. Save/Export

Save into Song Library for futur use or Export Sample Packs to a. djz file to share or move to another computer

## 7.5. GRID MODE

DJUCED analyses every track loaded into a deck (Tempo and Key), then automatically set a Beat Grid.

To ensure the best benefits of the Beat FXs, Loops, Slicers and other performances tools, the Beat Grid needs to fit perfectly the track loaded into the deck.

Grid mode allows correcting a mis-detected beat grid manually.

Tips: The beat grid edition is also fully available in the ‘Prepare’ mode along with cue points editing and loop tests.

## 7.5.1. SET FIRST BEAT

Sets the first beat grid at current playback position.

Tip: Setting the first beat grid is also useful to put the first beat counter to 1.1 Bars.

## 7.5.2. MOVE BEAT GRID

Moves the whole beat grid to the left or right side, with slow or fast steps.

## 7.5.3. SHRINK/EXPAND BEAT GRID

- Buttons: Shrink or Expand the Beat grid from the First Beat position.
- BPM Window: Enter a BPM value manually.

Tips: Before using Shrink/Expand buttons, always set the first beat on the downbeat of the track.

Shrink/Expand changes the Tempo by 1 BPM steps.

## 7.5.4. TAP BPM - HALF/DOUBLE

- Tap: Tap the BPM by clicking on rhythm with your mouse, or use SPACEBAR.
- Half/Double BPM: Allows to quickly Divide or Multiply the BPM by 2.

Tips: Did you know that you can choose a BPM range for a better analysis in DJUCED settings?

## 7.5.5. REANALYZE - UNDO

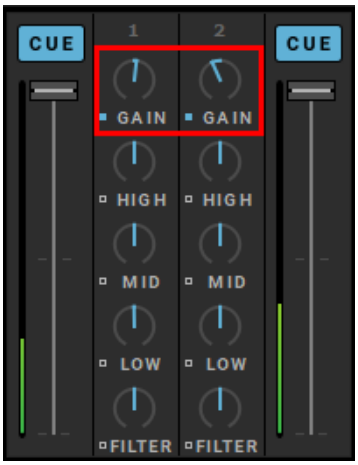
- Reanalyze: Force DJUCED to analyze the BPM and the Key of the current loaded track.
- Undo: Undo the last action.

# 8. MIXER

The mixer is the center of DJUCED.

It’s the place where all the sounds coming from the decks are mixed together.

## 8.1. GAIN



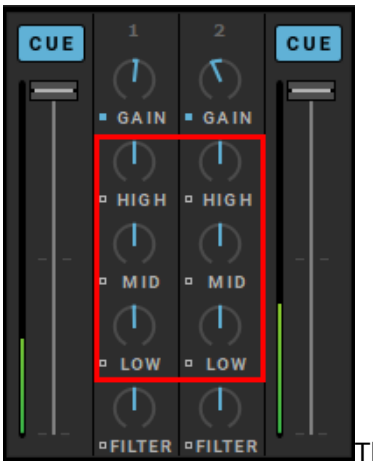

Controls the pre-fader level of the selected channel.

DJUCED offers a powerful Autogain function enabled by default.

Deactivate Autogain by clicking the button.

Tips: On controllers with hardware gain knobs, the autogain is disabled by default.

## 8.2. 3- BAND EQUALIZER




The Equalizer adjusts the sound of your decks according to the frequency. It is an important mixing tool, because it helps to manipulate the sound.

DJUCED 3-Band EQ emulates classic DJ Mixer frequency range.

- HI: cut or boost high frequencies (ex: Hi-hats, Rides)
- MID: cut or boost medium frequencies (ex: voices, guitars, chords)
- LOW: cut or boost bass frequencies (ex: bass, kick drum, subs)

Each band has a button “kill” next to the knob to cut this frequency.

## 8.3. DUAL FILTER - FILTER FX

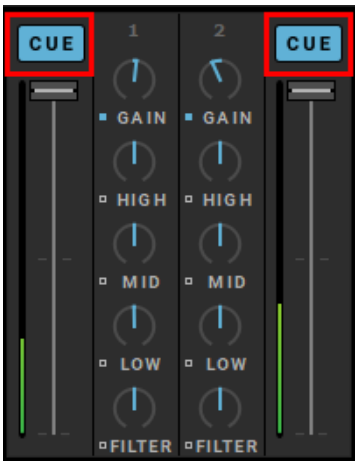
In Middle position the Filter is inactive.

Turning the knob to the right activate a high-pass filter (cutting the low and middle frequencies).

Turning the knob to the left activate a low-pass filter (cutting the high and middle frequencies).

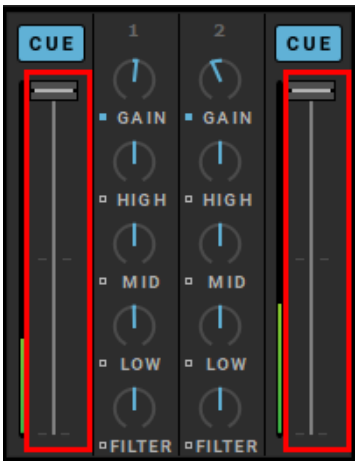
The dual filter knobs can be switched to a Filter/FX. Filter FX are complex combination of dual filters and effects. Up to four Filters/FX are available at a given time. The available Filter/FX can be selected in the ‘Mixer’ settings.

## 8.4. CUE BUTTON



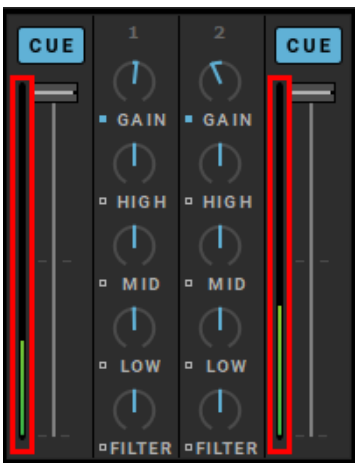

Select which channel to Pre-Listen to your headphones.

## 8.5. CHANNEL VOLUME FADER




Controls the volume of the channel.

## 8.6. LEVEL METER



Level meters show the volume before the volume fader. Adjust the GAIN to change the volume before the volume fader.

Tips: always stay away from the red zone in the Level meters.

## 8.7. CROSSFADER

The Crossfader enables you to make transitions between decks by dragging it from one side to the other.

By default, decks 1 and 3 are heard in the mix when the crossfader is on the left. Decks 2 and 4 are heard when the crossfader is on the right.

Crossfader Assign Buttons: Select which decks are audible on the left and right position of the Crossfader.

Crossfader curves can be changed in the settings. Crossfader can also be disabled in the settings. In this case decks are heard wherever the crossfader is.

Tips: A Deck that is not assigned to one side of the Crossfader is only controlled by the Channel Fader.

## 8.8. HEADPHONE CONTROLS

- Mixing: This Knob lets you mix the cued signal with the master signal in your headphones. Left position is CUE (preview), right position is MASTER (mix output).
- Level: Level Knob controls the volume of the Monitor output for your headphones.

Tip: If your controller has a hardware volume control of headphones, DJUCED automatically set headphone level to the maximum and disable headphone control.

## 8.9. RECORDING PANEL

- Rec button: Starts and stops recording of the mix.

The recording can be saved in an uncompressed format (WAV), compressed (Ogg Vorbis format).

Tip: The compression quality can be adjusted in the Recording settings.

# 9. BROWSER

The browser allows you to browse through the media sources and select the files you want to load on the decks.

