



VIRTUALDJ USER MANUAL

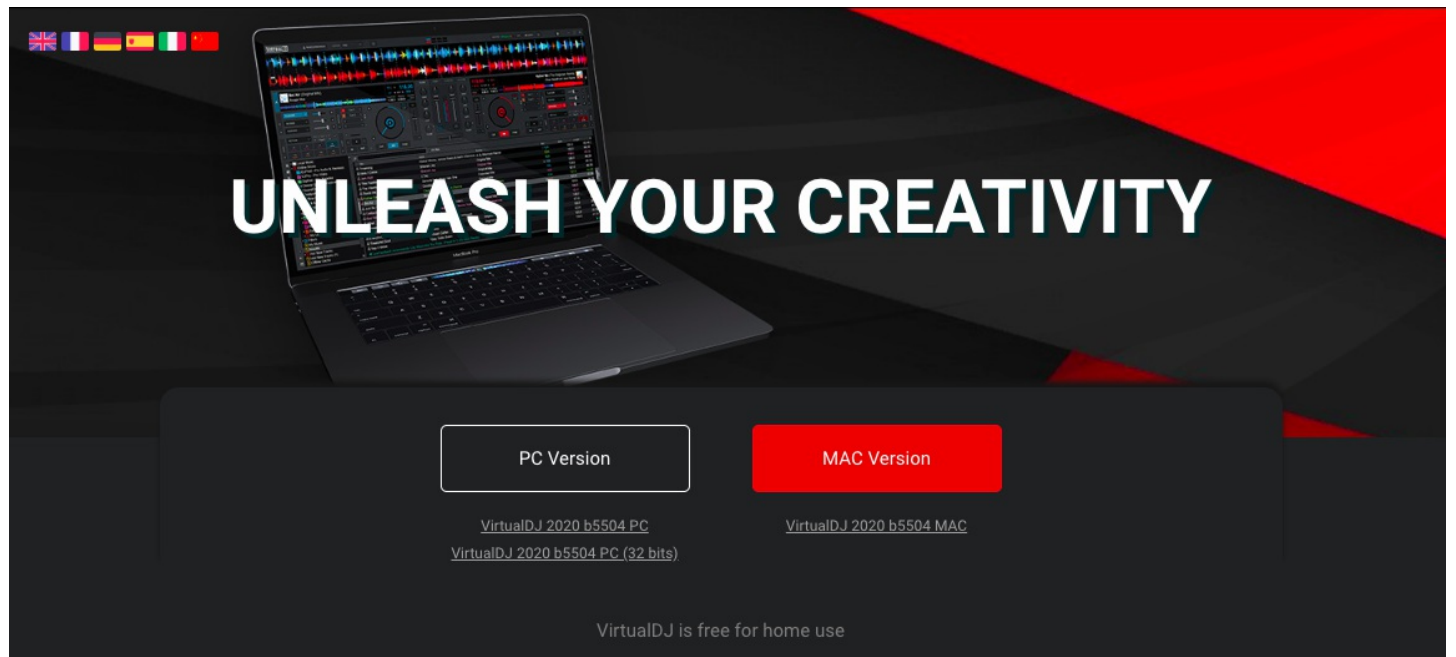
QUICK START



In order to quickly get started and begin using VirtualDJ, there are a few simple steps that you need to take. The following sections will walk you through installation and running the software for the first time:

INSTALLATION

To get started with VirtualDJ, you will first need to visit the download page on the website:<http://virtualdj.com/download/index.html>

A promotional banner for VirtualDJ. It features a laptop displaying the software interface against a dark background with a red diagonal stripe. The text "UNLEASH YOUR CREATIVITY" is prominently displayed in white. Below the laptop are two buttons: "PC Version" and "MAC Version". Under the PC button are links for "VirtualDJ 2020 b5504 PC" and "VirtualDJ 2020 b5504 PC (32 bits)". Under the MAC button is a link for "VirtualDJ 2020 b5504 MAC". At the bottom, it states "VirtualDJ is free for home use".

UNLEASH YOUR CREATIVITY

PC Version

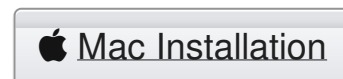
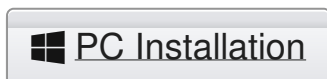
MAC Version

[VirtualDJ 2020 b5504 PC](#)
[VirtualDJ 2020 b5504 PC \(32 bits\)](#)

[VirtualDJ 2020 b5504 MAC](#)

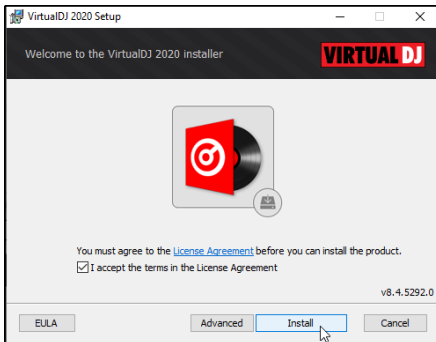
VirtualDJ is free for home use

Click on either the PC Version or Mac Version depending on your Operating System in order to download the installer. Follow the instructions to install the software for your operating system provided on the following pages:



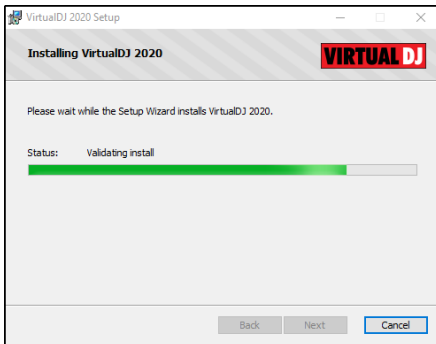
INSTALLATION WINDOWS

1. Open the downloaded file from your Downloads folder (or folder that you have specified for downloads) and double click on the installation file. The software installer will open.

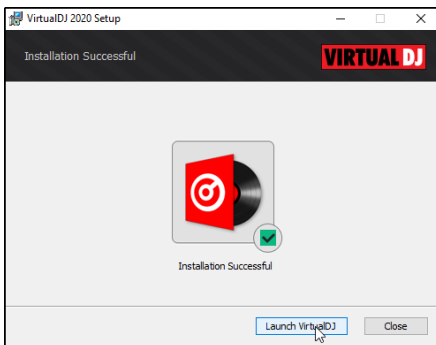


Check the box that reads "I accept the terms in the license agreement". Click **Install** to continue with installation or Click **Cancel** to exit the Installer.

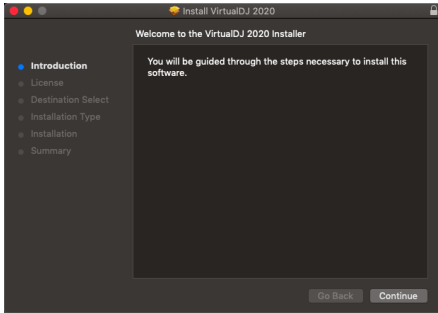
2. The software will automatically begin installing. Files will then be copied to the computer. At this stage Windows may display a pop-up asking if you are sure that you want to Install the software. Click Yes to continue.



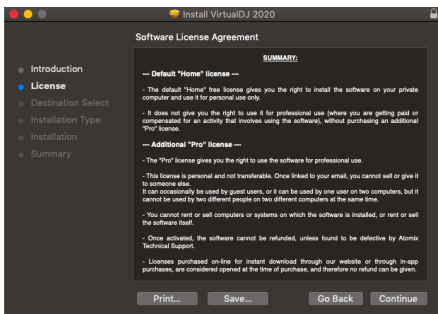
3. The installer will continue to install the necessary components and will advise "Installation Successful" once completed. Click **Launch VirtualDJ** to get started.



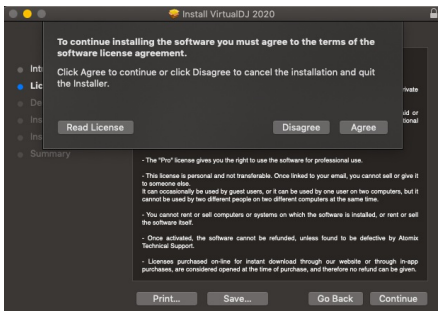
INSTALLATION MAC



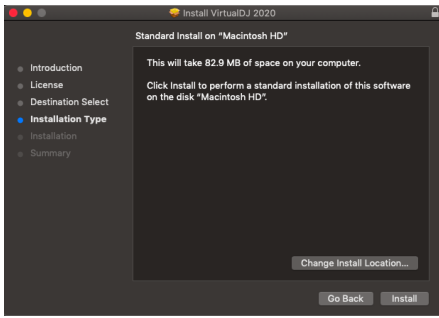
1. Open the downloaded file from your Downloads folder (or folder that you have specified for downloads) and double click on the installation file. The software installer will open. Click Continue.



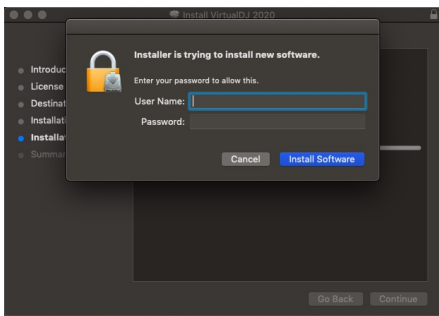
2. Read the End User License Agreement and click Continue.



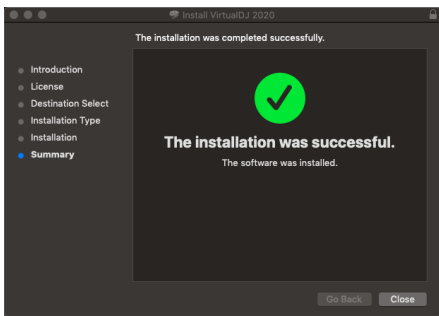
3. A box will appear asking if you agree to the terms of the license agreement. Click Agree to continue with installation or Click Disagree to exit the Installer.



4. The Standard Install will advise of which drive the software will be installed to and the amount of space that it will take. Click Install to continue.



5. Enter your Mac user password for installing applications. Then hit enter or click Install Software.



6. The installer will continue to install the necessary components and will advise once completed. Click Close once the installer completes and visit your Applications folder to open the software.

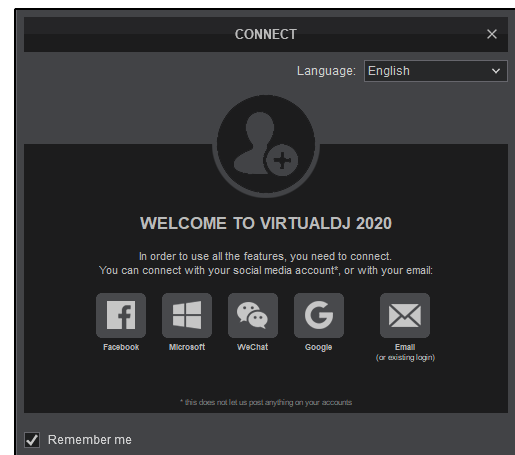
**Please note that in some instances Gatekeeper may block VirtualDJ from being installed. You may need to change your Mac's security settings in this case. For more information on Gatekeeper and how do safely install VirtualDJ, please see <https://support.apple.com/en-us/HT202491>*

OPENING VIRTUALDJ FOR THE FIRST TIME



Simply double click on the VirtualDJ icon on the desktop (for Windows) or Applications folder (for Mac OS) to open the software. On first launch a Login window will appear on top of the VirtualDJ Interface.

Login using Facebook, your Microsoft ID, WeChat account, Google account, or Username (email) and the password of your current virtualdj.com account.



Connecting an account to VirtualDJ provides the following benefits:

- Keeps license purchases organized and associated with a single account
- Accesses the user community (Forums)
- Provides access to hundreds of addons and plugins (based on license level)
- Allows direct Podcasting to the website
- Ability to save Sets played to the website (history)
- Access CloudLists
- Access to Ask the DJ

INTERFACE

Before beginning to use VirtualDJ, it is important to familiarize yourself with the controls and the available sections of the default GUI (Graphical User Interface) or Skin.

STARTER



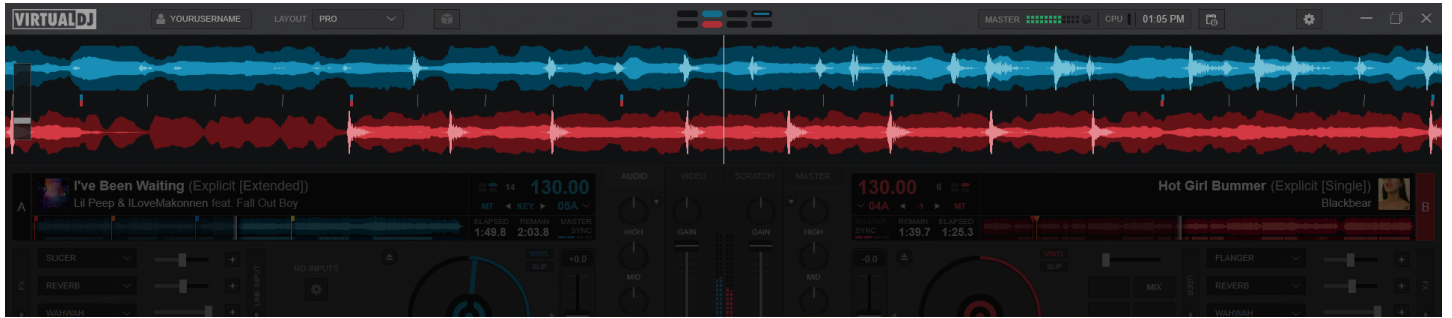
ESSENTIALS



PRO



TOP SECTION



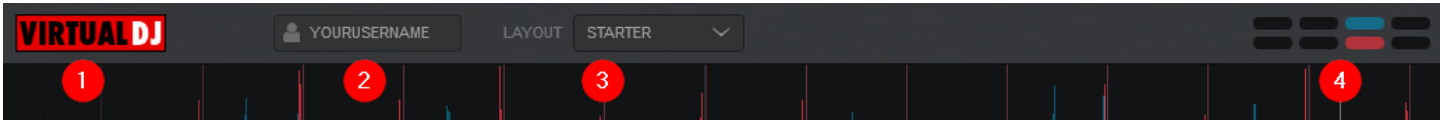
Pro Layout

The upper area of VirtualDJ provides important information about your computer, the current state of the files playing, features that can be accessed, and settings that can be adjusted. Depending on what Layout is chosen, the options will differ. The following section will go over the different aspects of this area:

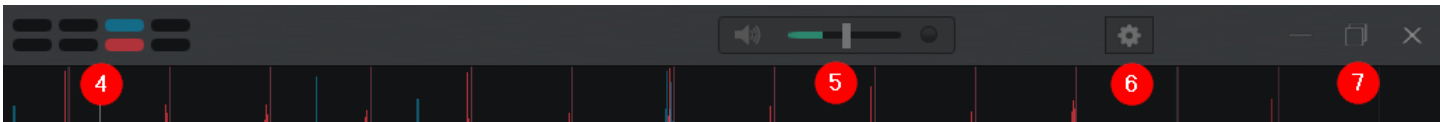
APPLICATION CONTROLS & INFO

At the very top of the software interface a menu is displayed which provides valuable information about the different aspects of VirtualDJ as well as controls to customize the layout and look. These items change depending on the Layout that you decide to use.

STARTER



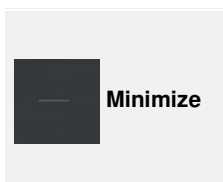
Top Menu - Left Side



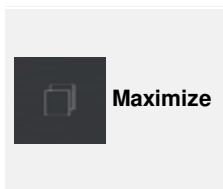
Top Menu - Right Side

- 1 VIRTUALDJ LOGO.** The software logo is displayed on all skins. By default the logo is displayed in red. If logged in with a Pro account it will be displayed in silver.
- 2 CONNECT BUTTON.** Displays **NOT LOGGED IN** by default. Clicking on it will open the **CONNECT** screen allowing you to sign into the software with your user account. Once connected, your user account name will be displayed in the box.
- 3 LAYOUT.** The dropdown menu provides the ability to change the look and feel of the software. Depending on which skin mode is selected, it will also provide additional customization options such as Color Scheme, Waveform, and Jogwheel display.
- 4 BEAT KEEPER.** The Beat keeper indicates on which beat of the 4 beat bar the track is on.
- 5 MASTER VOLUME & LIMITER.** The Master Volume slider provides the ability to control the total volume of the computer (OS volume). When audio is being played it will also display a VU meter in the slider to display the volume level of the Master Output.

The Limiter indicator at the end of the Volume Control, shows if the signal of the Master Output is compressed or not. The Limiter indicator will glow red when the signal is compressed.
- 6 SETTINGS.** Opens the settings menu of VirtualDJ
- 7 TITLE BAR BUTTONS.** These buttons allow you to control the size and state of VirtualDJ as well as close the software when required.



Removes the application from the desktop but keeps it active in the taskbar or dock.

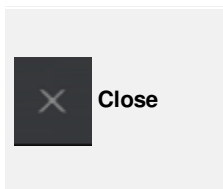


Offers 3 states:

Fully maximized: Application covers the whole screen

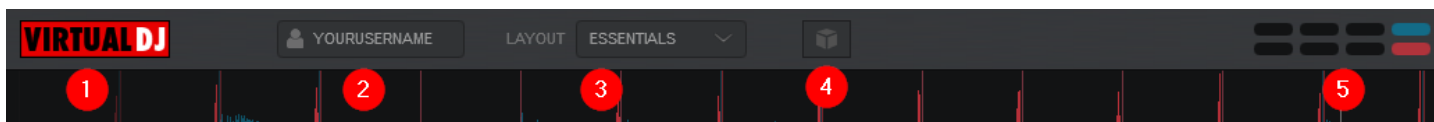
Semi-maximized: Application covers the whole screen, but leaves the taskbar visible.

Windowed: Application is displayed in a smaller resizable and movable window

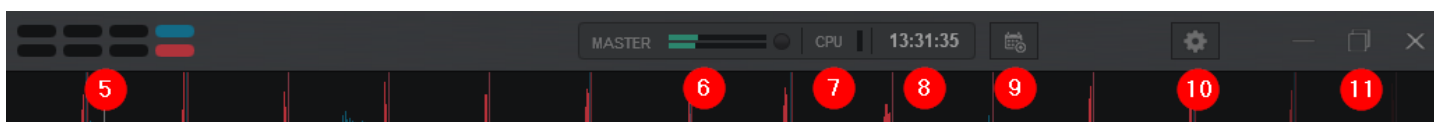


Closes the application

ESSENTIALS & PRO



Top Menu - Left Side



Top Menu - Right Side

- 1 VIRTUALDJ LOGO.** The software logo is displayed on all skins. By default the logo is displayed in red. If logged in with a Pro account it will be displayed in silver.
- 2 CONNECT BUTTON.** Displays **NOT LOGGED IN** by default. Clicking on it will open the **CONNECT** screen allowing you to sign into the software with your user account. Once connected, your user account name will be displayed in the box.
- 3 LAYOUT.** The dropdown menu provides the ability to change the look and feel of the software. Depending on which skin mode is selected, it will also provide additional customization options such as Color Scheme, Waveform, and Jogwheel display.
- 4 SANDBOX MODE.** Activates and Deactivates VirtualDJ's Sandbox Mode
- 5 BEAT KEEPER.** The Beat keeper indicates on which beat of the 4 beat bar the track is on.
- 6 MASTER VU METER & LIMITER.** The Master VU Meter will display the volume level of the Master Output. The Limiter indicator at the end of the VU Meter, shows if the signal of the Master Output is compressed or not. The Limiter indicator will glow red when the signal is compressed.

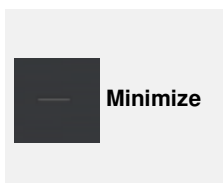
7 CPU METER. Displays the CPU usage for all applications running at that time on your computer. Hovering the mouse over the CPU Meter will display information about the Sound card interface usage.

8 CLOCK. Displays the current time (automatic by default). Clicking on the clock will cycle between the time and a timer (stop watch). The display can be changed to 24hr or 12hr in the Options menu under **clockDisplay**.

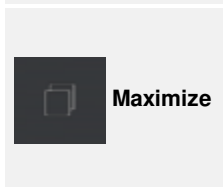
9 EVENT SCHEDULER. Opens the Event Scheduler which provides the ability to schedule and automate different software features at pre-determined intervals.

10 SETTINGS. Opens the settings menu of VirtualDJ

11 TITLE BAR BUTTONS. These buttons allow you to control the size and state of VirtualDJ as well as close the software when required.



Removes the application from the desktop but keeps it active in the taskbar or dock.

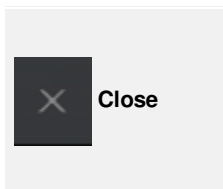


Offers 3 states:

Fully maximized: Application covers the whole screen

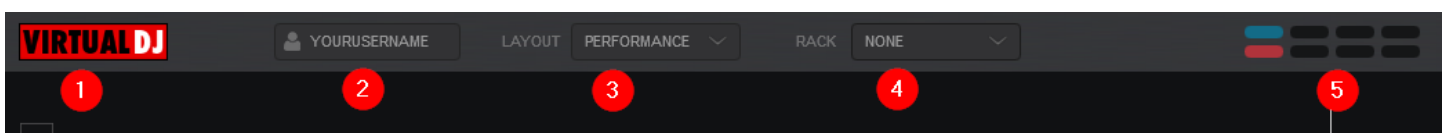
Semi-maximized: Application covers the whole screen, but leaves the taskbar visible.

Windowed: Application is displayed in a smaller resizable and movable window



Closes the application

PERFORMANCE

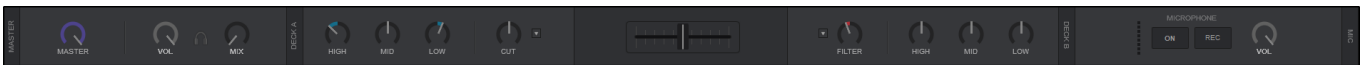


Top Menu - Left Side

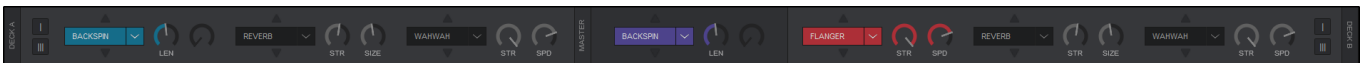


Top Menu - Right Side

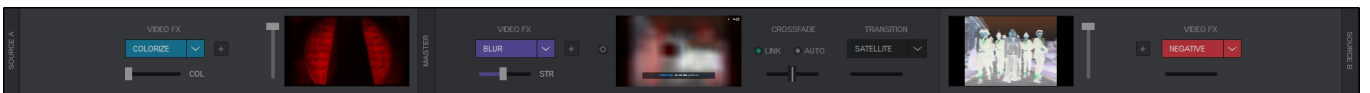
- 1 **VIRTUALDJ LOGO.** The software logo is displayed on all skins. By default the logo is displayed in red. If logged in with a Pro account it will be displayed in silver.
- 2 **CONNECT BUTTON.** Displays **NOT LOGGED IN** by default. Clicking on it will open the **CONNECT** screen allowing you to sign into the software with your user account. Once connected, your user account name will be displayed in the box.
- 3 **LAYOUT.** The dropdown menu provides the ability to change the look and feel of the software. Depending on which skin mode is selected, it will also provide additional customization options such as Color Scheme, Waveform, and Jogwheel display.
- 4 **RACK.** Adds additional controls (Racks) on the GUI positioned in between the Decks and Browser area. Choose from Close All (no Racks), MIXER, EFFECTS, or VIDEO options. Racks can be displayed individually or multiple rack combinations can be used simultaneously.



Mixer Rack



Effects Rack



Video Rack

- 5 **BEAT KEEPER.** The Beat keeper indicates on which beat of the 4 beat bar the track is on.
- 6 **MASTER VU METER & LIMITER.** The Master VU Meter will display the volume level of the Master Output. The Limiter indicator at the end of the VU Meter, shows if the signal of the Master Output is compressed or not. The Limiter indicator will glow red when the signal is compressed.
- 7 **CPU METER.** Displays the CPU usage for all applications running at that time on your computer. Hovering the mouse over the CPU Meter will display information about the Sound card interface usage.
- 8 **CLOCK.** Displays the current time (automatic by default). Clicking on the clock will cycle between the time and a timer (stop watch). The display can be changed to 24hr or 12hr in the Options menu under **clockDisplay**.

9 EVENT SCHEDULER. Opens the Event Scheduler which provides the ability to schedule and automate different software features at pre-determined intervals.

10 SETTINGS. Opens the settings menu of VirtualDJ

11 TITLE BAR BUTTONS. These buttons allow you to control the size and state of VirtualDJ as well as close the software when required.



Minimize

Removes the application from the desktop but keeps it active in the taskbar or dock.



Maximize

Offers 3 states:

Fully maximized: Application covers the whole screen

Semi-maximized: Application covers the whole screen, but leaves the taskbar visible.

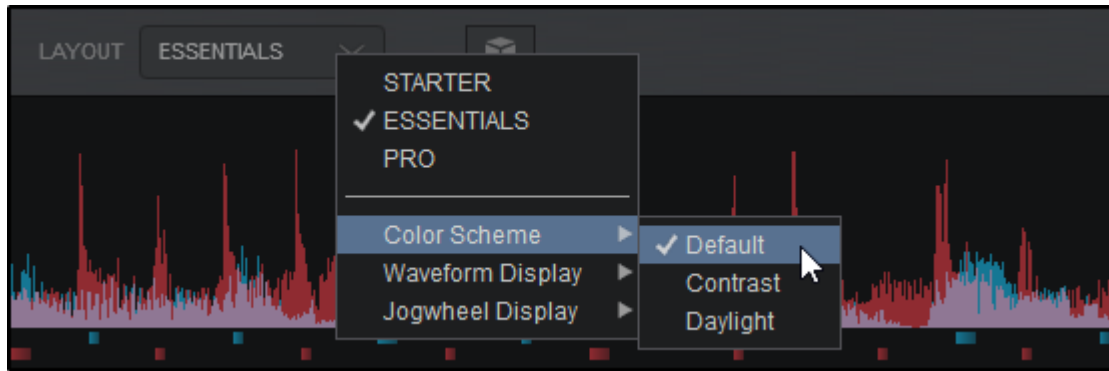
Windowed: Application is displayed in a smaller resizable and movable window



Close

Closes the application

LAYOUT



The Layout menu provides the ability to change the overall look and feel of the Graphical User Interface (GUI). Depending on the Skin Layout that is chosen, other options become available to further customize the details of different areas such as the waveform and jog wheels. The Starter Layout has no customization ability, while Essentials and Pro Layouts have different Layout Options.

ESSENTIALS

Color Scheme

Changes the overall color of the layout (or skin). 3 options are available; Default, Contrast, or Daylight.



Default



Contrast



Daylight

Waveform Display

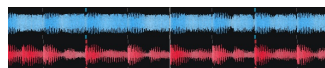
Changes the appearance of the Rhythm Wave. 3 display options are available; Rhythm Enhanced, Mirrored, or Full Spectrum. An additional option to Show Gridlines on any of those options is also available at the bottom of the menu.



Rhythm Enhanced



Mirrored Rhythm



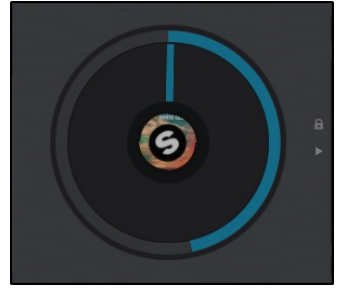
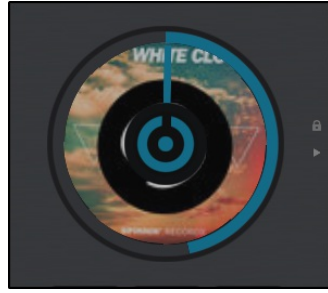
Full Spectrum



Show Gridlines

Jogwheel Display

Changes the look of the jogwheel. 2 options are available; Turntable Look (default) and Spinner Look. Additional options for cover art display are also given for each look; None, Small, or Large (default).



Turntable Look w/Large Cover Art *Spinner Look w/Large Cover Art* *Turntable Look w/No Cover Art* *Spinner Look w/Small Cover Art*

PRO

Color Scheme

Changes the overall color of the layout (or skin). 4 options are available; Default, Contrast, Dark Mode, or Daylight.



Default



Contrast



Dark Mode

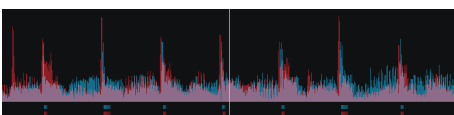


Daylight

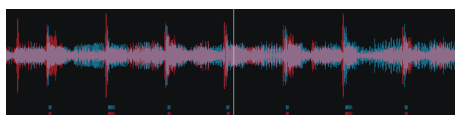
Waveform Display

Changes the appearance of the Rhythm Wave. 3 appearance options, 3 color options, 2 position options, as well as the ability to show grid lines on the wave and display a bar counter on the waveform:

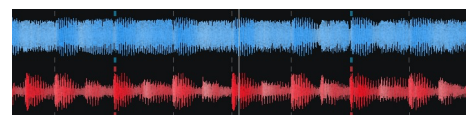
APPEARANCE OPTIONS



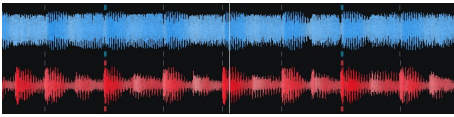
Rhythm Enhanced (default)



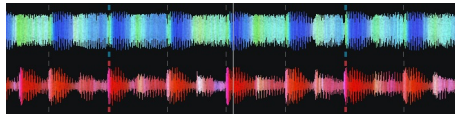
Rhythm Mirrored
COLOR OPTIONS



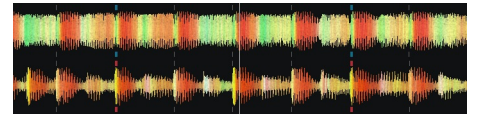
Full Spectrum



Monochrome (default)



Full Spectrum
POSITION OPTIONS



Multi Color

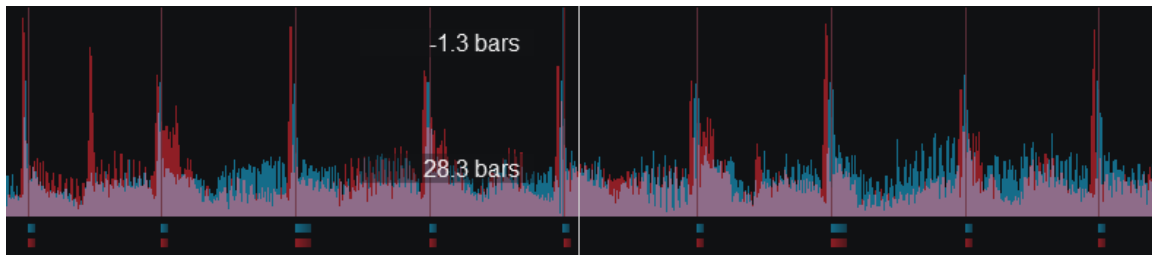


Above



Below

GRID LINES AND BAR COUNTER



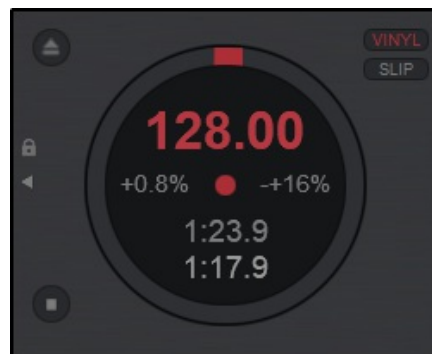
Rhythm Enhanced Waveform w/Grid Lines and Bar Counter

Jogwheel Display

Changes the look of the jogwheel. 3 options are available; Needle, Text, or Needle + Text. The Needle look (default) displays just a spinner while the Text look will display deck information such as BPM, Pitch values as well as elapsed and remaining time. Choosing Needle + Text will combine the 2 looks together.



Needle



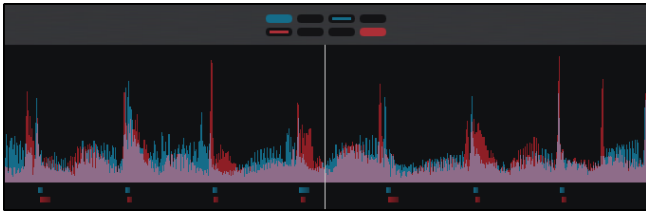
Text



Needle + Text

Beat Counter

Changes the way Phrases are displayed. If Phrase Bars is selected, the phrase will be displayed inside the Beat Keeper with smaller dashes inside the main display. If Phrase Circles is selected, the phrase will be displayed on the outside of the Beat Keeper in a circular display. Selecting Show on Waveform will display the phrase position in text on the waveform.



Phrase Bars



Phrase Circles

4-Decks

Displays 4-Deck Mode. Once selected additional display options are available. The default display is 4-Deck with a 2+2 Channel Mixer but can be changed to a full 4-Channel Mixer.



4-Decks w/2+2 Channel Mixer



4-Decks w/4 Channel Mixer

WAVEFORM DISPLAY



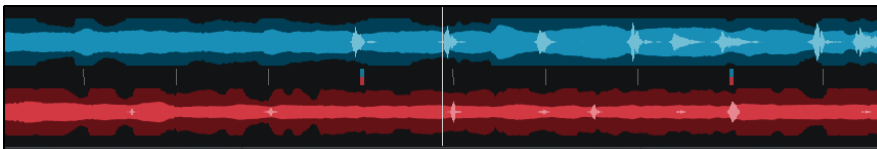
Pro Layout

A waveform is a visual representation of an audio signal's frequency and amplitude. There are 3 locations on VirtualDJ's Main Interface where waveforms are displayed in order to provide valuable visual feedback to assist with mixing and/or scratching.

- 1 RHYTHM WAVEFORM.** Displays the peaks and curves of the track on multiple decks as well as the Computerized Beat Grid (represented by dashes at the bottom of the wave) to better visualize the tracks' relationships with one another and make beat matching easier. How the waveform is displayed can be changed by clicking on the **Waveform Display** selector in the **Layout Menu** (Essentials, Pro, and Performance Layouts). If **Shapes** is the selected Waveform, portions of the waveform will be grayed out when using **Stem Isolation** features in order to visually display which frequencies are amplified or muted.

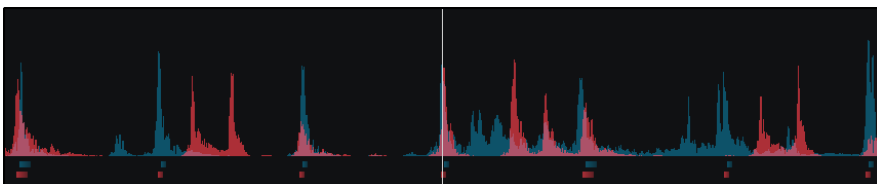
STARTER

Shapes

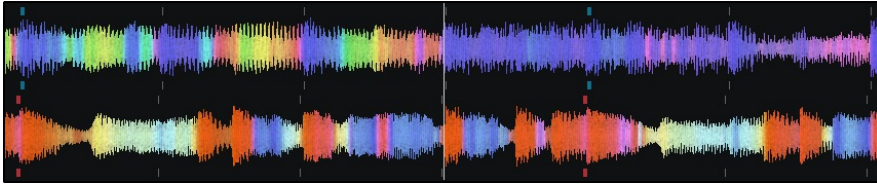


ESSENTIALS, PRO, & PERFORMANCE

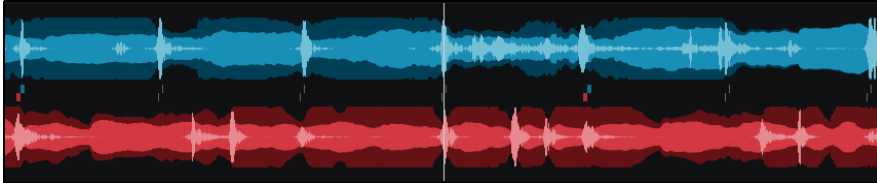
Beats



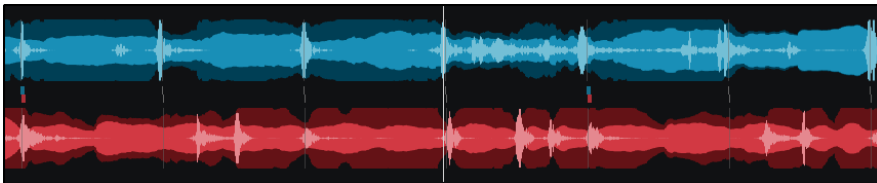
Colors



Shapes (Default)



Show Gridlines



2 DECK WAVEFORMS. Displays a detailed view of the audio information indicated by height and color as well as the tracks playhead indicating its position. The overall track gain (loudness) is indicated by the height of the waveform with the highest parts being the loudest and the shorter portions being softer. If Beats or Shapes is the selected waveform, the decks will display the traditional blue and red waveforms with a beat indicator underneath. If Colors is the selected waveform type, the waveform's color can be changed to 5 separate options in **Settings** **Options** under **coloredWaveforms**.

Left Deck

Right Deck

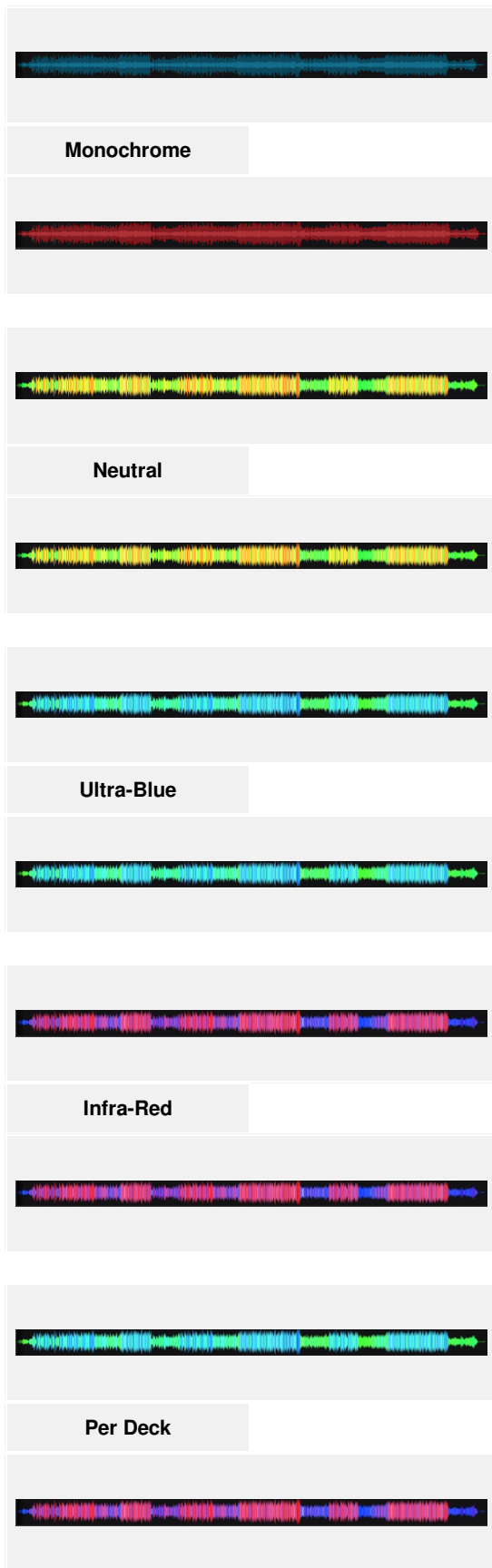



Beats & Shapes

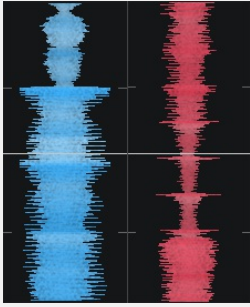


Left Deck

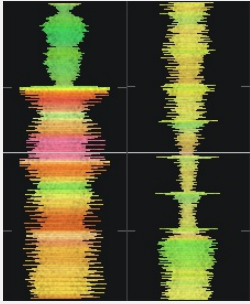
Right Deck



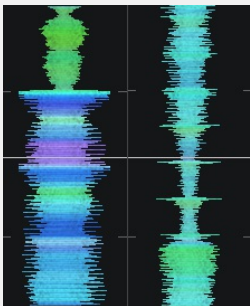
3 SCRATCH WAVEFORMS (*Essentials & Pro Layouts*). Displayed in the *Scratch Mixer* and run vertically. Their main purpose is to pinpoint areas of the track that will be scratched to improve accuracy. The Scratch Waveforms can be zoomed in and out by using a wheel mouse, and just like the Deck Waveforms the color can be changed to 5 separate options in **Settings**  **Options** under *coloredWaveforms*.



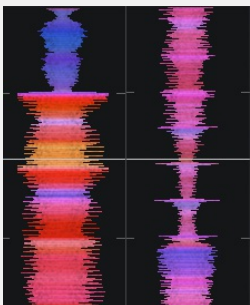
Monochrome



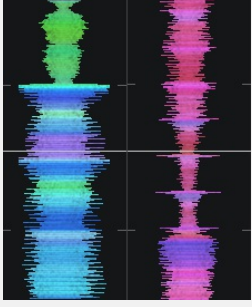
Neutral



Ultra-Blue

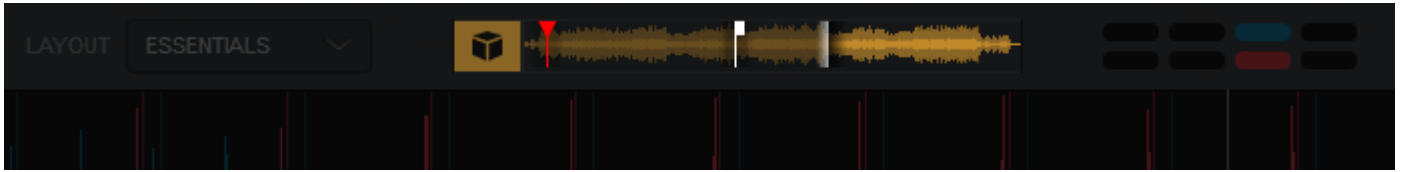


Infrared



Per deck

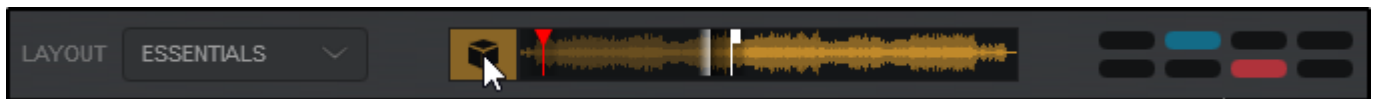
SANDBOX MODE



Sandbox is a feature that puts VirtualDJ into a "test" mode to experiment with the upcoming mix in advance without disturbing what the audience is actually hearing. This feature is available in Essentials and Pro layouts. While in Sandbox Mode, VirtualDJ moves the master output to the Top Section of the interface into the Sandbox Deck (beside the Layout Selection) to give a visual output of the master outputs current position. While in Sandbox Mode, the rest of the software controls can be manipulated and adjusted without affecting the master output. The audio being experimented with will only be audible through the PFL if a headphone channel has been created in the Audio Setup.

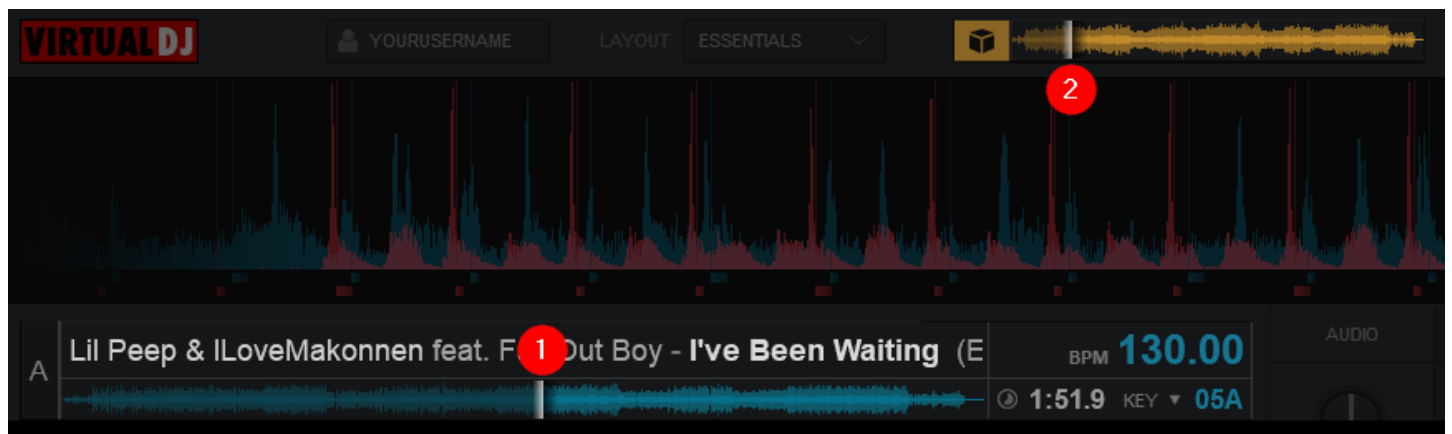


Sandbox Disengaged



Sandbox Engaged

To activate click on the Sandbox button. The waveform will load into the Sandbox deck and will continue to play from it's current position.



With the software in Sandbox Mode the track can now be manipulated by jumping positions with the playhead, crossfading between

decks, EQ or filter, apply effects, add hot cues or apply loops, etc. with the preview of these alterations only playing through the PFL.

- 1 Indicates the manipulated or test position of the track heard through the PFL
- 2 Indicates the actual position of the audible track being heard by the audience (master output)



Once Sandbox is disabled, the track in the active deck will jump back to its current playing position from the Sandbox Deck without interrupting the master output as if nothing happened.