It is composed of 3 parts, from left to right:

- Media sources
- Folders
- Files

The top bar of the browser allows you to change the text's size with the "+" and "-" buttons and the search for files.

Tips: Click on the magnifier to select the search fields.

You can choose the column that sorts the tracks by clicking on the column heading.

Right-click on a column's title to display the list of available columns. You can choose the columns that you want to display.

## 9.1. Media sources

Most left column, shows where to get the media (track, sample) from.

## 9.1.1. Song Library

Shows the demo track provided with DJUCED and all the tracks detected by DJUCED.

## 9.1.2. Playlist

Manage your playlists.

## 9.1.2.1. My Party

In conjunction with the DJUCED Master app available on the Apple App Store and the Google Play Store. Transform your DJ evening into a social media event.

Share your playlist and get your guests to vote.

1. Create a party: Allows you to create another party using the files on the list. To fill in the list, simply drag and drop the files from the browser in DJUCED.
2. Get party info: Allows you to display information about the party.
3. Empty party: Allows you to clear the party to create a new playlist.

## 9.1.2.2. Smart playlist

Smart and automatic playlist based on the criteria of your choice.

## 9.1.3. Explorer/Finder

Browse your disks.

## 9.1.4. Sampler

Shows the demo sample packs provided with DJUCED, the analyzed samples.

### 9.1.5. iTunes

Browse your iTunes library.

Tips: don’t forget to allow library sharing in iTunes settings.

### 9.1.6. Beatport LINK

Beatport is today the worldwide home of electronic music for DJs.?

Connect to your Beatport LINK account and get access to:?

- User playlists?
- Top 100 playlist?
- Curated playlist?
- Playlists by genre?

### 9.1.7. Qobuz

Browse Qobuz streaming service, playlist to discover more than 40 million titles in the best possible quality,

Search for files on Qobuz(https://www.qobuz.com/)
streaming service.

### 9.1.8. Recording

Browse recorded tracks and samples

### 9.1.9. History

Find played tracks by year/month/day

### 9.1.10. Favorites

Show your favorite locations.

Can be either folder on your disks or playlists.

## 9.2. Files

The file list shows the tracks from the selected media source.

You can sort the track by any column. To move a column, click on the column title and drag it to the new place.

To select the visible columns, right-click on a column title and select the wanted columns.

By default the track icon column shows the source of the track (hard drive, iTunes, Qobuz, Beatport, …); The track status column shows if a track is already analyzed and when a track is loaded on a deck.

## 10. SMARTMIX

Automically mixes songs, one after the other.

The song selection uses the **Intelligent Music Assistant** to find the songs that have the correct BPM, Key and Energy.

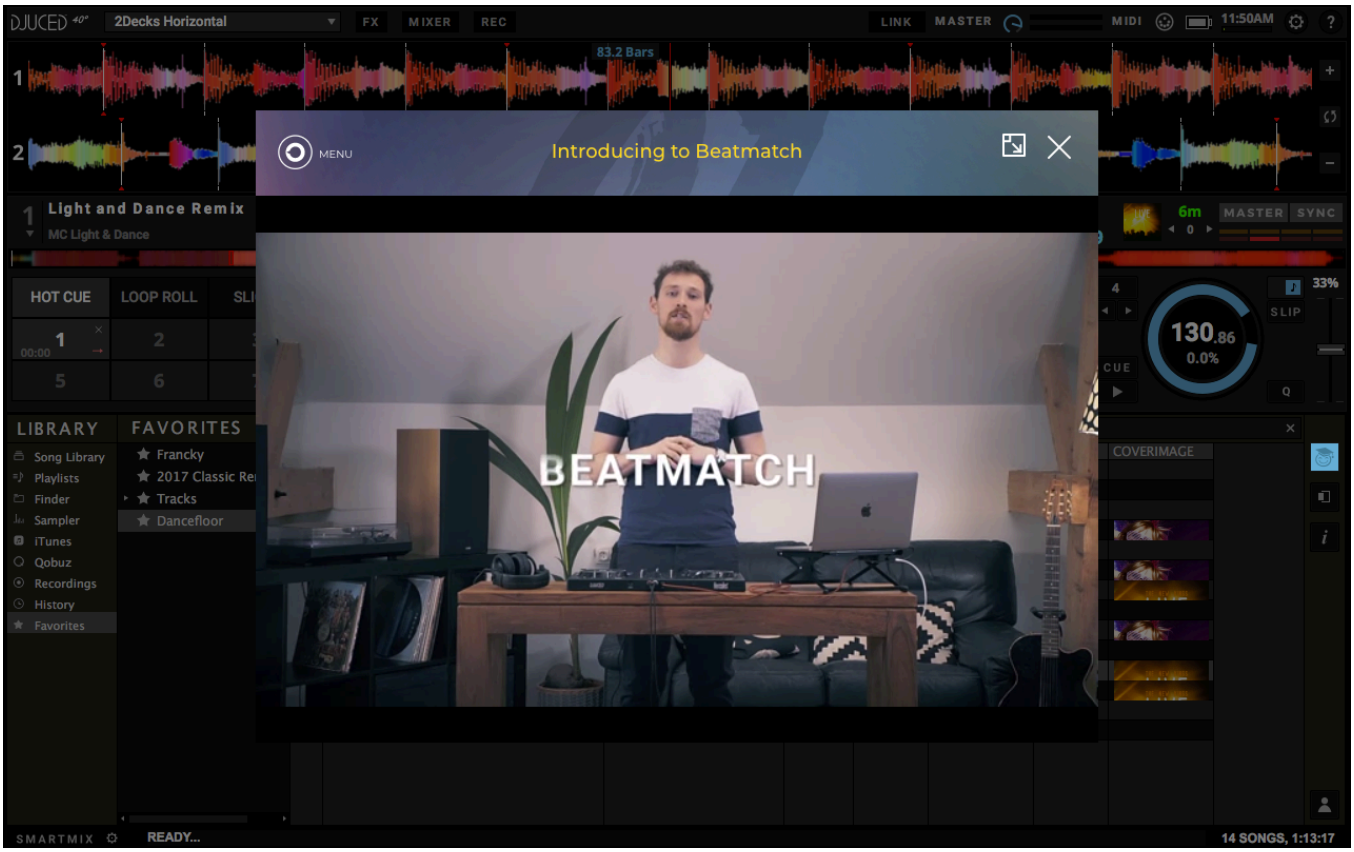
Tips: Ajust crossfade duration in the settings.

Tips: Smartmix uses the ‘MixIn’ and ‘MixOut’ area to mix between track. You can disable this in the general settings.

## 11. FAST ACCESS BUTTONS

Direct access to essential ingredients.

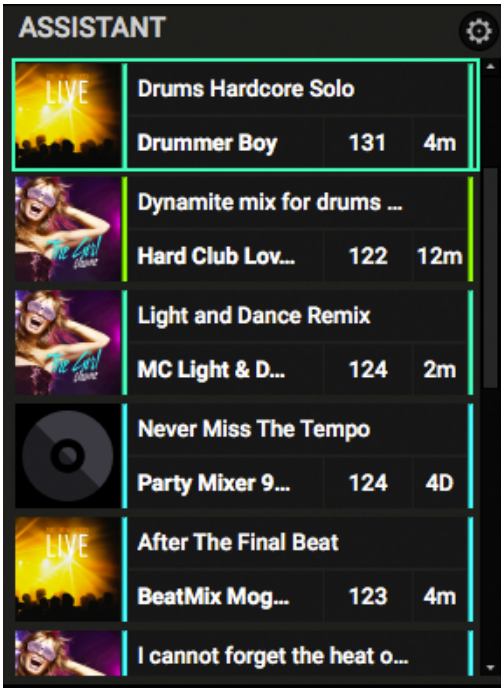
### 11.1. DJ Academy




Integrated DJ Academy to discover your DJ controller and software. Get DJ lessons in DJUCED, or get tips and

tricks from our DJs.

## 11.2. Intelligent Music Assistant




Immediately see a list of the best songs to mix.

Click on the Assistant icon on DJUCED or click on the ASSISTANT button on your controller to open/close the Intelligent Music Assistant.

On your controller, change the Assistant Energy parameter to master the mix danceability.

## 11.3. Track Info

Display and edit selected track information.

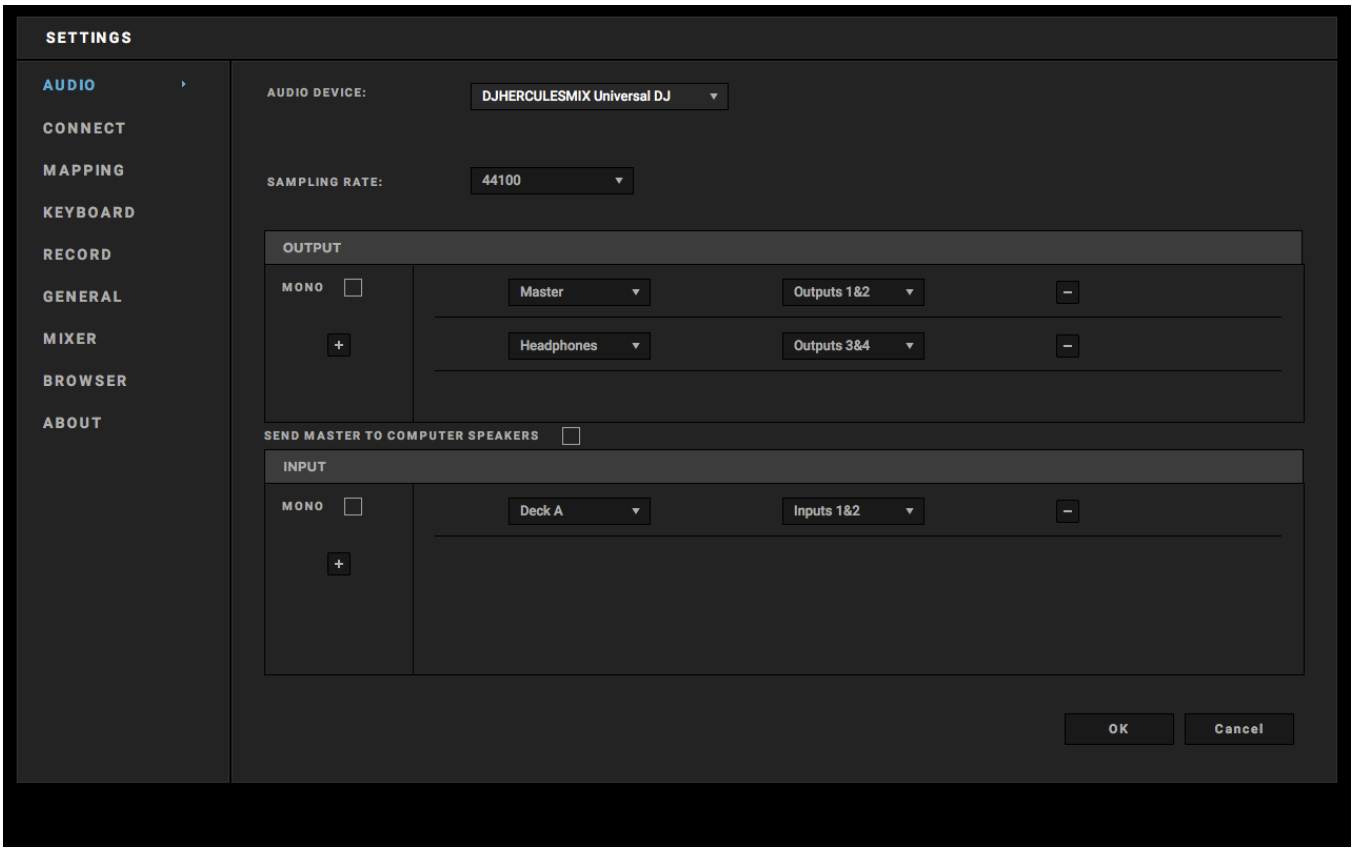
## 11.4. My DJUCED

Access to your essential information about DJUCED and your controller.

# 12. SETTINGS

Edit DJUCED settings

## 12.1. Audio




The Audio settings menu allows you to select the following elements:

- Audio device
- Sampling rate
- Input and output channels
- Send MASTER to computer speakers

## 12.1.1. Audio device

Select the audio device by clicking on the downward facing arrow.

## 12.1.2. Settings

Click on the Settings button to the right of the audio device name to open the audio device's settings window, if necessary.

## 12.1.3. Sampling Rate

If your audio device is compatible with several sample rates, you can change this setting. The higher the sample rate, the better the audio quality, if your computer is fast enough.

Standard sampling rates are 44.1 kHz, 48 kHz and 96 kHz.

## 12.1.4. Input and output channels

Standard settings for an audio interface with 4 input channels and 4 output channels:

Outputs

- Master: Outputs 1 and 2, to connect your speakers.
- Headphones: Outputs 3 and 4, to connect your headphones.