⚠ **Sandbox will not operate in the following cases:**

- The Audio Setup is **not** configured as master + headphones
- Already in the middle of a mix (more than one song is playing out on Master).
- Effects, samples or loops playing on the "active" deck.
- A Video file is playing in the active deck

EVENT SCHEDULER

The Event Scheduler provides an easy to use interface that will automate VirtualDJ functions in sequential order based on time. This feature is used to automatically start and or/stop predetermined events such as playing a playlist or sample, adding text or a slideshow to the screen, or even using VDJScript for more complex event actions.

1 START/STOP (Single Event). Starts and or stops an event immediately.

2 TIMELINE. Displays when an event will start either based on duration or at a specific time on the clock.

3 EVENT NAME. Displays the event scheduled (can be customized).

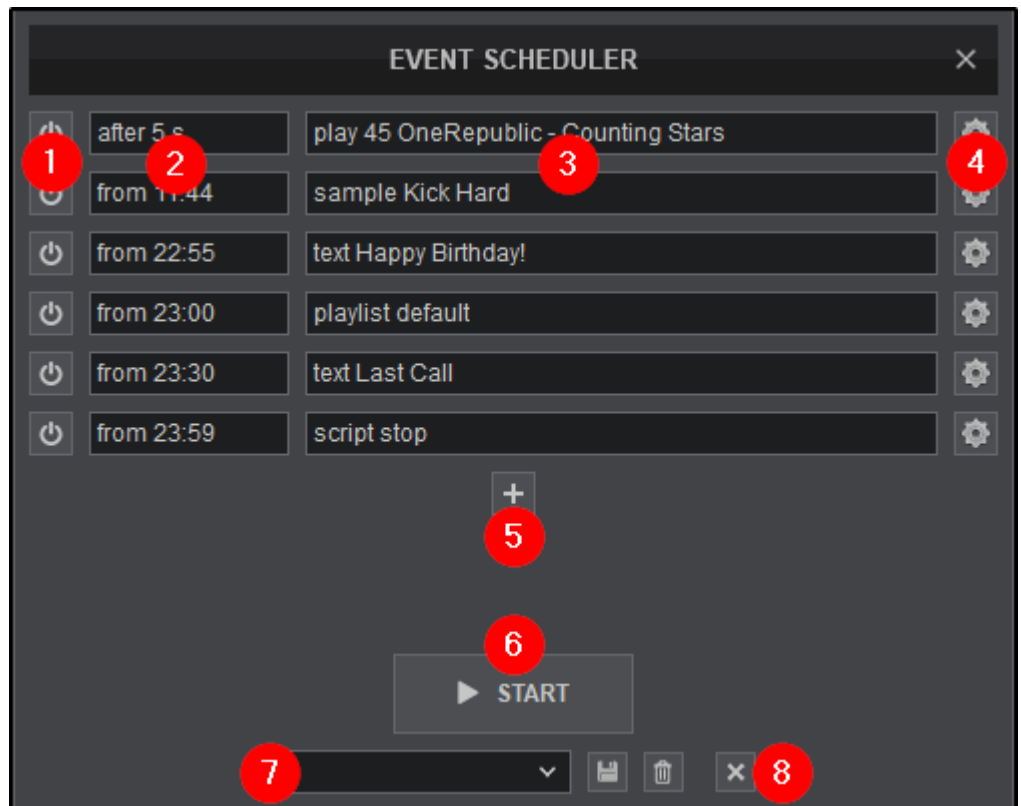
4 EDIT. Opens the specific event in order to edit it's properties.

5 ADD. Opens the *ADD EVENT ITEM* menu where individual event items can be created.

6 START/STOP. Starts or stops the entire Event Scheduler

7 EVENT MANAGER. Provides the ability to save an Event Schedule by adding a name into the text box and clicking the save icon. Using the drop down provides access to select any previously created events that have been saved. Clicking on the trash can icon will delete the event that is in focus (selected).

8 CLEAR. Removes all events from the Event Scheduler to start with an empty list.

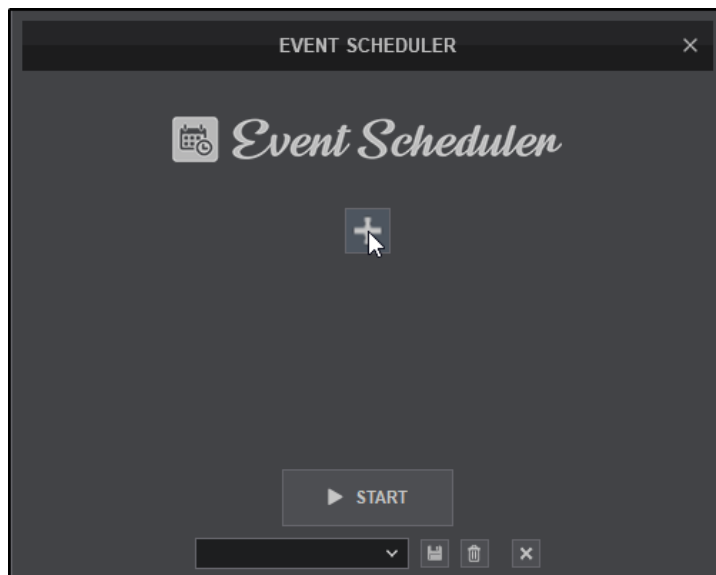


CREATING AN EVENT

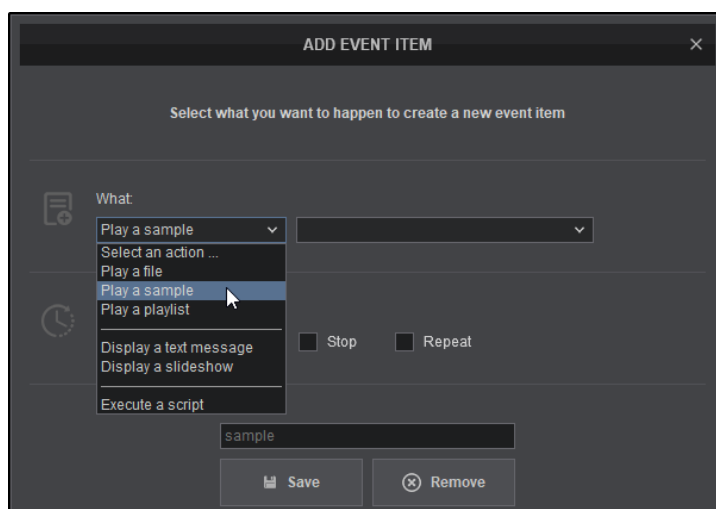
1. Open the Event Scheduler by clicking on the button in the Application Controls



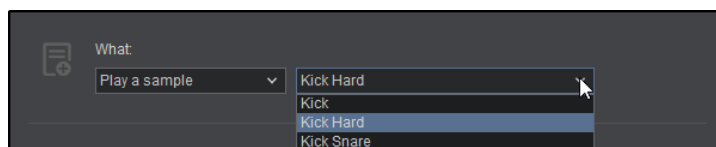
2. Click on the **+** button in the center of the Event Scheduler to create your first event.



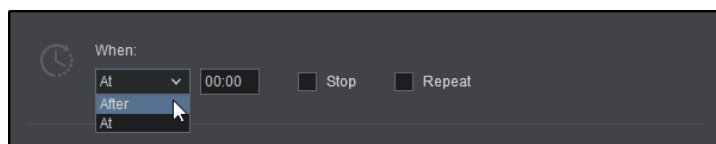
3. Select an action to perform. Actions can be as simple as playing a file or sample, or adding text or a slideshow to the screen. Using VDJscript actions is also a possibility.



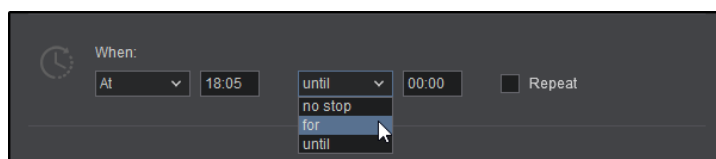
4. In this example **Play a sample** has been chosen. Use the box to the left to choose which sample will be played.



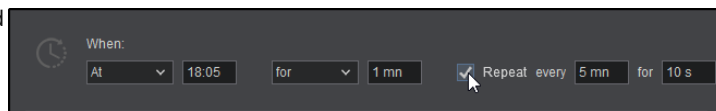
5. After the action is selected (the What), it's time to select when the action will take place. This can be a specified interval or at a specific time. Click on the dropdown menu to select **After** to input a duration in seconds (s) or minutes (mn), or **At** to input a specific time on the clock.



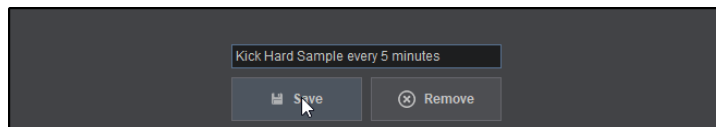
6. Clicking on the **Stop** check box will provide the option of when to stop the action. Select **no stop** if the action doesn't require one, or you don't wish to stop it. Select **for** if you want to set the duration in seconds or minutes, or select **until** if you need to specify a specific time for the action to stop.



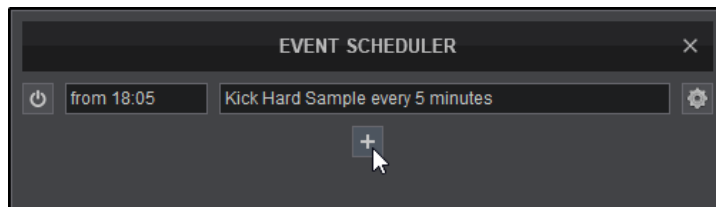
7. Clicking on the **Repeat** check box will provide the option of when or if to repeat the action. Input the time interval between actions (**every**), and the duration (**for**) if the action is to be repeated.



8. Once the steps are completed, you can give the event a custom name and click the **Save** button. If no name is selected, VirtualDJ will name it based on the action automatically.

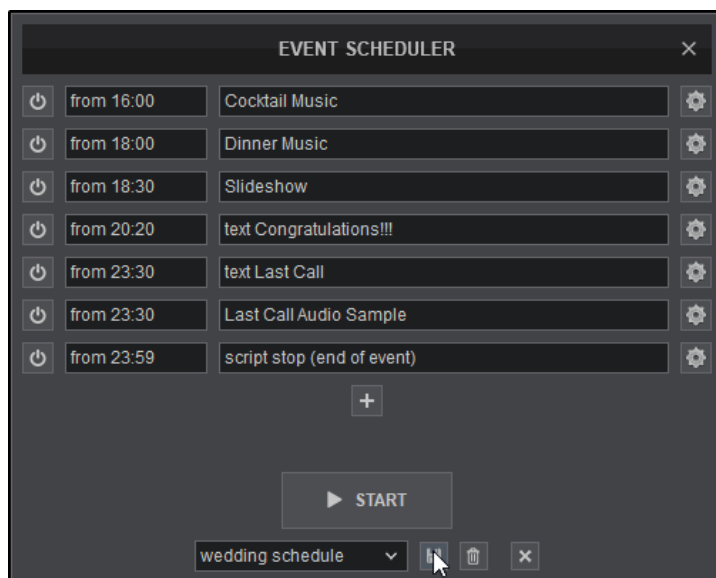


9. Once saved, the created event will appear in the Event Scheduler. Continue adding events by clicking on the **+** button.

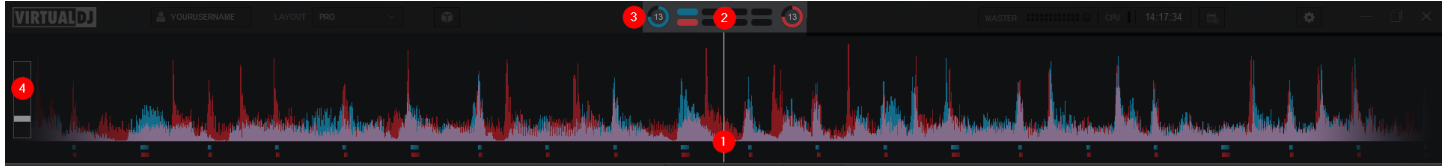


10. When you have completed scheduling events, you can name the event schedule and save it for future use by clicking on the **save** icon.

To create another event, click on the **X** icon to clear the list and begin the process again. Each event will appear in the drop down menu to be recalled at a later time or deleted using the **trash can** icon.



RHYTHM WAVE

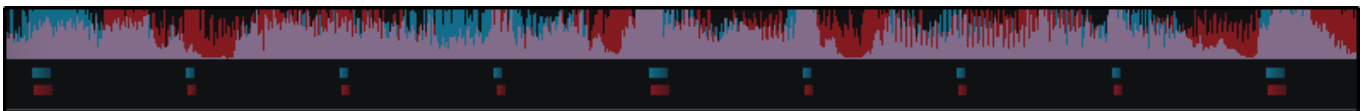


Pro Layout

This area tracks the waveform of each song loaded or playing on a deck. It also features a Computerized Beat Grid (CBG) used for visual mixing and beat-matching.

1 RHYTHM WAVE & CBG. This waveform provides a visual representation of the audio curves and peaks corresponding to the rate/rhythm of the music. The peaks in the waveform represent the beat of the music and are used to help synchronize multiple tracks together by matching (overlapping) the peaks to occur at the same time.

The current position of the track (present) is represented by the position marker (white line) in the middle of the screen. As the track plays, the waveform scrolls from the right to the left travelling over the position marker. Everything to the left has already been played (past) and everything on the right represents what has yet to be played (future).



Below the waveform there are small blocks named CBG (Computerized Beat Grid), which represent the position of measures. The large blocks represent the beginning of a measure (4:4 time). The CBG of a track is used for synchronization of samples, effects, autosync features and anything else in the VirtualDJ that uses the track's beat to determine position or timing. The CBG can be altered or adjusted by using the Tap Button, the POI Editor or the BPM Editor.

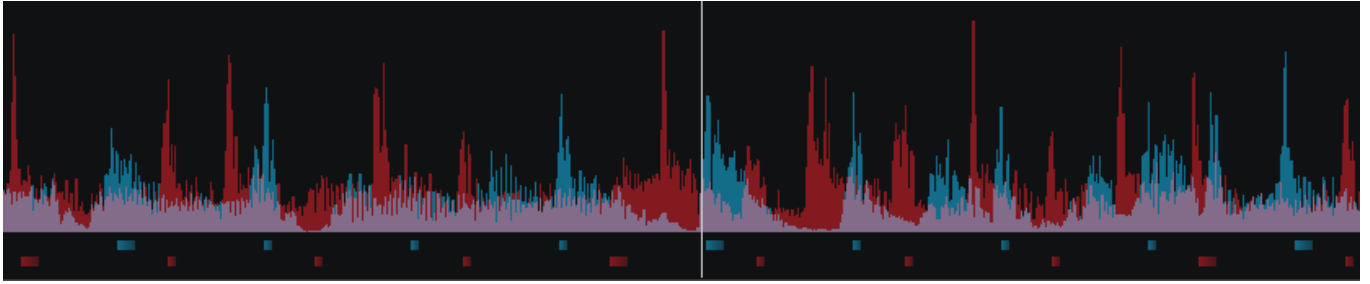
The Rhythm Wave also has alternatives on how it can be displayed. See [Waveforms](#) for more information.

2 BEAT KEEPER. Indicates on which beat of the 4 beat bar the track is on.

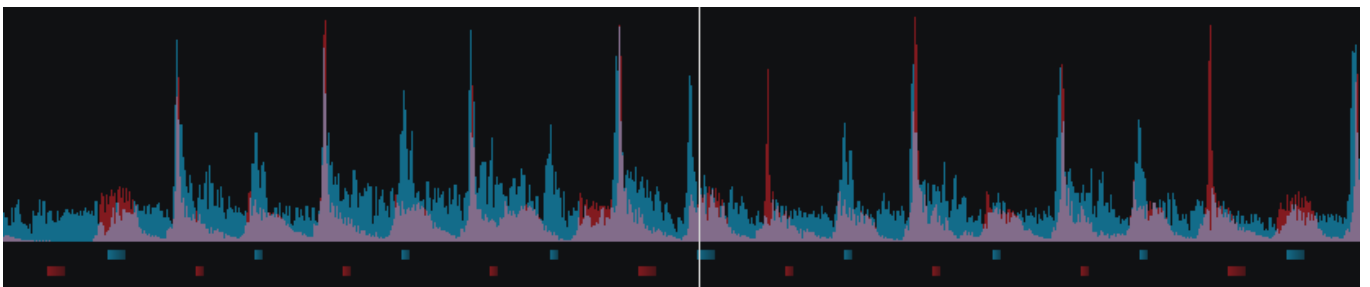
3 PHRASE INDICATOR (Pro Layout Option). Indicates on which beat of the 16 beat phrase the track is on. This can be turned on or off in the Layout Menu under **Beat Counter**

4 ZOOM SLIDER (Pro and Performance Layouts). Use the slider to zoom in/out and adjust the visible area of the wave in the waveform.

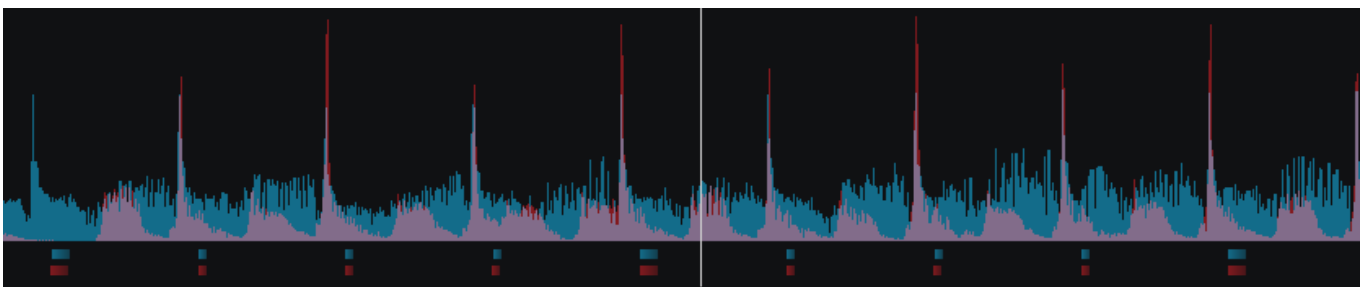
There are 3 very common scenarios on how the Rhythm Wave will display the audio information:



1. **The tracks are NOT beat matched and the CBG is NOT aligned** - This scenario is the most common. Loading any 2 tracks onto the decks and pressing play will not synchronize the audio unless an autosync feature is enabled.
-

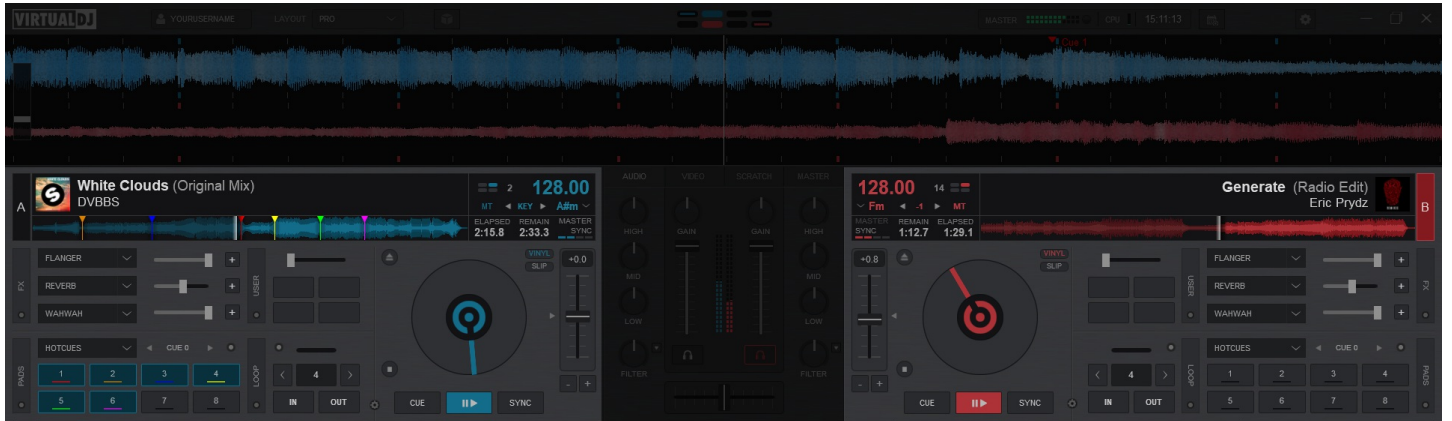


2. **The track IS beat matched but the CBG is NOT aligned** - This scenario is less common as the CBG is not lining up with the peaks of the corresponding waveform. This is due to either an incorrectly beat gridded track or a track that has a variable BPM (See [BPM Editor](#)). However, the tempo of the track is identical to the opposing deck and although the CBG does not align, the actual beats (peaks) of the track can be overlaid to the opposing deck allowing the tracks to be beat matched.
-



3. **The tracks ARE beat matched and the CBG IS aligned** - This scenario is ideal. The tracks are both beat gridded properly and the CBG is aligned with the peaks of the waveform perfectly in sync.

DECK CONTROLS



Skin Layout: PRO

Deck Controls are a fundamental component in VirtualDJ that provides the ability to perform both basic and advanced functions. From playing a track and syncing to adding effects and loop rolls, Deck Controls are essential to the art of DJing.

The following sections will go over both Basic and Advanced deck controls:

TRACK INFO DISPLAY

Once a track is loaded to a deck, the track's Info such as Artist, Title, Time, and BPM will be displayed in this area. The track will be analyzed and the song position (progress) will be displayed. Depending on what Layout is selected, more complex information and controls will be displayed such as Key, Key Control, Master Tempo, etc.

STARTER



1 DECK INDICATOR. The Deck Indicator highlights the current active or working deck. It will switch automatically to the opposing deck when a song is loaded but can also be clicked on manually to bring the preferred deck into focus.

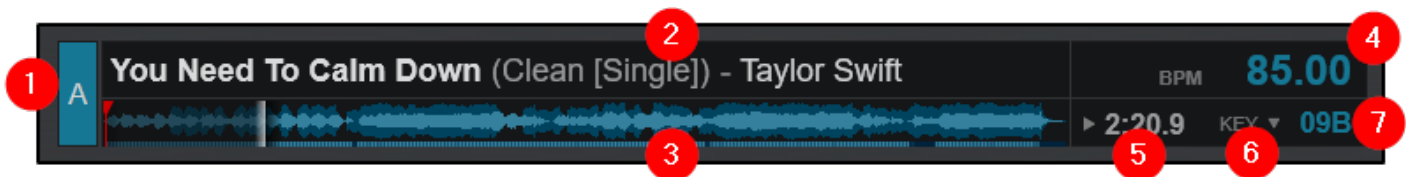
2 TITLE AND ARTIST. Displays the title, artist and remix (displayed in brackets if available) of the track according to the tagged information. This information can be modified in the Tag Editor.

3 WAVEFORM AND PROGRESS INDICATOR. Displays the track waveform with beat indicator underneath to show breaks, as well as the current position and any cue points or other marked Points Of Interest (see POI Editor).

4 TEMPO. This displays the current BPM (Beats Per Minute) of the deck.

5 TIME DISPLAY. Displays the remaining time of the track loaded in the deck. Clicking on the Time Display will toggle between Remaining and Elapsed times.

ESSENTIALS



1 DECK INDICATOR. The Deck Indicator highlights the current active or working deck. It will switch automatically to the opposing deck when a song is loaded but can also be clicked on manually to bring the preferred deck into focus.

2 TITLE AND ARTIST. Displays the title, artist and remix (displayed in brackets if available) of the track according to the tagged information. This information can be modified in the Tag Editor.

3 WAVEFORM AND PROGRESS INDICATOR. Displays the track waveform with beat indicator underneath to show breaks, as well as the current position and any cue points or other marked Points Of Interest (see POI Editor).

4 TEMPO. This displays the current BPM (Beats Per Minute) of the deck.

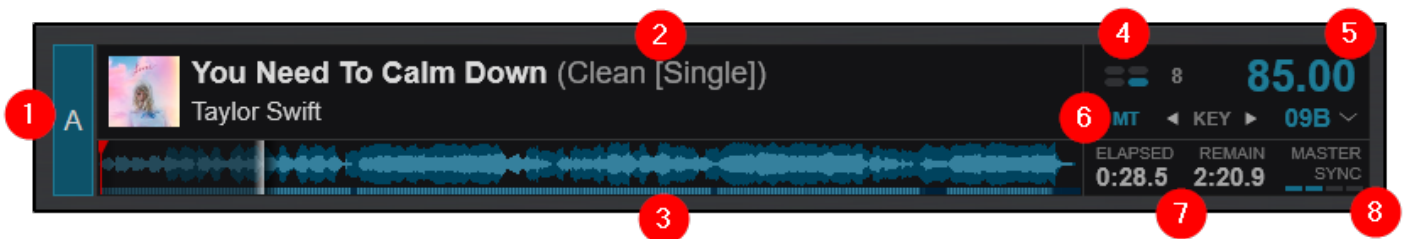
5 TIME DISPLAY. Displays the remaining time of the track loaded in the deck. Clicking on the Time Display will toggle between Remaining and Elapsed times.

6 KEY MATCH MENU. Clicking on the Key Match Menu will provide the ability to change the key (listed in semitones). Click on the desired key to instantly change it.

Selecting **Automatic Key Match** from this menu will change the key by up to one semitone on the opposing deck when a track is loaded. If the track has a greater difference than one semitone, it will remain unaffected.

7 KEY DISPLAY. Displays the Harmonic Key of the track. Clicking on the key value will toggle it between the actual Key name (G#) and it's harmonic value.

PRO



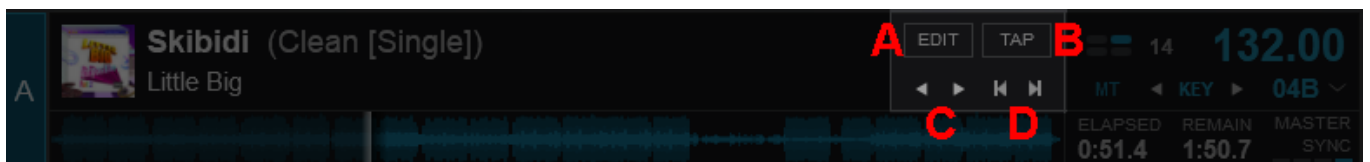
1 DECK INDICATOR. The Deck Indicator highlights the current active or working deck. It will switch automatically to the opposing deck when a song is loaded but can also be clicked on manually to bring the preferred deck into focus.

2 TITLE AND ARTIST. Displays the title, artist, Cover Art, and remix (displayed in brackets if available) of the track according to the tagged information. This information can be modified in the Tag Editor.

3 WAVEFORM AND PROGRESS INDICATOR. Displays the track waveform with beat indicator underneath to show breaks, as well as the current position and any cue points or other marked Points Of Interest (see POI Editor).

4 PHRASE INDICATOR AND SYNC. This displays the current Phrase the track is on. Clicking on it will automatically sync the Phrase of the opposing deck.

5 TEMPO. This displays the current BPM (Beats Per Minute) of the deck. Clicking on the BPM value will open the Tempo Adjustment Menu in the Title Area:



A) EDIT. Opens the [BPM Editor](#)

B) TAP. Click the Tap button to manually calculate the BPM of the track by tapping to the beat 4 times. If the track is stopped, clicking on the Tap button will set it's current position as the "First Beat" without changing the tempo (shifts phase).

C) CBG ADJUST (%). Adjusts the CBG (Computerized Beat Grid) by 1% increments for fine tuning.

D) CBG ADJUST (beat). Adjusts the CBG (Computerized Beat Grid) by 1 beat increments for quick adjustments.

6 KEY MENU. The Key Menu offers 4 functions:

Master Tempo - Indicated by **MT** will turn the master tempo on or off when clicked.

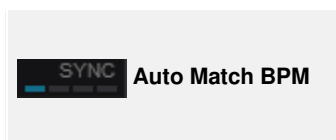
Smart Key Match - Clicking on the **KEY** text will instantly match the opposing deck if the key is +/- one semitone. Key adjustment arrows are provided to manually adjust the key outside of the smart range.

Key Display - Displays the Harmonic Key of the track. Clicking on the key value will toggle it between the actual Key name (G#) and it's harmonic value.

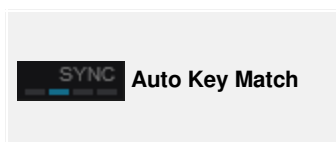
Key Match Menu - Clicking on the Key Match Menu will provide the ability to change the key (listed in semitones). Click on the desired key to instantly change it. Selecting **Automatic Key Match** from this menu will change the key by up to one semitone on the opposing deck when a track is loaded. If the track has a greater difference than one semitone, it will remain unaffected.

7 TIME DISPLAY. Displays the elapsed and remaining times of the track loaded in the deck. Clicking on the Time Display will first toggle the elapsed time to the total time, then toggle both time displays to one large display that shows remaining time only.

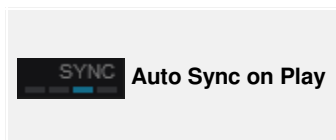
8 AUTO SYNC OPTIONS. Opens the Auto Sync Options menu:



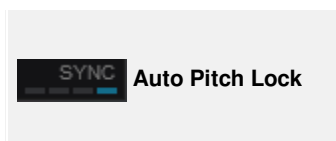
Automatically changes the pitch to match the BPM of the opposing deck when a song is loaded.



Automatically changes the key when a song is loaded to match they key of the opposing deck when the key difference is up to 1 semitone.



Automatically start playing from the nearest position that would allow the songs to be beat-matched with one another.



Automatically locks the pitch sliders of both decks whenever BPMs are matched. When moving manually, both pitch sliders will move together in order to stay matched.

BASIC DECK CONTROLS

The Basic Deck Controls are the core function of VirtualDJ. They provide the ability to not only control track playback, but also have key elements that allow you to manipulate the track's tempo and provide automation to make mixing easier.

Depending on the Skin Layout that is chosen, the Basic Deck Controls differ in appearance but function on the same principles.

- **STARTER**
- **ESSENTIALS**
- **PRO**

STARTER

1 JOG BEHAVIOR. This button provides the ability to switch Jog Wheel Modes:

Vinyl Mode (scratch) In Vinyl Mode the Jog Wheel will emulate the sound of a record being scratched when the position is moved.

CD Mode (nudge) In CD mode the jog wheel will bend the pitch when the position is moved.

2 MATCH BUTTON. When pressed will automatically match the BPM of the opposing deck.

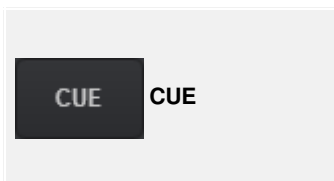
3 JOG WHEEL. The Jog Wheel is used to Scratch or Bend the pitch of the track (depending on which mode is selected) with the use of the mouse, touchscreen, or control surface. The jog wheel also displays the Cover Art of the current track when playing audio files and will display a video preview when video files are being played.



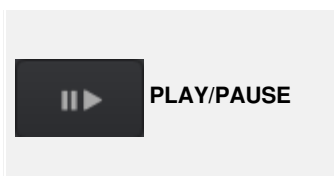
4 PITCH SLIDER. The slider is used to increase and decrease the tempo (BPM) of the track by moving it up and down. Clicking on the arrow on the outside center of the slider will gradually reset the pitch. Double-clicking the button will act as an instant reset.

5 MIX ASSIST. When activated will snap to the beat of the opposing deck and use other smart mixing aids such as SYNC and KEY MATCH providing that the tracks are compatible with one another.

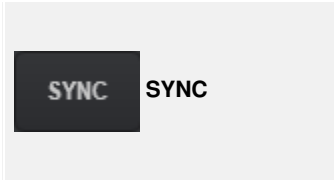
6 TRANSPORT CONTROLS.



Stops the song at the previous Cue point and will preview the song as long as it is held if the song is paused.



Starts the track on the selected deck. If pressed while playing it will pause playback.



Smoothly synchronizes the track of the deck with the opposing deck. It will match the BPM of the track and align the CBG (Computerized BeatGrid).

ESSENTIALS

1 JOG BEHAVIOR. This button provides the ability to toggle Jogwheel Modes from Vinyl to CD instantaneously.

2 PITCH DISPLAY. Displays the pitch value. +0.0 means that the pitch is neutral or unchanged.

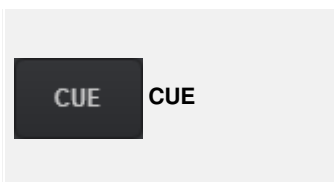
3 JOG WHEEL. The Jog Wheel is used to Scratch or Bend the pitch of the track (depending on which mode is selected) with the use of the mouse, touchscreen, or control surface. The jog wheel also displays the Cover Art of the current track when playing audio files and will display a video preview when video files are being played.

4 PITCH SLIDER. The slider is used to increase and decrease the tempo (BPM) of the track by moving it up and down. Clicking on the arrow on the outside center of the slider will gradually reset the pitch. Double-clicking the button will act as an instant reset.

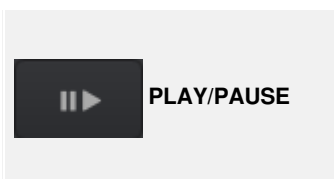


Pitch Bend buttons (+/-) are offered under the pitch slider to temporary slowdown/speed up the track (Pitch Bend) while pressed. On release the pitch will reset to its previous value.

5 TRANSPORT CONTROLS.



Stops the song at the previous Cue point and will preview the song as long as it is held if the song is paused.



Starts the track on the selected deck. If pressed while playing it will pause playback.



Smoothly synchronizes the track of the deck with the opposing deck. It will match the BPM of the track and align the CBG (Computerized BeatGrid).

6 DECK OPTIONS. Click on the Deck Options button to choose a different behavior for the Basic Control buttons, adjust the Pitch Range, Jog Wheel mode, and enable/disable Automated features.

Deck Option



Automatically changes the pitch to match the BPM of the opposing deck when a song is loaded.



Automatically changes the key when a song is loaded to match the key of the opposing deck when the key difference is up to 1 semitone.



Automatically start playing from the nearest position that would allow the songs to be beat-matched with one another.

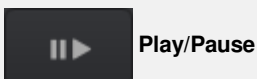


Automatically locks the pitch sliders of both decks whenever BPMs are matched. When moving manually, both pitch sliders will move together in order to stay matched.

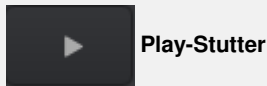
Pitch Range

Set the percentage (%) Range of the Pitch slider.

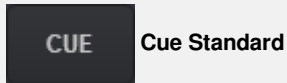
Button Behavior



In this Mode the Play button behaves as Play-Pause (toggles between Play and Pause) and the Stop button behaves like Stop (will pause the song and return to the previous Cue if playing and will cycle through the available Cue points if paused).



In this Mode the Play button behaves like Play-Stutter (the song will keep playing from the last Cue) and the Stop button behaves like Pause-Stop (pauses the song if playing and cycles through the available Cue points if paused)



Will stop the song at the previous Cue point and will preview the song as long as it is held if the song is paused.



Cue hold-to-play Will stop the song at the previous Cue point and will preview the song as long as it is held if the song is paused. If held more than 3 seconds the song will continue to play once the button is released.



Will stop the song at the previous Cue point and will stay paused as long as the button is held.

Jog Behavior



In CD mode the jog wheel will bend the pitch when the position is moved. When in this mode the Deck Options button will be white in color.



In Vinyl Mode the Jog Wheel will emulate the sound of a record being scratched when the position is moved. When in this mode the Deck Options button will be grey in color.

1 EJECT/LOAD NEXT. Unloads the deck if there is a track in it. If empty, will load the next track from the browser.

2 JOG BEHAVIOR. 2 buttons are offered:

VINYL toggles from Vinyl (Scratch) mode or CD (nudge) mode.

SLIP enables/disables Slip Mode. When enabled, scratch actions, hot cues, loops, etc. will have a temporary effect and the track will continue to play from it's original position.

3 JOG WHEEL/VIDEO PREVIEW. The Jog Wheel is used to Scratch or Bend the pitch of the track (depending on which mode is selected) with the use of the mouse, touchscreen, or control surface. The jog wheel also displays the elapsed time of the track around the outer ring.

When a video file is being played and the video mixer is selected, the Jog Wheel turns into a Video Preview window with a Video FX dropdown menu to quickly apply Video FX to the deck.

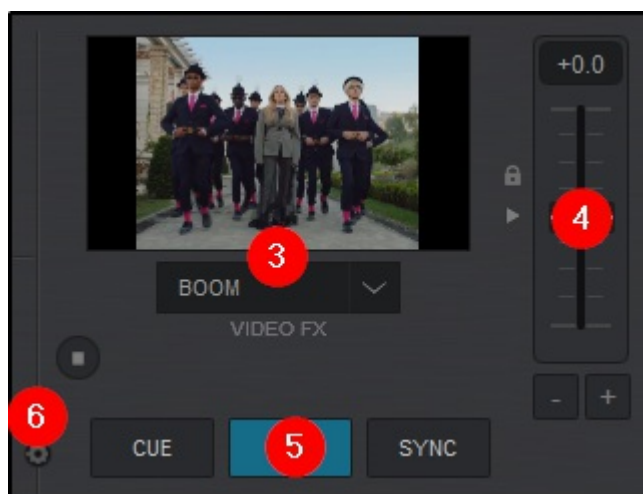
4 PITCH SLIDER. The slider is used to increase and decrease the tempo (BPM) of the track by moving it up and down. Clicking on the arrow on the outside center of the slider will gradually reset the pitch. Double-clicking the button will act as an instant reset.

Pitch Bend buttons (+/-) are offered under the pitch slider to temporary slowdown/speed up the track (Pitch Bend) while pressed. On release the pitch will reset to it's previous value.

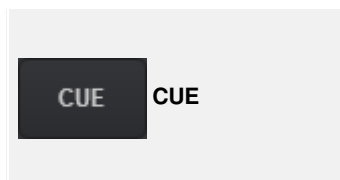
5 TRANSPORT CONTROLS.



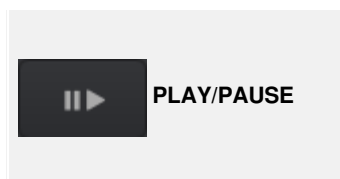
Pro Layout (Audio)



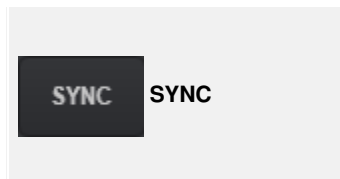
Pro Layout (Video)



Stops the song at the previous Cue point and will preview the song as long as it is held if the song is paused.



Starts the track on the selected deck. If pressed while playing it will pause playback.



Smoothly synchronizes the track of the deck with the opposing deck. It will match the BPM of the track and align the CBG (Computerized BeatGrid).

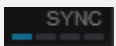


STOP/CLONE

Stops the deck and positions the track at the beginning. Clicking this button when the deck is stopped will cycle through set Hot Cues. If the deck is empty, the button will clone the opposing deck and play it synchronized in the same position.

6 DECK OPTIONS. Click on the Deck Options button to choose a different behavior for the Basic Control buttons, adjust the Pitch Range, Jog Wheel mode, and enable/disable Automated features.

Deck Option



Auto Match BPM

Automatically changes the pitch to match the BPM of the opposing deck when a song is loaded.



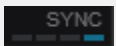
Auto Key Match

Automatically changes the key when a song is loaded to match they key of the opposing deck when the key difference is up to 1 semitone.



Auto Sync on Play

Automatically start playing from the nearest position that would allow the songs to be beat-matched with one another.



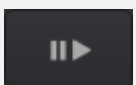
Auto Pitch Lock

Automatically locks the pitch sliders of both decks whenever BPMs are matched. When moving manually, both pitch sliders will move together in order to stay matched.

Pitch Range

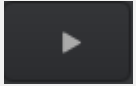
Set the percentage (%) Range of the Pitch slider.

Button Behavior



Play/Pause

In this Mode the Play button behaves as Play-Pause (toggles between Play and Pause) and the Stop button behaves like Stop (will pause the song and return to the previous Cue if playing and will cycle through the available Cue points if paused).



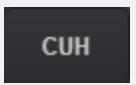
Play-Stutter

In this Mode the Play button behaves like Play-Stutter (the song will keep playing from the last Cue) and the Stop button behaves like Pause-Stop (pauses the song if playing and cycles through the available Cue points if paused)



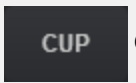
Cue Standard

Will stop the song at the previous Cue point and will preview the song as long as it is held if the song is paused.



Cue Hold-to-play

Cue hold-to-play Will stop the song at the previous Cue point and will preview the song as long as it is held if the song is paused. If held more than 3 seconds the song will continue to play once the button is released.



Cue Inverted

Will stop the song at the previous Cue point and will stay paused as long as the button is held.

Jog Behavior



CD Mode (nudge)

In CD mode the jog wheel will bend the pitch when the position is moved. When in this mode the Deck Options button will be white in color.



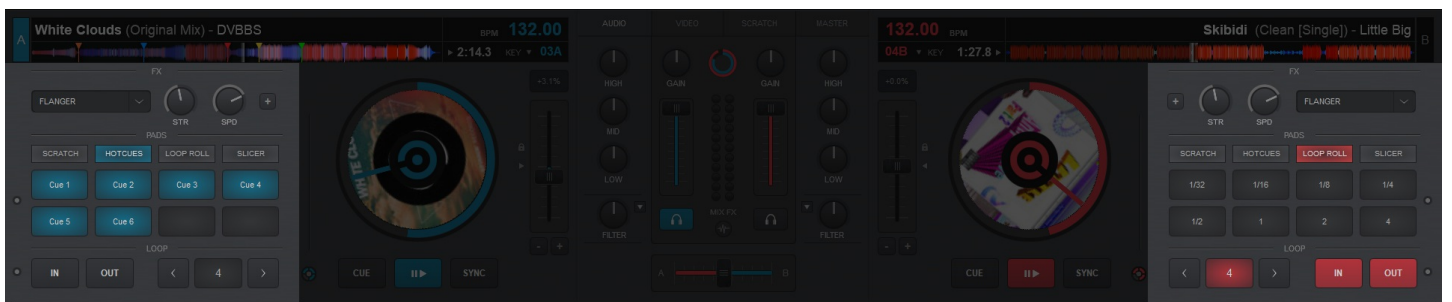
Vinyl Mode (scratch)

In Vinyl Mode the Jog Wheel will emulate the sound of a record being scratched when the position is moved. When in this mode the Deck Options button will be grey in color.

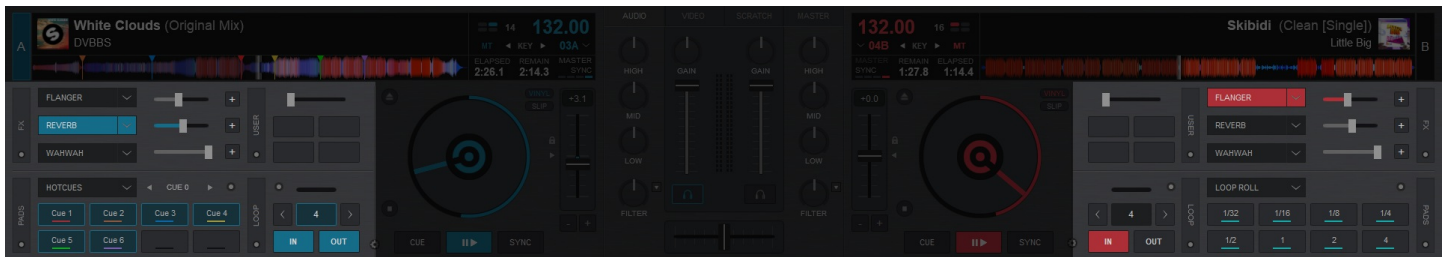
ADVANCED DECK CONTROLS



Starter Layout

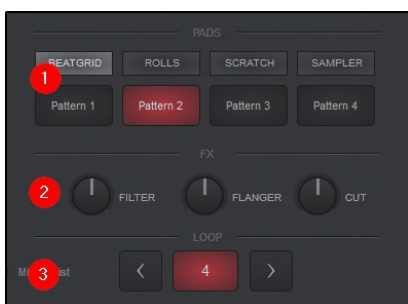


Essentials Layout



Pro Layout

The Advanced Deck Controls section includes Pads to trigger commonly used functions such as HotCues or Samples, as well as Effect, and Loop controls. These features stay grouped together for ease of access and can be found adjacent to the respective deck that they affect.



- 1 **PADS.** Each Layout offers a Pads section that has a unique look and functionality. Pads are useful to trigger common functions in the software and work especially well when paired with a controller that offers pads.
- 2 **FX.** Effects provide the ability to add additional sound variances to each deck. The complexity and customization of the FX panel changes with each layout.
- 3 **LOOP.** The loop controls of VirtualDJ are as simple as a single press of a button. All layouts offer easy to use looping tools with progressively added complexity as the layout changes.
- 4 **USER (*Pro Layout*).** The User Control Panel provides Pro Layout users the ability to add additional functionality to the layout such as Custom Buttons, control and monitor Line-In or Timecode inputs, or to simply duplicate a common core functionality of the software that requires more real estate on the GUI.

EFFECTS

VirtualDJ offers the ability to apply a variety of Effects to a specific deck as well as the Master Output (see [Master Panel](#)). A large selection of effects are included in the software and can be accessed in different layouts.

For a complete list of native effects included with VirtualDJ, please see [here](#).

STARTER

The Starter Layout offers a simple 3 dial FX Panel. Moving the dials left or right will increase or decrease the strength of the effect. Double clicking on the dial will turn off the effect returning it to the 12 o'clock position.