Inputs

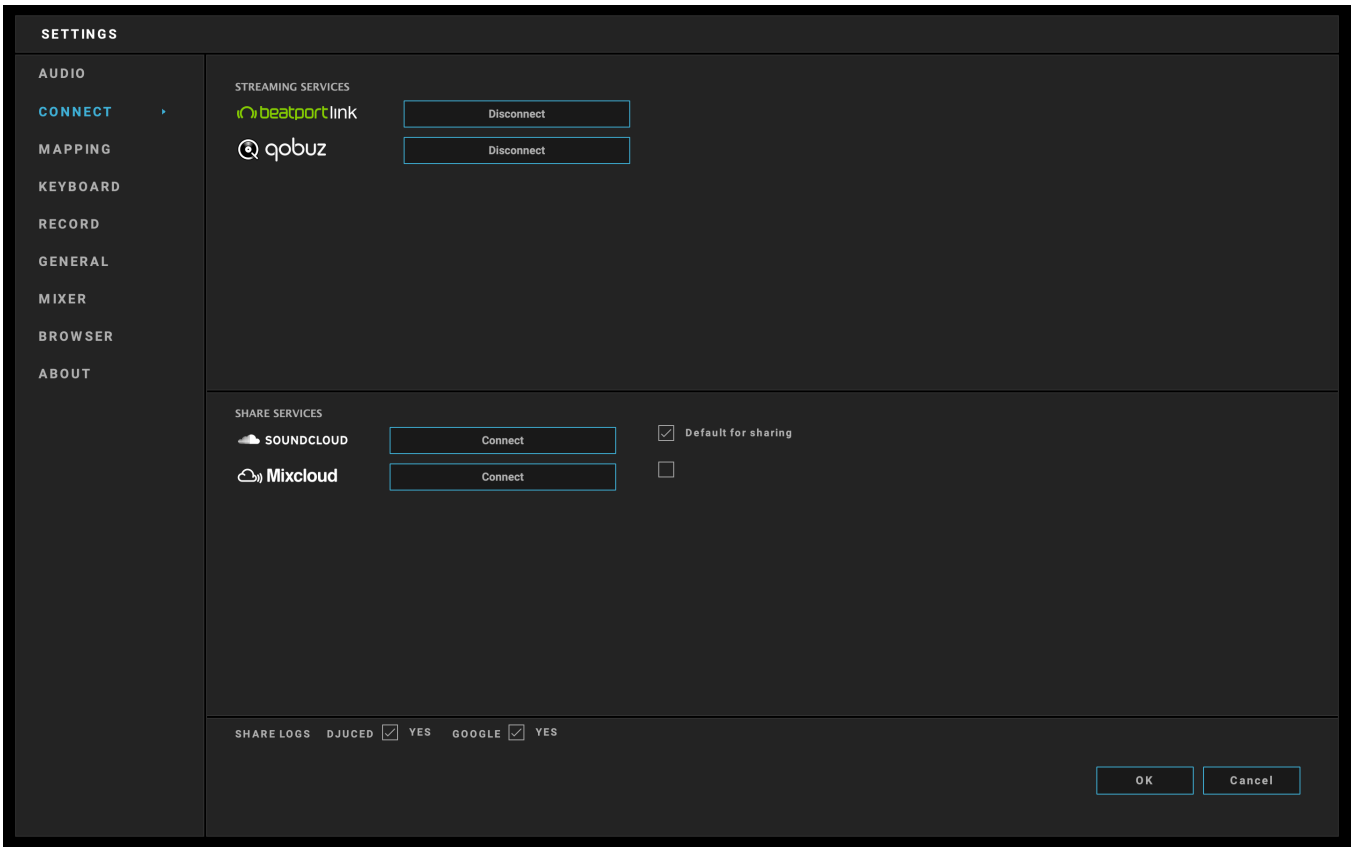
- Deck A: Inputs 1 and 2, to connect your first external audio player.
- Deck B: Inputs 3 and 4, to connect your second external audio player.

## 12.1.5. Send MASTER to computer speakers

Send the MASTER output your computer default sound card to use your computer speakers with the controller headphones.

The computer default sound card MUST NOT be set to your controller. Check your computer sound configuration before starting DJUCED.

## 12.2. Connect




The connect menu allows you to log in to third-party services.

**Streaming services**

- Beatport is today the worldwide home of electronic music for DJs.?

- Qobuz allows you to mix more than 40 million titles in the best possible quality.

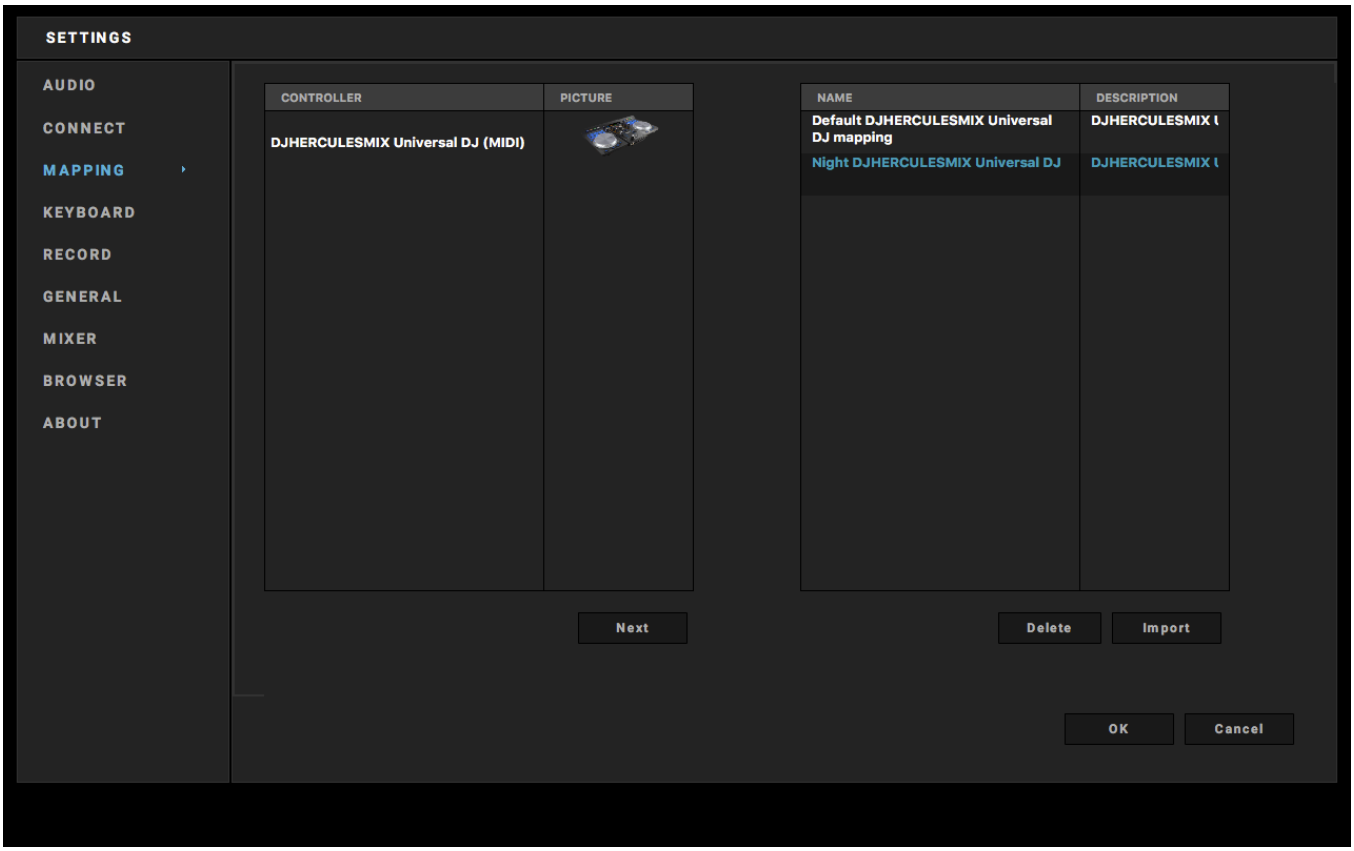
**Share services**

- Mixcloud is a platform dedicated to DJ mixes and podcasts. Mixcloud allows you to share the mixes you record in DJUCED.
- SoundCloud allows you to share the mixes you record in DJUCED.

Click on the service icon to open connection parameters.

**Share logs**: Help us improve DJUCED by sharing usage statistics.

## 12.3. Mapping

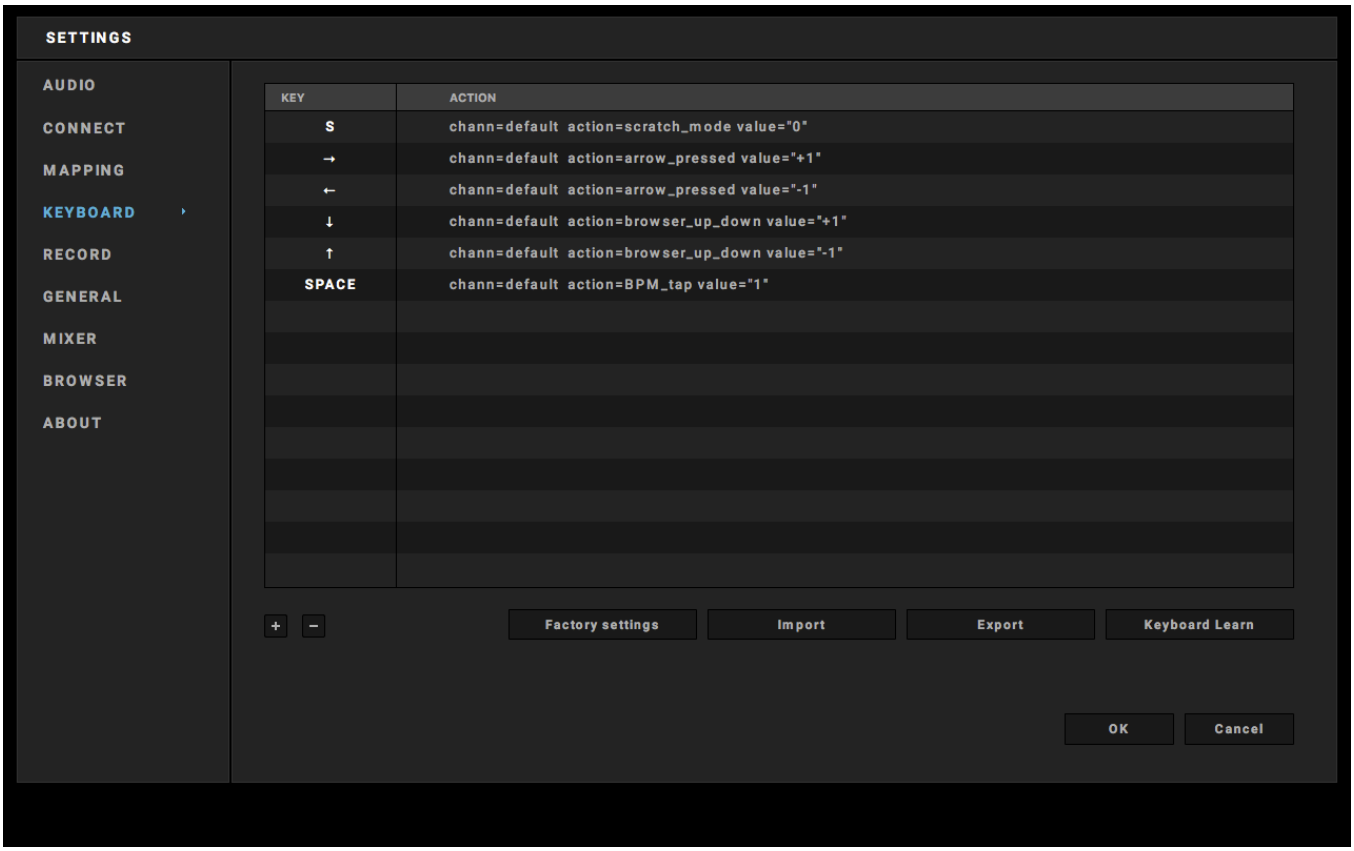



This tab allows you to select the mapping used for your controller. You can also import new mappings by clicking on the corresponding button at the bottom of the window.

A mapping is a file describing what DJUCED does when it receives a MIDI command from an external controller.

By changing the mapping, you therefore change the actions that DJUCED takes when reacting to a button, fader etc. moved on the controller

## 12.4. Keyboard



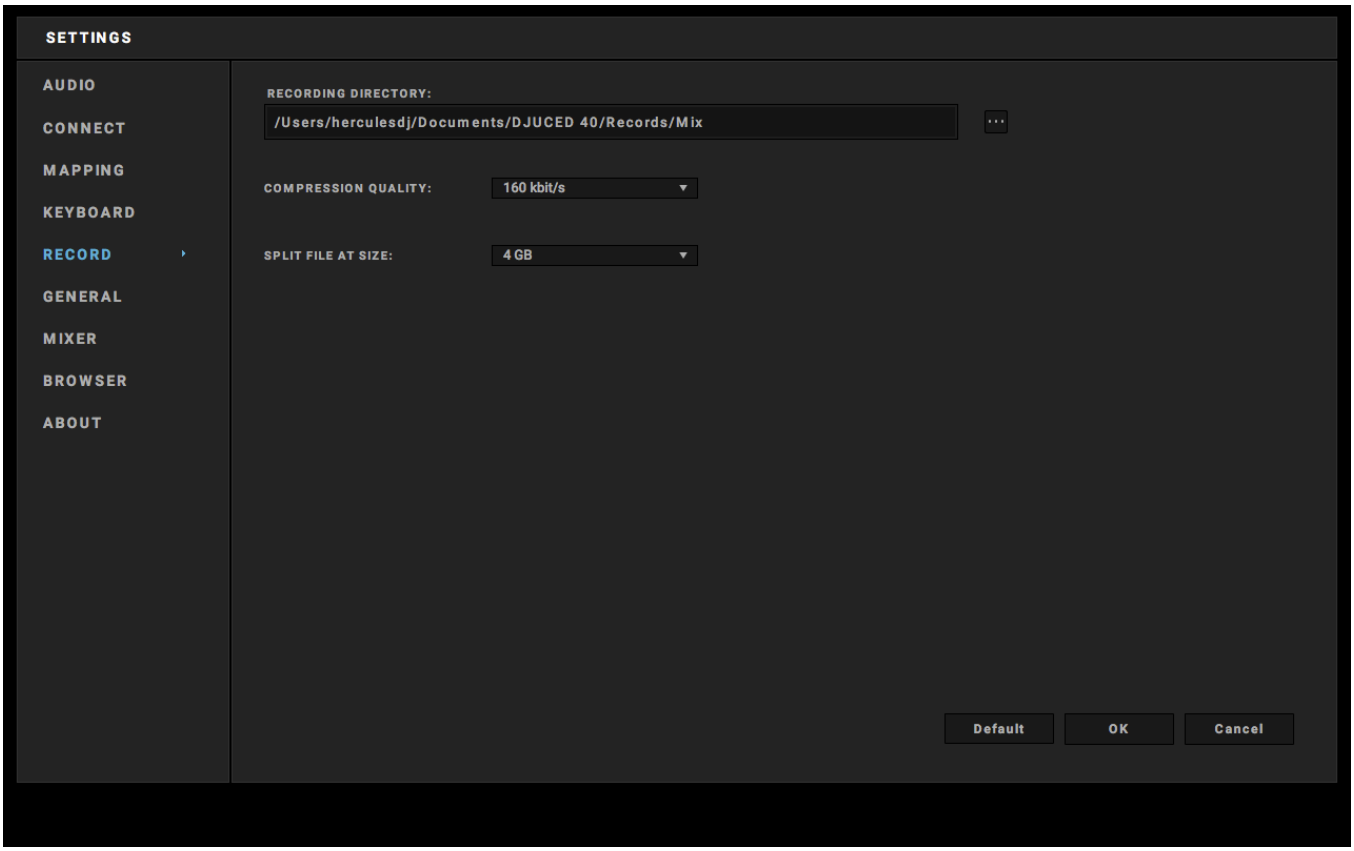

The Keyboard settings allow you to define keyboard shortcuts to control your software using your computer keyboard.

Thanks to keyboard learning, you can easily add a new key mapping. Begin by adding a line, then select Keyboard Learn.

Press the relevant key.

In the DJUCED interface, select the action you wish this key to take when pressed.