3 effects are offered: Filter, Flanger, and Cut. These effects cannot be changed in the Starter Layout.



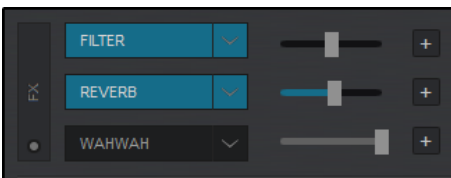
ESSENTIALS

The Essentials Layout offers a Single FX panel. In this view, a single effect slot is offered with 2 parameter dials and a **+** button to open the effect's Graphical User Interface in the SideView area of the browser.

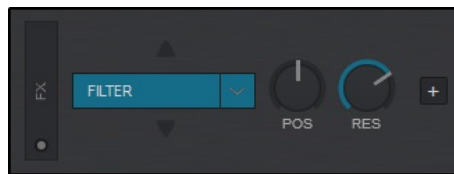
Clicking on the effect name will trigger the desired effect, while clicking the dropdown arrow will open the FX menu providing the ability to select one of the many other effects available.



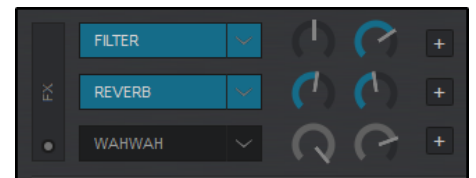
PRO



FX x3



FX x1

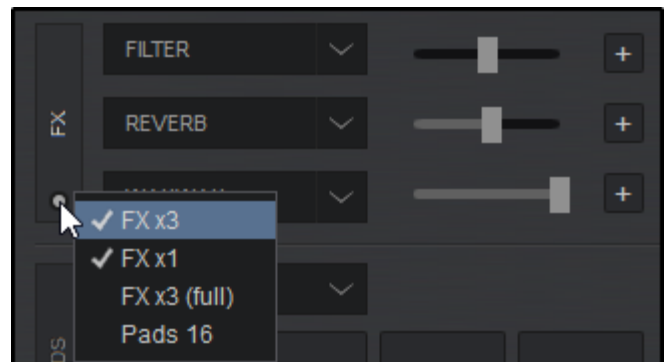


FX x3 (full)

The Pro Layout offers multiple effects panel configurations that can be selected and toggled from the FX Toggle button. Regardless of the layout chosen, the FX panel works identical by clicking on an effect to activate it, using the dropdown beside the effect name to select different effects, and using the **+** buttons to open the effect's Graphical User Interface in the SideView area of the browser.

Clicking on the View Selection button inside the FX Toggle will provide the 4 different available views: **FX x3**, **FX x1**, **FX x3 (full)**, and **Pads 16** (if you wish to display 8 additional pads instead of the FX panel).

As many of these views can be selected (marked with a check mark) to toggle through each look quickly by using the FX Toggle button.



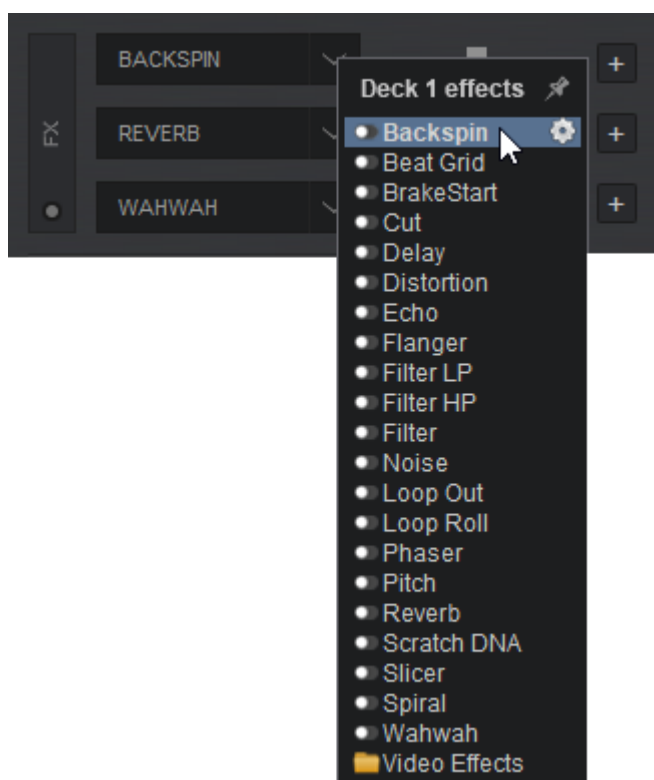
USING EFFECTS

Once the Effect select button is pressed, an Effects Selection list will be displayed to easily scroll through all the available Sound and Video Effects to make your selection. The Sound Effects Group is displayed by default, and the Video Effects Groups will be nested as a separate folder. Clicking the Video Effects folder will open it and display those effects.

Click on the Pin icon to the right of Sound Effects to keep the Effect Selection list visible (pinned) after effect selection if required.

Once the Effect is selected it can be activated by clicking on the effect name in the Deck Effect Panel or in the Effect Selection List by clicking on the Activate Button to the left of the desired effect.

Multiple effects can be triggered from the Effect Selection list simultaneously regardless of the number of Effects visible in the Deck Effect Panel.



Clicking on the + button in the Deck Effect Panel (if available) or the gear icon to the right of each effect in the Effect Selection List will open the GUI for the desired Effect and dock it to the lower right of the software interface beside the Info Panel.

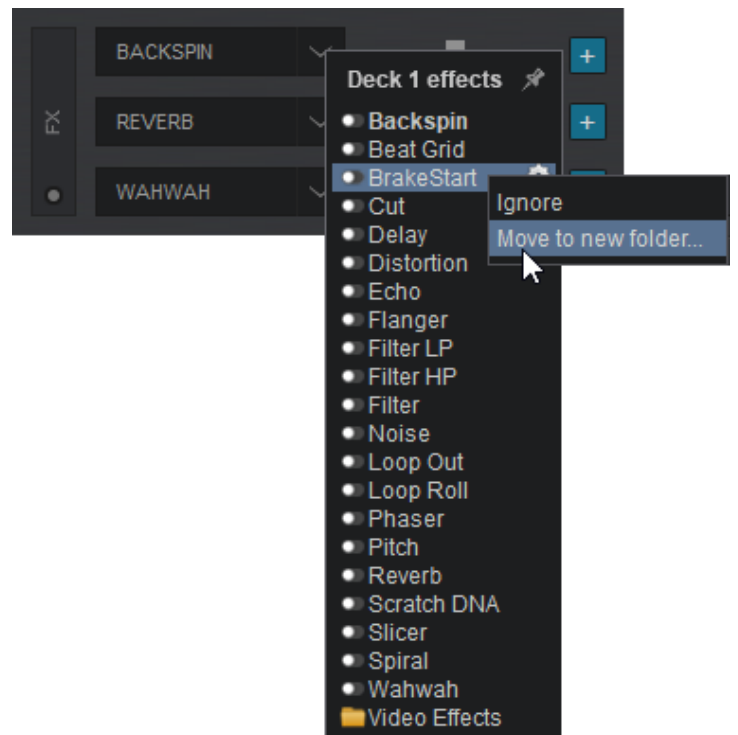
The Effect can then be unpinned by using the Pin icon on top of the Effect GUI so that it can be re-positioned to anywhere on the screen for greater customization and ease of use. Clicking on the X will close the Effect GUI regardless of its position but will not deactivate the effect.



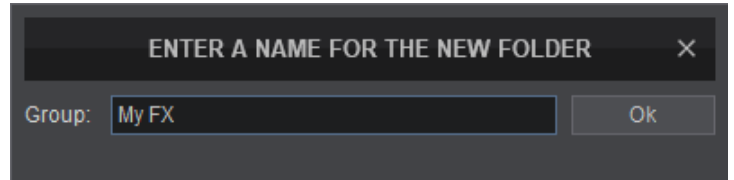
Some effects can be used post-fader providing that the hardware being used supports it. For a complete explanation on the difference of Pre-Fader and Post-Fader effects as well as how to configure them please see: [PRE AND POST FADER EFFECTS](#)

GROUPING EFFECTS

VirtualDJ offers the ability to group and organize the default, custom and VST effects. A new Effects Group can be created by right-clicking on any of the available Sound, Video or Visualization effects or folders and selecting **Move to new folder...**



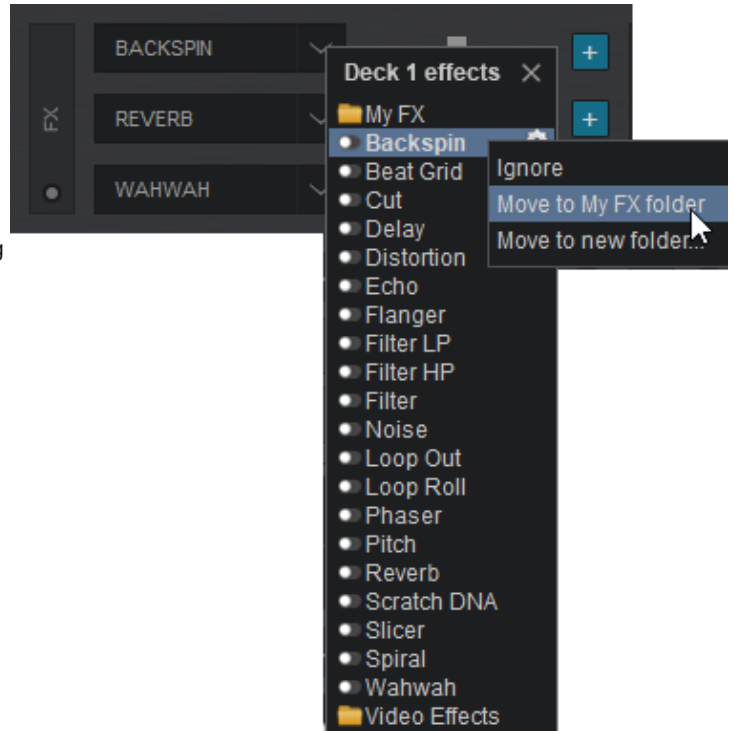
Enter a name for the Effects Group and click OK.



Once the group is created, right-click on any additional effects and choose to move them to the newly created folder.

Additionally, effects can be set to Ignore if not being used. Clicking on Ignore will create a new Group (folder) and remove the selected effect from the main drop-down menu. All ignored effects will be placed into the ignore folder.

The Ignore Folder is particularly useful for controller use. While scrolling through effects, any effect that is placed into the Ignore Folder will not be displayed in the effect selection slots on the interface.



VST EFFECTS



Virtual Studio Technology (VST) is a software interface created by Steinberg that integrates software audio instruments (VSTi) and effect plugins with audio editors, hard-disk recording systems and dj-ing applications. VST technology uses digital signal processing to simulate traditional hardware in software. Thousands of plugins exist, both commercial and freeware.

VirtualDJ supports VST and VSTi effect plugins. These are usually simple .dll files that come zipped in a file to facilitate download through the internet.

INSTALLING AND USING VST EFFECTS

Windows: Extract and copy the .dll file of the VST to the sound effects folder of VirtualDJ (\Users\YourUsername\ (My)Documents\VirtualDj\Plugins\SoundEffect).

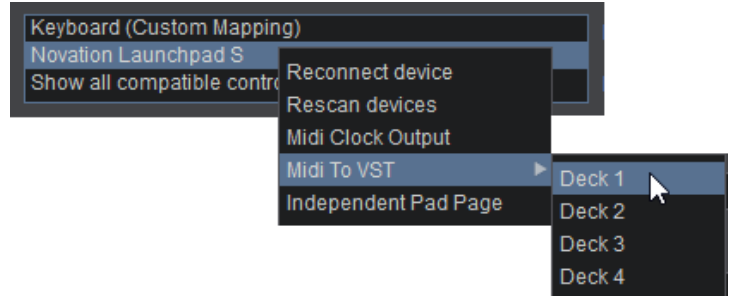
Mac: Install the .dmg file to your computer. Open the contents of the file and find the .vst file that you wish to install. Copy the file and paste it in the effects folder (\Documents\VirtualDj\Plugins64\SoundEffect). Once pasted into the folder rename the ".vst" extension to ".bundle". This is necessary for VirtualDJ to recognize the VST.

After that your Effect will be listed along with your other effects and you can select and use it like the default ones. A restart of the software will be necessary if the VST was installed while the software was open.

VST Effects usually provide their own GUI. Use the + button from the skin or the settings icon from the Effects List, to get a floating window with the effect's interface.

MIDI devices such as MIDI Keyboards can be set up to control VSTs through a deck. Right clicking the device in the [Controller settings](#) will bring up an option for **MIDI to VST**. You can then select which deck the VST will be controlled by the device when it is activated.

This setup is pass through. Mapping for the device is handled by the selected VST (if offered).



LOOPS

A Loop is a small section of a media file that repeats continually. VirtualDJ provides a complete set of looping tools to quickly and easily select, execute, save and record Loops.

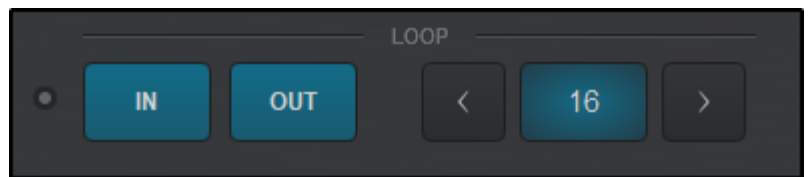
STARTER

In the Starter Layout the Loop panel offers just the basics. The size of the loop is displayed (number of beats) in the center and when clicked on, engages/disengages an automatic loop. Clicking on the arrows to either side of the loop button will decrease the loop by half or increase it by double it's size.



ESSENTIALS

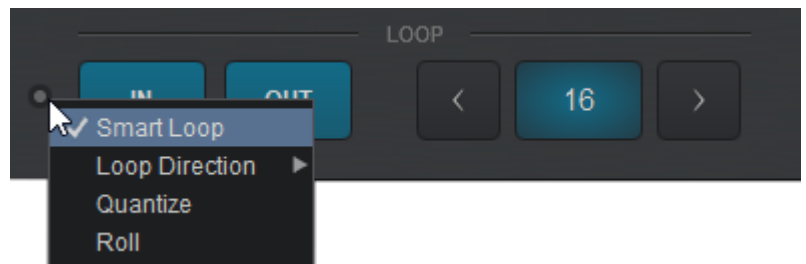
The Essentials Layout offers basic looping tools with some added functionality. The size of the loop is displayed (number of beats) in the center and when clicked on, engages/disengages an automatic loop. Clicking on the arrows to either side of the loop button will decrease the loop by half or increase it by double it's size.



Additionally, Loop IN and Loop OUT buttons are available to set the entry and exit points of the Loop (Manual Loop) as well as a Loop Options button to change looping behavior.

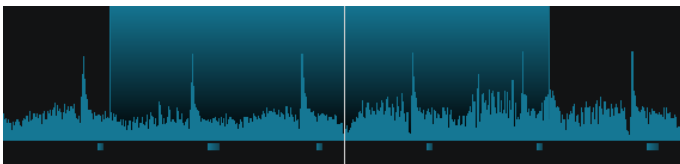
Clicking on the Loop Options button provides a menu of different options that can be enabled or disabled quickly and easily.

For each option that is enabled a check mark in the options menu will indicate it's status:

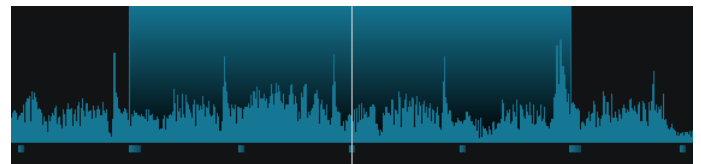


Smart Loop

Automatically adjusts the loop points when manually setting a loop to make the loop seamless by precisely adjusting it's position. This mode corrects errors when the loop is not set accurately.



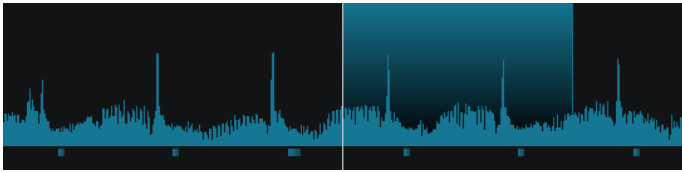
Smart Loop Off



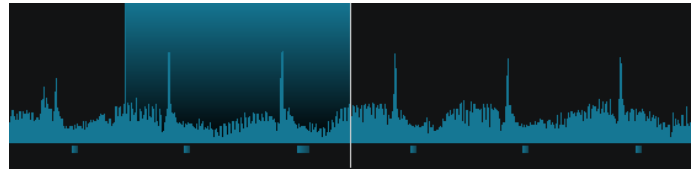
Smart Loop On

Loop Direction

Forward, Backward, and Smart options are available. When set to forward, the loop will start at the current position of the track. When set to backward the loop will end at the current position of the track. When set to smart, VirtualDJ will automatically choose the best position.



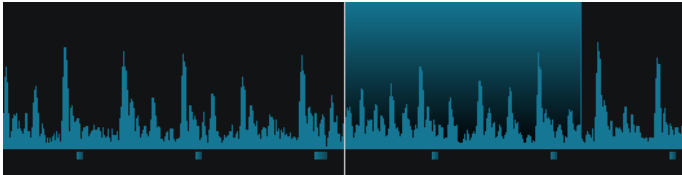
Forward Loop Direction



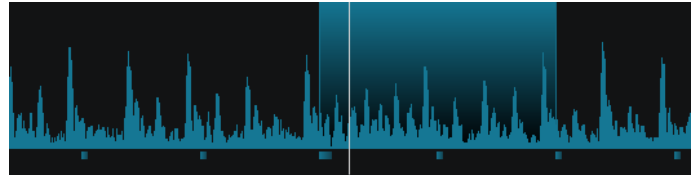
Backward Loop Direction

Quantize

Automatically adjusts the loop position to the Global Quantize parameters (1 beat by default). When this mode is enabled, the loop will automatically set to the nearest beat on the CBG.



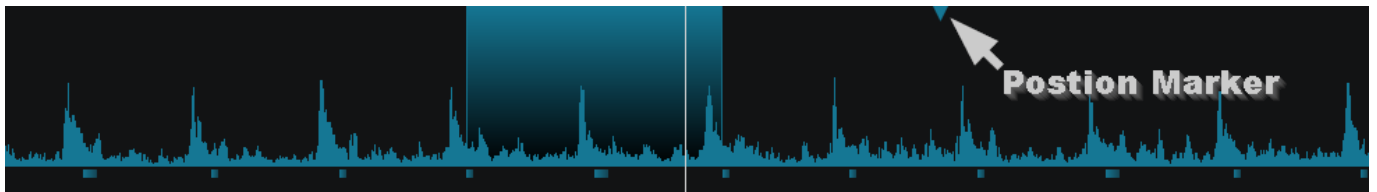
Quantize Loop Disabled
Quantize Loop Enabled



Roll

When enabled all the Loop actions will control Loop Rolls (the song will return to the position where it would have been if the Loop was never triggered)

When a Loop Roll is engaged, the loop will be indicated on the Rhythm Wave and an additional Position Marker will appear to indicate the track's current position (as if it were playing silently in the background). When the Loop Roll is released, the track will jump forward to the Position Marker.



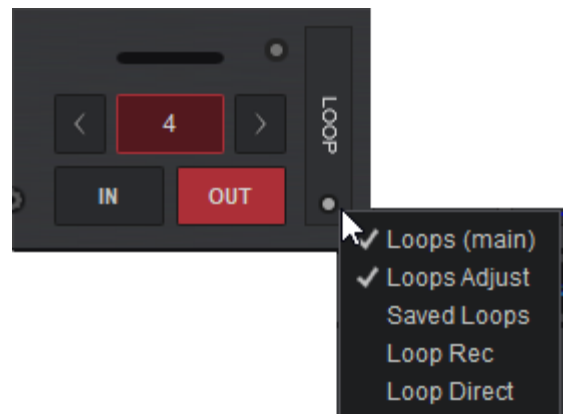
Loop Roll Engaged

PRO

The Pro Layout offers multiple loop panels that can be toggled via the vertical LOOP header (loop toggle) button. It offers basic loop functions as well as more complex looping tools that Professional DJ's require.

Clicking on the View Selection button inside the Loop Toggle will provide the 5 different available views: Loops (main), Loops Adjust, Saved Loops, Loop Record, and Loop Direct. Any selected view will be marked with a check mark and will display in the toggle rotation when pressed.

LOOPS (MAIN)



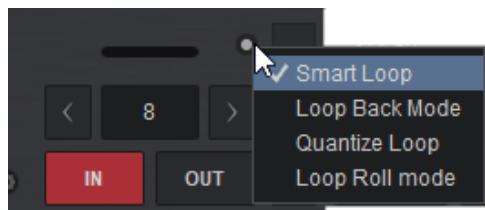
The main view is auto-selected by default. In this view, Loop IN and Loop OUT buttons are available to set the entry and exit points of the Loop (Manual Loop). Use the left and right buttons to half or double the size of the loop.

The size of the loop is displayed (number of beats) which can also be clicked on to engage a loop (Auto Loop) along with a progress bar displaying the loops current position.



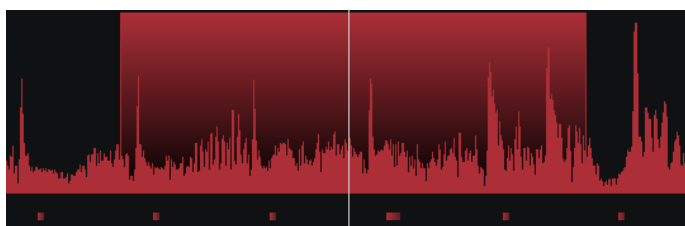
A Loop Options button is also provided to change loop settings. Clicking on the Loop Options button provides a menu of different options that can be enabled or disabled quickly and easily.

For each option that is enabled a check mark in the options menu will indicate it's status:

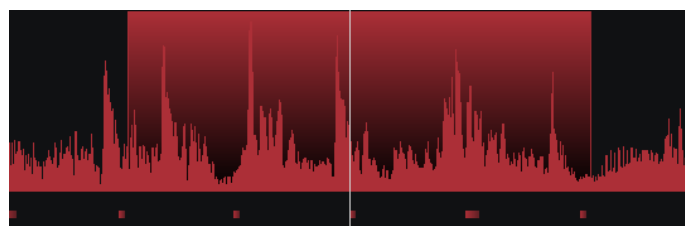


Smart Loop

Automatically adjusts the loop points when manually setting a loop to make the loop seamless by precisely adjusting it's position. This mode corrects errors when the loop is not set accurately.



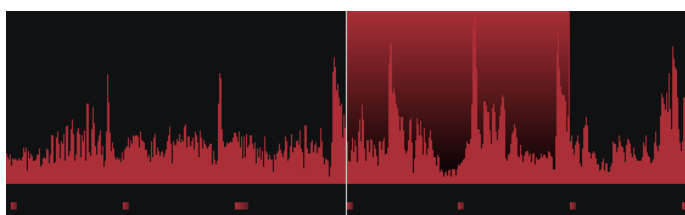
Smart Loop Off



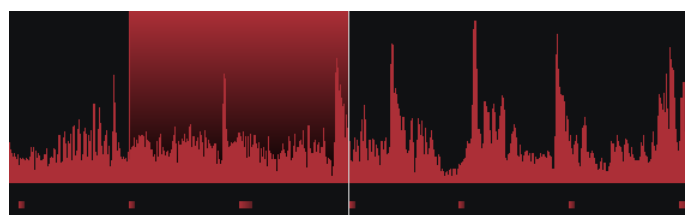
Smart Loop On

Loop Back Mode

When a Loop is set by a number of beats (example: 2 beats) the loop ends at the current position selected instead of starting there like a traditional loop.



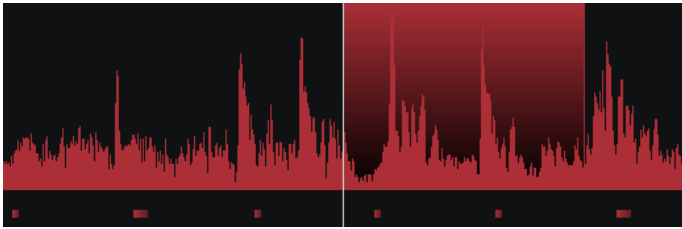
Loop Back Mode disabled



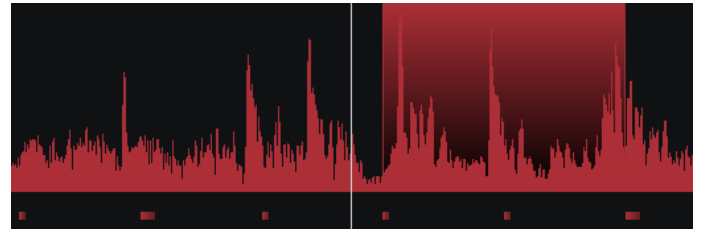
Loop Back Mode enabled

Quantize Loop

Automatically adjusts the loop position to the Global Quantize parameters (1 beat by default). When this mode is enabled, the loop will automatically set to the nearest beat on the CBG.



Quantize Loop Disabled

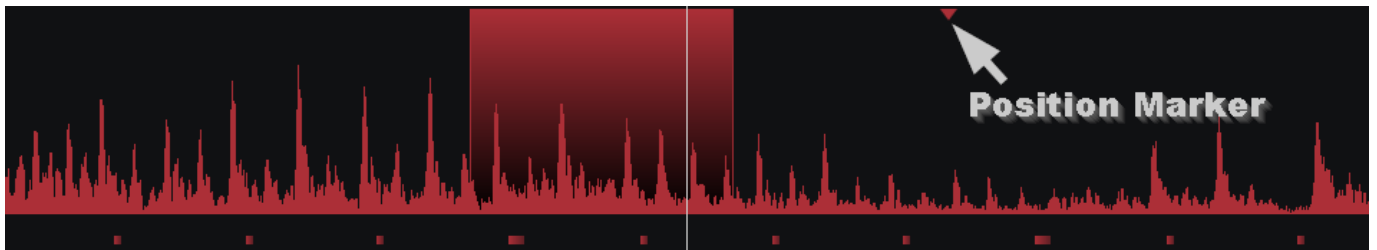


Quantize Loop Enabled

Loop Roll Mode

When enabled all the Loop actions will control Loop Rolls (the song will return to the position where it would have been if the Loop was never triggered)

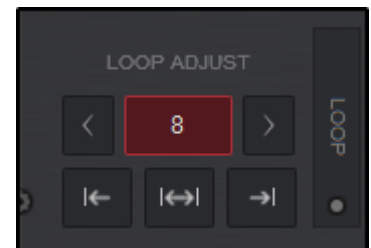
When a Loop Roll is engaged, the loop will be indicated on the Rhythm Wave and an additional Position Marker will appear to indicate the track's current position (as if it were playing silently in the background). When the Loop Roll is released, the track will jump forward to the Position Marker.



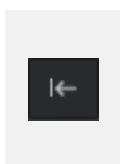
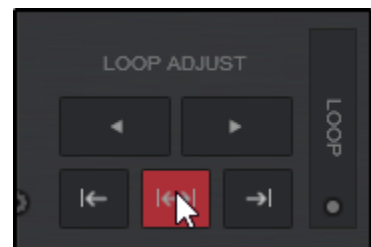
Loop Roll Engaged

LOOPS ADJUST

The Loop Adjust panel provides the ability to move the entire loop left or right without changing it's size or to modify the loop's IN and OUT points.



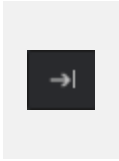
When a loop is enabled, clicking on any of the Loop Adjust buttons will provide an additional set of buttons (left and right arrows) to finely tune the loops position in the track.



Enables Loop IN Adjust Mode. Use the left/right arrows or the Jogwheel to shrink or expands the loop by moving it's left border.



Enables Loop MOVE Adjust Mode. Use the left/right arrows or the Jogwheel to move the entire loop and keeps it's set length.



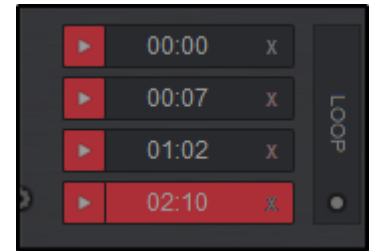
Enables Loop OUT Adjust Mode. Use the left/right arrows or the Jogwheel to shrink or expands the loop by moving it's right border

SAVED LOOPS

The Saved Loops panel displays any saved loops that the loaded track has as well as allows you to create and delete saved loops. Clicking the play button will trigger a saved loop, or if the slot is empty will create a 4 beat loop* and save it to the slot. Clicking on the X will delete the saved loop.

Saved loops can also be created, deleted or edited in the [POI Editor](#).

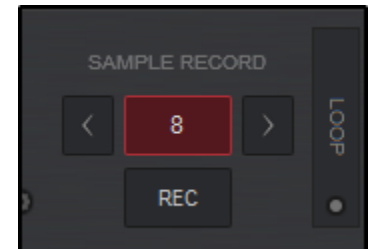
The default loop size can be changed in [settings](#) by changing the value in **loopDefault*



LOOP RECORD

The Loop Record view offers an Auto Loop button which displays the number of beats, and left and right buttons to half or double the size of the loop.

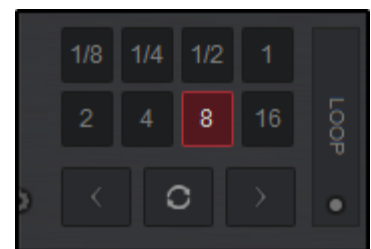
When a loop is active (can be paused) the REC button will record the loop and save it to the **Sampler Recordings** folder. If no loop is active but the track is playing, it will record the duration of the track until the REC button is turned off.



LOOP DIRECT

The Loop Direct view displays 8 of the most popular loop sizes for loops and loop rolls. Clicking on any of the loop buttons will trigger a loop of the corresponding size. Loop Half and Loop Double buttons (arrows) can be used to increase or decrease the loop size outside of the available buttons, but are not displayed.

An additional ReLoop button is also available in this view which will trigger the last loop used.



Pads are a dynamic way to quickly access and trigger commonly used functions. On each deck is a set of pads that can be used to trigger various built in functions as well as customized ones, depending on the Layout chosen. VirtualDJ offers a wide selection of default pages, but more pages can be added if required in the [Pads Editor](#).

1 PAGE. Displays the Pad Page selection which differs in each Layout:

Starter Layout. Pages are static and can not be altered.

Essentials Layout. Pad pages are displayed in a Button style view. Right clicking on any Pad Page will display a menu to select other pages or **Edit...** to open the [Pads Editor](#).

Pro Layout. Pads are displayed in a drop-down style view, but can be switched to a Button style view by clicking on the Pads Toggle. Clicking on the drop-down arrow to the right of the Pad Page selection will display a menu to select other pages or **Edit...** to open the [Pads Editor](#).

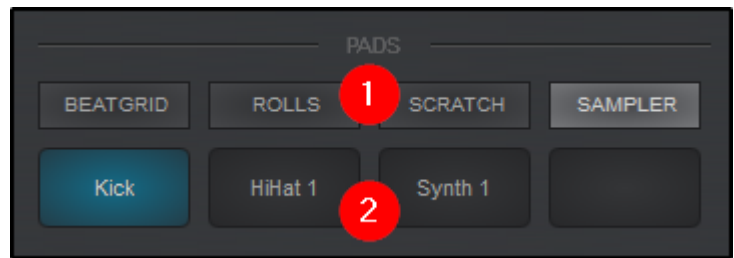
2 PADS. Clicking on the pads will trigger the specified action for that pad and page combination. A right-click(shift) on a pad will trigger an alternate action if the pad is also mapped with a shift command (See [Pads Editor](#)).

3 PADS MENU (Essentials & Pro Layouts). Each page offers an optional Pads Menu that provides different options for the specified page. Not all pages offer a default menu, but can be added in the [Pads Editor](#) if required.

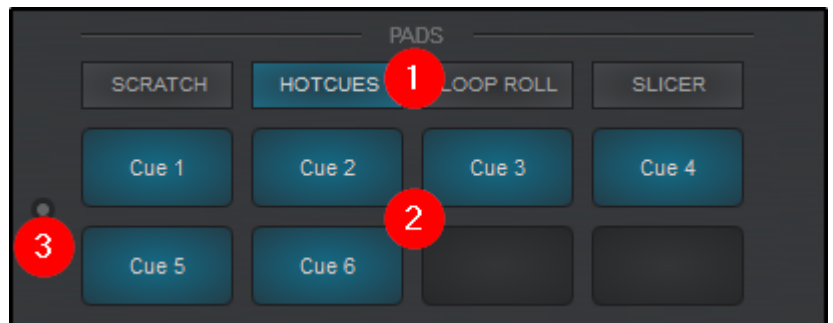
4 PARAMETERS (Pro Layout). Each page offers 2 parameters that are displayed (if they have been set for the specified page) and can be cycled with the left and right buttons. Hovering a mouse to each side of the parameter will display the button for the desired parameter. Clicking on either button will cycle the specified parameter.

5 PADS TOGGLE & SELECTION (Pro Layout).

Clicking on the toggle will change the view from a drop-down style to favorites style display. Clicking on the selection button in the toggle provides the ability to enable or disable these views.



Starter Layout



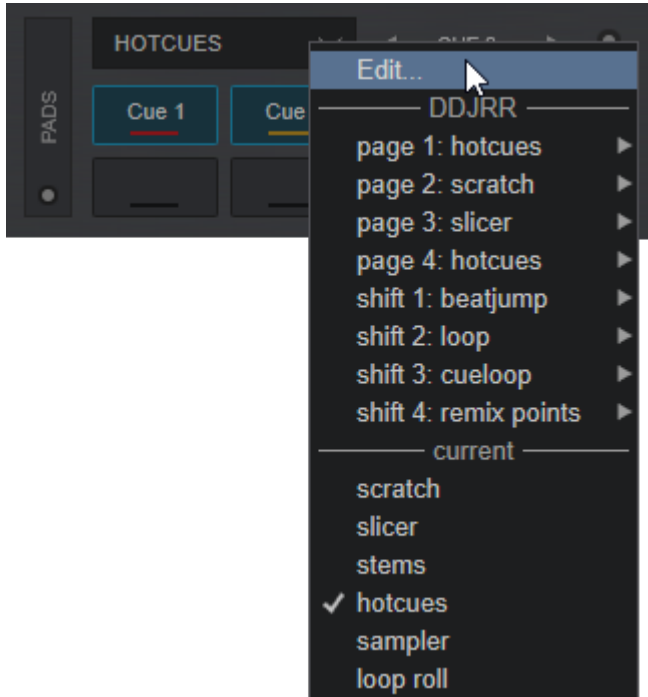
Essentials Layout




Pro & Performance Layouts


If a controller is connected to VirtualDJ, the Controller name will be displayed in the Page Menu and it will display the various pages assigned to the page buttons on the device. While hardware devices usually have a predefined silk screen for various pad functions such as Hot Cues, Samples, Loops, etc; VirtualDJ provides the ability to change these Pad Page modes directly from within the software in order for you to customize the hardware layout.

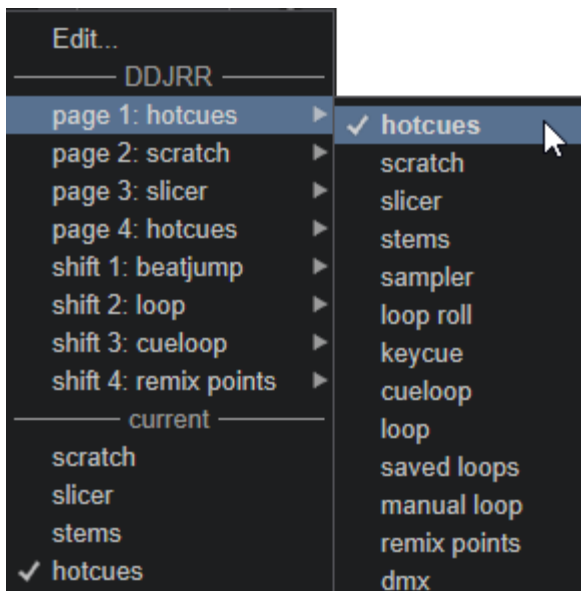
Depending on the number of Pad Page buttons on the device, VirtualDJ will display the number of pages available as well as Shift button actions in order to double the total number of pages available.



To assign a different function to a Pad Page, click on the Page drop down and hover over the Page number or Shift page number that you'd like to alter.

All available page assignments will display from the  icon of the selected page. Click on the page you wish to replace from the menu. A check mark will indicate which page has been selected and the name of the page will automatically change for easy reference.

**Note: Some page assignments are not available on certain controllers due to being locked by the manufacturer. If a page is locked, the  icon will not be displayed.*



16 PAD MODE (PRO LAYOUT)

If a controller with 16 pads is connected to VirtualDJ, the FX panel will display pads 1 - 8 while the Pads panel will display pads 9 - 16 in order to keep the Pads display in order. Clicking on the FX toggle will restore the FX view and move pads 1 - 8 back to the Pads panel.

Additionally, if a 16 Pad controller is not connected but you wish to access 16 Pads Mode on VirtualDJ's GUI you can go to the View Selection button inside the FX toggle and select **Pads 16**.



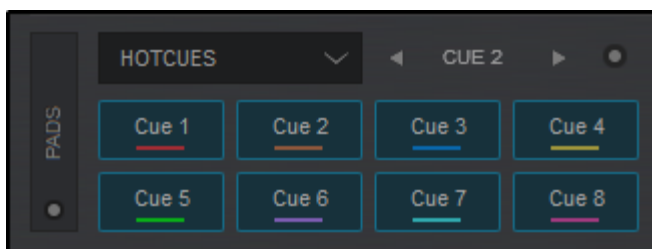
DEFAULT PAGES

♦ HOT CUES (DEFAULT)



Hot Cues are flagged locations in a track that can be jumped to instantly on the fly. This gives the DJ the ability to jump to any position in the song without disrupting the audio. VirtualDJ displays 8 available Hot Cue slots in the Pads display by default, but also provides the ability to create and store an unlimited number of Hot Cues per track.

The HotCue page will display and store any HotCues that have been specified for the loaded track. Left clicking a Hot Cue Pad will set the Cue if no Cue is available and will trigger the Cue if it already exists. Right clicking (shift) a pad will delete the Hot Cue.



HotCues can be managed in the [Pads Editor](#) and [POI Editor](#).

Parameter 1

Cycles back and forth to the next or last Cue point if the deck is stopped or triggers the next/last Hot Cue if the deck is playing.

Parameter 2

Moves the track forwards or backwards by 1 beat increments (not visible by default)

PAD MENU

Edit CUEs and POIs...

Opens the [POI Editor](#) to edit CUE points and other POIs

Read-only (Lock)

Locks the Pads so that HotCues can not be accidentally deleted

Smart Cue

Turns Smart Cue on or off

Quantize on Set

Will automatically set a new HotCue to the closest beat

Display mode

Changes how the Pads display the HotCues. Pads can show the Cue number (default), Cue Name, Time Position, Time Left or Beats Left.

Hot Cues also have various settings to alter their behavior or performance. These settings can be adjusted in the Options Menu:

hotcueMode	Play	The playhead will move to the selected Hot Cue and continue to play from that position.
	Stutter	The playhead will move to the selected Hot Cue and will continue to play as long as the Hot Cue button remains held, acting more like a traditional Cue Point.
updateHotCueFromOnCombo		When a hot cue is pressed when holding the deck's CUE button, it will update the cue point to the current cue position instead of jumping to the cue.
nonColoredPoi		Specifies a color for POIs that do not have a color set. Per Deck (default) will color all POIs the same color as the deck, Per Cue will add a different pre-defined color for each cue, or you can use one of 4 fixed colors: White, Red, Green or Blue.

***Note:** Even though 8 Hot Cue points are offered in the Default GUI (which should cover the needs in most cases), VirtualDJ supports unlimited Hot Cue points which can be controlled using a custom skin, custom buttons, or keyboard/midi controller shortcuts.

◊ STEMS (64 BIT VERSIONS)

The Stems page provides the ability to instantly mute Vocals, Instruments, and Drums from the actively playing track in the deck in order to create acapellas, instrumentals, remixes and/or mash-ups on the fly.

Clicking on a pad will remove the audio of the selected pad, while right clicking (shift) a pad will temporarily isolate the vocal/instrument while pressed.



Parameter 1

Increase or decreases the Bleed of Vocals or Instruments of the current Pad being used. 4 Bleed adjustments are available: Mute Vocals, Isolate Vocals, Mute Instruments, and Isolate instruments. The Bleed percentage can be set differently or adjusted live for each pad action.

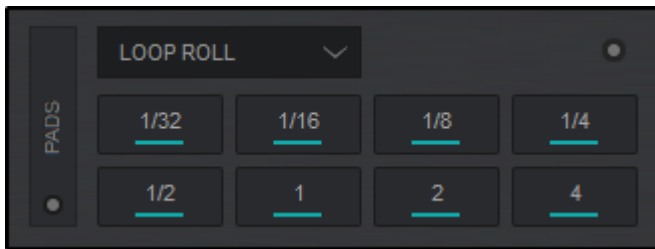
Parameter 2

Empty

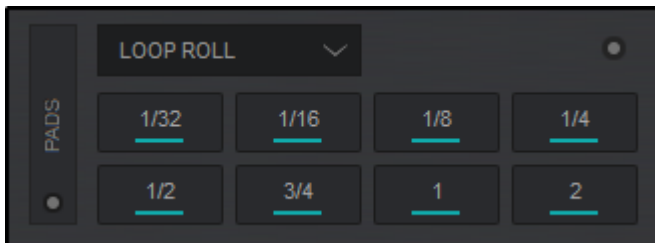
For more details on Stem Separation and how it works with the EQ, please see: <https://virtualdj.com/help/stems.html>

LOOP ROLL

The Loop Roll page provides the ability to instantly create a loop roll by a specified number of beats while the pad is held. Releasing the pad will allow the track to continue from the place that it would have been in as if no loop was triggered.



Right clicking (shift) a pad will offer an additional size ($\frac{3}{4}$) which will move the 1 and 2 beat selections to the right. 4 beats is removed.



Parameter 1

Empty

Parameter 2

Empty

PAD MENU

Apply to Video

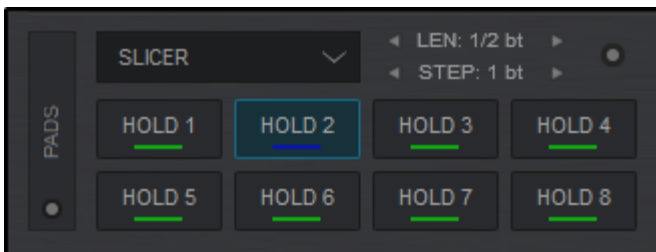
Applies Loop Roll actions to the video output (off by default)

SLICER

Slicer provides the ability to slice up a track similar to a loop roll. The track is divided into 8 steps (1 beat by default) that move along with each beat (step) of the track. Pressing each Pad will loop (slice) the last displayed step. When the pad is released, the track will continue to play from the position that it would have been in as if nothing happened at all.



Right clicking (shift) the pads will provide Slicer Hold mode. This memorizes the Slice so it can be easily returned to at a later point without disrupting the tracks current position.



Parameter 1

Increases or decreases the slice length (1 beat by default)

Parameter 2

Increases or decreases the step size

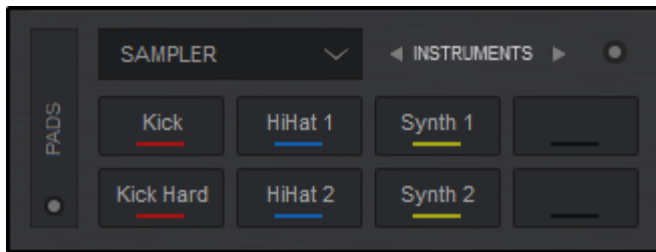
PAD MENU

Apply to Video

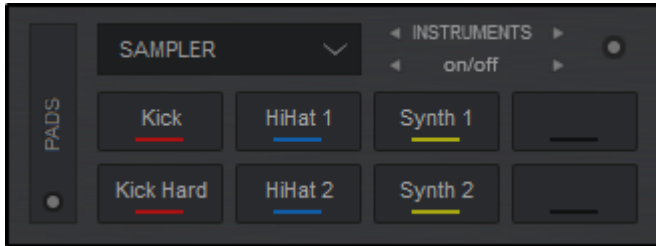
Applies Slicer actions to the video output (off by default)

SAMPLER

The Sampler page will display the first 8 pads of the active sample bank. Clicking on a Pad will start/stop the selected sample, while right clicking (shift) will stop a triggered sample. Samples cannot be removed or deleted directly from the Pads like other pages, instead all edits must be done directly in the [Sampler SideView](#), [Sample Editor](#) or [Pads Editor](#).



When using a Shift action the Pads will display Parameter 2 without changing the Pads displayed.



Parameter 1

Moves forward or backwards through all available sample banks.

Parameter 2

Cycles through sampler trigger modes (not visible by default)

PAD MENU

Trigger Mode

Provides a menu for all sampler trigger modes

Audio Output

Provides a menu to select the audio routing for the sampler

edit in Sample Editor

Displays all samples in the current bank to select and open in the Sample Editor.

SCRATCH

The Scratch Pad page provides the ability to instantly trigger an automated, pre-defined scratch in a single step. Each Pad will trigger a different scratch variation that will play without disrupting the beat grid of the track, giving you the ability to experiment with different scratch sounds while keeping the music flowing.



Parameter 1

Empty

Parameter 2

Empty

PAD MENU

DNA Editor...