## 12.5. Record




The Record menu allows you to define the following options:

## 12.5.1. Recording directory

This setting allows you to specify the path and the name of a file that you record in DJUCED.

The default path is *C:/Users/userame/Documents/DJUCED 40/Records/Mix*; you can modify it if you wish.

By default, DJUCED saves the file in an uncompressed format, in stereo, at the sampling rate and frequency defined in the audio settings.

## 12.5.2. Compression Quality

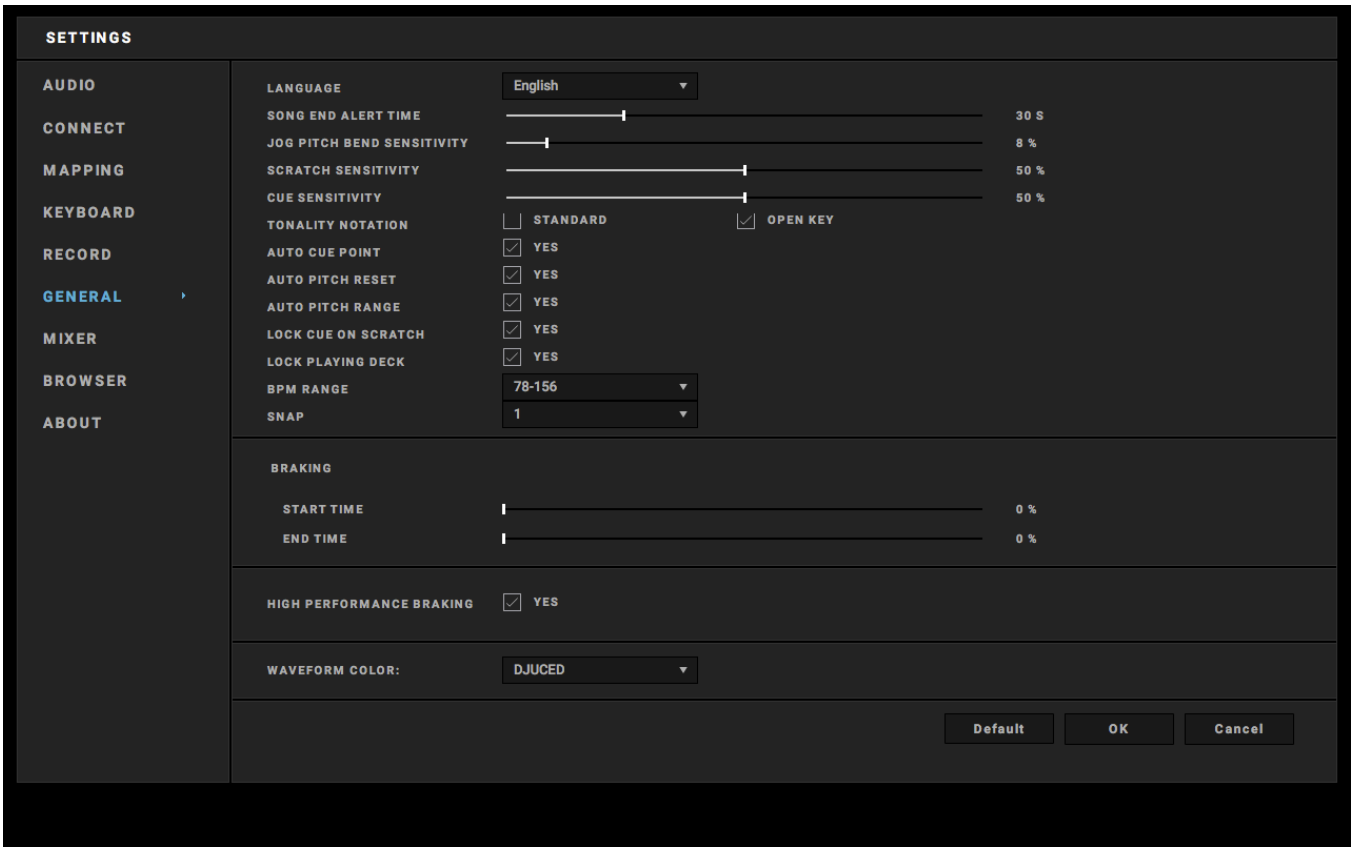
You are able to modify the compression quality when you save a compressed mix.

DJUCED uses Ogg Vorbis compression.

## 12.5.3. Split file at size

This setting allows you to set the maximum file size that it can reach before being divided. Limiting the saved file size allows for quicker control and respects the operating systems' limitations.

## 12.6. General




The General menu allows you to define the following settings:

## 12.6.1. Language

Choose the display language in DJUCED. Changing the language requires restarting DJUCED.

## 12.6.2. Song end alert time

The Song end alert feature allows you to define the number of remaining seconds in the song before the alert is displayed. The default time is 30 seconds.

This feature allows the DJ to be notified that the end of the track is approaching, and to therefore avoid a “blank” space during track transitions in the mix.

## 12.6.3. Jog Pitch Bend Sensitivity

This setting determines to what extent the rotation of a controller’s jog wheel slows down or speeds up playback (when a track is playing on the corresponding deck). It applies:

- When a jog wheel is turned without pressing it.
- When a jog wheel is turned while being pressed if you are not in Scratch mode.

## 12.6.4. Scratch Sensitivity

This setting specifies the sensitivity of the jog wheels during scratching. It applies in Scratch mode when the jog wheel is turned while being pressed.

## 12.6.5. Cue Sensitivity

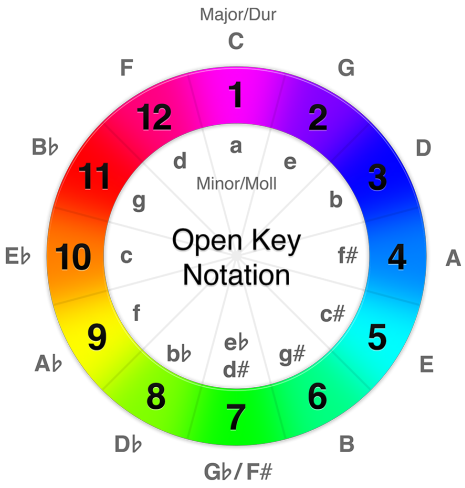
This setting specifies the sensitivity of the jog wheels when Cue points are added to tracks (no track is playing on the corresponding deck). It applies:

- When a jog wheel is turned without pressing it, in Scratch mode.
- When a jog wheel is turned, whether or not while being pressed, when not in Scratch mode

## 12.6.6. Tonality notation

Standard notation is usually C D E F G A B C, plus MAJ for major and MIN for minor.

Open Key Notation is another tonality scale used to improve mixes' harmonic quality. Pieces' tonalities are associated with a number (from 1 to 12) and a letter (m for minor or d for major).




(https://www.beatunes.com/en/open-key-notation.html)

Songs containing the same number +/- 1 can be mixed harmonically while staying in the same mode (d or m). As long as the number is the same, you can toggle between d and m.

For example, a piece with a 7d tonality corresponds harmonically to pieces with 6d, 7d or 7m and 8d tonalities.

## 12.6.7. Auto Cue Point

The Auto Cue feature inserts a CUE 1 point on the track's first beat if no CUE point has yet been defined.

This becomes useful if you have not prepared all your tracks before mixing.

## 12.6.8. Auto Pitch Reset

When you use Magic Fade or automatic mixing, the pitch of the deck towards which the transition is applied is automatically restarted at the end of the transition. This option allows you to disable this help.

## 12.6.9. Lock CUE on scratch

When scratching from the CUE Start, the play head is automatically moved back to the CUE Start position when scratch ends.

## 12.6.10. Auto pitch range

When a track is loaded in a deck, DJUCED automatically changes the pitch fader range to get the best range for the given BPM difference.

## 12.6.11. Lock playing deck

By default, a deck is locked when playing. You cannot load a track on an already playing deck.

Disable this setting to be able to load a track on a plying deck. This will stop the currently plying track and load the new one.

## 12.6.12. On load go to first cue/hot-cue

When a track is loaded, the play-head position is set to the first cue/hot-point position.

## 12.6.13. Deactivate sync when a deck is loaded

By default the SYNC is permanent and when a new track is loaded the SYNC remains and the track BPM is synchronized to the MASTER track one.

## 12.6.14. Automic MixIn and MixOut areas

The Smartmix uses the ‘MixIn’ and ‘MixOut’ area to mix the track together. Disable this option to force the Smartmix to mix tracks from their beginning to their end.

## 12.6.15. SNAP

Set the SNAP size in beat.

Set to OFF to disable SNAP.

SNAP allows you to automatically align the creation of CUE points and Loop-ins and Loop-outs with the tracks’ beats.

DJUCED allows you to choose a SNAP value of 1/32 of a beat to 1 beat.

Thanks to SNAP, loops begin and end perfectly in rhythm and the CUE points position themselves perfectly in time. With a value of 1 beat, the loops and CUE points will always be aligned to the beats.

Smaller SNAP values allow for more freedom, but require more dexterity.

## 12.6.16. BPM range

Set the range of BPM analysis result. If analysis result is out of the range, is will be multiplied or divided by two to fit in the range.

## 12.6.17. Braking

Set the amount of brake effect when starting playback and stopping playback.

The brake effect emulates turntable inertie to start and stop spinning.

## 12.6.18. High performance

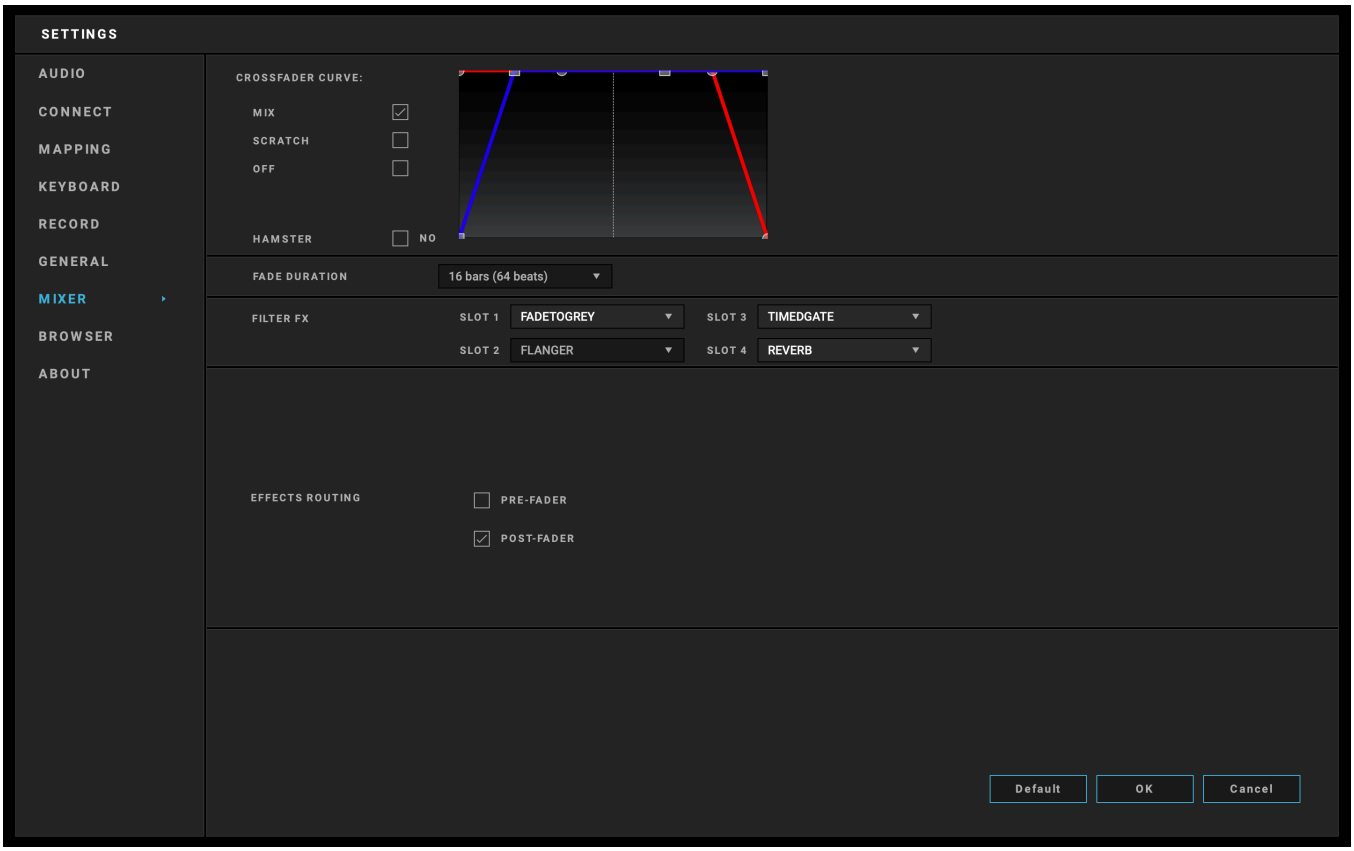
Enables all DJUCED functionalities. When this option is disabled, the quality of the filters and limiter is restricted, in order to reduce CPU usage.

## 12.6.19. Waveform color

This option allows you to choose different color themes for the waveform in the drop-down menu.

After selecting a theme, the waveform colors are updated.

## 12.7. Mixer



Here, you can adjust the crossfader curve and the equalization settings, the filter/FX and the effect routings.

“Post-Fader” effects are present even when the volume slider of a deck is lowered.

### 12.7.1. Crossfader Curve

The crossfader curve is the shape of the mix’s curve, based on the position of the crossfader.

There are two crossfader curves:

- Mix (smooth transition between left and right)
- Scratch (fast transition between left and right)

In addition:

- Hamster inverts the curve.
- OFF disables the crossfader.

### 12.7.2. Fade duration

Set the duration of crossfade for Automix and Smartmix.

### 12.7.3. Filter FX

Select the four Filters/FX to be used on the Filter knob.