Opens the [DNA Scratch Editor](#)

Over

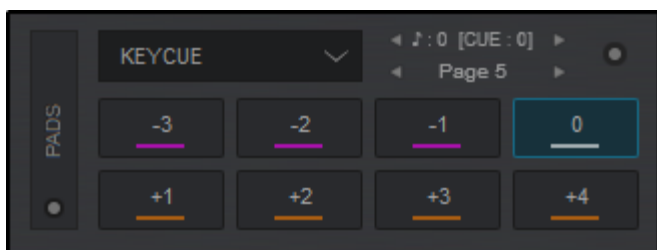
(When checked) allows the scratch to play over top of the track instead of cutting it

Quantized

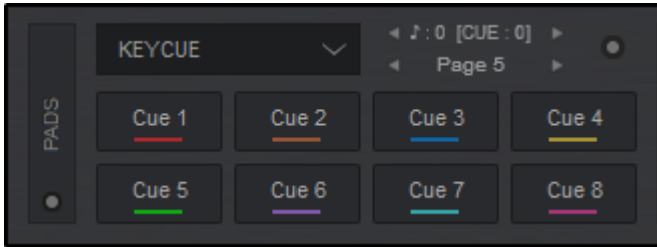
(When checked) keeps the scratch on time to the tracks position

KEYCUE

The Keycue page provides the ability to instantly trigger the selected Hot Cue and change it's key in a single step. Each Pad will trigger the same Hot Cue but in a different key and the track will continue to play in that key until the key is reset or any Hot Cue is triggered at the zero value. Each Keycue pad displays it's value in semitones.



Right clicking (shift) a pad will display the available Hot Cues that have been set. The preferred Hot Cue can then be selected to be used on the main Pads.



Parameter 1

Increases or decreases the key in one semitone increments

Parameter 2

Cycles forwards or backwards through the Keycue pages. 0 will always be displayed on each page.

PAD MENU

Edit CUEs..

Opens the [POI Editor](#) to edit Cue Points and other POIs

Smart Cue

Toggles Smart Cue on or off

Hot Cue Mode

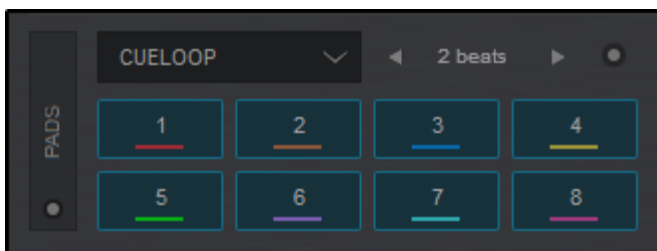
Toggles between the two Hot Cue modes; Play or Stutter

Jump to Cue

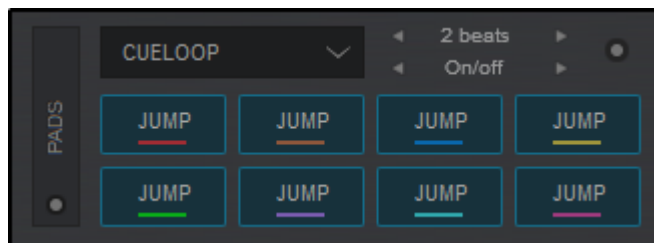
Jumps to the Cue point and changes the key. Toggling to the off position will just change the key.

◆ CUELOOP

CueLoop provides the ability to set and loop cue points instantly. A single click will set a cue point if no Cue point is set, while holding the button will set the cue point and loop it for the specified length of the parameter. If a Cue point is already set, a single click will jump to the specified Cue and set a loop-in point that can be manually set to loop out.



Right clicking a CueLoop will jump to the Cue position and loop from that point.



Parameter 1

Increases or decreases the CueLoop size (number of beats).

Parameter 2

Turn CueLoop Hold on or off (not visible by default)

PAD MENU

Auto Sync

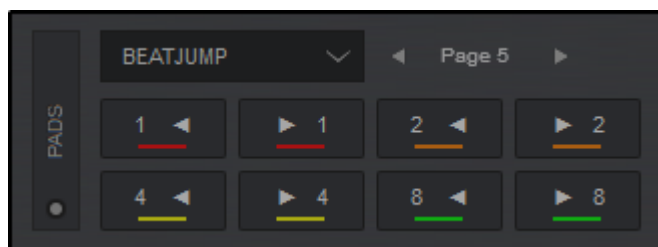
Quantizes the CueLoop so that it stays on beat (similar to Smart Cue)

Only while pressed

CueLoops only function while the Pad is pressed

BEATJUMP

The Beat Jump page provides the ability to jump forward/backwards by a specified set of beats.



Parameter 1

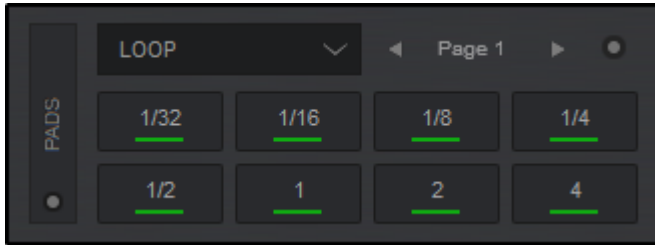
Cycles through predefined pages to increase and decrease the number of beats or bars displayed on the pads.

Parameter 2

Empty

LOOP

The Loop page is an alternative to the Loop panel and provides the ability to instantly set a loop by a specified set of beats.



Parameter 1

Selects a Bank (Set of Loop sizes) starting from 1/32 up to 128 beats

Parameter 2

Changes the loop mode to on/off, hold, or roll (not visible by default)

PAD MENU

On/Off

The loop will trigger and remain on until the pad it is turned off.

Hold

The loop will only be triggered as long as the pad is held.

Roll

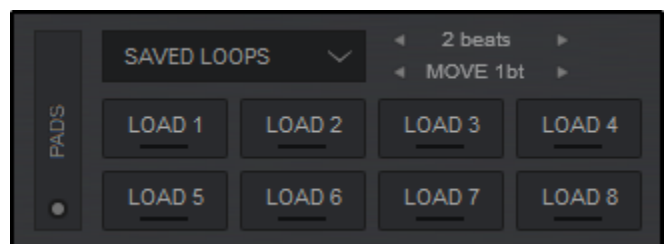
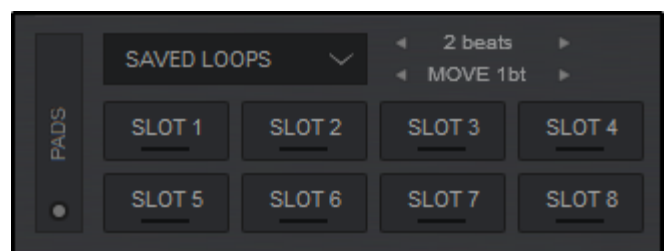
The loop will only be triggered as long as the pad is held and the track's position will jump to the place it would have been in on release.

SAVED LOOPS

The Saved Loop page will display and trigger any saved loops that you have created in the POI Editor. Clicking on an empty slot will save the loop to the pad and engage it, while holding a Pad will delete the saved loop. Once a loop is saved to a slot, left clicking will activate the Saved Loop but will not jump to its position if it's later to the track's current position (load-prepare).

Right clicking (SHIFT+Pad) will jump and engage any saved loops regardless of the play marker's position.

**Note: Only one Saved Loop can be active at a time.*



Saved Loops can be managed in the [POI Editor](#).

Parameter 1

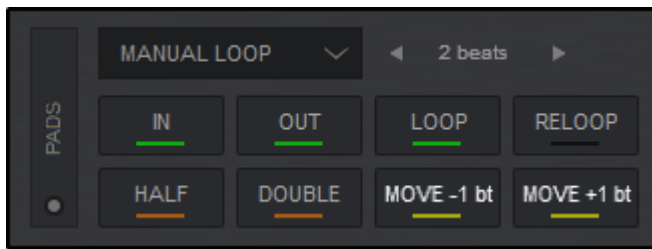
Increase or decrease the size of the saved loop (number of beats)

Parameter 2

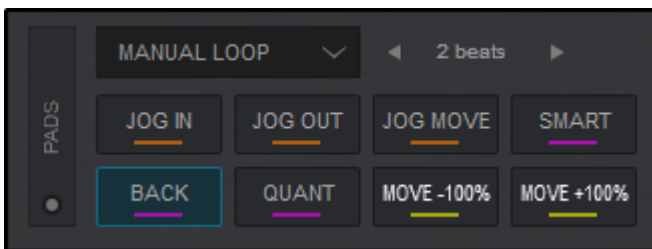
Move the saved loop forward or backward in 1 beat increments

MANUAL LOOP

The Manual Loop page provides the most commonly used loop controls (see Loops), to set an In and Out point as well as adjust the size and position of the loop.



Right clicking (shift) the pads will give additional loop controls to adjust an enabled loops IN or OUT point as well as Move the entire loop with the use of the Jogwheel. Smart Loop, Loop Back and Quantize modes can be toggled on and off, and the entire loop can be moved forward or backwards by 100%.



Parameter 1

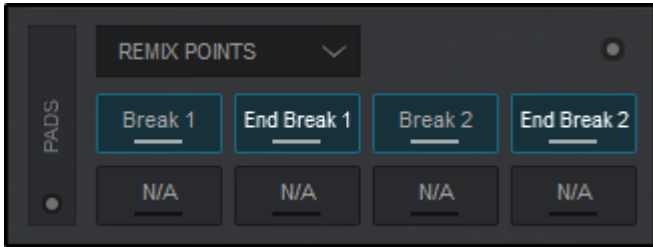
Increase or decrease the size of the loop (number of beats)

Parameter 2

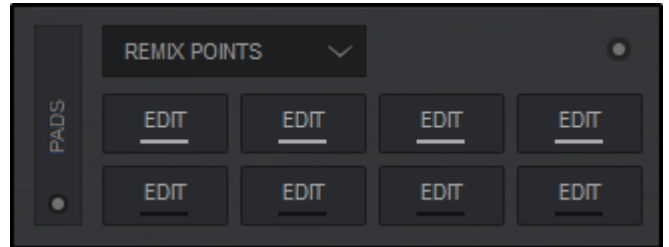
Empty

REMIX POINTS

The Remix Points page offers all available Remix Points that have been either automatically analyzed by VirtualDJ or created in the [POI Editor](#). Clicking on an empty pad (N/A) will add a Remix Point to the tracks current position. Remix points are managed in the [POI Editor](#).



Right clicking (shift) the pads will display 8 EDIT Pads for each Remix Point. Clicking on the pad will open the POI Editor at the Remix Point selected.



Parameter 1

Empty

Parameter 2

Empty

PAD MENU

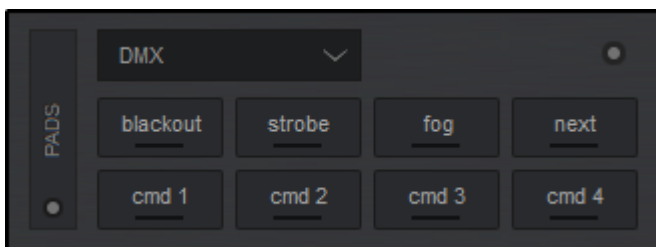
Edit CUEs and POIs...

Opens the [POI Editor](#) to edit Remix Points and other POIs

DMX

The DMX page allows you to connect DMX controlled lighting systems that function on the OS2L protocol.

For complete details on OS2L and how to connect, please see our [OS2L - DMX Control Guide](#)



Parameter 1

Empty

Parameter 2

Empty

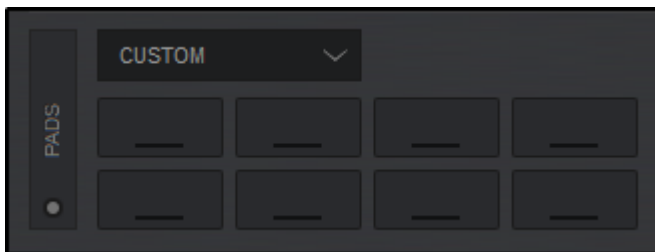
PAD MENU

Info...

Provides some basic info about OS2L

◊ CUSTOM

In order to cover all possible needs, features and actions, VirtualDJ has Custom Buttons as one of the Pads pages. This adds extra empty buttons and parameters to customize (via VirtualDJ script actions) any additional functions that may be individually needed but are not present in the Interface. By default, Custom Buttons remain blank but can be added in the [Pads Editor](#).

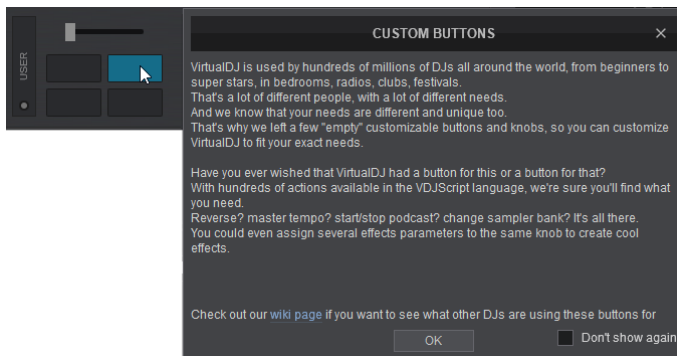


CUSTOM BUTTONS (PRO & PERFORMANCE LAYOUTS)



In order to cover all possible needs, features and actions, VirtualDJ offers Custom Buttons in the Pro and Performance Layouts as well as on a Pads page. This adds a few extra empty buttons and a dial to customize (via VirtualDJ script actions*) any additional functions that may be individually needed but are not present in the Interface. On first launch, the buttons and dials will be un-assigned (blank).

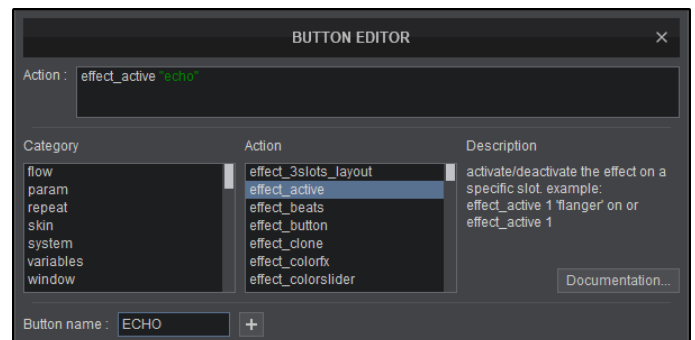
Click on any of the available Custom buttons or dial to assign an action to it. On first use an explanatory pop-up message will appear explaining the reasoning for this feature. The pop-up can be turned off for future use by checking the **“Don’t show again”** option box or setting **customButtonWizard** to **“No”** in **Options** (See **Settings** for more information). Click **OK** to Continue.



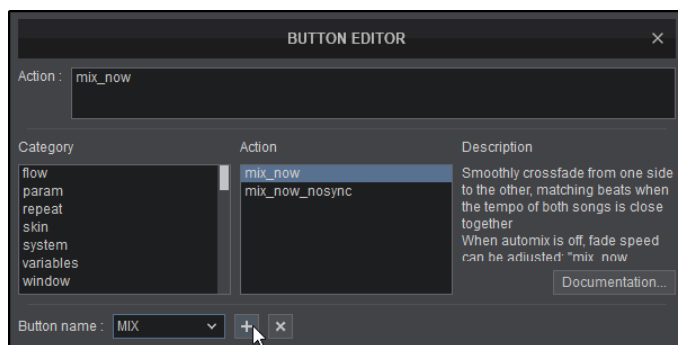
The Custom Button Editor will open displaying all available VirtualDJ Actions grouped by Category with a side Description in order to help understand the scripts provided and some syntax tips for examples.

Click on a category to reveal a list of actions or start typing a script in the Action field. The field will Auto-Fill as more characters are entered. Once the Action Field is filled with a valid script, add a short description in the Button name box to label the Button (If no name is typed, the Action will be used for the button’s label.)

After closing the Button Editor, the Custom Buttons on the interface will now control the assigned actions. Similar operation is applied for the Custom Dial.

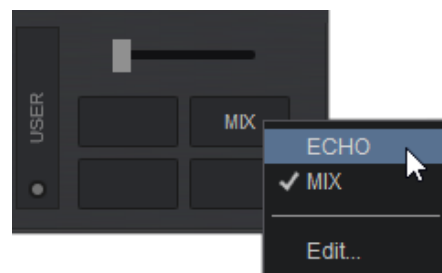


Additional actions can also be assigned to the same button. Once the first action is assigned, right-click on the Custom Button to open the Custom Button Editor and click on the **+** button at the bottom (Button name). An additional desired action can then be added and labeled.



Once the Custom Button Editor is closed, right-click on the custom button and choose which of the assigned actions are needed on that button or click Edit to adjust or remove the Custom Buttons already created.

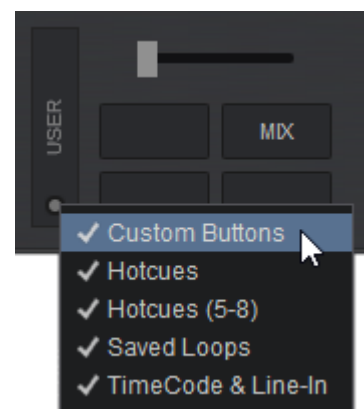
More details about VirtualDJ script actions can be found here:
<http://www.virtualdj.com/wiki/VDJScript>



▼ PANEL SELECTION AND TOGGLE

The Custom Button panel also offers additional views that can be selected. Clicking on the View Selection button inside the User Toggle will provide 5 different available views: Custom Buttons, Hotcues, Hotcues (5-8), Saved Loops, and Timecode & Line-In. Any selected view will be marked with a check mark and will display in the toggle rotation when pressed.

This provides the ability to customize the layout to display what is most important to the DJ or simply remove the Custom Button panel if it isn't going to be used.



Hotcues

Hotcues (5-8)

Saved Loops

TimeCode & Line-In



Audio Mixer in Pro Layout

Mixing controls are essential to control the volume and equalizer when mixing multiple audio and/or video files together. VirtualDJ has multiple mixing control panels in order to accommodate different needs in different scenarios.

The following sections will cover the different mixers and their uses:

AUDIO MIXER

The mixer panel offers a variety of different audio mixing tools depending on the layout chosen. All layouts provide the basic mixing tools required; Volume Faders, 3 Band EQ, VU meter, PFL and Crossfader.



Starter Layout



Essentials Layout



Pro Layout



Performance Layout (Full)

1 VOLUME FADERS. Used to control the volume of each one of the available mixer's channels. If an External Mixer configuration is used (See [External Mixer Audio Setup](#)), it is best to leave the volume faders in their maximum (top) position.

2 EQ. Use the **HIGH**, **MID** and **LOW** knobs to adjust the high, mid and low equalizer bands of each of the available mixer channels.

Double-click to reset each one of the **EQ** bands to zero (off) position. Advanced EQ Modes can be selected in the **EQ MODE MENU**.

3 EQ MODE MENU (64bit versions). The advanced EQ modes provide stem-based equalizers that remove the traditional HIGH, MID & LOW frequencies and replace them with more modern EQ controls to provide isolation for different track elements such as vocals, instruments, and drums.

There are three modes available:

EZRemix - With separate controls for the vocals, instruments, and beat, this mode provides the ability to instantly manipulate the track and perform mashups and remixes on the fly. Turning the knobs to the left will remove this stem in the mix, while turning to the right will isolate the stem.

ModernEQ - This mode gives more control to experienced DJs, with separation between the hihats and kicks and is similar to traditional frequency-based EQs. This mode is great to perform seamless transitions, where you can control the 'energy' of your tracks, by adjusting each decks hihats, while ensuring the kicks don't interfere with each others. The middle knob will let you adjust both the vocals and melody to avoid clashes. Turning the middle knob to the full left will kill both the melody and vocals. Half-way to the left will kill only the vocals. While turning to the right will first boost a little vocal, while all the way will kill the melody.

Stems - Using all 5 knobs on your mixer, including gain and filter, you can control each of the main 5 stems individually, boosting or lowering each component.

Alternatively, if your mixer has only 2 decks or isn't midi, or if you prefer instant on/off, you can also use the PADS buttons, to quickly kill or isolate each stem at the touch of a button.

Select "stems" in the pads page drop-down to load the stem controls.

4 VU METER. Displays the mixer channel's output volume.

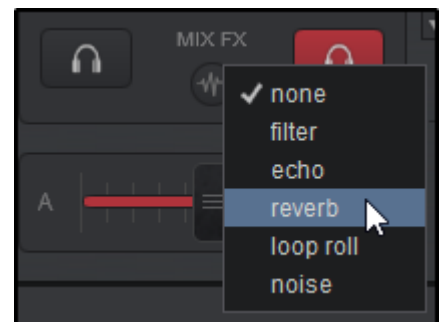
5 PFL. Use the PFL (Pre-Fade Listen) buttons to send any of the mixer channels to the Prelisten (Headphones) channel.

6 CROSSFADER. Slide the crossfader to route the left or right deck to the Master Output. If the crossfader is at the far left side, only the left deck will be audible in the Master Output. If the crossfader is at the far right side, only the right deck will be audible in the Master Output. At any other position, both decks will be audible. For External Mixer setups the crossfader should remain in the middle

7 MIX FX (Starter & Essentials Layouts). Mix FX provide an easy to use alternative to traditional effects. Simply sliding the crossfader from one deck to the other will automatically add an effect which will assist in blending the 2 decks together seamlessly.

Clicking on the Mix FX button will provide a menu of available effects that are automatically activated every time the crossfader is moved. Select from None (for the feature to remain off), Filter, Echo, Reverb, Loop Roll, or Noise.

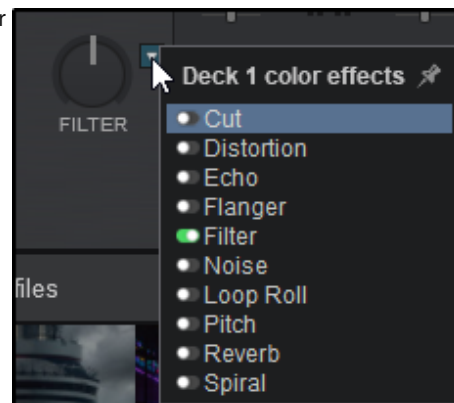
When an effect is selected it will remain active until either a new effect is selected, or the crossfader is moved to the closed position (far left or far right).



8 FILTER/COLOR FX (Essentials & Pro Layouts). Use the **FILTER** (default) knobs to apply a Low-Pass or a High-Pass filter to each of the available mixer channels. On the middle position, no Filter is applied. Double-click to reset (off position).

Clicking on the FILTER drop down button reveals the ColorFX Menu. Clicking on an effect will replace the filter text with the chosen effect name. The actions are identical to the Filter positions with the exception of the effect chosen.

Select from Cut, Distortion, Echo, Flanger, Filter (default), Noise, Loop Roll, Pitch, Reverb, or Spiral.



9 GAIN (Essentials & Pro Layouts). Use the **GAIN** knob to adjust the gain applied to the loaded track. If the knob is to the middle position (12 o'clock) the output level is set by the software to zero dB in order to normalize the audio levels (0 dB by default or other value defined from [Options](#)).

The applied gain value will be displayed under the gain knob. Double-click to set the **GAIN** to the middle position (zero dB value) When a track is loaded on a deck, VirtualDJ will calculate and set the output level of the track to the given zero dB value. The **GAIN** knob can be used then to make additional adjustments. VirtualDJ will set the gain to zero (or saved value) if the track is pre-analyzed or has been played before. If not, the software will set the gain to its zero value (if the track is not playing by the time the track is fully loaded). Different behaviors are available by changing the AutoGain setting (see [Options](#)).

More information on VirtualDJ's gain structure can be found [here](#).

10 PHRASE INDICATOR AND SYNC (Essentials Layout). This displays the current Phrase the track is on. Clicking on it will automatically sync the Phrase of the opposing deck.

4-CHANNEL MIXER (PRO LAYOUT)

If 4-Decks is selected in the Pro [Layout Options](#), an additional option to display the 4-Channel Mixer will become available. The 4-Channel Mixer has all of the control functions of the 2 channel mixer with the addition of 2 extra channels and some additional features:

11 SAMPLER VOLUME. Controls the Master Volume of the Sampler.

12 CROSSFADER OPTIONS. Displays an options menu to change the crossfader's curve and/or assign the mixer's channels to either side of the crossfader. 4 curve settings are available: Smooth, Full (default), Cut, and Scratch*.

An additional option, Hamster (inverted), is also available to reverse the crossfader's traditional behavior where moving it to the left will make the right side audible, and moving it to the right will make the left side audible.

Clicking on **Show Crossfader Assign** will toggle on/off the Crossfader Assignment buttons (see 12).

**To learn more about how crossfader curve works click [HERE](#).*

13 CROSSFADER ASSIGNMENT (Not displayed by default).

The Crossfader Assignment is turned on and off in the Crossfader Options.

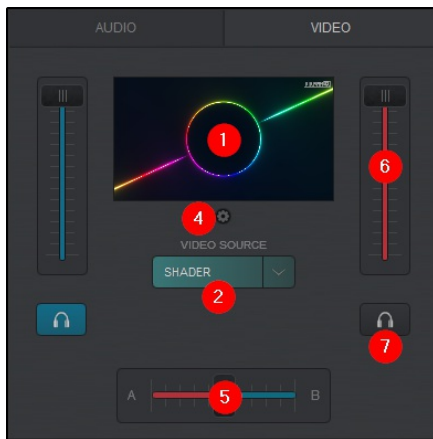
The assign buttons are used to assign a deck as left or right side of the crossfader. If the crossfader is at the far left side, only the left-assigned decks will be audible in the Master Output. If the crossfader is at the far right side, only the right-assigned decks will be audible in the Master Output. At any other position, all right or left-assigned decks will be audible. If a deck is not assigned as left or right, it will be audible regardless of the crossfader position.



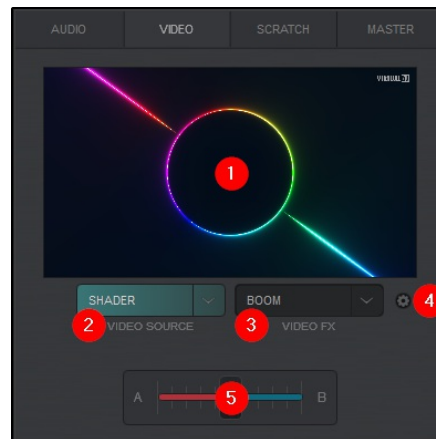
VIDEO MIXER

The VIDEO center panel offers various mixing controls to make mixing videos fun and easy. By default the Video Mixer displays a simple Single Source interface to provide visualizations when there is no video available to play. In this view there is a video preview window for the Master Output, Video Source, and Video FX menus (for Essentials & Pro Layouts).

When a video gets loaded to a deck, the Video Mixer interface changes to a Dual-Source Mixing view which will change the Video Source menu to a Transitions menu.



Starter Layout



Essentials Layout



Pro Layout

1 MASTER OUTPUT VIDEO PREVIEW. This window displays the Master Video Output. Clicking inside this window will enable/disable the Video engine and Master Video Output. When enabled, a small external video window will open that can be used to monitor the video or it can be dragged to a second monitor and made full screen by double clicking it once in the desired position.

Right clicking on the the Video Preview will also open the Video Output Menu that can be used to customize the video display experience for both you and your audience.

2 VIDEO SOURCE/TRANSITIONS. In **Simple Video** mode, the **Video Source** menu provides Audio Only Visualizations that can be selected when using a track selection with no video element. This ensures that there is always a visual on screen even when a video file is not available for playback. By default VirtualDJ is equipped with the most commonly used sources:

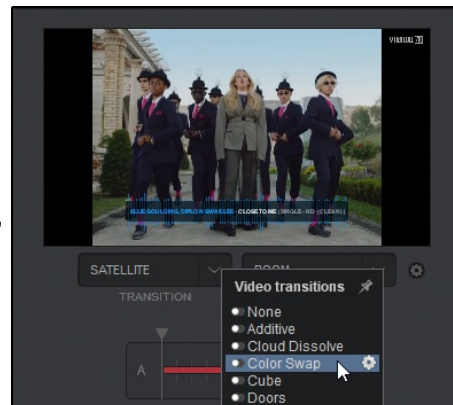
Cover	VirtualDJ will display the album cover of the song playing
Camera	VirtualDJ will display a video feed from your computer's camera or external webcam
Shader	VirtualDJ will display animated visualizations (Shaders). A short list of Shaders are included, but more can be added. See here for more details.
Slideshow	VirtualDJ will display a slideshow of pictures from any folder you designate
(Transitions)	Switches Simple Video to Dual-Source Mixing mode and displays the Video Transitions menu in place of the Video Source menu.

When in **Dual-Source Mixing** mode the **Video Source** menu becomes the **Transitions** menu and provides a wide range of various Transitions (to move seamlessly from deck to deck).

Clicking on the down arrow will open the list of available video transitions while clicking on the text or toggle switch from the menu will activate/deactivate them.

When the Transitions menu is open, it can be Pinned open by using the Pin icon at the top, activated or docked to the browser area using the gear icon to the left of the chosen transition.

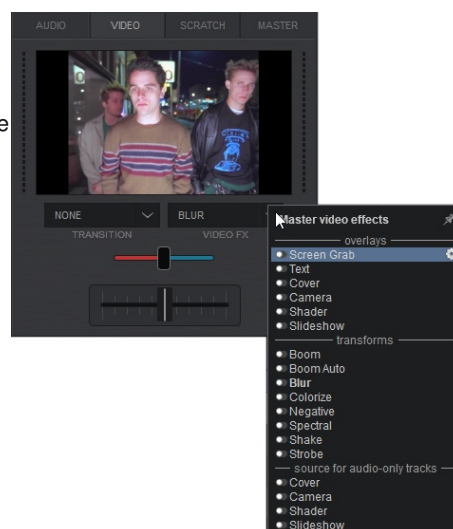
At the bottom of the menu (Single Source) can be selected to instantly return to **Simple Video** mode.



3 VIDEO FX (Essentials & Pro Layouts). Provides a rich menu of visual effects. The Video FX dropdown menu is divided into 3 sections:

- **Overlays**
- **Transforms**
- **Source for audio-only tracks** (Dual-Source Mixing)

Video FX can be activated by clicking on the text in the Video FX box or by using the toggle switch to the left of each effect from the drop down menu.



For a complete list of effects, transitions and visualizations included in VirtualDJ, please see the [List of Native Effects](#).

4 VIDEO OUTPUT MENU. The Video Output Menu provides useful tools to customize the layout and video experience for both you and the audience. The **Simple Video** menu provides the base options, while the **Dual-Source Mixing** menu provides additional advanced options:

SIMPLE VIDEO (BASE OPTIONS)	
Video Output	
Off	Turns off the Video Engine
Windowed	Displays the video output in a smaller window
Preview Only	Displays the video output in the Video Preview but not to the Master Video Output
Video Skin	
Use videoSkin	Displays the chosen Video Skin to the Master Video Output for audience viewing
Show videoSkin on preview	Displays the chosen Video Skin to the Master Video Output Preview for the DJ's reference
Video Mix	
Simple Video	Single source video mixing (current configuration).
Dual-Source Mixing	Switches to Multi-Source View.
DUAL-SOURCE MIXING (ADDITIONAL OPTIONS)	

Video Fade-to-black

on Volume Sliders

When checked will control the fade of the video output in relation to the volume level.

Video Crossfader

Manual

When checked will control the Video Crossfader independently of the Audio Crossfader.

Linked to Audio

When checked will control the Video Crossfader simultaneously with the Audio Crossfader.

Smart

When checked will move the Video Crossfader automatically to follow what the audience is hearing.

5 CROSSFADER. Used to mix the Video Output of the decks. If the Video Crossfader is at the far left or right side, only the Video from that deck will be displayed on the Master Video Output. At any other position, the Videos will be mixed depending on the selected Video Transition. Double Clicking the Crossfader will bring it back to the center position.

6 VOLUME FADERS (Starter Layout). Used to control the volume of each one of the available mixer's channels.

7 PFL (Starter Layout). Use the PFL (Pre-Fade Listen) buttons to send any of the mixer channels to the Prelisten (Headphones) channel.

4-CHANNEL MIXER (PRO LAYOUT)

If 4-Decks is selected in the Pro [Layout Options](#), some additional features become available in the video mixer:

8 MANUAL VIDEO CROSSFADER. If Manual Video Crossfader is selected from the Dual-Source Video Output Menu, an additional crossfader will become available on the mixer to control the video output separately from the audio.

9 VIDEO CROSSFADER ASSIGNMENT. If the Manual Video Crossfader is selected and **Show Crossfader Assign** has been turned on in the [Audio Mixer](#), additional Video Crossfader Assign buttons will become available to either side of the Video Crossfader.

The assign buttons are used to assign a video to the left or right side of the crossfader. By default (all buttons are off), the Video Crossfader will mix the videos coming from the decks that are assigned as LEFT or RIGHT. You can manually set a different deck (and choose a different video to mix with) by using those buttons or right-click to bring back the default Auto Mode.



SCRATCH MIXER (ESSENTIALS & PRO LAYOUTS)



Essentials Layout

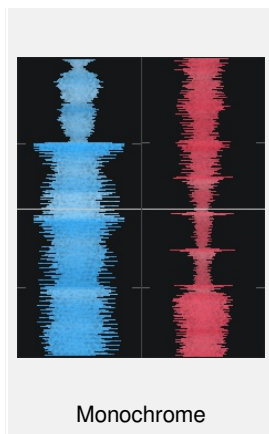


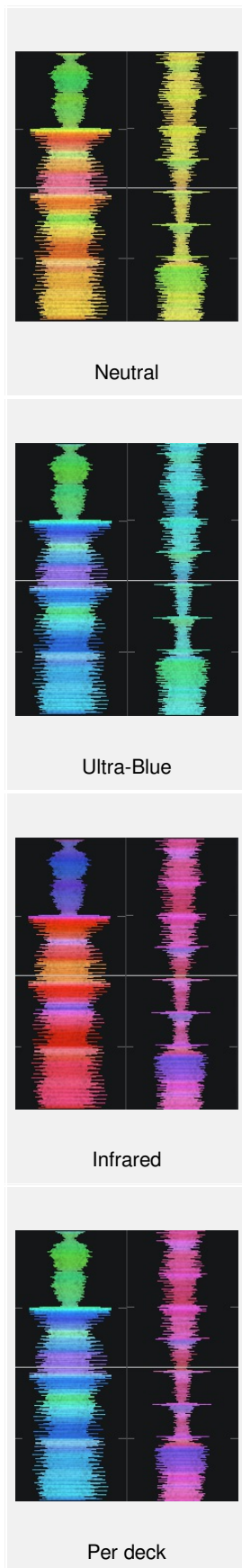
Pro Layout

The SCRATCH Mixer offers vertically scrolling waveforms and a center panel with specific features. Mixing controls, display information and buttons are offered depending on the layout chosen.

1 VU METER. Displays the mixer channel's output volume.

2 WAVEFORMS. Displays useful information about the structure of the track (frequencies). Different colored variations are offered in [Options](#)





3 BEAT LOCK. Enables/disables Beatlock to keep a deck always synchronized with the other decks even if the pitch is changed or during scratching.

4 CROSSFADER. Slide the crossfader to route the left or right deck to the Master Output. If the crossfader is at the far left side, only the left deck will be audible in the Master Output. If the crossfader is at the far right side, only the right deck will be audible in the Master Output. At any other position, both decks will be audible. For External Mixer setups the crossfader should remain in the middle.

5 VOLUME FADERS. Used to control the volume of each one of the available mixer's channels.

6 CLONE DECK. Click on the buttons to clone the left/right deck to the right/left one. If the cloned track is playing it will also play in the other deck completely synchronized

7 MUTE REVERSE. When enabled, the track will not be audible if scratched/moved backwards.

MASTER PANEL (ESSENTIALS & PRO LAYOUTS)



Essentials Layout



Pro Layout

The MASTER panel contains controls for the Master Output, Headphones and Microphone Volume, along with Effects applied on the Master channel, Record and Broadcasting operations and Sampler recording from the Master Output or Microphone Input.

1 ▾ **MASTER OUTPUT.** This section offers controls directly related to the Master Output:

MASTER	Controls the Master Volume by moving the dial. The volume level can be reset to 100% by double clicking the dial.
ON	Indicates that the built in Limiter is armed and ready. The Limiter is on by default and cannot be turned off.
REC	Records the Master Output to a Sample.
VU Meter	Indicates the level of the Master Output.

2 ▾ **HEADPHONE CONTROLS.** Displays and controls the Headphone levels if a headphone channel has been created in the Audio Setup. These controls will be unavailable if Master Only or External Mixer is selected.

VOL	Adjusts the volume of the Pre-listen channel (headphones). The volume level can be reset to 100% by double clicking the dial.
MIX	Adjusts the Pre-listen Output (headphones). When the dial is set to the far left (0%) the selected (PFL) decks will be heard. When the knob is set to the far right (100%) the Master Output will be heard. In all other positions the selected decks (PFL) and the Master Output will be mixed in the Pre-listen Channel (headphones).

3 ▾ **MICROPHONE CONTROLS.** This section offers controls directly related to the Microphone. A Microphone Input must be configured in the Audio Setup for these controls to become available.

MIC VOL	Adjusts the volume of the Microphone Input. The volume level can be reset to 100% by double clicking the dial.
ON	Enables/Disables the Microphone Input.

REC	Records only the Microphone Input to a Sample.
VU Meter	Indicates the input level of the Microphone.

4 **MASTER EFFECTS.** This drop down menu provide a wide range of Master Effects to be applied to the Master Output. Clicking on the down arrow will open the list of available plugins while clicking on the text will activate them.

When the Effects menu is open, they can be Pinned open by using the Pin icon at the top, activated or docked to the browser area using the gear icon to the left of the chosen effect.

(See [Effects](#) for more detailed information.)

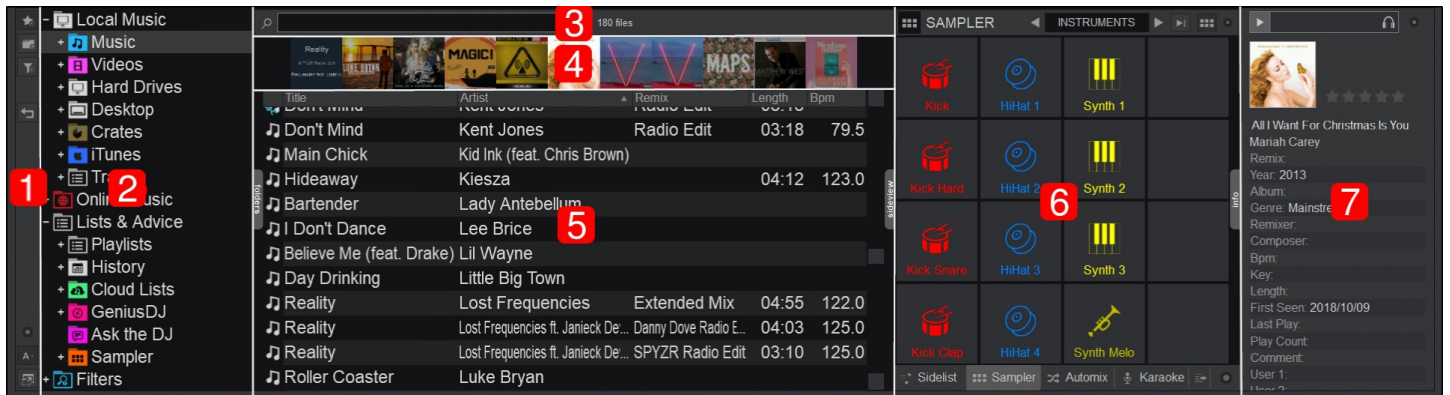
5 **RECORD/BROADCAST.** This area is used to quickly enable/disable a broadcast or recording:

BCAST	Starts/Stops broadcasting based on the last known broadcast configuration. See Broadcast for more detailed information.
REC	Starts/Stops recording based on the last known recording configuration. See Recording for more detailed information.
FILE	Opens the Settings menu to make changes to the recording configuration and file name


More detailed information on how to broadcast and/or record your mixes can be found in the [Broadcasting](#) and [Recording](#) sections of this manual.

BROWSER

On the bottom of the Default GUI, the Browser is displayed. It is divided into the Side Toolbar, Folder List, Search Bar, File List, Sideview and File Info. The Folder List, File List, Sideview and File Info panels can be resized to take the desired width, and can be closed or opened using the vertical button on the separator lines. Sideview is closed by default on first launch.



- 1 SIDE TOOLBAR.** Provides global folder operations and browser features.
- 2 FOLDER LIST.** Offers all the basic Drive and folder elements of your Computer, some dedicated VirtualDJ folders and some popular 3rd party software folders. The visible Root elements (folders) can be selected from the Browser Options on the Side Toolbar.
- 3 SEARCH BAR AND BROWSER OPTIONS.** Search for files by name that are in the database or focused folder. The icon to the right of the search bar will open the Browser Options to customize search options.
- 4 COVER FLOW.** Displays the album art*. The size of the panel can be adjusted or completely hidden by grabbing underneath the panel with your mouse and dragging to adjust.

Cover Flow is set to automatic by default. This will display the covers in both Starter and Essentials Layouts, while Pro and Performance layouts will have no Cover Flow displayed. Cover Flow preferences can be adjusted in **Settings  **Options** and changing **coverFlow** to the setting of choice.*
- 5 FILE LIST.** Provides all Audio, Video, Karaoke files and VirtualDJ Samples of the selected folder and information depending on the visible fields.
- 6 SIDEVIEW.** Provides access to the Sidelist, Sampler, Automix, Karaoke and Clone panels by default. These can be selected by using the buttons at the bottom of the Sideview. More custom panels can be added using the Add Shortcut option.
- 7 FILE INFO.** Displays the tagged information of the current highlighted track in the File List as well as a preview player to prelisten to the file without loading it into a deck.

SIDE TOOLBAR

The Side Toolbar on the left vertical side of the Browser offers global folder operations and Browser features to quickly make changes and add functionality without interrupting the DJ's work flow.

1 FAVORITE FOLDER. Marks a specific folder as a Favorite (creates shortcut) and adds it to the Folder List for quick access (monitored)

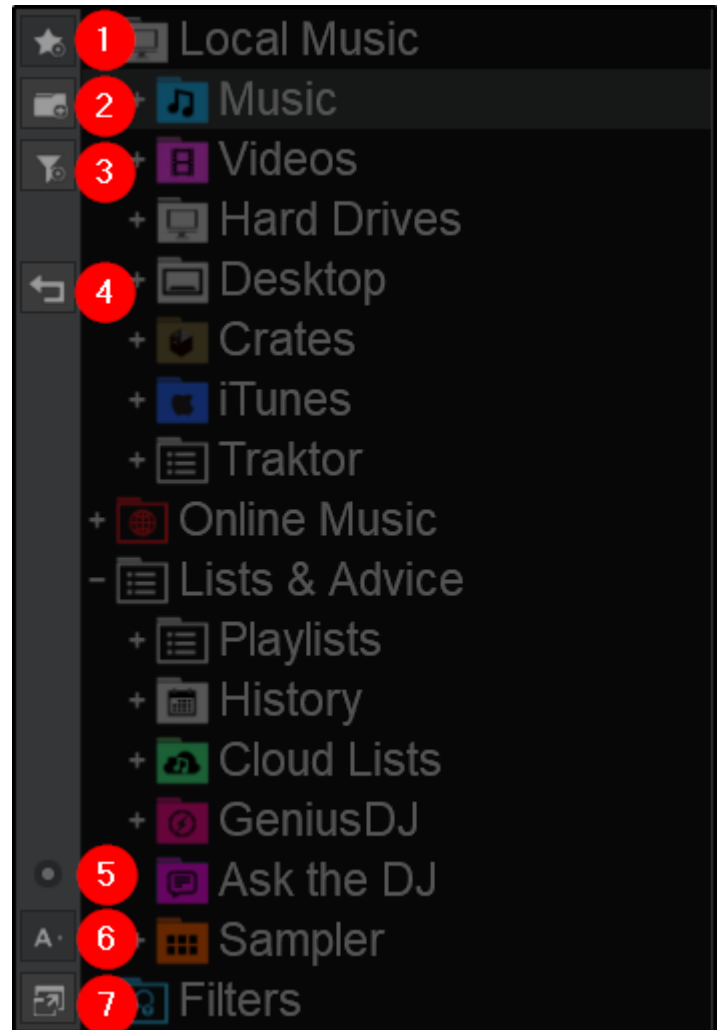
2 VIRTUAL FOLDER. Creates a Virtual Folder (unmonitored) which provides the ability to add files into a folder without changing their physical location on the hard drive.

3 FILTER FOLDER. Creates a Filter Folder (monitored) which will organize (filter) files based on predefined criteria.

4 GOTO LAST FOLDER. Returns to the last used folder.

5 BROWSER OPTIONS. Displays a menu with the following options:

Show Only ▶



Shows or hides Music, Video or Karaoke files.

Display Options ▶

Display List as ▶

Choose between the List View (default) and Grid View with large icons (for Touchscreens)

Font Size ▶

Choose between Small, Medium, and Big fonts.

Padding ▶

Provides the ability to increase/decrease the spacing (padding) between browser lines. Choose from None, Small, Medium or Big.

Reset Root Folders

Displays any folders that have been hidden.

Database ▶

Remove missing files from Search DB

Clean the Search Database from files that no longer exist.

Create Database Backup

Creates a zip file backup of the database, folders, history, mappers, pads, playlists and settings in the folder *Documents/VirtualDJ/Backup* on your computer.

Restore Database Backup

Restores database, folders, history, mappers, pads, playlists and/or settings from backups that have been created.

Export browser view

Exports what is currently displayed in the browser (including fields) to a .csv file (that can be opened as a spreadsheet in softwares that support it) or a .html file (for web use).

6 FONT RESIZER. Increase or decrease the size of the Browser font with a single button*.

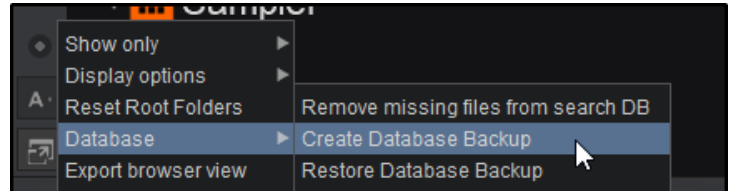
*a dual button configuration for individual increase and decrease sizing can be changed in *Options* by changing **browserFontSizeButtons** to **Yes**

7 BROWSER ZOOM. Increases the size of the Browser and reduces the size of the decks.

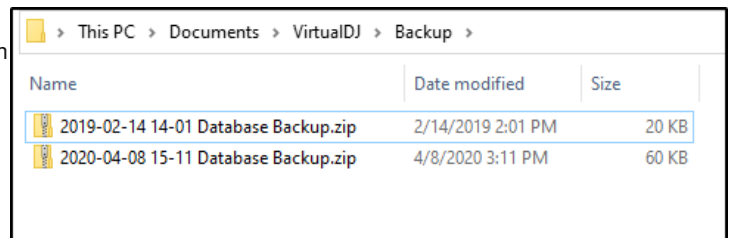
CREATING A DATABASE BACKUP

To create a backup of your VirtualDJ Database click **Browser Options**

➤ **Database** ➤ **Create Database Backup**



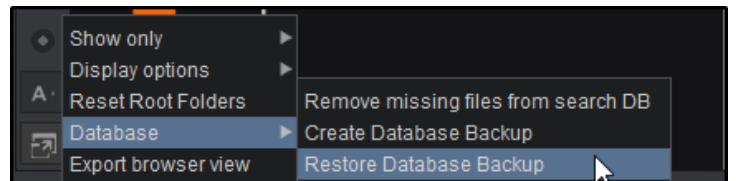
VirtualDJ will automatically create a backup zip file of your Database, History, Playlists, Filters, Mappers, Events, Pads, and Virtual Folders. Once the backup is complete, *Documents/VirtualDJ/Backup* will open on your desktop showing the file location where the backup has been saved.



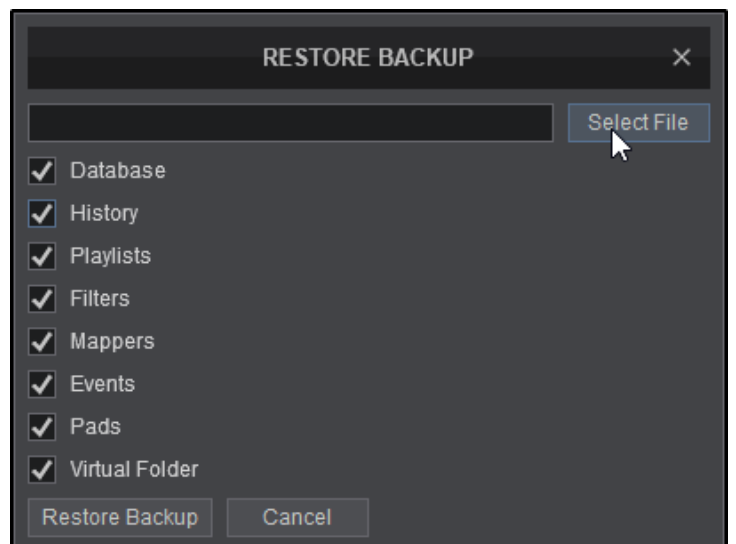
RESTORING A DATABASE BACKUP

To restore a backup of your VirtualDJ Database click **Browser Options**

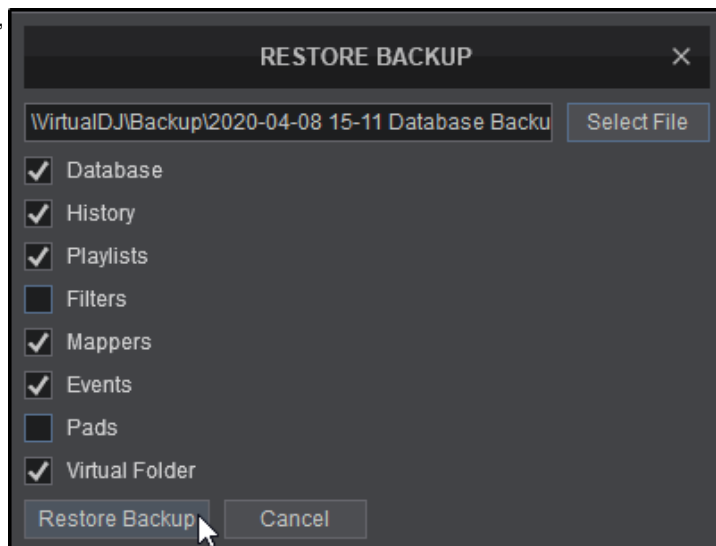
➤ **Database** ➤ **Restore Database Backup**



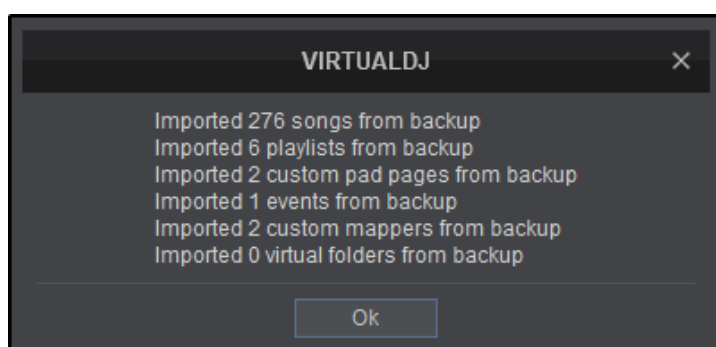
You will first need to select the backup file that you wish to use. Click **Select File** to open the location of your backup file. Select your preferred backup file from your desktop.



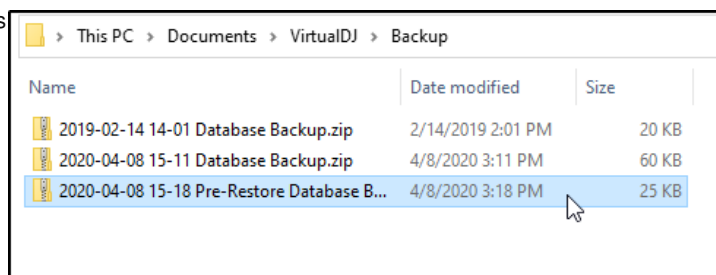
Once your file is selected, it will appear in the text box. Select what you'd like to restore from the list menu. All items are selected by default, click on the checkboxes of items you wish to deselect to remove the checkmark. Once you are satisfied with your selections click **Restore Backup**.



The restoration process will take a few moments. Once completed VirtualDJ will provide a summary of what has been restored. Select **OK** to continue.

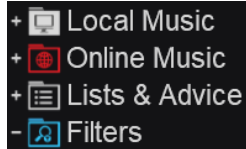


Once completed, the file location on your computer will open with an additional Pre-Restore file. This file can be used to revert to the previous database by using the Restore process again.



FOLDER LIST

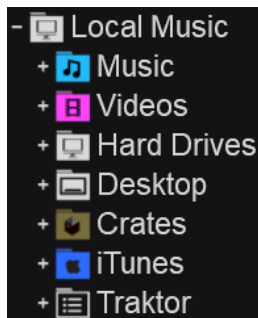
The Folder List offers all of the basic drive and folder elements of your Computer, some dedicated VirtualDJ folders, along with some popular 3rd party software folders. The main folders are compressed for better organization by default. Clicking on the **+** button to the left of any folder will expand it and show it's related sub-folders.



LOCAL MUSIC

These folders are native to the computer you are using so that you can access content from anywhere on your machine:

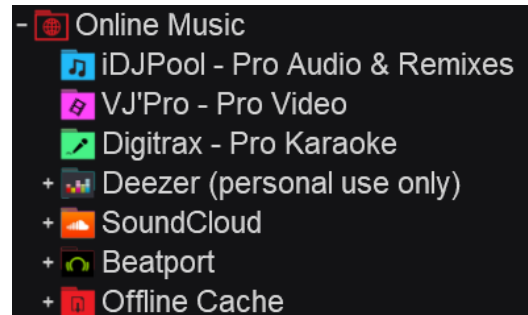
- Music
- Videos
- Hard Drives (*Volumes on Mac*)
- Desktop
- Crates (*if Serato is installed*)
- iTunes (*if iTunes is installed*)
- Traktor (*if Traktor is installed*)



ONLINE MUSIC

These folders provide access to VirtualDJ's Online Music catalogs for professional use, and various other online streaming services for personal use:

- iDJPool (Pro Audio)
- VJ'Pro (Pro Video)
- Digitrax (Pro Karaoke)
- Deezer
- SoundCloud
- Beatport
- Offline Cache



LISTS & ADVICE

These folders are exclusive to VirtualDJ:

- [Playlists](#)
- [History](#)
- [Cloudlists](#)
- [GeniusDJ](#)
- [AskTheDJ](#)
- [Sampler](#)



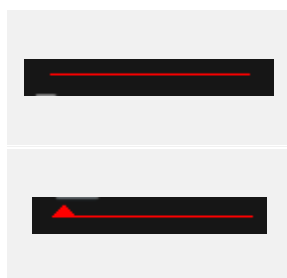
FILTERS

Popular predefined Filter Folders are included by default in order to better search and organize your library:

- [Compatible Songs](#)
- [Decades](#)
- [Duplicates](#)
- [Genres](#)
- [Last Played](#)
- [Most Played](#)
- [Recently Added](#)



Folders can be re-ordered by dragging and dropping them with your mouse. When a folder is being moved, a red line will appear indicating its current position and its status in the folder list:



Indicates that a folder will display in the main folder list (not nested).

Indicates that the folder will become a sub-folder of the folder you are in (nested).

Folders can also be hidden by right-clicking the specified folder and selecting "hide". All hidden folders can be reset to visible by clicking on **Reset Root Folders** from the Browser Options in the [Side Toolbar](#).

FILE LIST

Title	Artist	Remix	Length	Bpm
No Money	Galantis	Lucky Charmes Remix	03:15	127.0
White Clouds	DVBBS	Original Mix	04:49	128.0
Can't Feel My Face	The Weeknd	Martin Garrix Remix	04:14	128.0
Summer	Calvin Harris		03:45	128.0
Bailar	Deorro Feat Pitbull & Elvis Crespo	Main	02:40	128.0
No Money	Galantis	Dillon Francis Remix	04:40	128.0
How Deep Is Your Love	Calvin Harris & Disciples	Calvin Harris & R3hab Remix	04:17	128.0
Take Me to Church	Hozier		04:02	129.0
Cool Kids	Echosmith		03:58	130.0
Anaconda	Nicki Minaj	Explicit	04:21	130.0
Easy Love	Sigala	Sticky Remix	04:54	132.0

The File List offers all the Audio, Video, Karaoke tracks and VirtualDJ Samples of the selected folder and information depending on the visible Fields. Drag and drop a file from this list to any of the VirtualDJ decks to play the file.

Right-clicking on the Field Header of the File List will give the option to show or hide any of the available Fields. Fields make it easy to sort files in your database quickly and easily. Available fields include:

Title	Artist	Remix	Album	Composer
Comment	Genre	Length	BPM	Key
Label	Remixer	Grouping	Track	BPM Difference
Key Difference	Bitrate	Year	Play Count	First Seen
First Play	Last Play	Drive	File Path	File Name
File Type	File Size	File Date	User 1	User 2
Rating	Album Art	DB	Exists	Loaded On
Type	Color	Will play at	Singer	

Right-click on any of the available files to receive additional file features and operations:

Load on	Choose the VirtualDJ Deck you wish to load the selected track to
Tag Editor	Open the Tag Editor to view and edit all the information of the track.
BPM Editor	Open the BPM Editor to adjust the BPM and the CBG phase of the selected track.
POI Editor	Open the POI Editor to manage all the details of the track's POIs.
Video Editor	Open the Video Editor to overlay Text and Video to the selected track.
Track Cleaner	Open the Track Cleaner to cut, censor and edit the selected track.
Analyze for BPM etc	Scan the selected track and calculate/re-calculate the BPM, Key and length of the selected track.
Precompute stems	Analyzes the track's stems in advance and saves them so that they do not need to be calculated in real time when loading a track to a deck.
File Operations *	Move, Copy, Delete or Rename the selected track, or show the track in Windows Explorer.

Remove from Search DB	Remove the selected track from the Search Database
Mark as played/unplayed	Provides the ability to mark a track as played or unplayed (depending on it's current status)
Search similar songs	Searches for similar tracks in the database
Search with GeniusDJ	Uses GeniusDJ to search for songs that are commonly played together with the selected track (online connection required)

If AutoMix is activated 3 additional options will be provided at the top of the submenu:

Play next	Adds the song to the AutoMix Sideview and positions it next in the AutoMix Queue
Add to AutoMix	Adds the song to the Automix Sideview and positions it at the bottom of the AutoMix Queue
Mix Now	Adds the song to the Automix Sideview and instantly mixes it with the current track playing

FILE ICONS

Each track displayed in the File List will get an icon (displayed on the far left side of each track) which offers valuable information about the type and status of the file. There are 5 basic icons showing the file type of the track, and several overlaid status indicators as per the following:

BASIC ICONS



Audio

Audio tracks (mp3,wav, cda, wma, asf, ogg, ogm, m4a, aac, aif, aiff, flac, mpc, ape)



Video

Video tracks (avi, mpg, mpeg, wmv, vob, mov, divx, mp4, m4v, vix, mkv, flv, webm)



Karaoke

Karaoke files in zip (mp3+cgd) format or video files tagged as karaoke files in the [Tag Editor](#)



VirtualDJ Sample

Samples created with VirtualDJ (vdj, vdjsample)



Look Up

Search for the selected file in local or online directories

OVERLAYS



Already Played

The track will receive the played overlay icon, if played for more than 45secs. This value can be adjusted from Options



New

Track recently added to the search database in the last 7 days



Edit

Track created using Track Cleaner or Video Editor (vdjedit files)

**Missing**

VirtualDJ can't find the track in the given filepath. Track doesn't exist. The track is either deleted or moved without using the VirtualDJ file operations, or is a track included in a Playlist but the External Hard Drive is not connected.

**Online Music**

Tracks provided by Online Music. These files can be loaded to a VirtualDJ deck or can be cached. See [Online Music](#)

**Downloading**

An Online Music track is currently downloading.

**Local File**

The file is already located in the database

**Precalculated Stems**

The file has already had the stems analyzed and will be available instantly when the track is loaded to a deck.

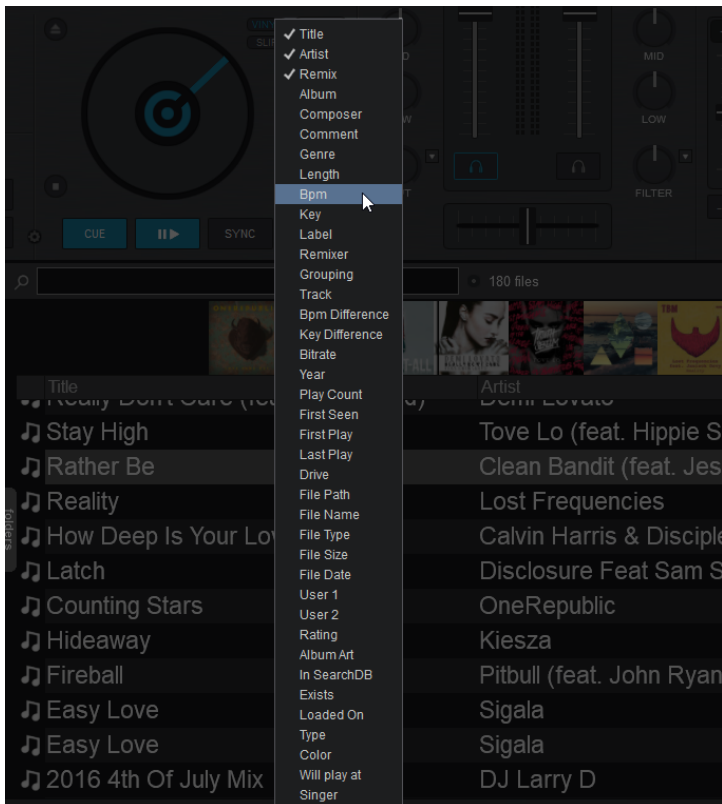
SORTING & ORGANIZING FIELDS

ADDING & REMOVING

Fields can be added or removed to show as much or as little information about the files displayed that you prefer.

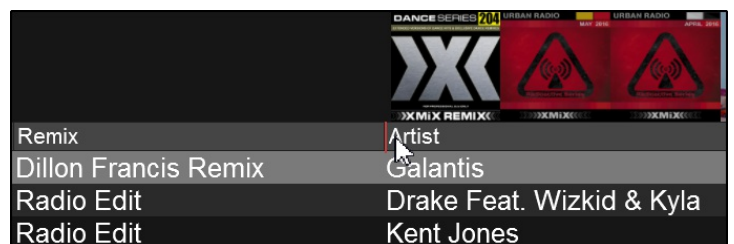
Right-Click on the Field Header to display the menu of available fields. Select or deselect any of the desired fields that you would prefer to be displayed.

When a field is added or removed the changes will be immediately displayed in the File List. There is no limit to the number of fields that can be displayed, but the more fields that get added will limit the amount of available space that each field can display.

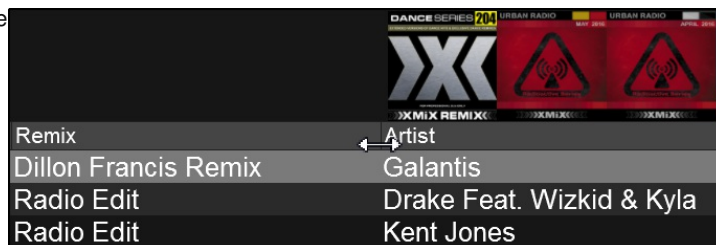


RE-POSITIONING & RESIZING

Left Clicking and holding any field will display a red indicator and allow you to drag and drop (left or right) the field into a new position. This provides the ability to re-order the position in which the fields are displayed and completely customize the File List to your preferences.



Hovering your mouse over any of the field separators will display a left/right pointer. Left clicking and holding will allow you to adjust the size of each field.



SORTING

Each field has the ability to be sorted by left clicking on the preferred field in the Field Header. Clicking the first time will sort the field in an ascending order (A-Z). Clicking on the same field a second time will reverse to a descending order (Z-A).

Title	Artist	Remix
🎵 Cake By The Ocean	Dnce	Clean Remix
🎵 Cheap Thrills	Sia Feat. Sean Paul	Radio Edit
🎵 Don't Mind	Kent Jones	Radio Edit
🎵 Easy Love	Sigala	Radio Edit
🎵 L'Amour Toujours	Dzeko & Torres ft. Delaney Jane	Tiesto Edit
🎵 No Money	Galantis	Dillon Francis Remix
🎵 One Dance	Drake Feat. Wizkid & Kyla	Radio Edit
🎵 White Clouds	DVBBS	Original Mix
🎵 Work From Home	Fifth Harmony Feat. Ty Dolla \$ign	Xmix Edit 105 Bpm

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🎵 Easy Love	Sigala	Radio Edit
🎵 Don't Mind	Kent Jones	Radio Edit
🎵 Cheap Thrills	Sia Feat. Sean Paul	Radio Edit
🎵 Cake By The Ocean	Dnce	Clean Remix

Ascending Order by Title
Descending Order by Title

KEY & KEY DIFFERENCE FIELDS

Key detection values displayed in the File List offer important information for mixing harmonically. The Key can be displayed in musical (ie. F#) or harmonic value (7B) in the Settings menu based on the scale preferred.

Key	Key Difference
Am	✓ 0
G#	✓ 1
Eb	4
C	5

Key	Key Difference
08A	✓ 0
04B	✓ 1
05B	4
08B	5

Musical Key Display

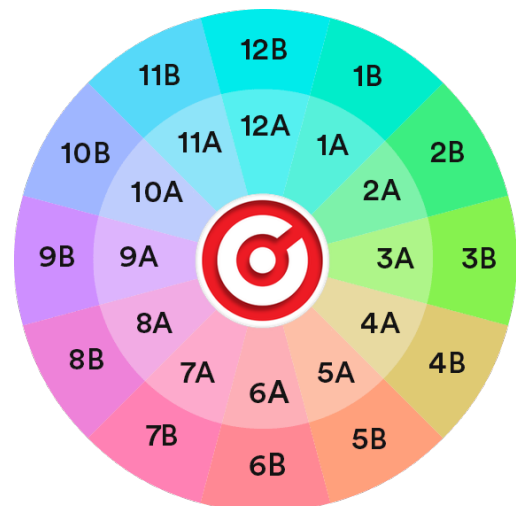
Harmonic Key Display

To change the setting from **musical** to **harmonic** (or vice versa) simply click on the Key Display value in the deck or alternatively go to **Settings** ➔ **Options** and set **keyDisplay** to the desired value.

When the key value is set to **Musical** it displays the actual key of the track.

When the key value is set to **Harmonic** it displays the keycode and color of the track based on the harmonic scale or Camelot Wheel.

To learn the basics about Harmonic Mixing and the Camelot Wheel please see this [How-to Guide](#) to get started.



KEY DIFFERENCE

The **Key Difference** field displays the difference in semitones based on the active deck. If the key matches or is off by 1 semitone to the current track on the master deck, a check mark will appear beside the key value to indicate that it is safe to mix harmonically.



Exact

A bright check mark indicates the song key in the active deck is compatible with the file in the browser



Close

A darkened check mark indicates the song key in the active deck is off by 1 semitone with the file in the browser

None

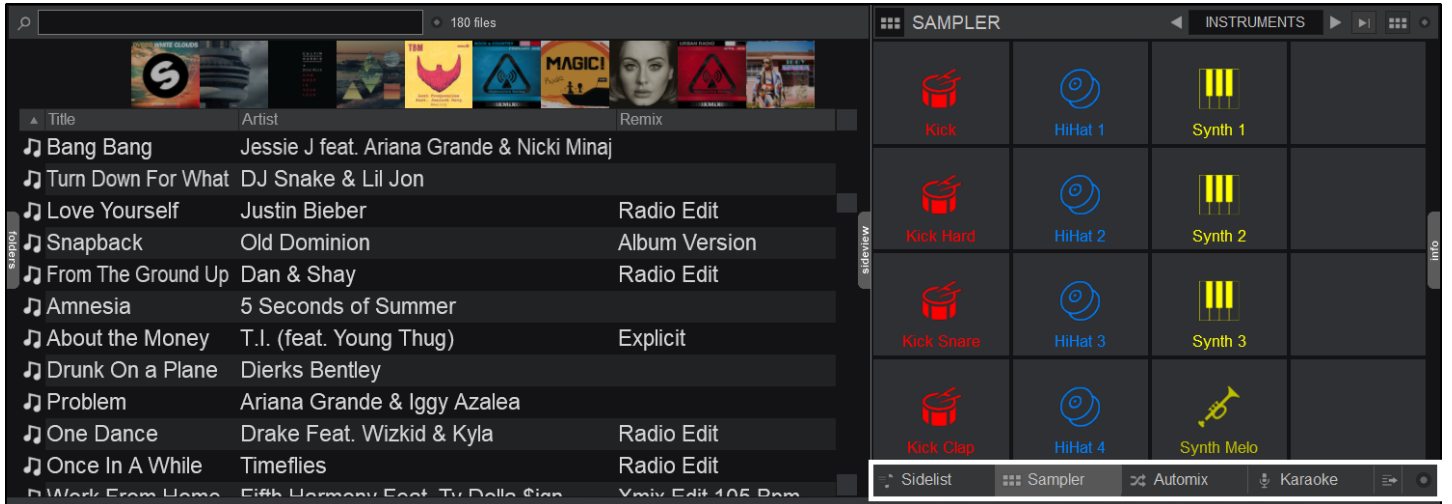
No check mark indicates the song key in the active deck is NOT compatible with the file in the browser

Additionally, the check marks in the Key Difference field are dynamic and will change with every song that is loaded into the deck or the key in that deck is changed by using the **Key Match** dropdown on the deck.

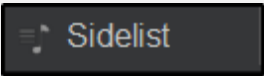
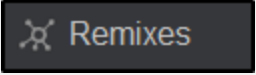
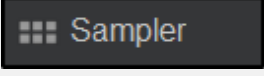
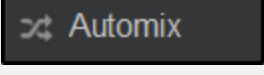
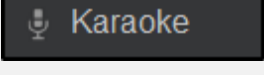
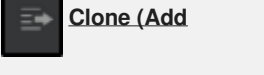
Selecting **Automatic Key Match** from this menu will change the key by up to one semitone on the opposing deck when a track is loaded. If the track has a greater difference than one semitone, it will remain unaffected.



SIDEVIEW



The SideView is a section of the browser that offers 6 separate feature panels (by default) in order to allow maximum browser usage from other areas that may need to be accessed regularly. Each feature can be selected by using the buttons across the bottom of the SideView panel. Additional custom panels can be added using the Add Shortcut option.

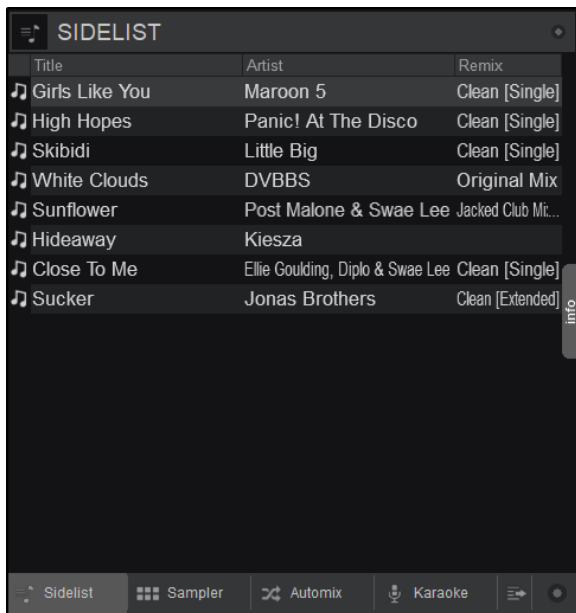
	A staging area for placing files to include into a set, special requests, etc.
	Displays a list of alternative remixes, similar, or recommended tracks.
	Area for storing, organizing and triggering samples
	Area for setting up automatic mixing as well as adding and creating playlists.
	Rotation Manager for storing song selection, singer names and rotation.
	Clones the focused folder from the Folder List for quick access.

SIDELIST

By default the Sidelist will be used in VirtualDJ to keep the tracks that you've loaded into a VirtualDJ deck but never played*. It can be also be used as a secondary track list to quickly access the tracks that you have dropped into that list and may use later during your mix.

Like the [File List](#), right-click on any of the Headers of the visible fields to show/hide more Database fields. The columns can be resized by clicking between the headers and dragging the columns.

Drag any track from the Sidelist and drop it to a VirtualDJ Deck to load it. The tracks will not be removed from the Sidelist with this operation. To remove a track from the sidelist, right-click on the track that you wish to remove (or select multiple tracks) and choose Remove from the available menu or use the Delete key on a keyboard. The rest of the available operations from the right-click menu are similar to the [File List](#) menu.

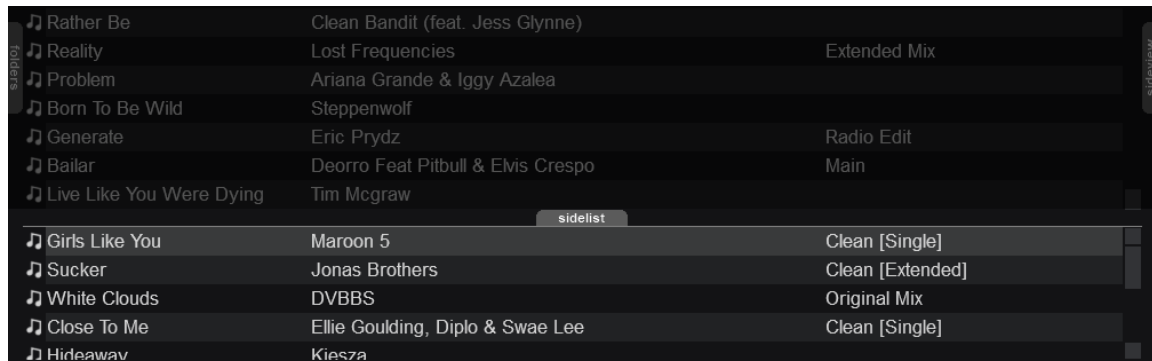


Clicking on the Sidelist Options in the upper right corner of the Sidelist pane will reveal a menu of various options:



Clear	Empties the Sidelist
Shuffle Once	Shuffles the order of files in the Sidelist every time this option is selected.
Remove already played	Removes any files from the Sidelist that have been played during the session.
Remove duplicates	Removes identical files from the Sidelist that appear more than once.
Save	Saves the Sidelist as a Playlist in the order that the files are displayed.

*In the [Options](#) menu you can alter sidelist behaviors:



- **showHorizontalSideList** - Shows the horizontal Sidelist under the [File List](#) for quick access like in previous versions of VirtualDJ (VirtualDJ will need to be restarted to display the horizontal sidelist).
- **saveUnplayedToSidelist** - When a song is loaded to a deck but is not played this option will automatically save the track to the Sidelist.
- **removePlayedFromSidelist** - Will automatically remove a song from the sidelist once it is played in a deck (the song must play long enough to be marked as played)

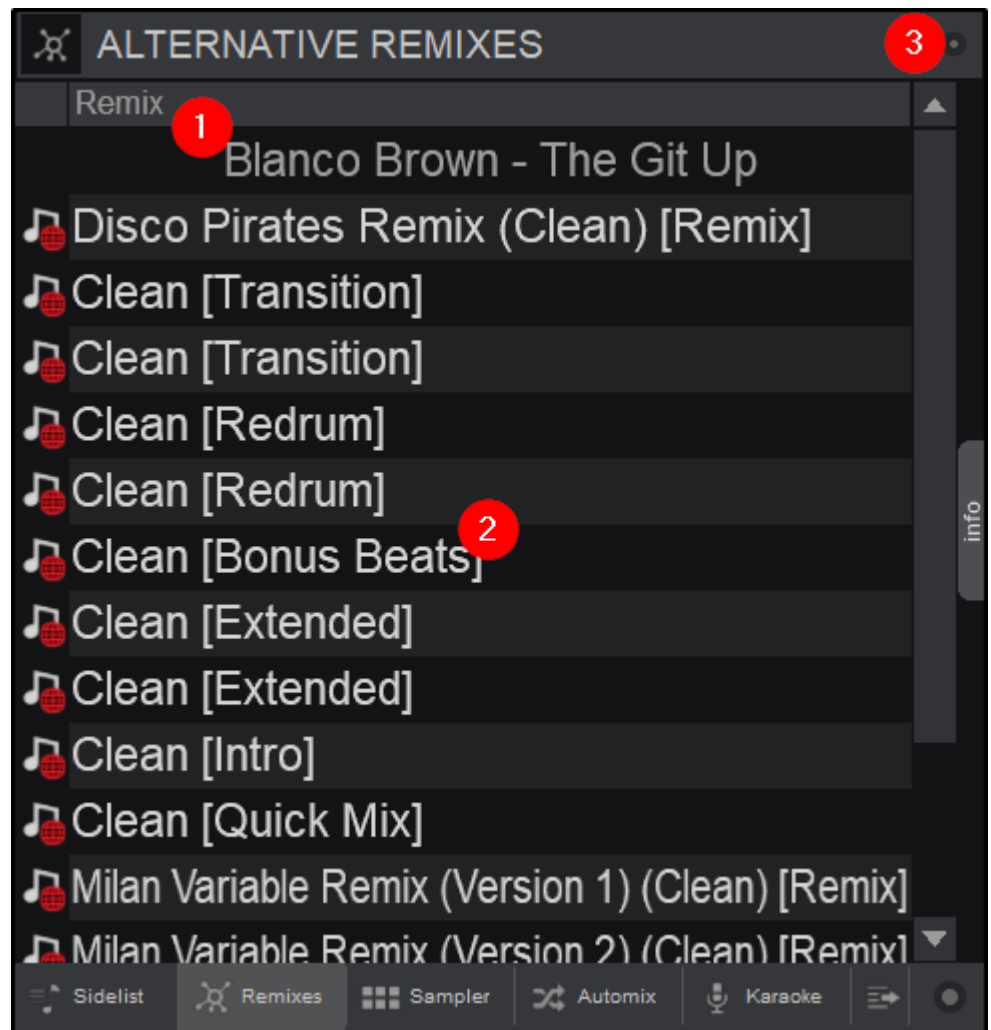
Right-click on any of the available tracks to receive additional file features and operations (See [File List](#) for a list of options)

REMIXES

The Remixes tab is used to display alternative remixes of the highlighted song in the browser. This offers the DJ alternate choices of the selected track before loading them to a deck for playback. When a track is focussed on in the browser, the Remixes SideView will automatically populate with alternative versions of the same track.

Additionally, the panel can be set to display similar songs of the track highlighted in the browser or recommended songs based on what is playing in the active deck.

- 1 TRACK NAME.** Displays the highlighted track in the browser when the "Alternative Remixes" option is selected.
- 2 TRACK LIST.** Displays the suggested tracks depending on what option/view is selected.
- 3 OPTIONS.** Provides the ability to change what is displayed in the Remixes SideView and what online catalog provider the remixes are fetched from:



Show alternative remixes for the selected song (default)

Displays a list of remixes based on the track highlighted in the browser.

Show similar songs to the selected song

Displays a list of similar songs based on the track highlighted in the browser.

Show recommendations to play next

Displays a list of recommendations based on the track playing in the active deck.

Remixes provider

If **Show alternative remixes for the selected song** is the selected view an option to choose the Remixes provider will also be available:

iDJPool

SoundCloud

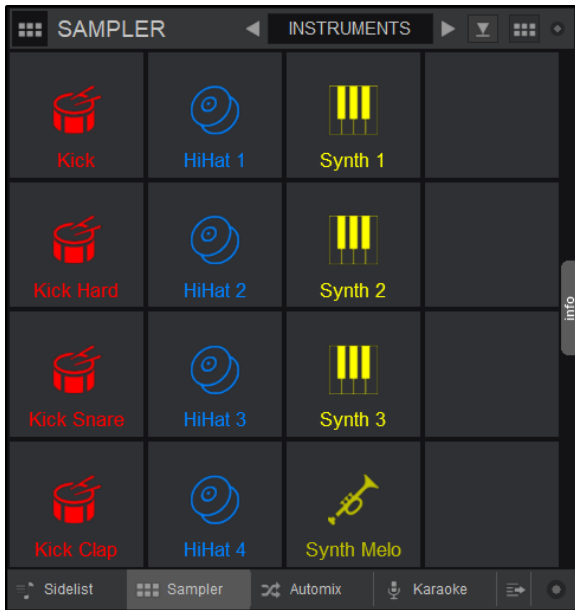
BeatPort

Deezer

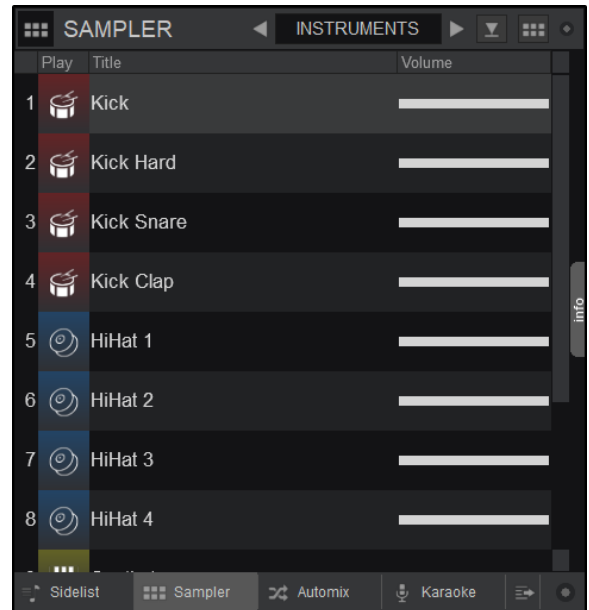
* *Remixes is an online feature and requires an internet connection*

** *A subscription to a Remixes provider is required in order to use the suggested content for live playback*

SAMPLER



Sampler Pad View



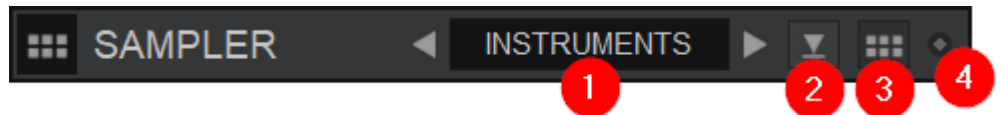
Sampler List View

The Sampler view of the Sideview offers 2 different views; a Trigger Pad and a List View. The Trigger Pad view offers large buttons (pads) to trigger a Sample, with an icon, the name and a progress bar. The List view also offers all possible information (Volume, Group name, Mode, Color, etc). You may also choose which fields you wish to see in the List View by right-clicking on the header. Click on a Sampler Pad or use the Play field in List view to trigger/play/stop a Sample.




The view can be toggled by pressing the view display button.

1 SAMPLE BANK. The Sampler can have unlimited banks and each bank can have up to 64 samples. Use the arrow buttons to navigate through the available banks or click inside the name

box to get a list with all the available banks. Choose New... from the menu to create a new Bank. Sampler banks can be renamed and deleted from the Sampler folder in the [Folder List](#) by right-clicking on the desired bank.



2 TRIGGER MODE. Click on the Trigger Mode button to toggle through one of the available Trigger Modes. Trigger Mode is a global selection (applies to all Banks). However a Group can have its own trigger mode (see Sample Editor)

 On/Off	Press a Sampler Pad to start playing a sample from the beginning. Press the same Sample pad again to stop the sample.
 Hold	The Sample will play from the beginning as long as the Sampler Pad is pressed.
 Stutter	The Sample will play from the beginning, each time you trigger a Sampler Pad. Right-click to stop the Sample



Unmute

The Sample will be muted if the Sampler Pad is not pressed. Right-click to stop the Sample.

3 VIEW DISPLAY. Toggles between Pad View and List View

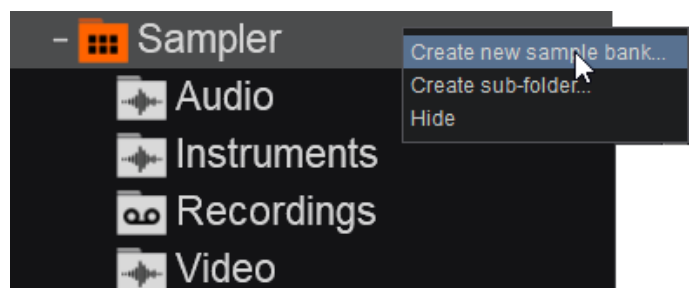
4 SAMPLER OPTIONS. The Sampler Options menu includes settings to customize how the sampler behaves:

Trigger Mode	Option to change how the sampler behaves with different play functions (see 2. Trigger Mode)
Pads Layout (Pad view only)	You can define the layout of the Trigger Pad view, by selecting the number of used columns (1 to 8). VirtualDJ will then automatically fill the necessary rows to show all the Samples of the Bank. By default the view is Automatic (VirtualDJ will choose the best view). If a MIDI controller with pre-defined columns, rows and sides is connected and Automatic is chosen as the layout, VirtualDJ will then reorder the pads to match the layout of the controller.
Audio Output	By default the Sampler is routed to the Master & Headphones Outputs (or all decks if an External mixer audio setup is chosen). A different output can be chosen from the Sampler Options menu. You can choose to route the Sampler Output only to the Headphones channel or any specific deck. If an External Mixer Audio Setup is selected, you could either select a specific deck as Sampler Output or choose the trigger deck option. If trigger deck is selected then it will route the Sample only to the deck where the sample was triggered from (either using deck specific shortcuts, or from a GUI or even a MIDI controller) The 'Headphones only' option will not be available if no Headphones are available in the Audio setup.
Image Size (Pad view only)	Optionally change the display image size on the pads: Small - Small image with text Large - Large image with text Full - Large image with no text
edit in Sample Editor	Provides a list of all samples in the bank to instantly open and edit in the Sample Editor.
Show effects	Provides an FX Tool Bar at the top of the Sampler to apply and control effects as well as the Sampler's volume.

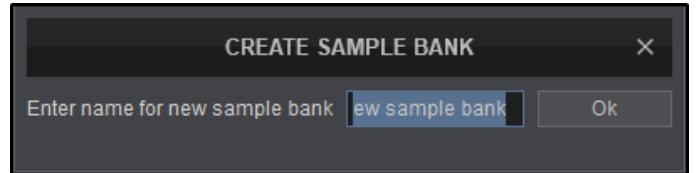
CREATING SAMPLE BANKS

1. Navigate to the [Folder list](#) and locate the **Sampler folder**.

Right-click on the folder and select **Create new sample bank...**



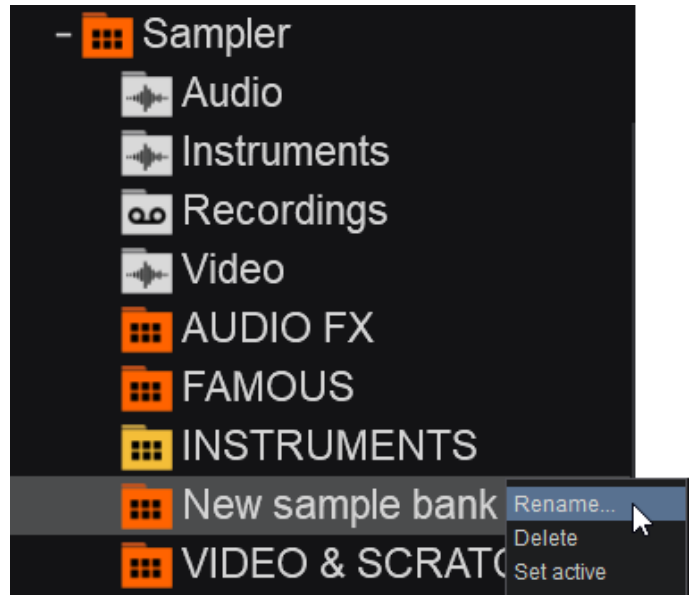
2. A pop-up box will appear to give the new sample bank a name. Type in the preferred name for the bank and click **OK** or press enter on your keyboard.



3. Once the new sample bank is created it will appear in the Sampler folder in alphabetical order.

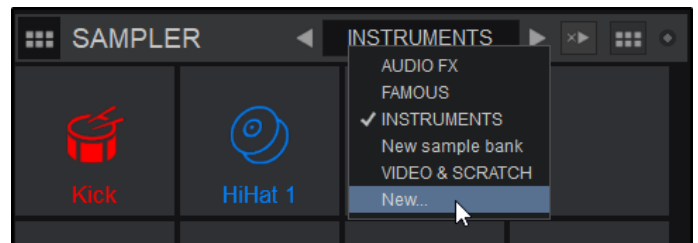
Banks can be reordered by dragging and dropping up or down the Sampler folder list.

Right-clicking on the sample bank will give the option to **Rename...** or **Delete** it.



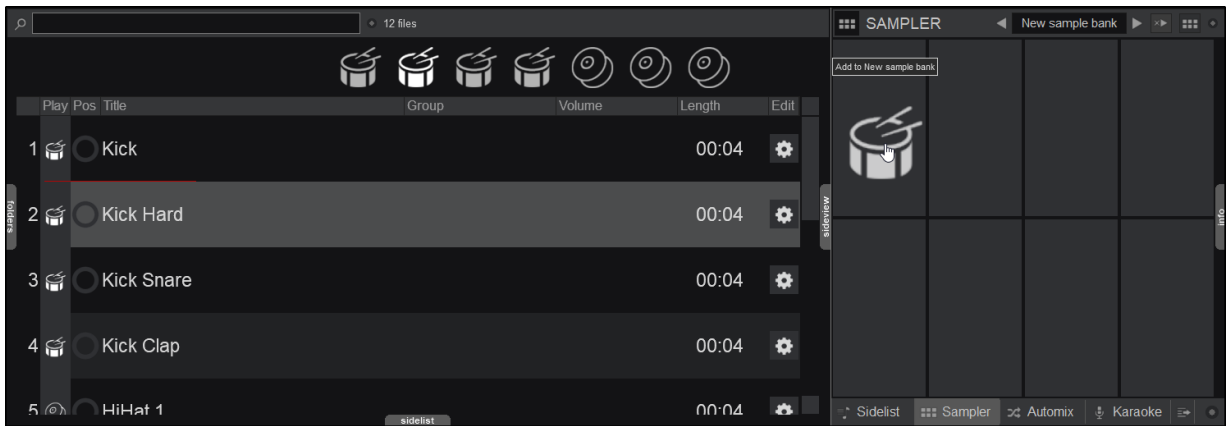
Additionally, a sample bank can also be created from the Sampler Sideview. Right-clicking on the Sample Bank text will display all available banks and provide the option for **New...**

Clicking this option will instantly create a bank (without the option to name it) for on the fly convenience and will be stored in the Sampler folder list as **New bank**. The bank can later be renamed or deleted by using the above steps.