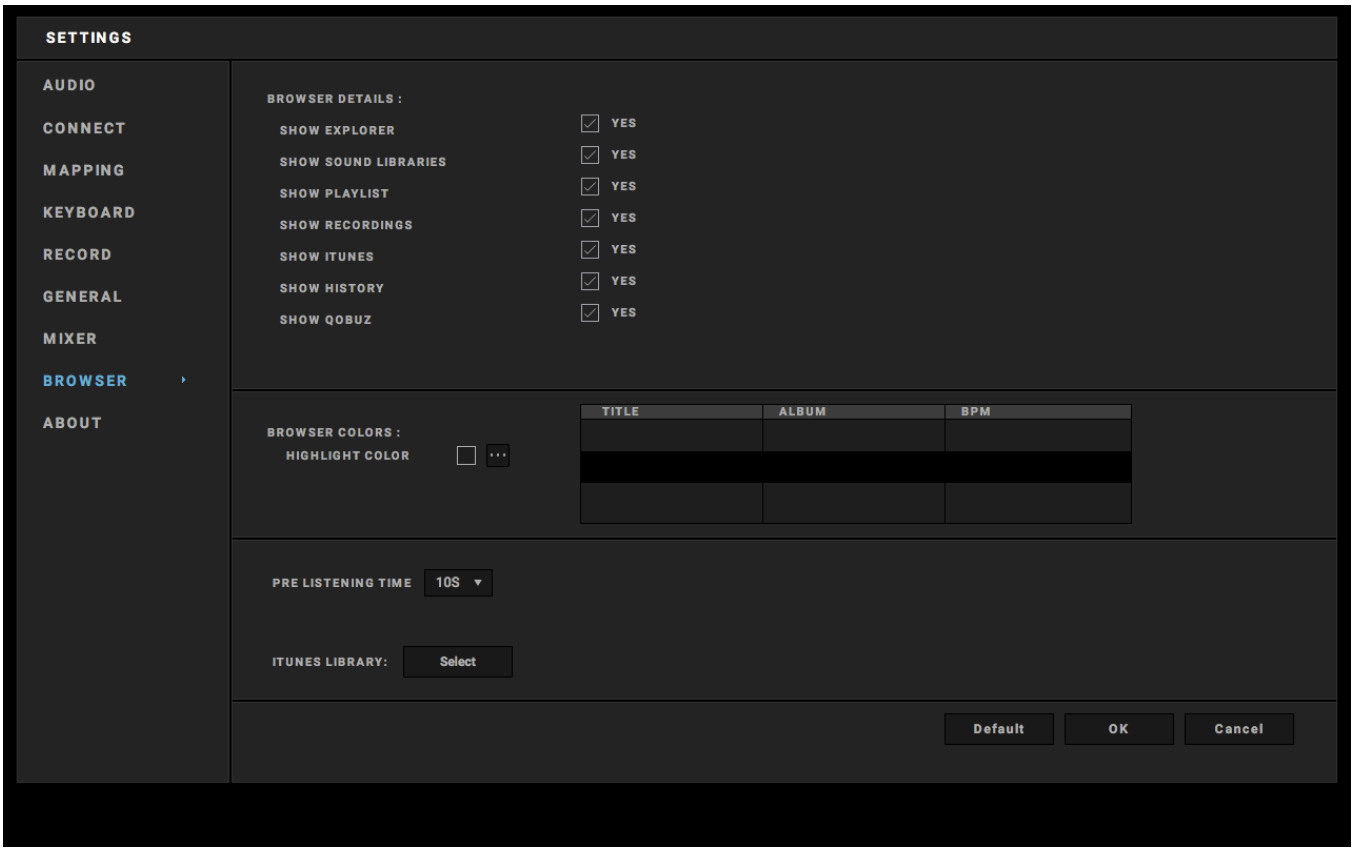
### 12.7.4. Effect routing

Time based effects can be routed back before or after the volume fader.

- Pre-fader: the effect (wet signal) is cut when the volume fader is down.
- Post-fader: the effect (wet signal) is preserved when the volume fader is down.

When the volume fader is down, you don’t hear anymore the track (dry signal) but still hear the effect.

## 12.8. Browser




The Browser setting allows you to carry out the following actions:

## 12.8.1. Browser details

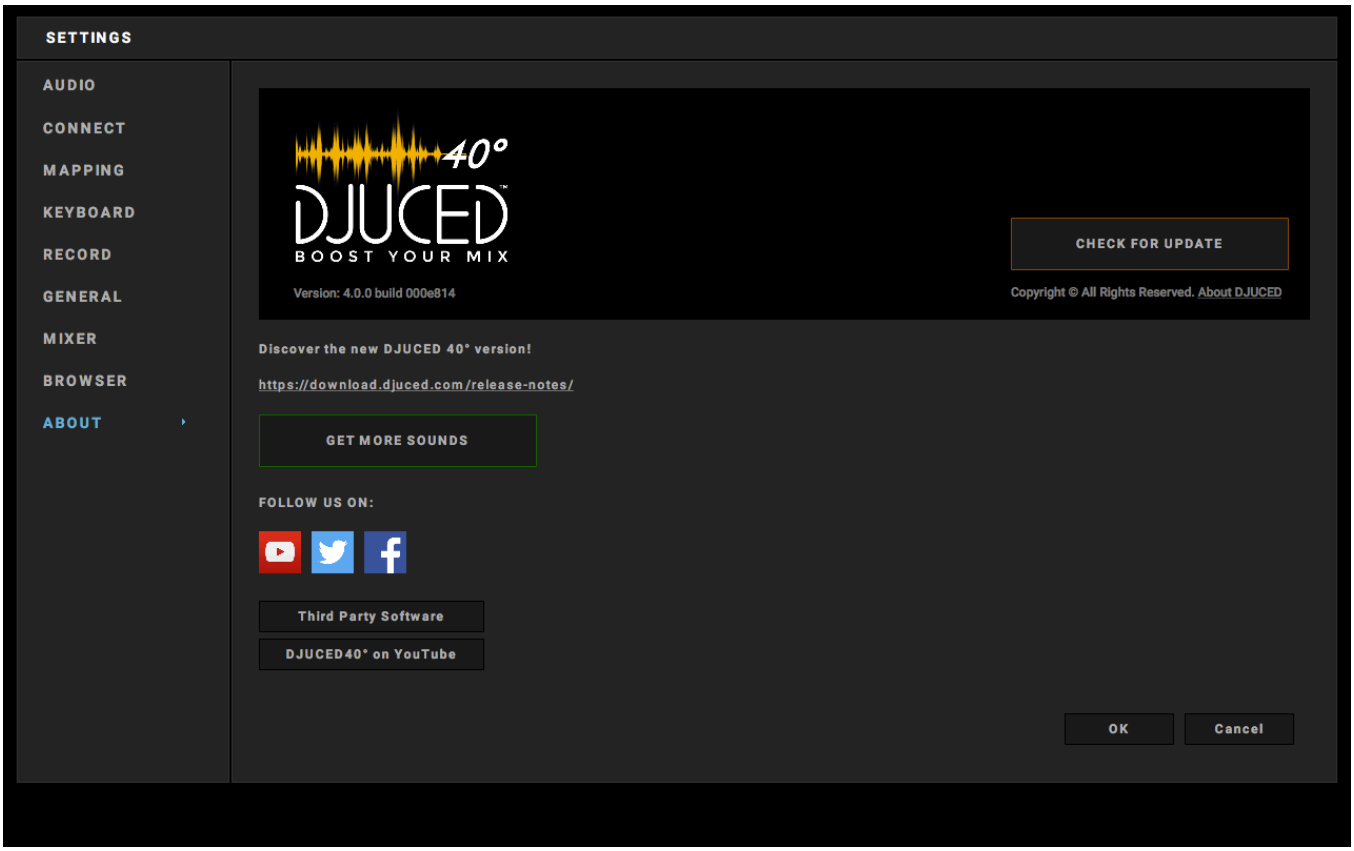
You can select the content you wish to display in the browser window.

## 12.8.2. Pre-listening time

Select the pre-listening time in seconds.

To pre-listen a track in the browser, right-click on the track and select “pre-listening”.

## 12.9. About




The About menu displays DJUCED's version number and a link to update the software.

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