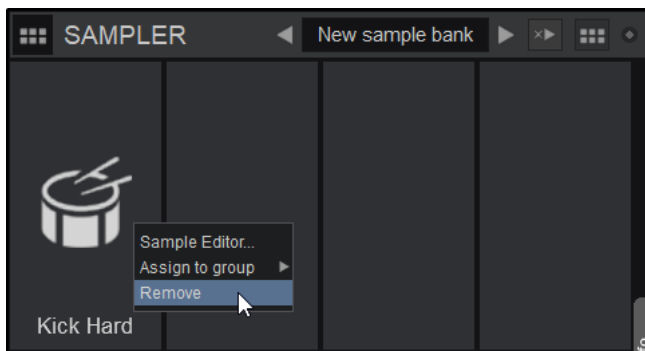
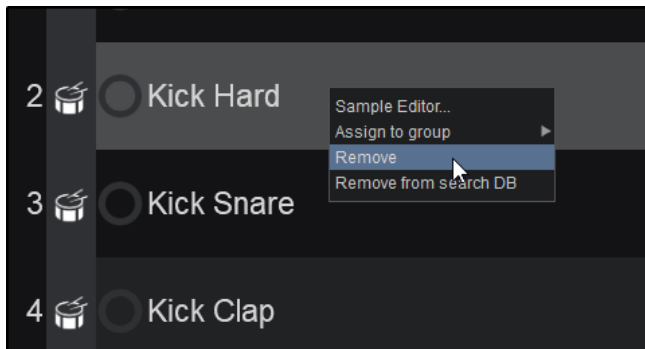
📍 ADDING AND REMOVING SAMPLES

- Drag any Sample (Audio, Video or Image file) from the File List and drop it to the Sampler area. The file(s) will be automatically added to the selected Bank. Files can also be dragged and dropped directly to the sampler banks in the Folder list as well.



- To remove a Sample, right-click on a Sample in the File List when the required bank is selected from the Folder List or from the Sampler sideview (if List view is selected) and choose **Remove**.

Use **CTRL+Click** on a Trigger Pad in the Sampler sideview when in **Trigger Pad View** and choose **Remove**.



Remove from File List
Remove from Sampler Sideview

RECORDING A SAMPLE

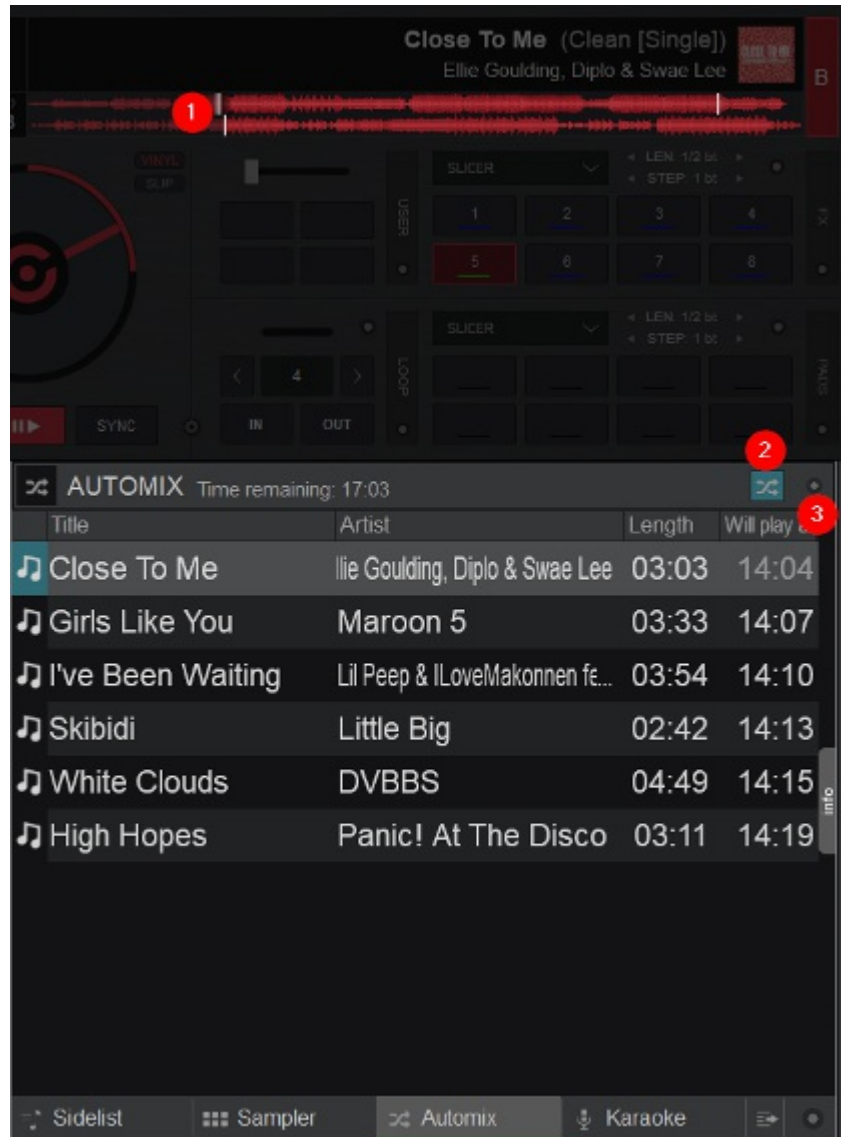
You can record a sample from either a specific deck, Master Output or even from the Microphone Input using the **REC** buttons available in the GUI. Once a Sample is recorded it will be automatically added in the Recordings sub-folder of the Sampler and its contents will be displayed in the File List. Samples will be named automatically depending on the source (master, mic or file name).

You can then pre-listen to your Sample and choose to add it to a Sampler Bank by dragging and dropping the sample to the Sampler sideview or a sampler folder in the Folder List.

For more advanced Sampler operations see [Sample Editor](#).

Automix is used to either use the Automatic Mixing operation or to create/edit Playlists (see [Playlists](#)). Drag and drop files from the File List or load a saved Playlist. Once Automix is enabled, the first track from the list will be loaded as next to the deck that is currently playing on the Master Output. VirtualDJ utilizes a single deck for Automix in order to leave the other deck(s) free in order to prepare for live mixing*.

The **Will Play at** field will display the time that each track will be played, based on the selected Automix type (files already played will be colored grey in this field.) The currently playing file in the list will get a blue background color and the next track will be the one below it.



1 AUTOMIX WAVEFORM. On the deck that is selected to host the Automix operation, the top progress bar will show the current playing track and the bottom will represent the next track loaded from the Automix List. The white marked areas will indicate the start and end positions of the auto-mixing. These will be updated if a different automix type is selected from the Automix Options.

Right-clicking the left side of the waveform will open the [POI Editor](#) to the **Automix Mix In** point of the upcoming track while right-clicking the right side will open the [POI Editor](#) to the **Automix Mix Out** point of the current track.

2 AUTOMIX START/STOP. Used to activate or deactivate the Automix feature.

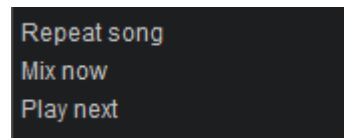
3 AUTOMIX OPTIONS. Opens the options menu to adjust automix type, length and other various features:

Start Automix	Start/stop Automix operation
Automix Editor	Define how each pair of tracks will be mixed (see Automix Editor)
Automix Type	Select the type of mixing that will be used for the tracks
<i>Smart</i>	VirtualDJ attempts to determine the optimal mix point based on the outro of the current track and intro of the upcoming track – mix time varies from ~4 to ~8 secs depending on the tracks
<i>Fade (remove Intro/Outro)</i>	Attempts to remove the dead air intro or outro segments and creates a crossfade point based on the selected Automix Length
<i>Fade (remove silence)</i>	Keeps the entire track from beginning to end while removing any dead air or silence that may be present in the track and creates a crossfade point based on the selected Automix Length
<i>Fade (remove nothing)</i>	Keeps the entire track from beginning to end and creates a crossfade point based on the selected Automix Length

<i>Fade out, Cut in (remove silence)</i>	Fades out the outgoing track and brings in the incoming track at full volume similar to how music is played on the radio
<i>None (back-to-back)</i>	This is a simple cut mix that plays the files from complete start to finish including any air gaps at the beginning or end
Repeat	Enable this option if you wish the List to be repeated once it reaches the end.
Auto Remove Played	Choose if the already played tracks from Automix operation will be automatically removed from the list or kept
Clear	Removes all tracks from Automix List
Shuffle	Play the tracks in a random order
Shuffle Once	Randomly changes the sort order of the tracks in the Automix pane
Remove already played	Remove the tracks already played (from Automix or not)
Remove duplicates	Remove the duplicated tracks of the list.
Save	Save the current list as a Playlist

TRACK OPTIONS

When Automix is engaged, right-clicking on a track in the Automix pane will reveal 2 additional options:



Repeat song	Continually repeats the selected track until the option is turned off
Mix now	Immediately mixes the selected track into the current track using the Automix mode that is set
Play next	When selected, moves the track up the Automix list to be played next

***Note:** Automix is a single deck mode by default but can be changed to use both decks. If you prefer Automix to mix back and forth from deck to deck, go to **Settings** ⚙️ **Options** and set **automixDualDeck** to **Yes**.

KARAOKE

The Karaoke SideView offers a rotation manager to organize songs and singers in a list as well as provide commonly used Karaoke tools. The default view offers the Singer's position in the rotation, the title and artist of the song, as well as the Singer's name.

When in Karaoke mode, the GUI displays some minor changes to make the karaoke experience more enjoyable for the DJ and the audience.

The screenshot shows the Karaoke SideView interface. At the top, there's a track information bar with BPM (128.67), key (11), and track number (11). Below that is a waveform display. The main area is split into two video preview windows, both showing the lyrics for 'It's Now Or Never'. The left window has a volume control and a 'VIDEO FX' button. The right window has a 'VIDEO FX' button. Below the video windows are transport controls: 'Skip', 'Play/Pause', and 'SYNC'. At the bottom, there's a 'KARAOKE' status bar with 'Karaoke is playing' and a microphone icon. Below that is a song list table with columns for Position, Title, Artist, and Singer. The table is currently showing 12 songs, with the first song 'It's Now Or Never' by Elvis Presley (John) selected. At the bottom of the interface, there are buttons for 'Sidelist', 'Sampler', 'Automix', and 'Karaoke'.

Position	Title	Artist	Singer
1	It's Now Or Never	Elvis Presley	John
2	My Way	Frank Sinatra	Fred
3	All By Myself	Celine Dion	Sarah
4	She Loves You	The Beatles	Paul
5	I Will Survive	Gloria Gaynor	Nancy
6	The Distance	Cake	Kyle
7	Last Kiss	Pearl Jam	Eddie
8	Fortunate Son	Creedence Clearwater Revival	Lt Dan
9	Just A Girl	No Doubt	Gwen
10	Piano Man	Billy Joel	Steve
11	Everybody Hurts	R.E.M.	Tom
12	Save A Horse (Ride A Cowboy)	Big & Rich	Chad

1 TRACK INFO DISPLAY. Displays the file info, BPM, and other important information about the track playing in the deck.

2 DECK VIDEO PREVIEW. Displays an individual video preview of the file in the deck.

3 MASTER VIDEO OUTPUT. This window displays the Master Video Output*. Clicking inside this window will enable/disable the video engine and Master Video Output.

When enabled, a small external video window will open that can be used to monitor the video or it can be dragged to a second monitor and made full screen by double clicking it once in the desired position.

Right clicking on the the Video Preview will also open the Video Output Menu that can be used to customize the video display experience for both you and your audience.

*The Master Video Output has been positioned over top of the *Advanced Deck Controls* and resized in this image for clarity

4 TRANSPORT CONTROLS. Provides the standard transport controls when Karaoke Mode is off. When Karaoke Mode is active the

CUE button becomes a **Skip** button. This provides the ability to skip the karaoke track that is playing without disrupting Karaoke Mode.

5 STATUS DISPLAY. When Karaoke Mode is active, this display will inform the DJ if a Karaoke track is playing or if Background Music is playing.

6 KARAOKE MODE. Turns Karaoke Mode on or off. When active, background music will play between karaoke tracks.

7 KARAOKE OPTIONS. Provides various menu options to customize the Karaoke experience. This menu also offers the ability to start or stop the Karaoke rotation as well as Background Music selection, Background Image, Singer display options and Venue Name.

Background Music	The background music will be played during the breaks (from the time the Karaoke song ends until the moment the play button is pressed again for the next singer in the rotation). The source of the background music can be selected here.
<i>Automix list</i>	Select this list to play background music directly from the Automix SideView
<i>Sidelist list</i>	Select this list to play background music directly from the Sidelist SideView
<i>Specific folder...</i>	Select this option to play songs from a specific folder on your computer. This will open your operating system's file menu. Allowing you to select an external folder for playback.
<i>Specific file...</i>	Select this option to play a specific song on your computer. This will open your operating system's file menu. Allowing you to select an external file for playback.
<i>Nothing</i>	Select this option if you do not wish to have any background music playing between singers.
Background	Provides video screen display options to customize the karaoke experience
<i>None</i>	Select this option if you do not wish to have any backgrounds to be displayed (black screen).
<i>Default</i>	Select this option if you wish to display the Karaoke Video Skin between singers.
<i>Image/Video files...</i>	Select this option if you wish to use an image or video file directly from your computer's file system.
<i>Video Output</i>	Select this option if you wish to use VirtualDJ's Master video preview.
Singer List Display	Changes how the list of upcoming singers are displayed on the video output
<i>None</i>	Select this option if you do not wish to have any singers displayed between rotations.
<i>for Karaoke - karaoke</i>	Displays the default Karaoke Video Skin between singers. Additional options will appear in the menu as more Video Skins are added from the Extensions Tab
<i>Edit karaoke video skin...</i>	Provides the option to edit the chosen video skin. For further information on editing skins, please see our Skin SDK
Venue Name...	Allows you to name the Venue where the current Karaoke session is taking place.

Note: The Karaoke Singer Display can be toggled on and off by mapping a custom button, controller button or keyboard shortcut using the VDJScrip `karaoke_show`.

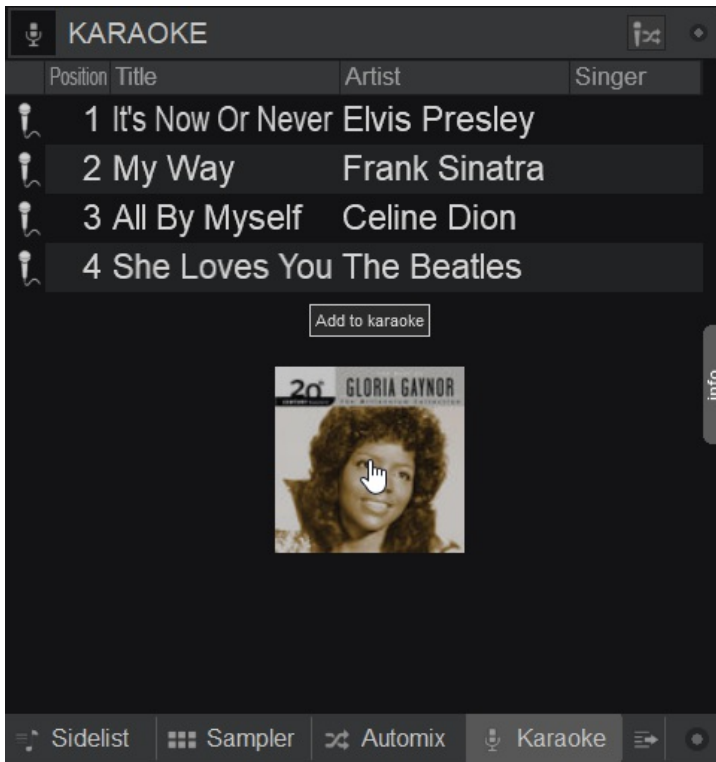
8 ROTATION MANAGER. This area is used to add or remove karaoke tracks, and change their position in the rotation. It displays Rotation Position, Song, Artist, and Singer by default, but other fields can be added or removed by right clicking on the Field Header.

USING THE KARAOKE SIDEVIEW

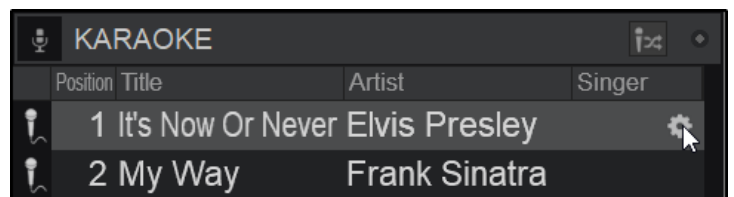
To create a list in the rotation manager, begin by dragging and dropping karaoke files from the File List.

Songs can be re-ordered by clicking and dragging the file up or down the list.

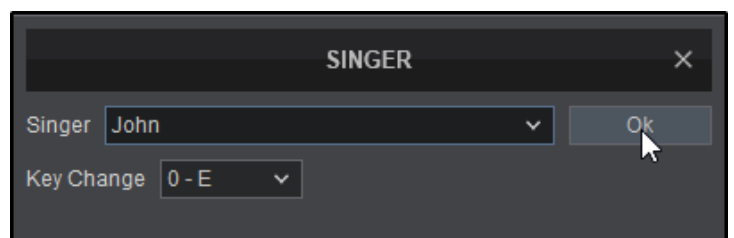
Since the Karaoke Sideview is dependant on singer position, sorting by clicking on the fields in the header are not available like the Sidelist or Automix Sideview panels.



Highlight any track in the Karaoke view to reveal the gear icon under the Singer field to add a Singer's name to the associated karaoke song.



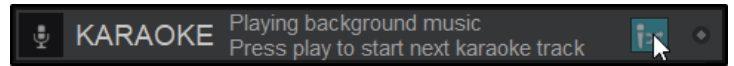
A new window will appear to add the Singer's name and change the key of the song. Enter the name of the Singer and set the key (if a singer requests it). Click OK when finished.



Continue to add a Singer for each song in the list.

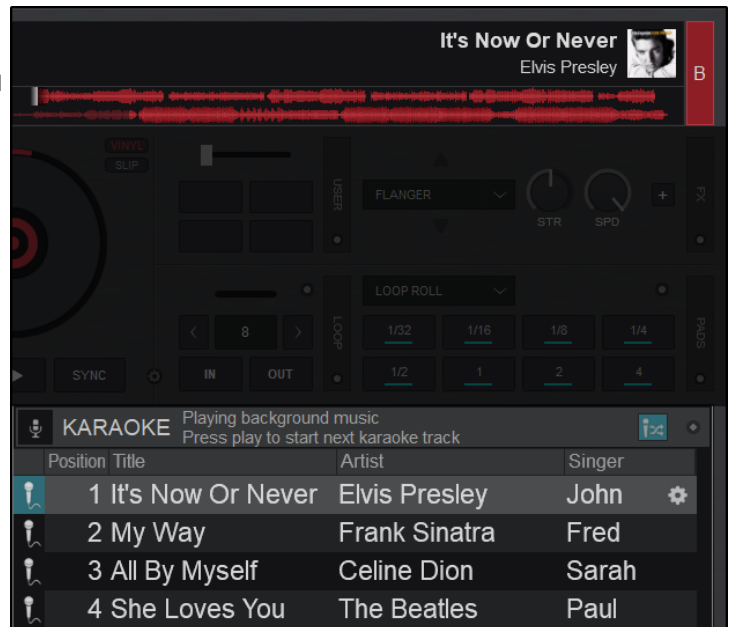


To activate the karaoke rotation, click on the Karaoke Start/Stop button located at the top right of the Karaoke SideView. Once activated background music will begin to play (if selected) and it will show in the Status Display.



The first karaoke song in the list will be loaded to the active deck, and will wait for the play button to be pressed.

During this time background music (see karaoke options) can be played to fill the space between singers. If background music is selected, a second waveform will be displayed under the karaoke track's waveform in the deck to display its position and progress.

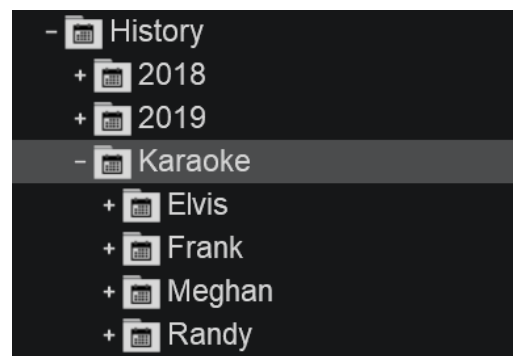


Pressing play on the deck will cut the background music and begin the karaoke track. When the karaoke track has played through to the end, the deck will stop and the next song in the list will be loaded and ready for the next singer in the rotation. Background music will resume until the play button is pressed again.

KARAOKE SINGER HISTORY

If the Karaoke Sideview is being used the history for each singer will be displayed in a separate Karaoke History folder. Clicking on the Karaoke History will expand the folder to display each individual Singer's history.

Clicking on each singer will display the karaoke tracks that they performed in the [File List](#).



KARAOKE VENUE HISTORY

If the Karaoke Sideview is being used and the Venue is set, the history for each singer will be displayed in a sub-folder with the venue name. Clicking on the venue sub-folder will expand the folder to display each individual singer's history.

Clicking on individual singers will display the karaoke tracks that they performed in the [File List](#).



CLONE (ADD SHORTCUT)

The Clone area of the Sideview provides the ability to add a shortcut of a folder to the Sideview display.

1 CLONE BUTTON.

Drag any folder from the [Folder List](#) and drop into the [Sideview](#) area or simply click on the clone/add shortcut sideview button while a folder is selected. The content and the name of that folder will be then displayed. Right clicking the selected Shortcut Tab will provide the option to remove the shortcut from the Sideview.

2 CLONE OPTIONS.

To keep this folder into the [Sideview](#) area and quickly have access, choose Add Shortcut from the [Sideview](#) Options. An additional button will be then displayed on the bottom toolbar for this folder. Choose Remove the shortcut from the same menu to remove this clone view from the [Sideview](#). Add as many shortcuts as you wish. Resize the [Sideview](#) area to see all of your created shortcuts in the bottom toolbar.

Additionally this button provides the ability to hide the Sampler and Karaoke Sideview tabs.

The Add shortcut option will not be available if a folder is already a shortcut. The Remove shortcut will only be available if a shortcut is selected (focused)

The screenshot shows a music software interface with a 'CLUB ANTHEMS' folder selected in the Sideview. The folder contains a list of tracks with columns for Title, Artist, and Remix. A bottom toolbar shows various tabs including Sidelist, Sampler, Automix, Karaoke, Club Anthems, and default. Red circles with numbers 1 and 2 highlight specific buttons in the interface.

Title	Artist	Remix
Beautiful	Bazzi	Rome Price R
Cheatin'	MOSE feat. Ellie Sax	Original Mix
Don't Leave Me Alone	David Guetta feat. Anne...	David Guett...
East Clintwood	Ostblockschlampen	
Everybody Wants to Be I...	Cedric Gervais Superorç...	
Gangster Trippin	Fatboy Slim	Sultan + Shc...
Hey Hey	Dennis Ferrer	Rino Aqua &...
I'm Coming Out Upside I...	Diana Ross	Booyah Rio...
I'm That Bitch	David Guetta feat. Sawe...	
Ice Ice Baby	Vanilla Ice	DJ Haipa R...

FILE INFO

The File Info area displays information of the focused track in the [File List](#) or [Sideview](#). The panel offers a preview player, cover art, adjustable information fields, and an options menu.

1 PREVIEW PLAYER. Click on the Play button to play-pause the Prelisten Player or click inside the progress bar to prelisten to any part of the track. By default the Prelisten Player will use the headphones output. A security message will be displayed in case no headphones output is configured in the Audio Setup.

An additional menu option will be offered if no Master or Headphones are configured in the Audio Setup (External Mixer setup). In this case choose Automatic if you want VirtualDJ to output the Prelisten Player to the selected deck or choose any of the available outputs if you wish to send the Prelisten Player to a specific deck output.

2 COVER ART. Displays the cover art of the file in focus. If a video file is selected, the cover art will be replaced with the video preview of that selected file.

3 DURATION, BPM, KEY & RATING. Displays the the tracks analyzed time, BPM and Key. A rating out of 5 stars is also displayed. The rating can be set or changed directly in the panel by hovering over the stars and clicking on the chosen value.

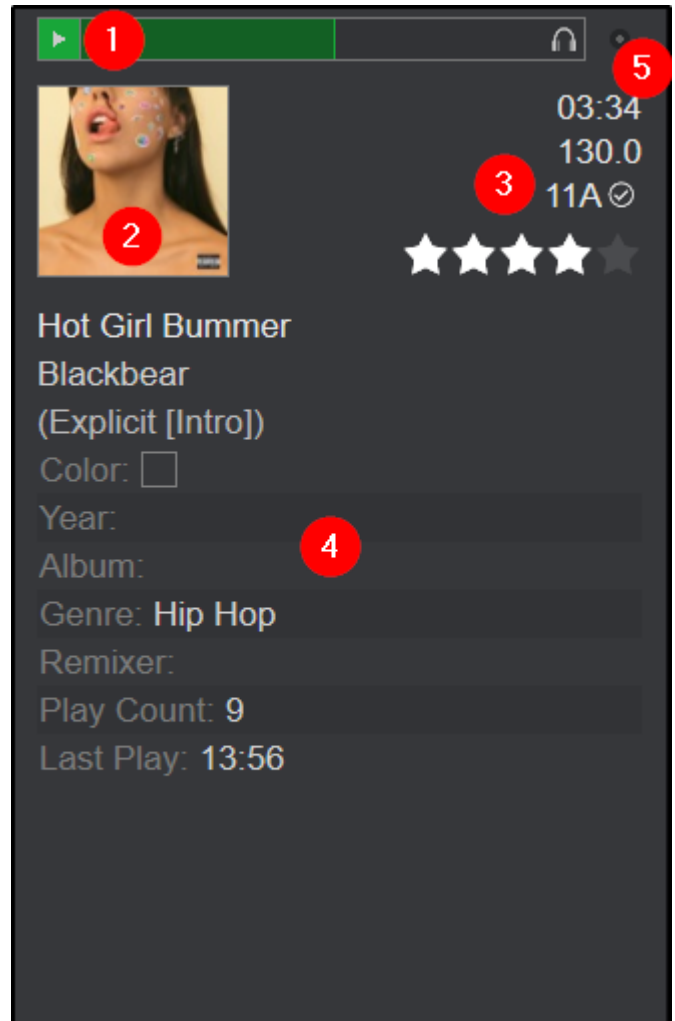
4 FIELDS. Displays the selected display fields for the entire panel. Fields can be selected/deselected in the Info Options Menu.

Some fields (if selected to be displayed) have additional properties:

Color	When Color is selected, it can also be used to set the track's color.
Year	If the year field is empty, it can be clicked on to look up information in Discogs
Last Play or Play Count	Can be clicked to look up History or Playlists.
Key	Displays the Key Match Checkmark (same as Browser) to show if the song is compatible with the current playing track.

5 INFO OPTIONS. Click on this button to reveal the panel's options menu:

Edit	Opens the Tag Editor
Show prelisten control	Show or hide the prelisten player from the info panel
Stop on Change	Stop the track playing once a new track is highlighted in the browser. With the option unchecked, any track highlighted will continually play without touching the play button.
Start from 50%	Starts previewing the track at the half way point. The value can be adjusted by right-clicking the position in the preview player to set it to a different value (25%, 75%, etc).
Fields	Manages the visible Database fields of the Info window

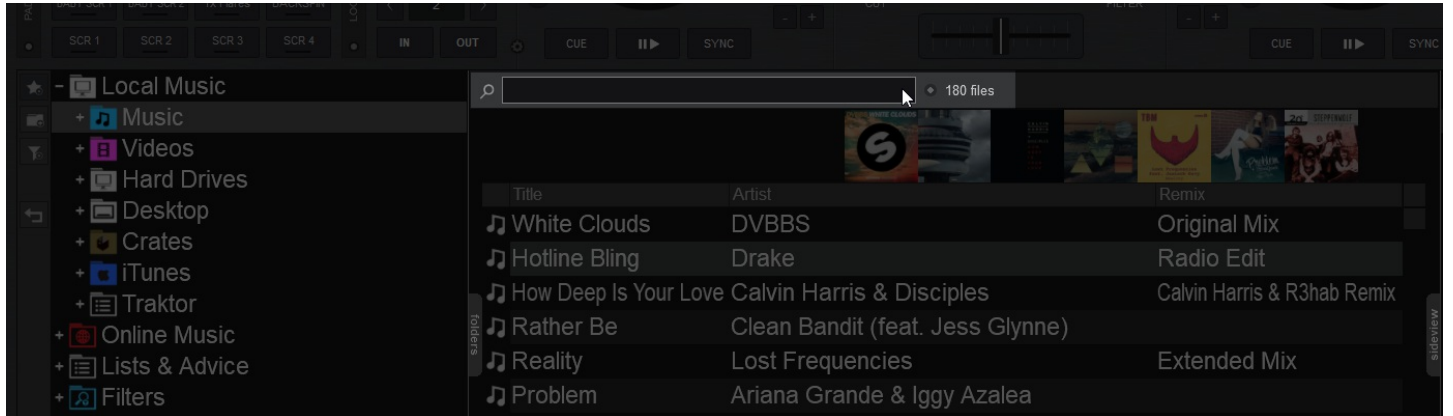


DATABASE

The VirtualDJ Database holds a directory of folders that contain your files as well as other special folders that can be accessed to use online features.

These folders areas are covered in detail in the sections below:

SEARCH DATABASE

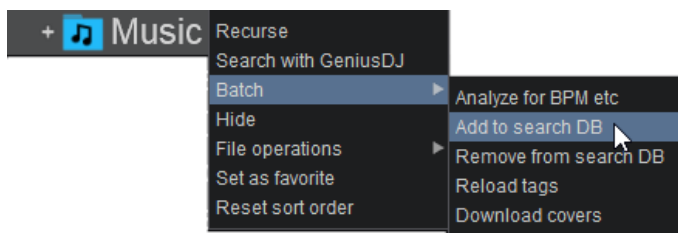


The Browser area offers a Search input box on the top. This is used to search and find files within your media library without browsing within the folders. VirtualDJ will automatically add files to the Search Database whenever a folder is focused on (opened in the Folder List) for the first time and keep the results in the database.

If the media files are spread across multiple folders or drives, you will need to add your media library to the search database of VirtualDJ in order for Search to provide proper results.

Expand any Root Element in the Folders list and right-click to any Folder (sub-folder) or Hard Drive in the Folder List. Choose **Batch** ➤ **Add to Search DB**.

VirtualDJ will automatically search within the selected folder and its sub-folders and will add its tracks to the Search Database. Repeat this procedure for all your Drives or folders that contain your media files. Adding files to the Search Database will not analyze tracks (scan for BPM etc).



If you don't wish to have a specific folder or a sub-folder included in your Search Database, simply right-click on any folder and choose **Batch** ➤ **Remove from Search DB**. VirtualDJ will then remove the tracks of that folder (and its sub-folders) from the Search Database.

Adding or Removing files from Search Database will not copy, move or delete any files. It will only update the Search Database of VirtualDJ

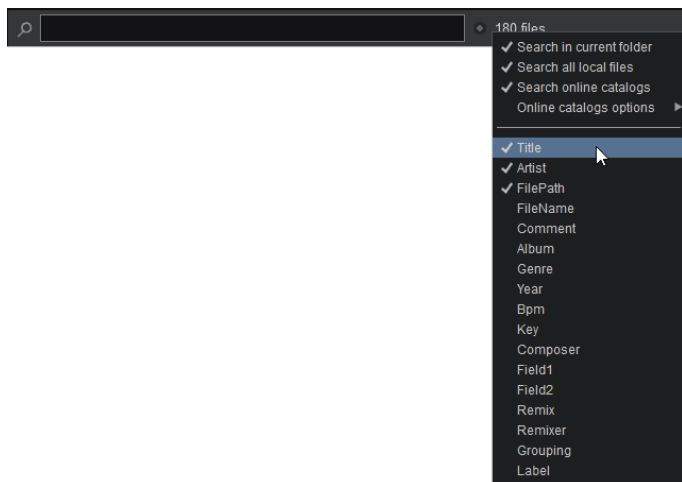
From that point, the Search field will be used to provide results based on your search input. Simply type in the Search field, part of the Artist and/or part of the Title of the file you are searching for (separated by a space character), and VirtualDJ will provide all the tracks that match your input.

Search results are constantly updated as you type characters in the Search field. VirtualDJ will provide the tracks of the selected (focused) folder on the top followed by the tracks from other folders and those will be separated by an empty line.

SEARCH OPTIONS

By default, VirtualDJ will search within the Artist, Title and filepath fields of the database, but more or different fields can be selected from Search Options to narrow or provide different search results. Clicking the Search Options menu to the right of the search bar will allow you to adjust the searchable fields.

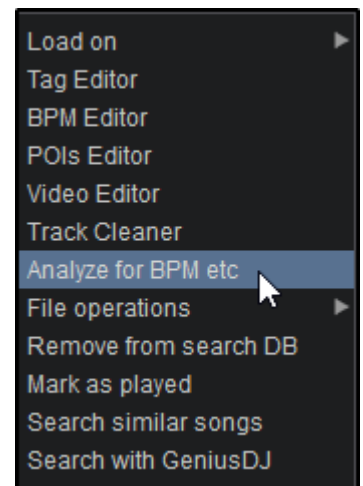
The order of the words you type is irrelevant. VirtualDJ will search within the selected fields using all the words or numeric values that are entered in the search field.



ANALYZE TRACKS

Once a folder is selected from the [Folder List](#), the tracks will appear in the [File list](#) providing the Artist, Title and Remix fields (if available). If the tracks have never been played with VirtualDJ before, the fields BPM, Length and Key will be empty.

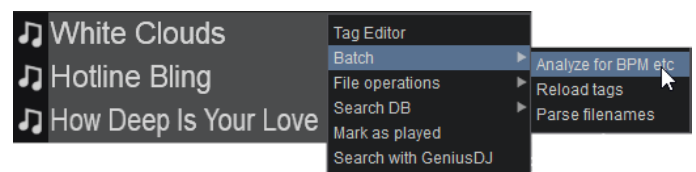
In order to see this information, you will need to analyze (scan) your tracks. It is strongly advised to have all your tracks analyzed.



ANALYZE SPECIFIC FILES

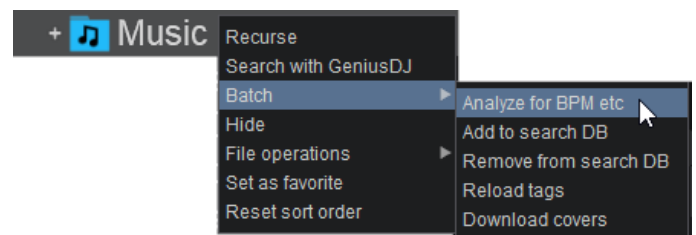
Right-Click on any of your files and choose **Analyze for BPM** from the offered menu.

Multiple files can be selected (using mouse click +**SHIFT** or **CTRL**), and **Batch** ➤ **Analyze for BPM etc** option from the same right-click menu.



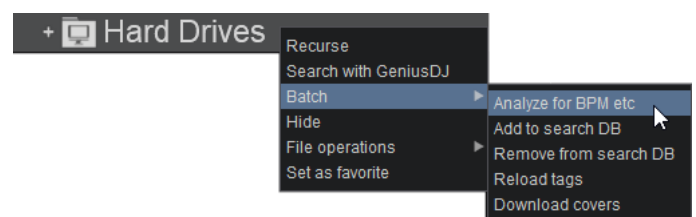
ANALYZE A SPECIFIC FOLDER

Right-click to any of your folders from the [Folder List](#) and choose **Batch** ➤ **Analyze for BPM etc** from the available menu.




ANALYZE ENTIRE LIBRARY

If your media library lies in a specific drive or folder simply right-click on that folder and choose **Batch** ➤ **Analyze for BPM etc**. VirtualDJ will then analyze all the files contained in that folder including all the sub-folders.



If your media library is stored in various drives or folders you can:

1. Type an asterisk (*) in the Search field. This will display all the tracks of the [Search Database](#) in the [File list](#). Select all files (using CTRL+A), and right-click on any of the selected files and choose **Batch  Analyze for BPM etc.**

OR

2. Create a Filter folder with criteria ***iscanned=0*** (see [Filter folders](#)) and gather all the tracks that need to be scanned. Select any of them and Batch analyze for BPM using one of the previously described methods. The advantage of following this method is that you can choose small blocks of files to analyze each time (in case your media library is large).



VirtualDJ offers a specialized set of folders that are exclusive to the software. Each folder offers a specific function that will help organize and search your file library easier and more efficiently.

FAVORITE FOLDERS

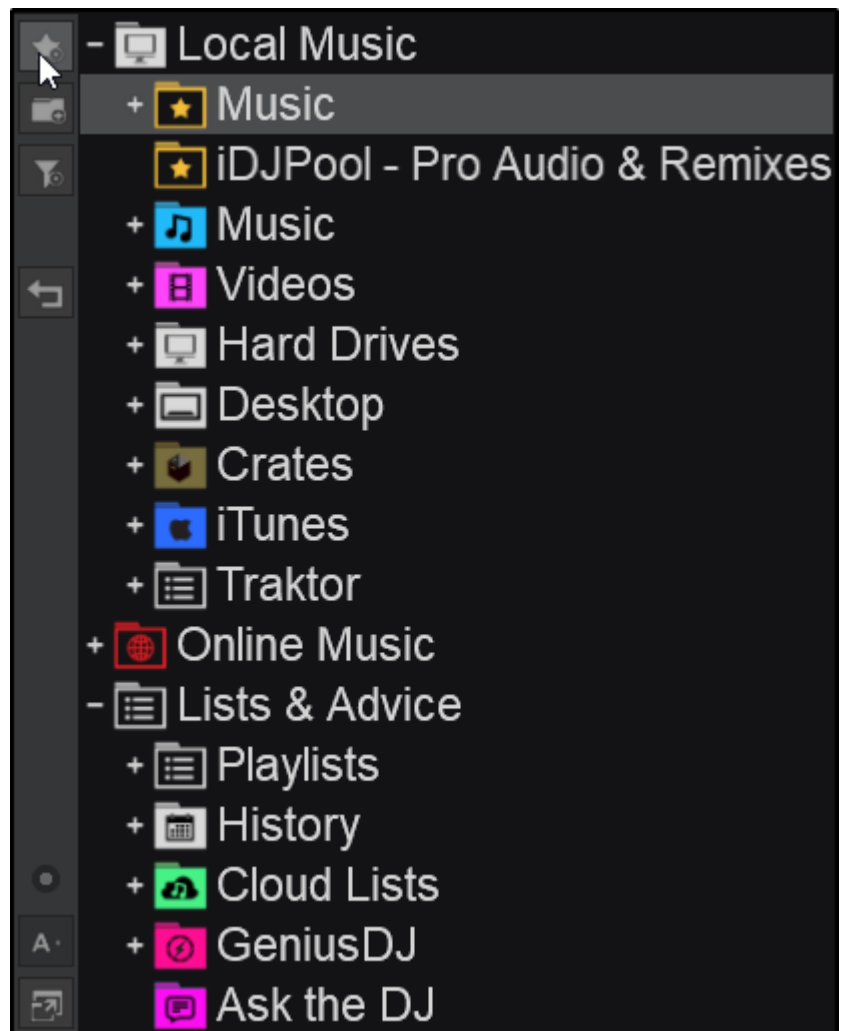
You may want to define a collection of directories which are most frequently used. For example, "Hits of Today" or "My Music". The best solution is using the Favorite Folders. Think of Favorite Folders as Shortcuts to a folder in the operating system.

Select a folder (or a subfolder) from the [Folder List](#) and click on the favorite folder button (in the [Side Toolbar](#)) to set this folder as a Favorite (or right-click on the same folder and choose this option from the offered menu). The Favorite folder will be then added at the bottom of your [Folder List](#) as a clone and will get a special icon.

Favorite folders are mainly used to provide quick access to folders that you frequently visit and get constantly updated along with the original folder (monitored).

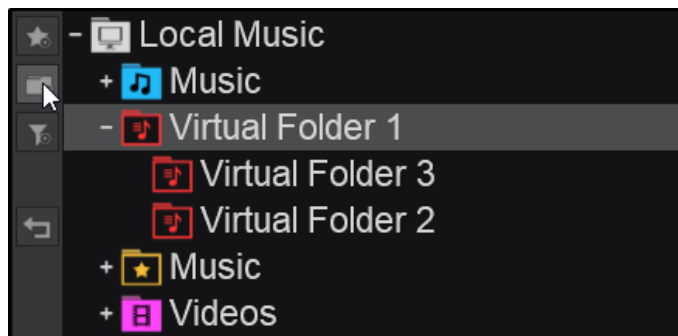
Right-click on a Favorite Folder to Remove or Rename it (can have a different name from the original), or even create a subfolder and other offered Batch operations such as Add/Remove to/from Search DB, analyze for BPM etc.

Favorite Folders will carry all their sub-folders, along with all the nested [Virtual](#) or [Filter Folders](#). Any changes done on either the original or the Favorite folder will apply on both.



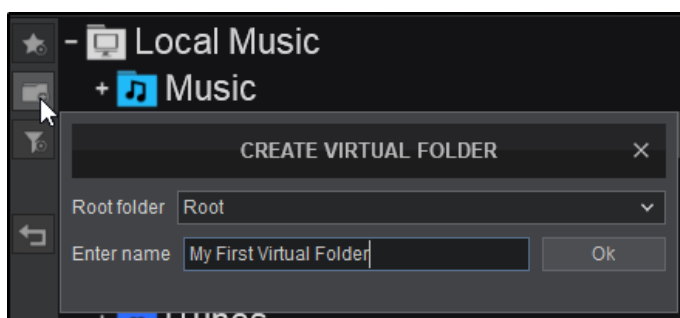
VIRTUAL FOLDERS

Virtual Folders are an alternative option to playlists. The great advantage of using Virtual Folders instead of playlists is that they are part of the VirtualDJ Database and get updated if any track is renamed, moved or deleted. A virtual folder contains a collection of shortcuts to the files and not the actual files themselves. Adding a file to a Virtual Folder will not move it from its original folder (path) as it contains only the paths of the files.



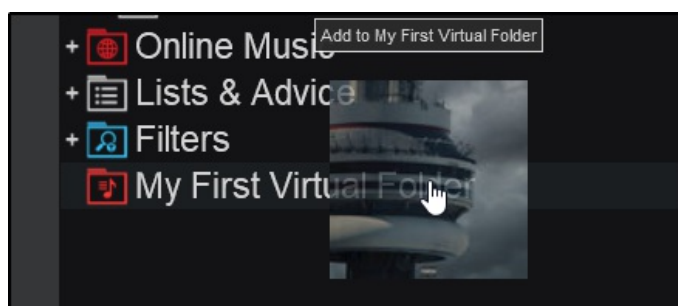
Click on the Virtual Folder button from the Side Toolbar to the left of the Folders List. A pop-up window will be displayed to type a name for the new Virtual Folder. Click **OK** and the Virtual Folder will be then displayed at the bottom of the Folders List.

If a folder, a Favorite folder or another Virtual folder is in focus (highlighted) at the time of creation, the new Virtual folder display it in the Root menu. This is where the Virtual Folder will be nested. Selecting the Root selection from the menu will add the newly created Virtual folder to the bottom of the Folders List.

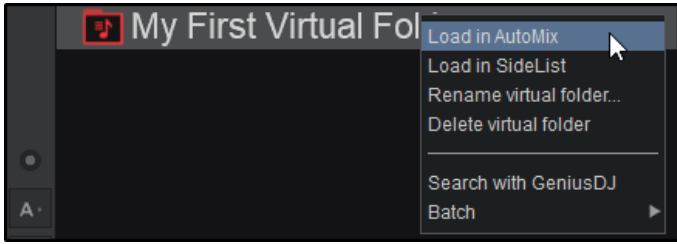


Once a Virtual Folder is created, drag and drop any files from the File List over the Virtual folder, to add. Batch select files (using a mouse click + **SHIFT** or **CTRL**) to add files to the folder faster.

Virtual Folders can be dragged and moved to new positions in the Folders List and nested inside other folders. However, Virtual Folders cannot be nested in Filter Folders or playlists (itunes, crates, etc).



Right-click the Virtual Folder to reveal it's options menu to Load the content from the folder to Automix or the SideList, Rename or Delete the folder, Search with GeniusDJ, and perform batch operations such as Add to Search DB, analyze for BPM etc.



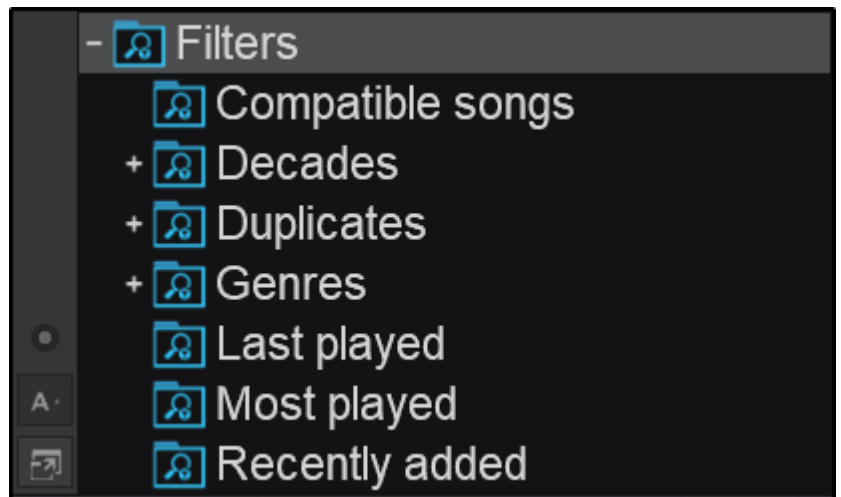
FILTER FOLDERS

Filter folders dynamically organize a collection of files by applying conditions that automatically filter (search) the database for files that match the criteria outlined.

To get you started, VirtualDJ comes with a few (by default) in the blue folder listed as Filters. These Filters are commonly used and make finding and organizing your music library a whole lot easier.

The default Filter Folders are as follows:

Folder



Filter Behavior

Displays songs that are compatible with the currently playing active deck that have a difference of 4 BPM or less and 1 key change

Expanding this folder will show songs grouped by the decade

Expanding this folder will provide the option to sort duplicate files by name and size or by tag.

Expanding this folder will display songs grouped by their tagged Genre

Displays the last 50 songs played in VirtualDJ

Displays your 50 most played songs in VirtualDJ

Displays the last 50 songs added to the VirtualDJ database

Compatible songs

Decades

Duplicates

Genres

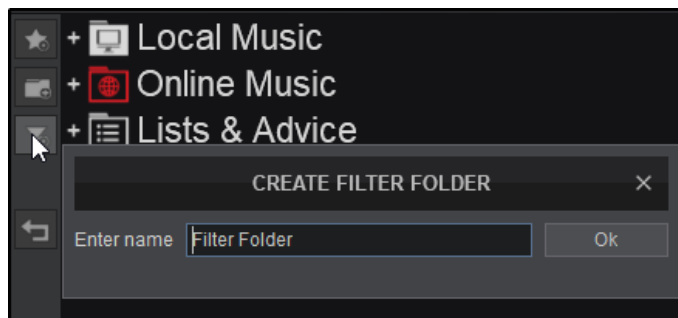
Last played

Most played

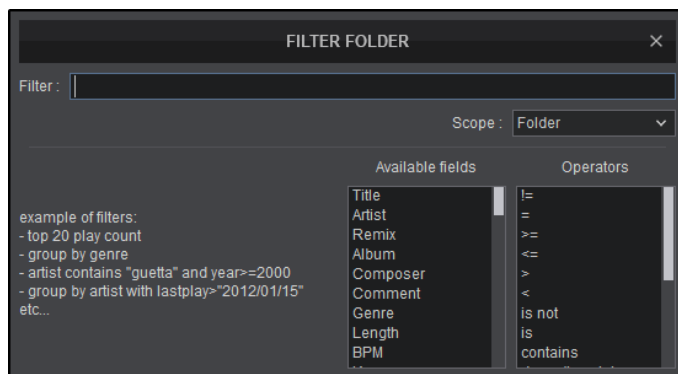
Recently added

CREATING YOUR OWN FILTER FOLDERS

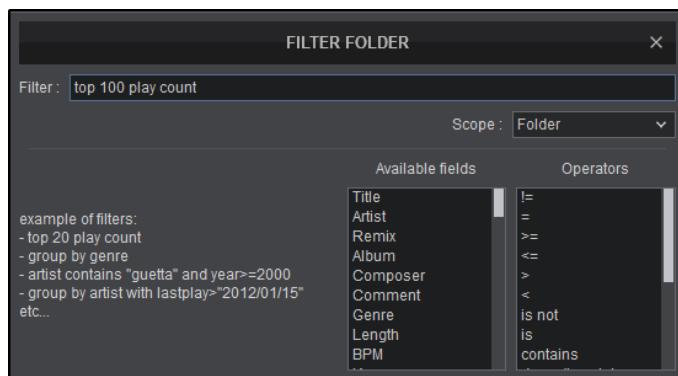
Click on the Filter Folder button from the Side Toolbar to the left of the Folder List. A pop-up window will be displayed to type a name for the new Filter Folder. Name the folder and click **OK**.



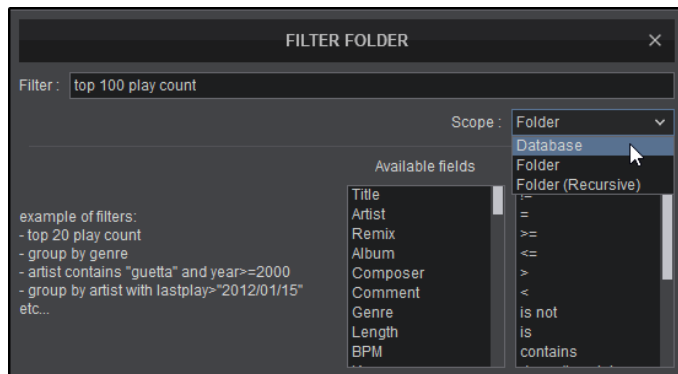
Right after the folder is created, the Filter Folder will appear on the bottom of the Folder List and will display the Filter Folder Criteria window. Lists with the available fields and operators are available on the bottom of that window along with some examples, to help with the syntax. Fields and Operators can be clicked on to add them to the filter criteria instead of typing it out. Once a Filter Folder is created, it can be moved by dragging and dropping to a new position.



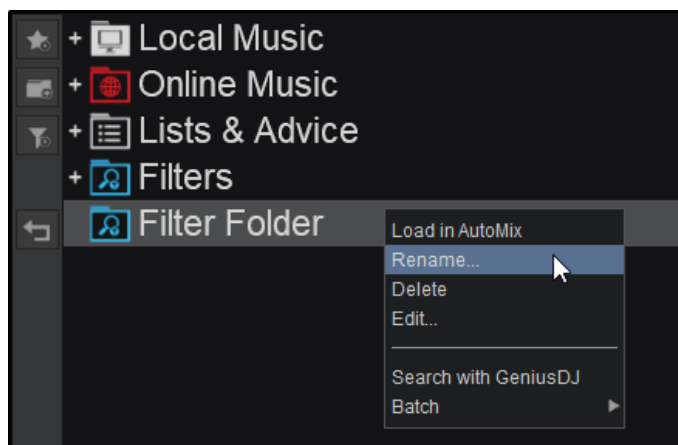
As the syntax is typed for the filter, the content of the Filter Folder is automatically filled with the files that match the filter criteria in the background.



Filter Folders can be nested inside normal folders, Favorite Folders and Virtual Folders. If the folder has focus (highlighted) when the Filter Folder button is pressed, the folder will nest itself inside that folder. By default, Filter Folders will apply to the entire Database if not nested inside another folder. If a Filter Folder is nested in a folder, it will provide results only from this specific folder and display a Scope Menu to alter this behavior. The scope menu will allow either results from the entire database, the folder itself or from its sub-folders (recursive) depending on the selection made.



Right-click the Filter Folder to reveal it's options menu to Load the content from the folder to Automix, Rename or Delete the folder, Edit the filter criteria, Search with GeniusDJ, and perform batch operations such as Add to Search DB, analyze for BPM etc.



EXAMPLES OF FILTER FOLDER SYNTAX

Filter	Expected result
isscanned=1 (or isscanned=0)	Offers all tracks of Database that have been analyzed (or not yet)
top 100 nbplay	Top 100 tracks based on the Play Count field
top 100 firstseen	Top 100 recently added tracks
bpm>120 and bpm<130	Tracks that have BPM between 120 and 130
year>=1980 and year<1990	Tracks with Year between 1980 and 1990 (80's)
days since lastplay<31	Tracks played the last 30 days (last month)
lastplay=0 (or Play Count=0)	Tracks that never been played
Play Count > 1	Tracks that have been played at least once
type=video (or =video or =karaoke)	Tracks that are Audio (or video or Karaoke)
hascover=1 (or hascover=0)	tracks that have (or not) any Cover
sort by bpm (or sort by bpm invert)	Sort entire database by lowest to highest BPM (or highest to lowest)
Precomputed Stems =1	gather all files that have pre-computed Stems

More Filter examples are available at <http://www.virtualdj.com/wiki/FilterExamples>

PLAYLISTS

Multimedia files can be easily organized into playlists for set preparation. Playlists can be loaded into the [Sidelist](#) for easy access or [Automix](#) for continuous playback. VirtualDJ supports M3U playlists, and 3rd party software playlists from iTunes, Serato Crates, and Traktor playlists.

- Lists & Advice	🎵 Close To Me	Ellie Goulding, Diplo & Swae Lee	Clean [Single]	03:03	72.0
- Playlists	🎵 Girls Like You	Maroon 5	Clean [Single]	03:33	62.5
default	🎵 I've Been Waiting	Lil Peep & ILoveMakonnen feat. Fal...	Explicit [Extended]	03:54	130.0
sidelist	🎵 Skibidi	Little Big	Clean [Single]	02:42	132.0
+ History	🎵 White Clouds	DVBBS	Original Mix	04:49	128.0
+ Cloud Lists	🎵 High Hopes	Panic! At The Disco	Clean [Single]	03:11	82.0
- GeniusDJ					

VirtualDJ offers a dedicated Playlists folder as a Root Element in the Folders List (location MyDocuments/VirtualDJ/Playlists) where all your newly created Playlists are stored.

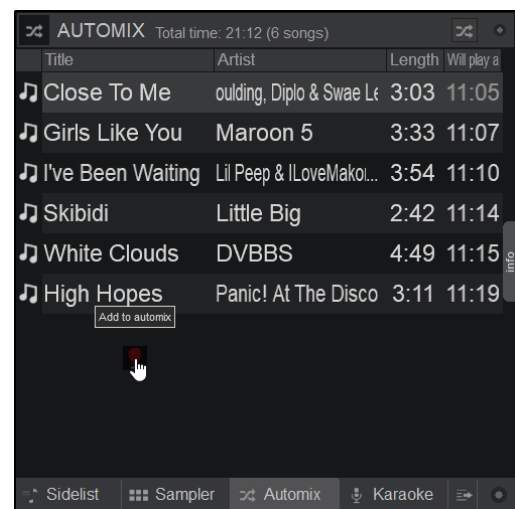
Playlists are readable from any location. Simply click on that folder to expand and all your Playlists will be listed below that. Click on any of the Playlists to see its tracks in the [File List](#).

If you need to gather all of them in the default folder, you can right-click on any Playlist (or even the entire folder) and choose **File Operations** ➤ **Move to** option from the offered menu.

CREATE A PLAYLIST

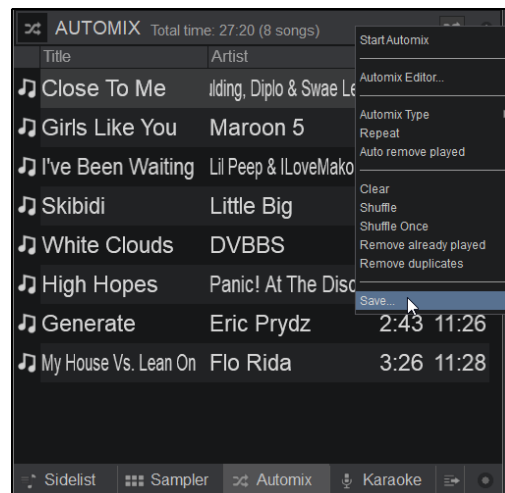
Drag any tracks from the [File List](#) and drop into the [Automix](#) area of the SideView.

Reorder the tracks by dragging them up and down to their desired position.



Once finished with adding and reordering tracks, click on the **Automix** Options button and choose "**Save**" from the offered menu. Type a name for your Playlist into the pop-up window and choose **OK**. The Playlist will then appear in your Playlists Folder in the **Folder List**.

VirtualDJ can save playlists automatically from the sidelist, **Automix** and karaoke windows by setting the option **savePlaylist** to "**Yes**" (see Options).

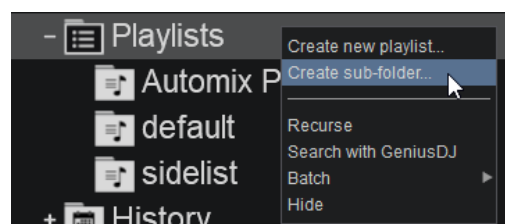


▼ SUB-FOLDERS & NESTED PLAYLISTS

VirtualDJ offers the ability to create playlist sub-folders to provide increased organization of playlists that can be expanded and collapsed. This prevents having to scroll through a large selection of playlists in the **Folder List**.

Right-click on the Playlists folder and select **Create subfolder...**

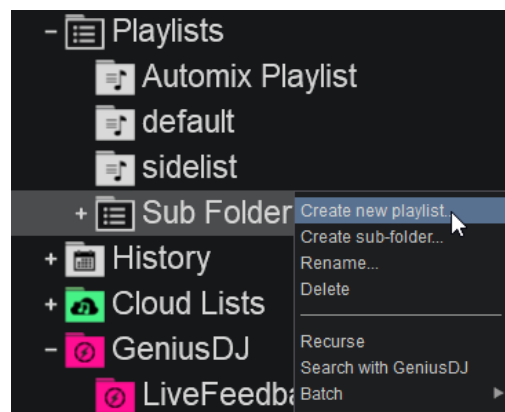
A pop-up box will appear in order to name the folder. Give your folder a name and click **OK** or press Enter on your keyboard.



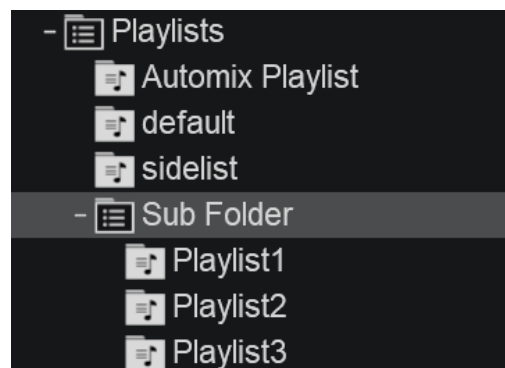
Right-click on the newly created sub-folder and select **Create new playlist...**

A pop-up box will appear in order to name the playlist. Give your playlist a name and click **OK** or press Enter on your keyboard.

Once finished, the new playlist will be nested in the sub-folder.

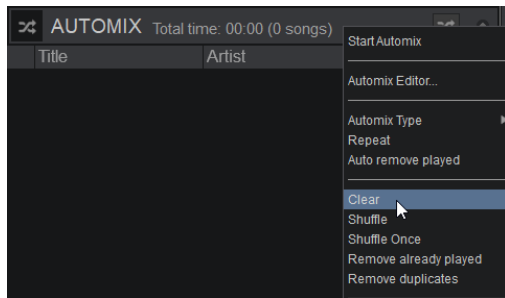


You can continue to create additional sub-folders and playlists within any sub-folder. Use the + buttons to expand the folder(s) or the - buttons to collapse them.

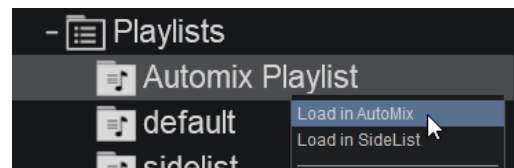


EDIT A PLAYLIST

Make sure the Automix area is empty, or choose **Clear** from the Automix Options.

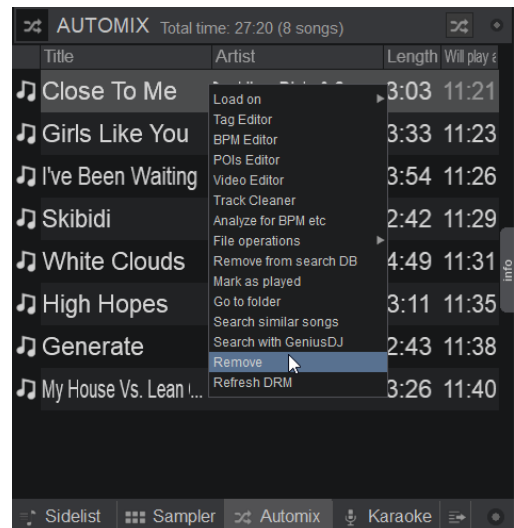


Right-click a Playlist and choose **Load in AutoMix** from the offered menu. The content of the Playlist will then be displayed in the Automix area.



Drag and drop new tracks or right-click and choose to **Remove** the ones that you wish to exclude.

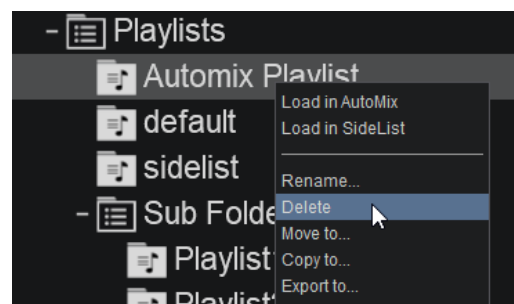
Choose **Save** from the Automix Options menu. Keep the same name if you wish the newly edited Playlist to overwrite the existing one, or choose a different name if you wish for a new one to be created based on your changes.



DELETE A PLAYLIST

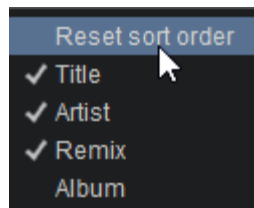
Right-click a Playlist from the Folder list and choose to **Delete** from the offered menu.

From the same right-click menu, you may also **Move**, **Copy**, **Rename**, **Load to SideList** along with other Batch operations, such as **Analyze**, **Add to Search DB** etc.

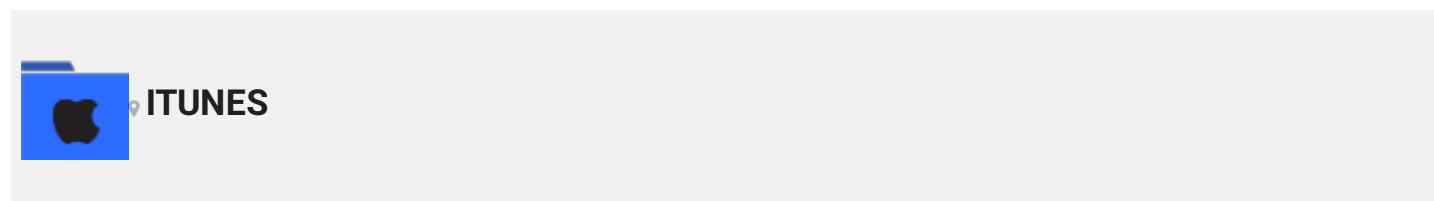


Playlists do not get updated if tracks are moved, renamed or deleted (invalid file-path), even using File Operations of VirtualDJ. However, VirtualDJ will try to match and find your missing Playlist tracks in other drives, assuming that those have not been renamed.

Playlists keep the order of the tracks when saved. They can be sorted by any Database field and can have their original order if you right-click on any of the headers and choose **Reset sort order** in the [File list](#).



Playlists can also be created without using the Automix pane. For an alternative way to create playlists please see [here](#).



VirtualDJ will read the iTunes Library on every launch and will display all of your iTunes Playlists in the dedicated Root element of the [Folder list](#). Right-click on the iTunes folder to reload the playlists if changes are done within iTunes and VirtualDJ is running. By default it will look for the iTunes library files from the default iTunes folder, but a custom one may be selected from [Options](#).

Choose Import iTunes Ratings from the same right-click menu, if you wish your tracks to keep the ratings given from iTunes.

The iTunes root element will not be offered if iTunes is not installed on your computer. Even though iTunes playlists are considered Playlists, they cannot be moved, copied, renamed or deleted within VirtualDJ. If you wish to do that, you will either need to use iTunes or create Playlists in VirtualDJ from them.

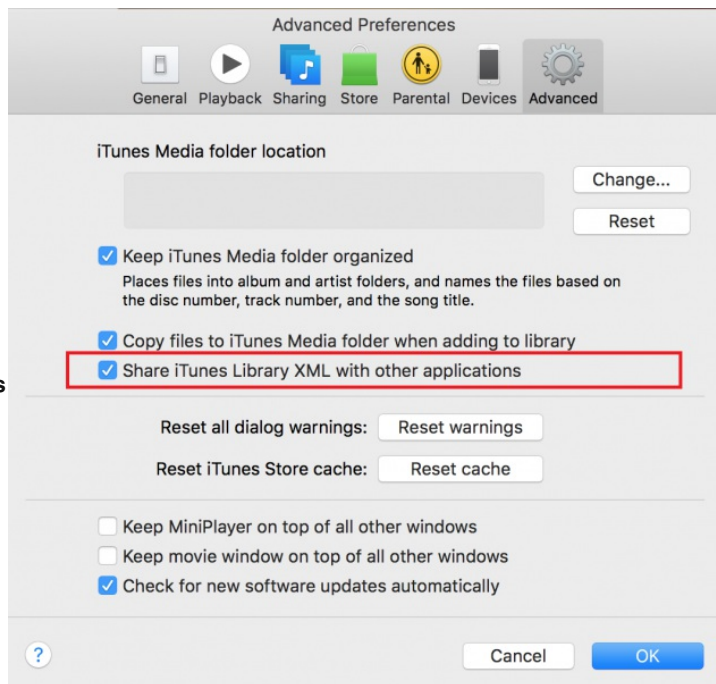
However, batch operations (Analyze, add to SearchDB, Load tags etc.) are offered right-click menu options.

VirtualDJ uses the iTunes Library.xml file to read your iTunes database. In iTunes 12, this xml file is not shared by default and may cause your iTunes library to not be read by VDJ.

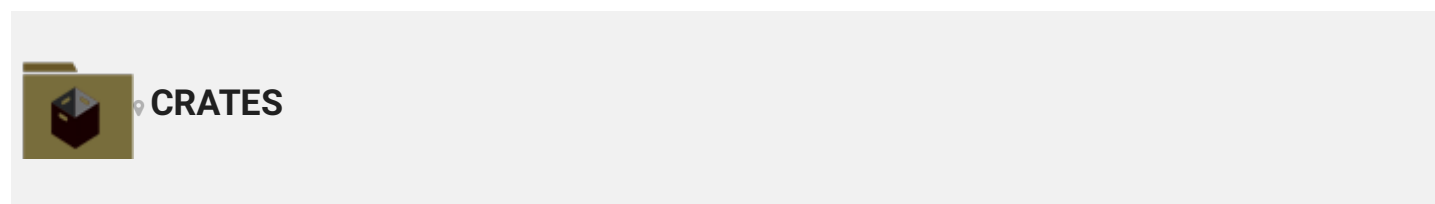
To correct this go to **Preferences** ➔ **Advanced** and ensure that “**Share iTunes Library XML with other applications**” is checked.

After this, close iTunes completely. It will generate the XML file required by VirtualDJ and you will then be able to launch the software to have complete access to your iTunes Library.

If the iTunes XML is not in the default location or has been moved to an external drive, you can specify the path in VirtualDJ by going to **Options** ➔ **Settings** and typing the path of the iTunes library in the **iTunesDatabaseFile** option.



Note: iCloud and Apple Music files are cloud based. These results will not appear in the VirtualDJ Browser.



VirtualDJ will read the basic Crates (playlists) created in Serato software. Smart Crates (one's with filter criteria) will not be displayed, however. If filtering is required, a Filter Folder can easily be created as an alternative (see [Filter Folders](#)).

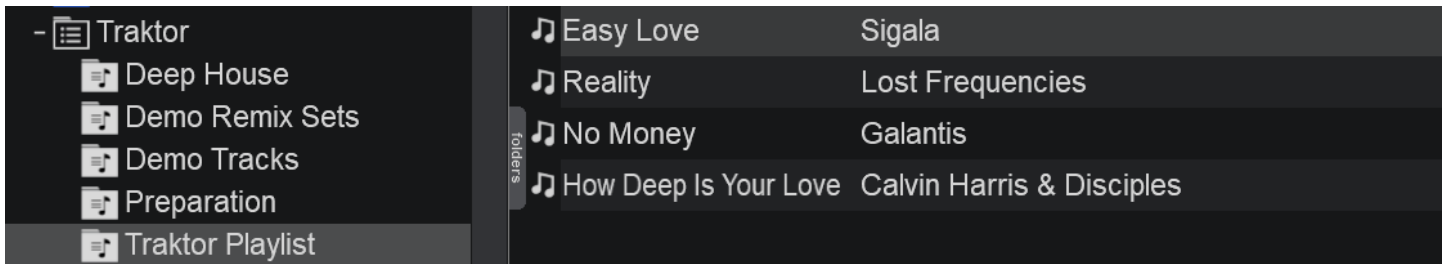
Crates cannot be renamed, moved, copied or deleted, however Batch operations are offered such as Add to Search DB, analyze, Load tags etc.

The Crates root element will not be offered if Serato software is not installed to your computer or if no crates have been created. Crates that are empty will not appear in VirtualDJ until content is added to the crate.

If your Serato folder is not in the default location or on an external drive, the file path can be defined in [Options](#) by entering the correct file path in **seratoFolder**.



TRAKTOR PLAYLISTS



Providing that Traktor is installed on your computer, VirtualDJ will read all the playlists created in the Traktor software.

These playlists cannot be renamed, moved, copied or deleted, however Batch operations are offered such as Add to Search DB, analyze, Load tags etc.

The Traktor root element will not be offered if Traktor is not installed to your computer or if no playlists have been created.

If your Traktor folder is not in the default location or on an external drive, the file path can be defined in [Options](#) by entering the correct file path in **traktorFolder**.

HISTORY

In case you need to see what you have played on a specific date or need to repeat a playlist from a successful event, VirtualDJ keeps a list of played track's History, organized by dates. Simply click on the History folder to expand and see all your playing tracks ordered by date and grouped by year and month (for previous years and months.)

Select a History Playlist and the tracks that you have played on that specific date will be listed in the File List. An additional Play Time field will also be displayed which indicates the time that each track had been played.

Right-click on a history file to load the History Playlist into the Automix or Sidelist, set as a Favorite Folder, Rename, Delete, Move and Copy or even Batch operations such as Add to Search DB, analyze for BPM etc.

History Playlists can be drag and dropped to a new position to re-organize the order. Each individual History file also can be added to the SideList or Automix as well as renamed, copied, moved and exported simply by right-clicking on the desired history date.

For files to be added to the History they need to be played in a deck for 45 seconds (default). This setting can be adjusted in Options by changing **historyDelay** to any value (in seconds).

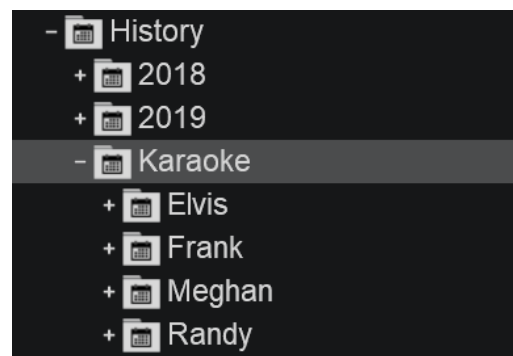
By default, history is uploaded to the website as Sets. More information on Sets can be found here: <http://www.virtualdj.com/wiki/Sets.html>



KARAOKE SINGER HISTORY

If the Karaoke Sideview is being used the history for each singer will be displayed in a separate Karaoke History folder. Clicking on the Karaoke History will expand the folder to display each individual Singer's history.

Clicking on each singer will display the karaoke tracks that they performed in the File List.



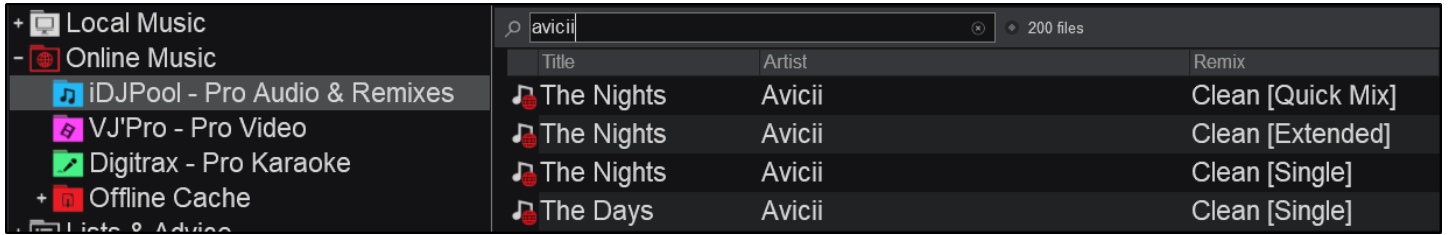
KARAOKE VENUE HISTORY

If the Karaoke Sideview is being used and the Venue is set, the history for each singer will be displayed in a sub-folder with the venue name. Clicking on the venue sub-folder will expand the folder to display each individual singer's history.

Clicking on individual singers will display the karaoke tracks that they performed in the [File List](#).



ONLINE MUSIC



Unlike everyday consumers who buy their favorite music tracks individually on iTunes or Amazon, DJs have very different and specific needs. When working a gig or just practicing at home, much more content is required than just the top 40 current hits. Hundreds if not thousands of tracks may be needed, some of which may only be played once or twice and never be used again. Buying all of them is not a practical option.

That's why VirtualDJ offers Online Music subscription services.

There are hundreds of thousands of files available to play, without limits, as long as the subscription is active. Files can even be downloaded to the computer and played in VirtualDJ at a later time without an Internet connection.

With an Online Music subscription, there will always be access to the latest hits as they are released and virtually any request will be able to be handled by the available catalog.

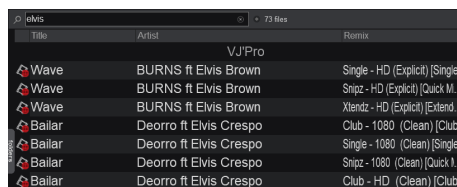
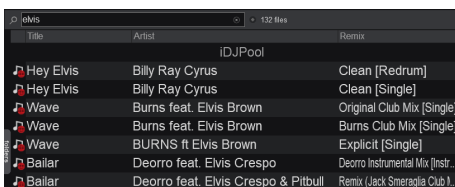
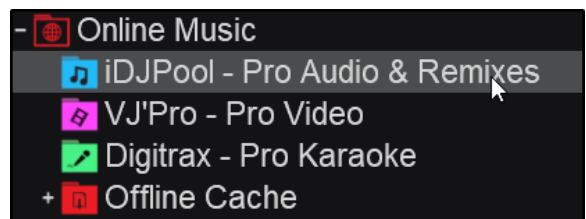
More information about Online Music plans can be found here: <http://www.virtualdj.com/products/subscription.html>

HOW TO:

To use the tracks from the Online Music service, simply type part of the Artist and/or part of the Title of the song into the Search field of the Browser. Depending on the Search Options and the focused folder, VirtualDJ will display results from the local Music library followed by the Online Music tracks that match the search criteria.

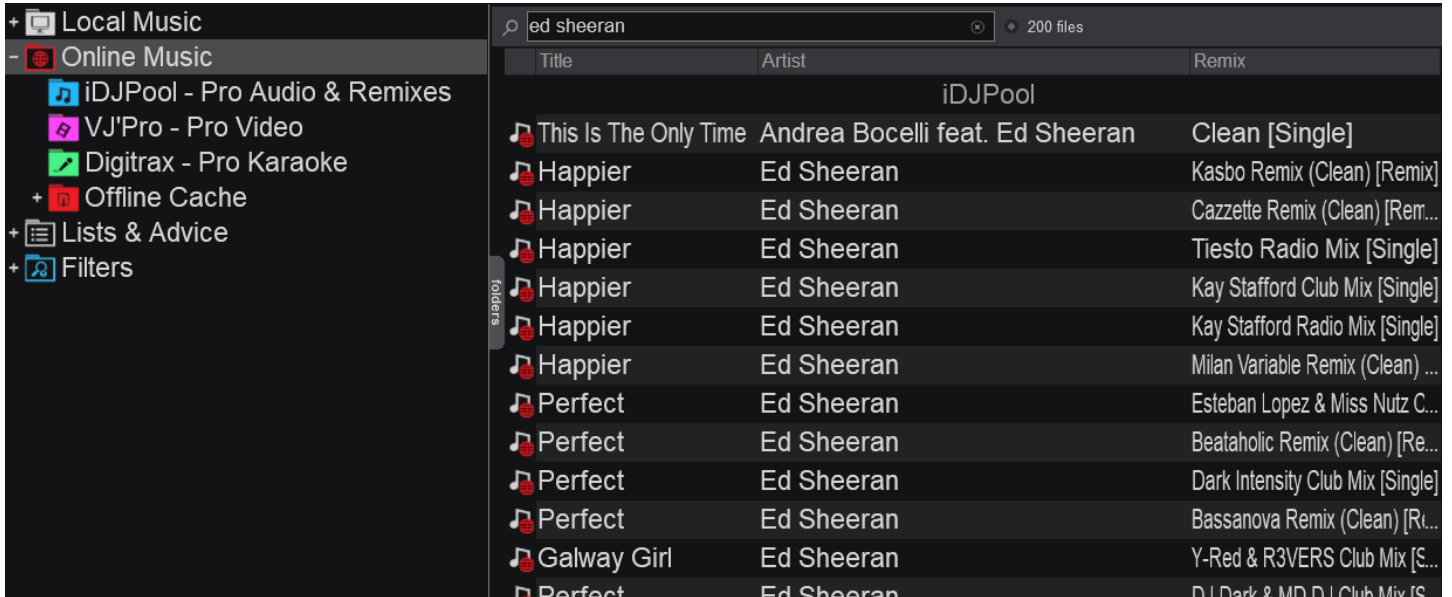
SEARCH FROM A SPECIFIC CATALOG

Select (click) any of the content provider subfolders of the Online Music folder and then type in the Search field of Browser to get the specified results.



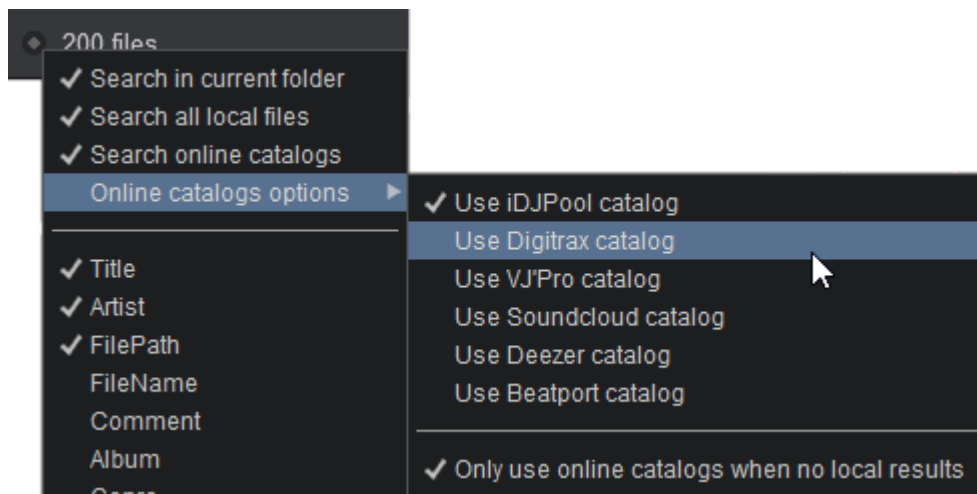
Different overlay icons will display to the left of the file names depending on the catalog selection.

SEARCH USING AUTOMATIC CATALOG



If the Online Music folder has no focus (a different folder is selected), once something is typed in the Search field and no local results match the search criteria, VirtualDJ will automatically search for Online Music files. The iDJ Pool - Pro Audio catalog will be used if video is disabled otherwise VJ'Pro - Pro Video and Digitrax - Pro Karaoke catalogs will be used in priority.

ONLINE MUSIC CATALOG SEARCH OPTIONS



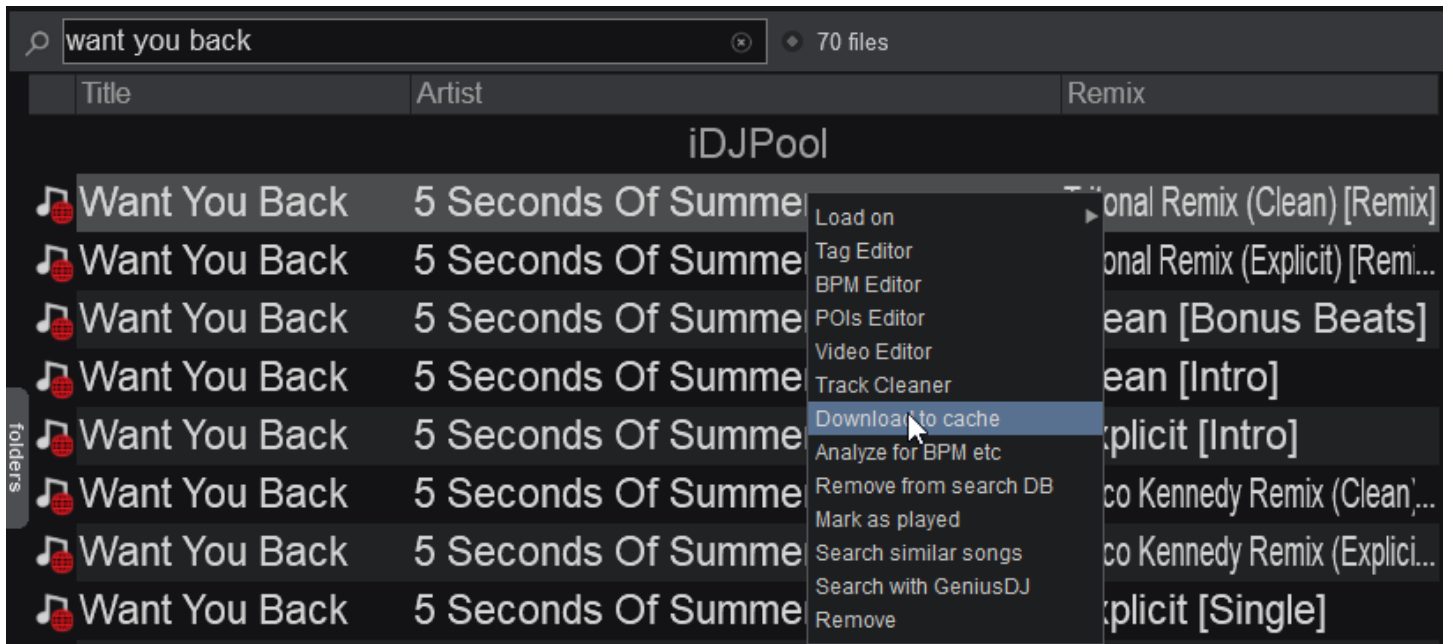
Click on the Search Options button right next to the Search field of Browser to access the Online Music Catalog Options menu.

Use the options from the menu to force a catalog and bypass the default automatic selection. Disable the **Only use online catalogs when no local results** option if you wish VirtualDJ to provide results from the service, even if the Local Database provides search results.

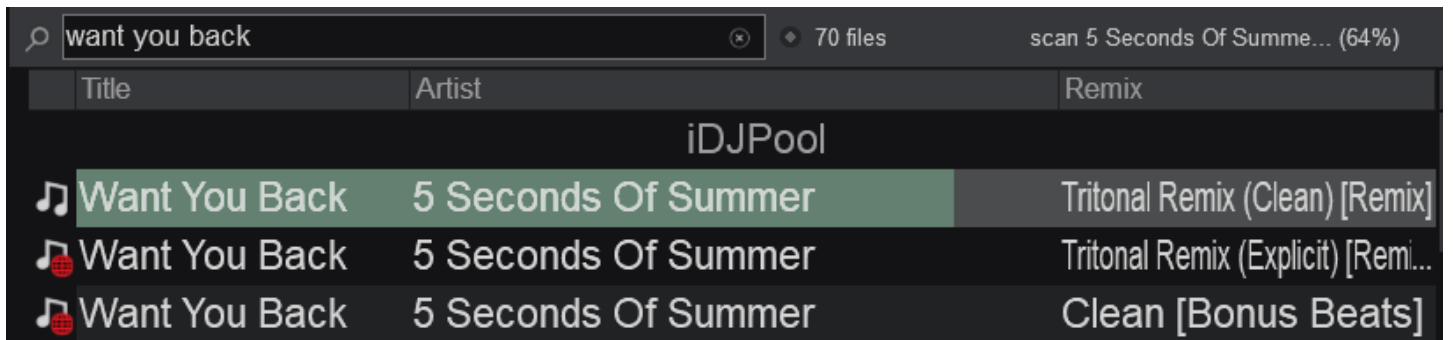
PLAYING ONLINE MUSIC FILES

Drag any track from the Online Music search results and load it to a VirtualDJ deck. It will then start to download the track online (stream) and the progress bar (song position) will indicate the downloading process. Press the Play button to play and/or preview the track. It is strongly advised to allow the Online Music track to fully download prior to playing the track live, especially if the Internet connection is slower than the playing speed.

DOWNLOAD TO CACHE



To save an Online Music file to the database for offline playback, right-click on the track and choose **Download to cache**.

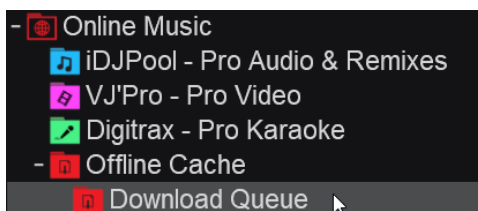


The line of the track will begin to change color indicating the download progress, and a downloading status will be displayed on the top right side of the File List. The Download queue subfolder of the Online Music folder will also provide the progress of all downloads (multiple files can be downloaded at the same time). This provides the ability to search for another file or focus to a different folder.

Once the file is cached (downloaded), it can be found in the **Offline cache** sub-folder.

If multiple files are being downloaded simultaneously an additional folder labeled **Download queue** will display as a sub-folder of **Downloaded content**

Cached files that are about to expire will refresh the DRM authorizations every 30 days automatically (providing the subscription is current) and a "**refreshing...**" status will be visible in the Status bar.



If the computer is offline and can not automatically refresh the DRM authorizations, an **Almost Expired** folder will appear to advise that those files will expire soon.

Cached or streamed Online Music files are automatically analyzed and added to the Search Database.

Notes :

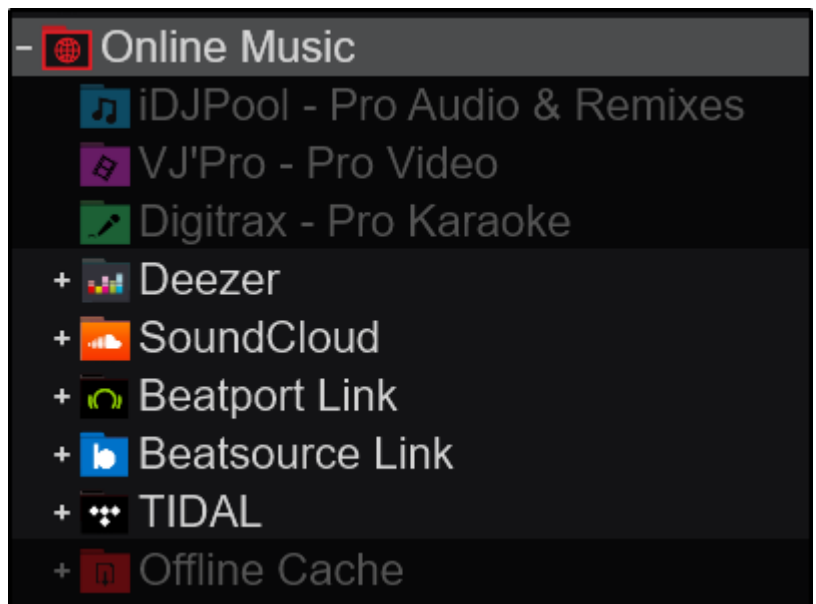
- Online Music files can be previewed for 30 seconds if the relative Online Music subscription is inactive.
- Files from Audio, Video and Karaoke catalogs are provided by reliable partnered content providers.
- Audio, Video and Karaoke catalogs require separate Online Music subscriptions.

ALTERNATE CATALOGS

In addition to Online Music, VirtualDJ offers access to alternate online content providers via 3rd party plugins. Providing that you have a subscription with the provider, you can stream the content from your account directly in the software.

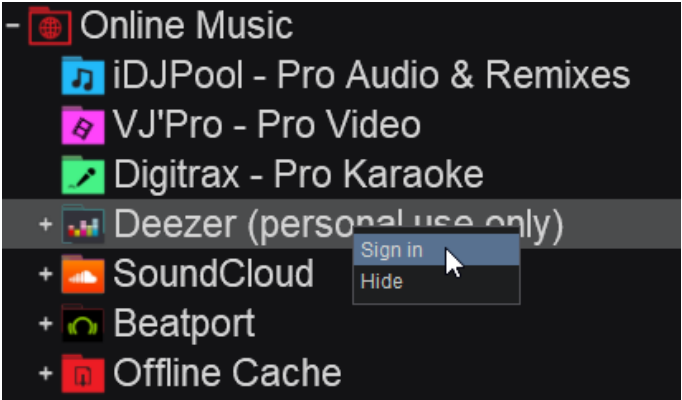
In some instances a plugin will need to be installed. VirtualDJ will display that in the browser (if required) and a simple click will automatically install the plugin needed.

**An Internet connection is required for streaming services*

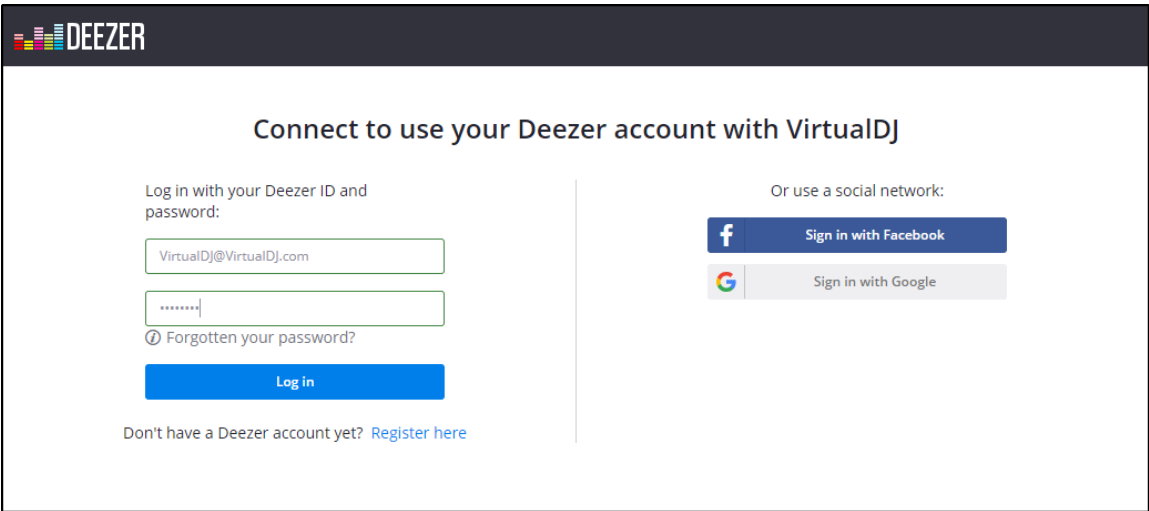




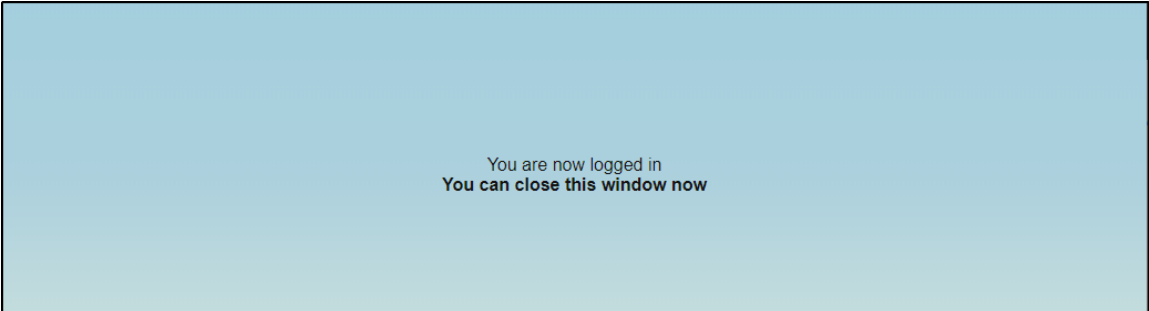
Deezer is located in the Online Music folder of the Folder List. Right-clicking on the folder will give you the option to sign-in to the Deezer Catalog.




A browser window will open and the login screen will appear. Use your Deezer user account credentials to login or click on the other options to login with Facebook or Google.





Once completed, a confirmation window will appear advising that you can close the window as you are successfully logged in.



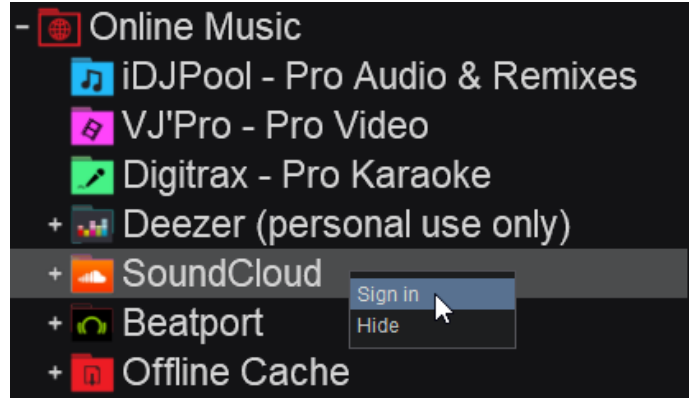
You can now use the root Deezer folder to search their catalog directly from the VirtualDJ search bar. Expanding the Deezer folder using the  button will also display your saved Deezer playlists.

Drag and drop any of the songs from the File List to a deck to begin streaming or alternatively right click and select "Load on" and choose the deck you want the song loaded on.

 iDJPool - Pro Audio & Remixes	 Money	Cardi B	03:03
 VJ'Pro - Pro Video	 Skibidi	Little Big	02:43
 Digitrax - Pro Karaoke	 Girls Like You	Maroon 5	03:34
-  Deezer (personal use only)	 Hotline Bling	Drake	04:27
 Liked Albums			
 Loved Tracks			



SoundCloud is located in the Online Music folder of the Folder List. Right-clicking on the folder will give you the option to sign-in to the SoundCloud Catalog.



A browser window will open and the login screen will appear. Use your SoundCloud user account credentials to login or click on the other options at the top to login with Facebook or Google.

Connect with SoundCloud

Allow "Virtual DJ" access to your SoundCloud account?

[Sign in with Facebook](#)

[Sign in with Google](#)

or

[Sign in](#) [Create account](#)

Your email address

VirtualDJ@VirtualDJ.com

Your password

.....

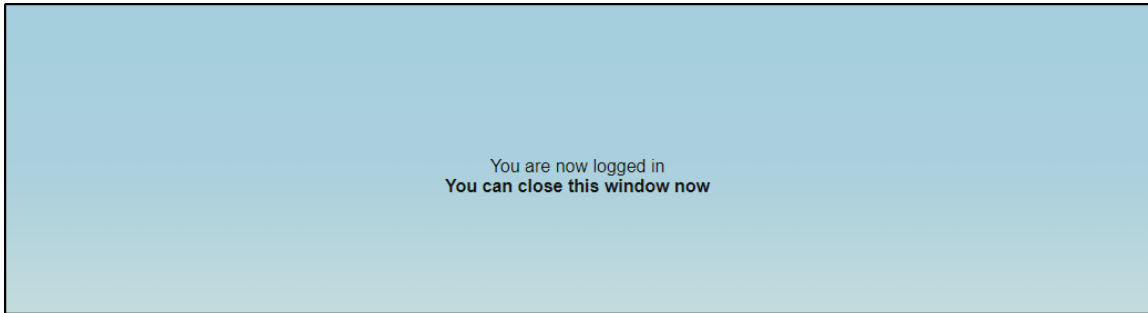
I'm not a robot [reCAPTCHA Privacy - Terms](#)

[Sign in and Connect](#)

[Cancel](#)

[Forgot your password or email address?](#)

Once completed, a confirmation window will appear advising that you can close the window as you are successfully logged in.



You can now use the root SoundCloud folder to search their catalog directly from the VirtualDJ search bar. Expanding the SoundCloud folder using the **+** button will also display your liked tracks, playlists, albums as well as provide different genre lists of what is currently trending.

Drag and drop any of the songs from the File List to a deck to begin streaming or alternatively right click and select "Load on" and choose the deck you want the song loaded on.

**SoundCloud is limited to download 2 tracks simultaneously*

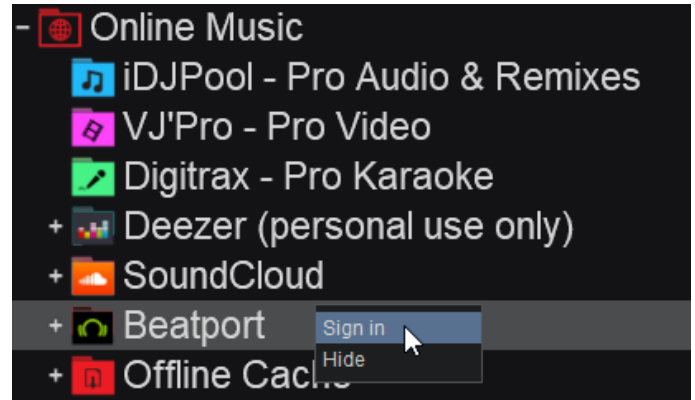
The screenshot shows the VirtualDJ interface with the SoundCloud folder expanded in the left sidebar. The sidebar lists various genres under the 'Trending' section, including 'deephouse' which is currently selected. The main window displays a list of 50 files with columns for Title, Artist, Remix, Length, and Bpm.

Title	Artist	Remix	Length	Bpm
Give Me The Sunshine	Hader & Delcroix		04:54	
Rose Love	Ömer Bükülmezoğlu	Release Soul Recor...	04:43	
You And I	Anjunadeep		05:14	
CatWalk - Loulou records (LLR...	Fran Bortolossi & Caio Busetti	OUT NOW	05:44	
Lalala (Gabe Pereira Remix)	Bbno\$ & Y2k	Soundcloud Cut Vers...	03:21	
Animals At The Watering Hole	Seth Schwarz	Club Mix	06:42	
Animals At The Watering Hole	Seth Schwarz	Instrumental	06:40	
Feeling (Big Al's Remix)	Deep Active Sound	Out Now	07:00	
New World	Captain Durch	Original Mix	05:54	
So Precious feat. KONA	Moon Boots		05:23	
Feeling (Original Mix)	Deep Active Sound	Out Now	05:20	
Home	Hijazi Records	Hijazi Remix	03:25	
Pacer	Connor Mac	Connor Mac's Morni...	06:26	
Shining Star	Serkan Eles	Original Mix	06:27	

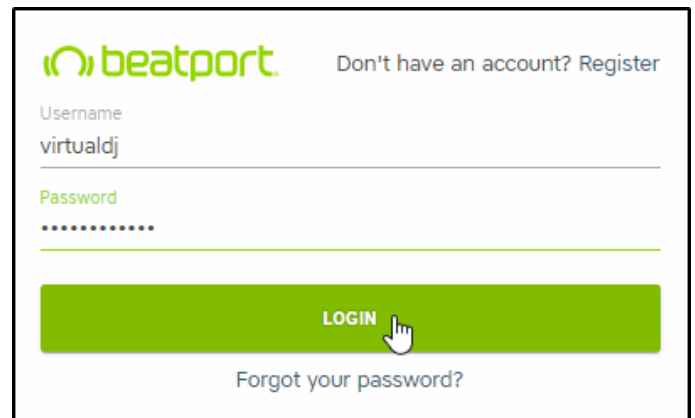


BEATPORT LINK

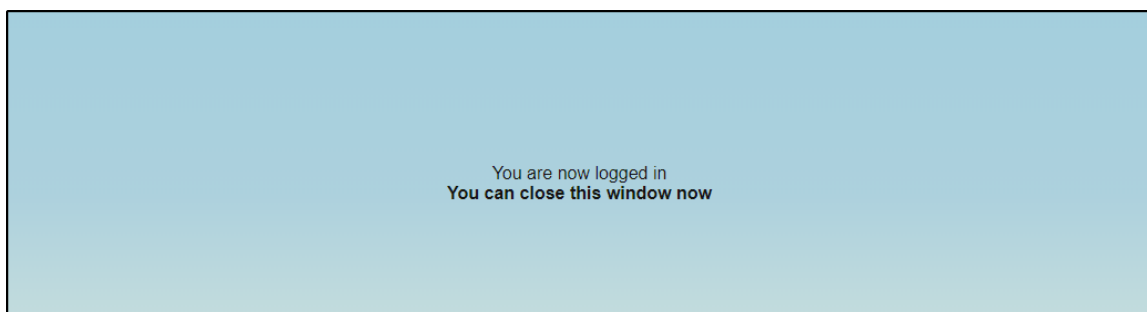
Beatport is located in the Online Music folder of the Folder List. Right-clicking on the folder will give you the option to sign-in to the Beatport Catalog.



A browser window will open and the login screen will appear. Use your Beatport user account credentials to login.



Once completed, a confirmation window will appear advising that you can close the window as you are successfully logged in.



You can now use the root Beatport folder to search their catalog directly from the VirtualDJ search bar. Expanding the Beatport folder using the **+** button will also display your Offline Tracks and any playlists that you have created in the service.

Drag and drop any of the songs from the File List to a deck to begin streaming or alternatively right click and select "Load on" and choose the deck you want the song loaded on.

The screenshot shows a music application interface. On the left is a sidebar with navigation options: Local Music, Online Music, iDJPool - Pro Audio & Remixes, VJ'Pro - Pro Video, Digitrax - Pro Karaoke, Beatport (selected), Offline Tracks, Offline Cache, Lists & Advice, and Filters. The main area displays a search for 'diplo' with 100 files. A table lists tracks with columns for Title, Artist, and Remix.

Title	Artist	Remix
Beatport		
Sunsets Ft Diplo	Borgore, Diplo	Original Mix
P.O.V. 2.0 (feat. Diplo)	The Partysquad, The Death Set, Diplo	Extended Mix
Afterhours (feat. Diplo & Nir...	TroyBoi, Nina Sky, Diplo	QUIX REMIX
Afterhours (feat. Diplo & Nir...	TroyBoi, Nina Sky, Diplo	Original Mix
P.O.V. 2.0 (feat. Diplo)	The Partysquad, The Death Set, Diplo	Radio Edit
P.O.V. 2.0 (feat. Diplo)	The Partysquad, The Death Set, Diplo	Extended Mix
We Are Llamas Feat. Diplo	Three Loco, Diplo	Original Mix
Smash A Kangaroo feat. Dij...	Heaps Decent, Diplo	Instrumental
Smash A Kangaroo feat. Dij...	Heaps Decent, Diplo	Original Mix

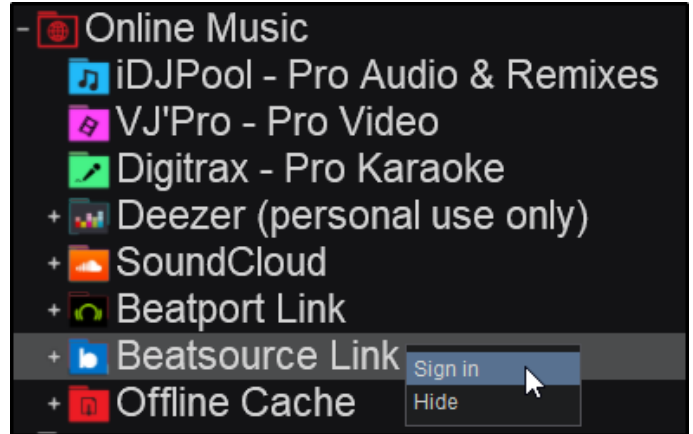
*A BeatPort Link subscription is required to use this catalog <https://www.beatport.com/subscriptions>

** A Beatport Link Pro subscription is required for offline download and playback

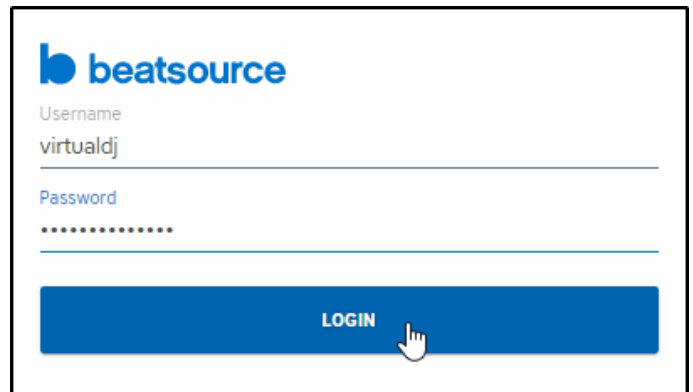


BEATSOURCE LINK

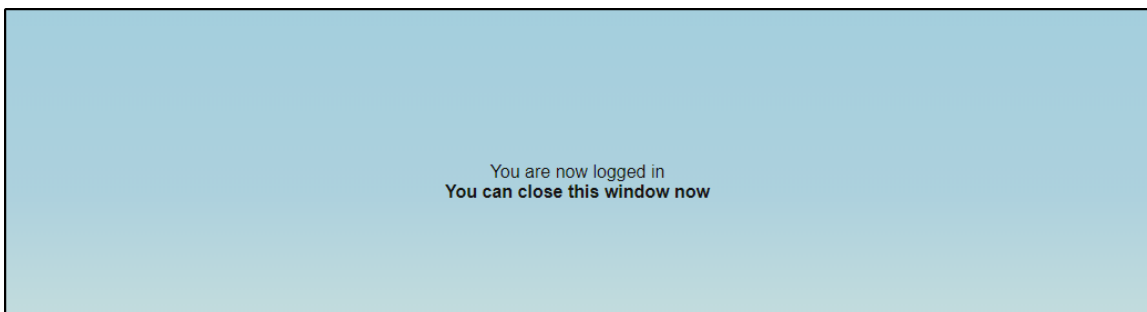
Beatsource Link is located in the Online Music folder of the Folder List. Right-clicking on the folder will give you the option to sign-in to the Beatsource Link Catalog.



A browser window will open and the login screen will appear. Use your Beatsource Link user account credentials to login.



Once completed, a confirmation window will appear advising that you can close the window as you are successfully logged in.



You can now use the root Beatsource Link folder to search their catalog directly from the VirtualDJ search bar. Expanding the Beatsource Link folder using the + button will also display any playlists that you have created or subscribed to in the service.

Drag and drop any of the songs from the File List to a deck to begin streaming or alternatively right click and select "Load on" and choose the deck you want the song loaded on.

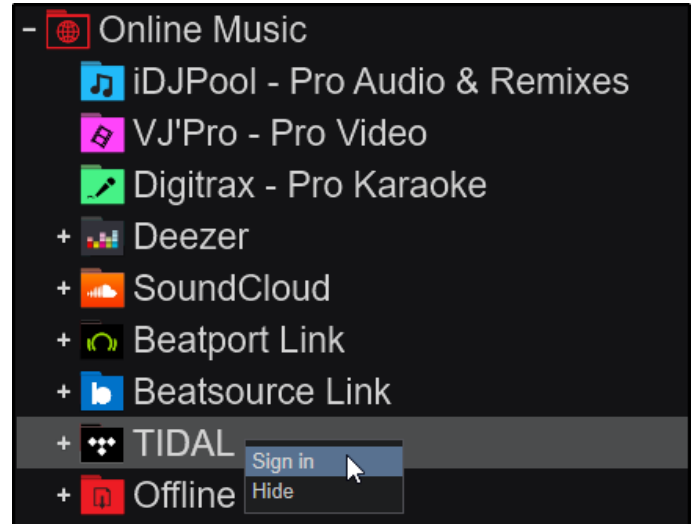
- + Local Music
- Online Music
- + iDJPool - Pro Audio & Remixes
- + VJ'Pro - Pro Video
- + Digitrax - Pro Karaoke
- + Deezer (personal use only)
- + SoundCloud
- + Beatport Link
- Beatsource Link
- + #musicstests
- + Viral Essentials
- + Mid-Tempo Dance
- + Radio Ready
- + Rap Essentials
- + Dance Essentials
- + Pop Essentials
- + Offline Cache
- + Lists & Advice
- + Filters

101 files

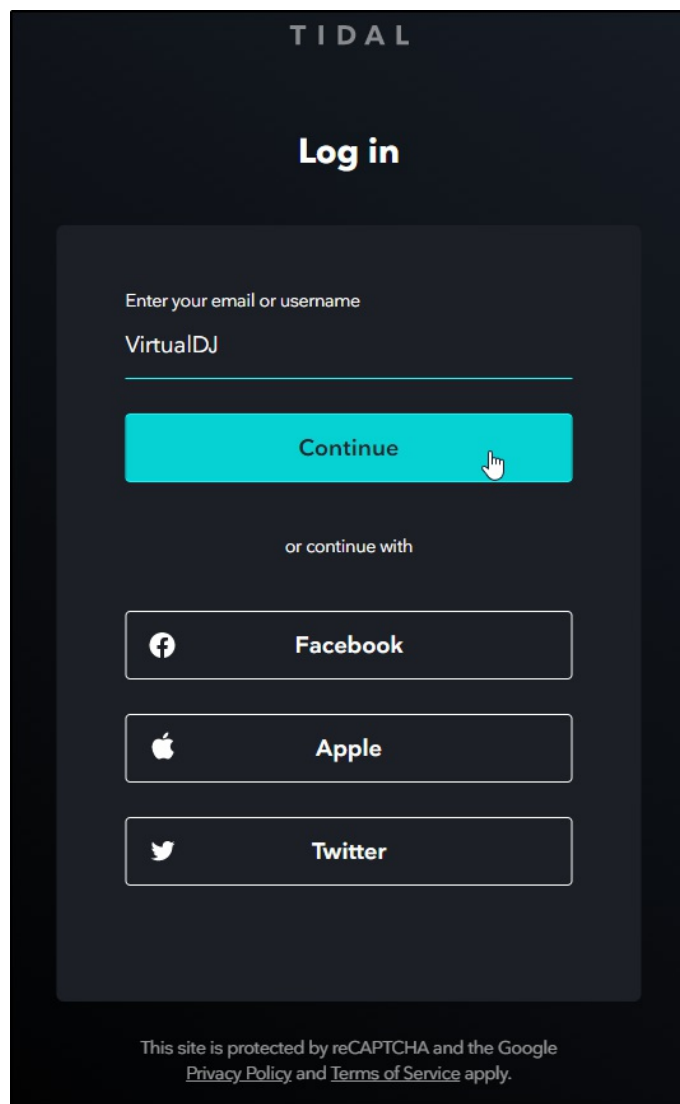
Title	Artist	Remix
BeatSource		
🎵 hot girl bummer	blackbear	Original Mix
🎵 hot girl bummer	blackbear	Original Mix
🎵 hot girl bummer	Khea, blackbear	Khea Remix
🎵 hot girl bummer	Khea, blackbear	Khea Remix
🎵 Hot Girl Bummer	Power Music Workout	Tabata Remix 144 BPM
🎵 Bummer	Sparks	Original Mix
🎵 bummer	renforshort	Original Mix
🎵 bummer	renforshort	Original Mix
🎵 BUMMER / 2BUCKS	DUCKWRTH	Original Mix
🎵 BUMMER / 2BUCKS	DUCKWRTH	Original Mix
🎵 Hot Girl	Peppa	Original Mix
🎵 Hot Girl	Peppa	Original Mix
🎵 Hot Girl	The Deadly Boyz	Original Mix



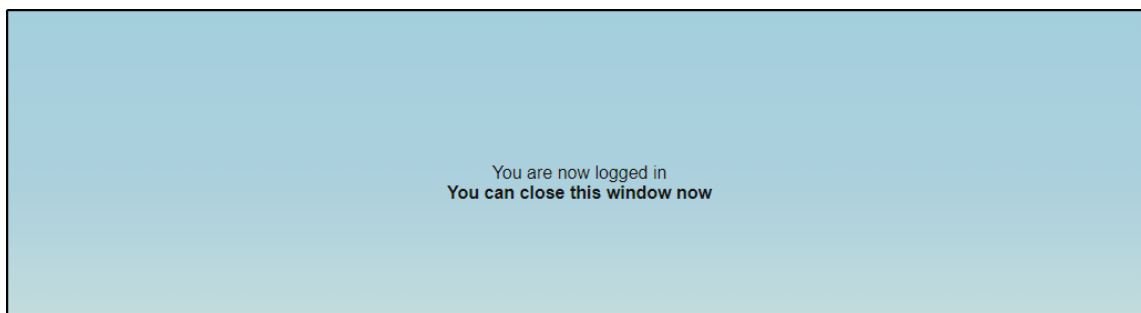
Tidal is located in the Online Music folder of the Folder List. Right-clicking on the folder will give you the option to sign-in to the Tidal Catalog.



A browser window will open and the login screen will appear. Use your Tidal user account credentials or social media account to login.



Once completed, a confirmation window will appear advising that you can close the window as you are successfully logged in.



You can now use the root Tidal folder to search their catalog directly from the VirtualDJ search bar. Expanding the Tidal folder using the **+** button will also display any playlists that you have created or subscribed to in the service as well as liked artists, songs and playlists.

Drag and drop any of the songs from the File List to a deck to begin streaming or alternatively right click and select "Load on" and choose the deck you want the song loaded on.

Deezer

- + SoundCloud
- + Beatport Link
- + Beatsource Link
- TIDAL
 - Favorite Tracks
 - Liked Playlists
 - Dancehall Massive
 - Pop Life
 - Rhythm & Groove
 - Thoro Hip-Hop
 - Viral Hits
 - Liked Albums
 - EDM Night
 - My Turn (Deluxe)
 - Trending
 - VirtualDJ Test Playlist
 - + Offline Cache

astronomi 51 files

Title	Artist	Remix	Bpm
TIDAL			
🎵 Astronomia	Vicetone		
🎵 Astronomical	Lil Durk		
🎵 Astronomy	Black Star	8th Light	
🎵 Astronomia 2K19	Stephan F	Radio Edit	
🎵 Astronomia	Tony Igy		
🎵 Astronomy Domine	Pink Floyd		
🎵 Astronomo	Escabe		
🎵 Astronomy Domine	Pink Floyd	Live	
🎵 Astronomy	Blue Öyster Cult		
🎵 Astronomy Domine	Pink Floyd		
🎵 Astronomi	Lars Bremnes		
🎵 I Speak Astronomy	Jinjer		
🎵 Three Worlds: Music Fr...	Deutsches Filmorchester Babelsberg		

ASK THE DJ

+ History	Q It's my Birthday. Can you give me a shout out?	Karyn	09:18
+ Cloud Lists	Q Can you play some Beatles?	Paul	09:18
+ GeniusDJ	Q Haddaway - What Is Love	Cindy	09:18
+ Ask the DJ	Q Play something I can dance to	Jimmy	09:17
+ Sampler			

Ask the DJ is an online feature that allows your audience to send requests and comments via any device that can open a web browser. Providing that your computer has an active internet connection, the results will appear in the **Ask the DJ** folder in the folder menu of VirtualDJ. The message, name of the person (if submitted), and the time of the message will appear in the folder.

HOW IT WORKS

By default your VirtualDJ ID is used for incoming requests, but this can be changed by right clicking on the Ask the DJ folder and selecting **Set up...**



This will open the [Setup page](#) in your default browser. Here you can create unique Venue names (or your DJ name), and customize options for each one.

Click on **+ Add new venue** to create a new venue to customize. You can then configure the venue to your preference from the following customization options:

Venue name

Choose the name that you would like your audience to see displayed. This can be the actual name of the location, your DJ name, the name of the event or whatever else you prefer.

Language

Choose the preferred language from the dropdown menu

Privacy

Select **Yes** if you would like to show up on search or geolocation (recommended) or **No** if you do not wish to be visible.

Logo

Upload a logo from your computer. The logo will be displayed on the request page for your audience to see.

Like button

Select the URL of your Facebook page to add a LIKE button to the request page. Your audience will be able to like your page instantly without leaving their request.

The URL must be a page and not your personal profile.

Catalog

If you don't wish the audience to be able to type anything into the request box, you can optionally upload your catalog so that they can only request what you have in your library. Your catalog can be uploaded as a .txt or .csv file.

Tips

Select **Yes** if you want to be able to receive tips from your audience via PayPal (verified PayPal address required). You can choose what currency and the tip amounts that you accept. If tips are enabled, your audience will see an additional button on the request page. If a tip is sent, a TIP button will appear in Ask the DJ with the amount along with the request. The button will need pressed in order to accept the tip, if not the customer will not be charged.

SMS

If you want your audience to be able to send you requests via SMS text messages, you will need to get a special sim-less phone number. A field is provided to enter the phone number with instructions on how to configure it on the page.

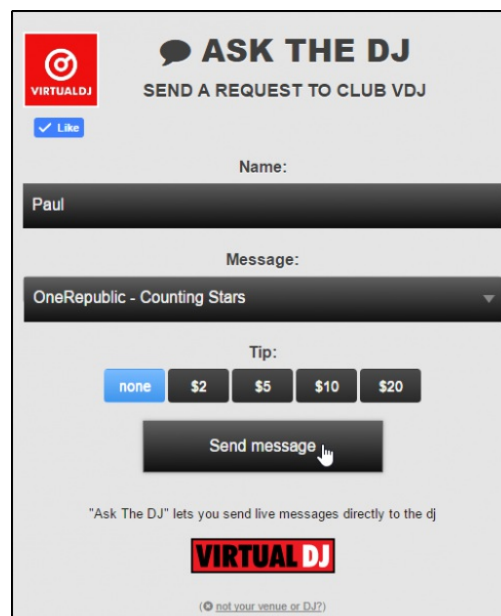
Once you have setup a venue, you can direct your audience to <http://ask.the.dj/>

If **Privacy** is set to **Yes**, they will automatically see any venue that has been setup in that location and will be able to select it. If **Privacy** is set to **No**, you can give the audience your unique Ask the DJ url with your user name (example: ask.the.dj/YourUserName).

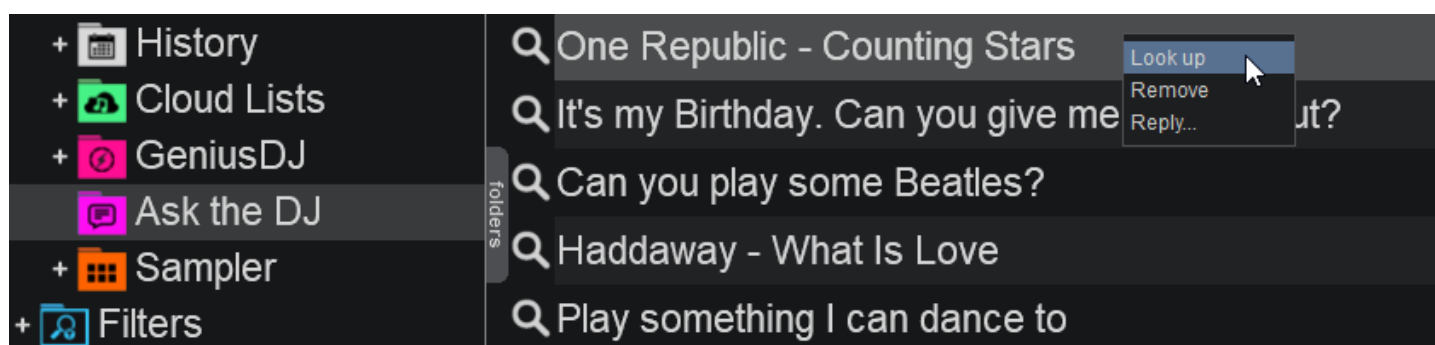


Audience members will then see your custom request page complete with your Logo, Facebook Like Button and Tip amounts (if setup).

They can then fill out their name (optional) and the message field to send you messages, requests, dedications, etc. as well as the ability to instantly like your Facebook page or send you a Tip. If your Catalog has been uploaded, the audience will only be able to search for what is in your library (no personal messages).



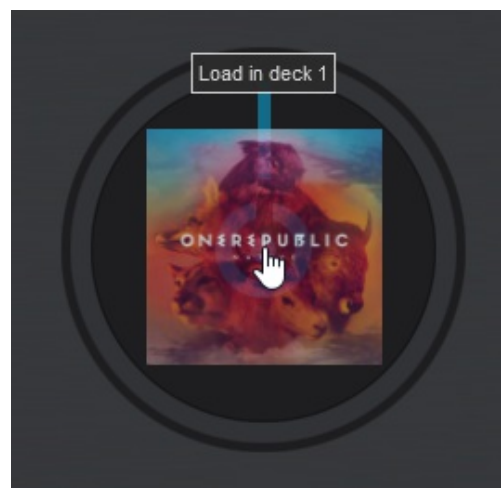
Once you start receiving messages you can right click on any message to **Look Up** or **Remove** the request, or to **Reply** to the sender.



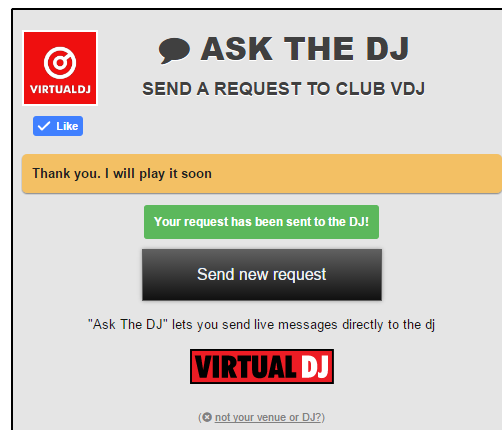
Note: If you are using this feature for just requests and have not uploaded a catalog, it is best to advise your audience to simply type the Title and Artist of the track in the message box. This will make it easier to look up the request without having to filter through additional text that could possibly give false results.

Clicking on **Look Up** will add the result to the search bar to search your local library and Online Music using the information provided.

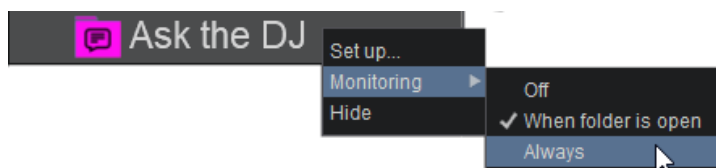
Once results are found, you can then drag and drop the track to a deck to load it.



Choose **Reply** to send the person who sent the request a personal message or to acknowledge their request. A text box will appear allowing you to type your reply and it will appear on their request page.



You can also decide how the **Ask the DJ** folder is monitored by right clicking and choosing **Monitoring**. Three options are available to choose from:

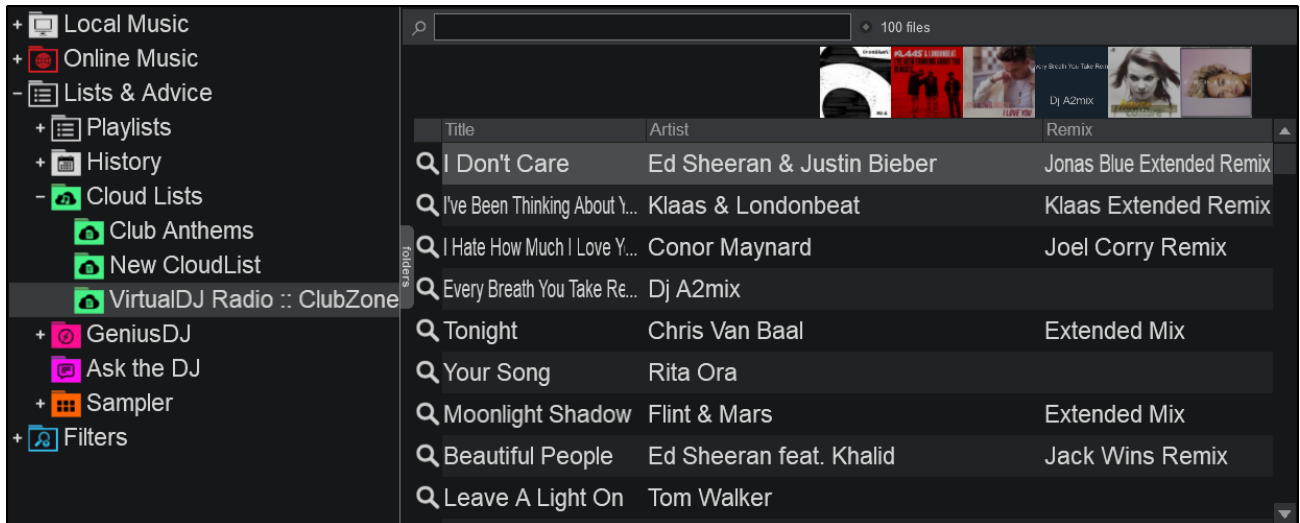


- **Off:** Does not monitor the folder
- **When folder is open:** Only monitors when the folder is open (default)
- **Always:** Continually monitors the folder regardless of what folder has focus. This option will also show the request briefly in [LiveFeedback](#) (if enabled)

AskTheDJ: [Jimmy] Calvin Harris - Summer

Additionally, Ask the DJ can monitor Twitter hashtags instead of using the ask.the.dj web portal. This can be setup in **Settings** ➔ **Options** under the option **askTheDJTwitterHashtag**. Simply add the hashtag you'd like to monitor from Twitter and VirtualDJ will automatically retrieve the results.

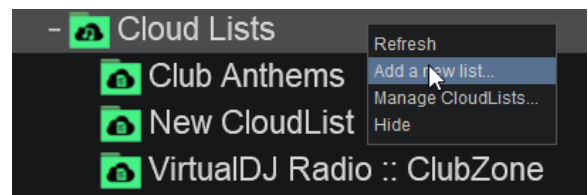
CLOUDLISTS



CloudLists are online saved playlists that you can share or access from any computer. They can be used to share playlists with other users and to consult the latest playlist from your favorite artists or groups, as well as stay up-to-date with the latest hot tracks.

It can also be used to save private lists for yourself, so that next time you're at a friend's house and you want to start spinning some tracks, you just need to log-in with your account on their VirtualDJ and you'll have all your playlists ready.

Once the Cloud Lists folder is expanded, you will see a few default CloudLists displayed. Right-click on CloudLists and choose "Add a new list..." to create a new CloudList. Once a new list is created, files can be dragged and dropped to the list and will automatically be saved to the cloud (online connection required). Use Refresh to update the cloudlist if you have made changes on another computer or the website.



CloudList Management is done on the VirtualDJ website (<http://www.virtualdj.com/cloudlists/manage.html>). Here you can change the name, add an image, edit the description, Privacy and rules of any of your CloudLists. You can also accept other users to feed the list or help manage it.



Name

Description

Cloudlist Privacy

Public Require Approval Private

Cloudlist Type

Manual Cloudlist Automatic Cloudlist ⓘ

Cloudlist Roles

Accept Feeder Requests Accept Admin Requests

Delete

Save

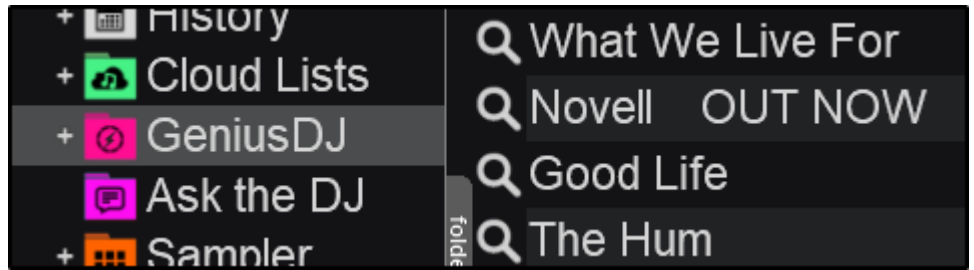
Track

Year

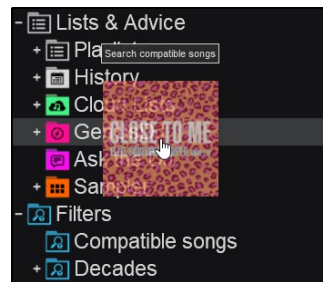
Genre



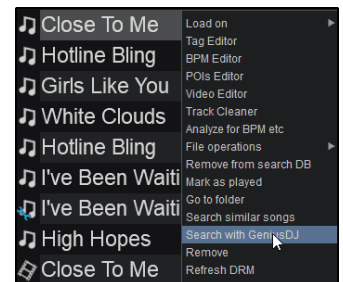
GeniusDJ offers smart track suggestions based on what thousands of DJs play. The GeniusDJ engine will provide you with a folder of track suggestions to choose from instead of just a few songs. The algorithm is based on the feedback of what hundreds of thousands of other DJs play around the world. An internet connection is required to retrieve results.



Simply drag and drop a song or a group of songs to the GeniusDJ folder or right click on any file in the file list and select "Search with GeniusDJ". VirtualDJ will automatically display a list of other songs that are usually played together with these songs.



Drag file to the GeniusDJ folder



Right click to search with GeniusDJ

Each search result will be represented by an icon which provides information about the type and status of the file:



Search

No exact results found. Right-click and select "look up" to search the Online Music catalogs for results.



Online Music Result

A file or multiple files in the Online Music catalogs match the selection. Right-click and select 'look up' to show all Online Music results.



Local Result

A file or multiple files in your database match the selection. Right-click and select 'look up' to show all local results.

LIVE FEEDBACK

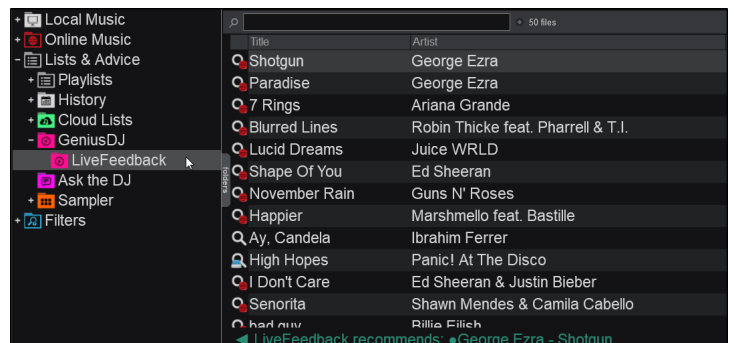


Just a few seconds after a track starts playing on a live playing deck, Live Feedback will recommend a track and its information will be displayed on the bottom of the [File List](#). The recommendation is based on what other DJs have played most of the time, right after the playing the current track in the master deck.

LiveFeedback will provide a recommendation in the bottom of the [File List](#) section. Clicking on the arrows on either side of the recommendation will cycle through other common selections. Clicking on the recommended track will populate the file list with search results from your local database, and/or the [Online Music](#) catalog.

A LiveFeedback folder is nested in the [GeniusDJ](#) folder for quick access to live recommendations.

The results in this folder will always be based on what is currently playing and will provide up to 50 results to choose from.



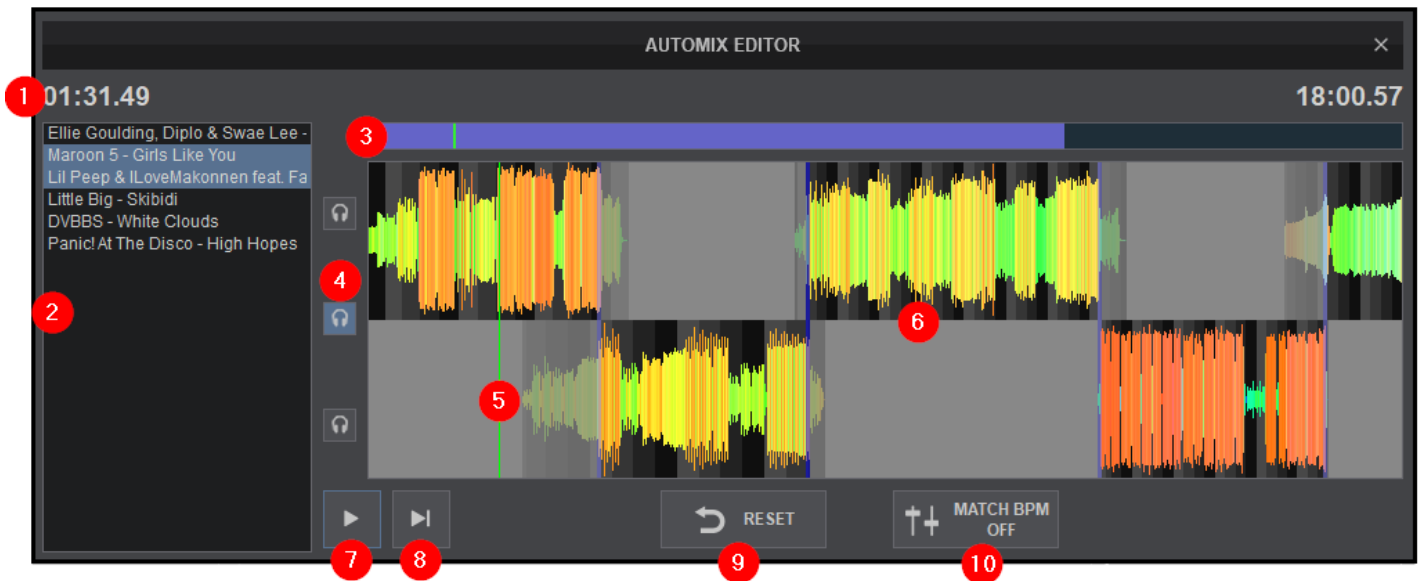
If you wish to turn LiveFeedback off, this can be done in [Options](#) and setting **liveFeedback** to "**No**".

Note: LiveFeedback will only provide results with an active Internet connection.

EDITORS

VirtualDJ provides plenty of additional power with Editors. From managing and tagging files to adjusting the beatgrid or automix points, the different Editors in the software gives you complete control over your media library.

The following segments will go into detail about the following Editors and their operation:



The Automix Editor provides the ability to edit the automated process of the [Automix](#) feature, and bypass the selected Automix Type. Files are grouped in pairs to create custom In and Out points for each series of mixes. The Automix Editor is available in the [Automix](#) view of the [SideView](#) (Playlist Options menu).

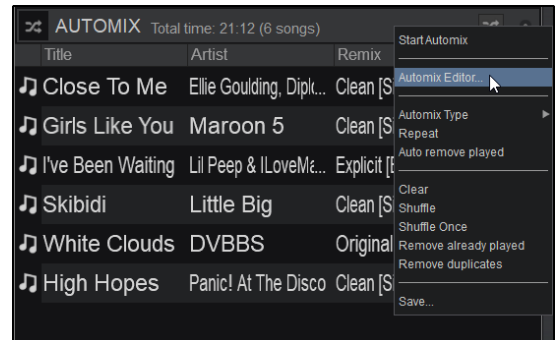
The Automix Editor will only be audible through the PFL if a headphone channel has been created in the Audio Setup (if no headphone channel is available, a pop up window will display asking if the feature can be used through the master output).

- 1 PROGRESS DISPLAY.** The left value indicates the current position of the Playhead, while the right value indicates the total time of the Automix and will be updated along with all edits performed.
- 2 PLAYLIST.** Displays the current playlist (as loaded into the Automix view of the SideView). Files are grouped in pairs to easily edit the “mix out” point of the current track with the “mix in” point of the upcoming track. Clicking on any pair will zoom into the mix point of those tracks for precision editing.
- 3 SCROLL BAR.** Displays the zoom level of the waveform and can be dragged to any part of the Timeline to perform precise adjustments.
- 4 PFL.** 3 separate PFL buttons are available. The top PFL button previews only the tracks in the top portion of the timeline, the middle PFL button previews all tracks in the timeline, and the lower PFL button previews only the tracks in the lower portion of the timeline.
- 5 PLAYHEAD.** Shows the current position of the Automix. All play functions use the playhead to determine the start position. It can be clicked and dragged to any part of the Timeline with a mouse.
- 6 TIMELINE.** Provides a visual display of the audio information from the playlist. It displays the waveforms of each track, the beatgrid using the grayscaled background, and each automix point (marked in blue). The Timeline can be zoomed in or out to make precise Automix adjustments with a wheel mouse.
- 7 PLAY/STOP.** Will play the automix if it is stopped and will stop the automix if it's playing.
- 8 PLAY-HOLD.** Plays the Automix as long as the button is held. Once released, the playhead will jump back to it's previously stopped position.
- 9 RESET.** Used to undo the last edit performed (will not be displayed if no edits have been performed).

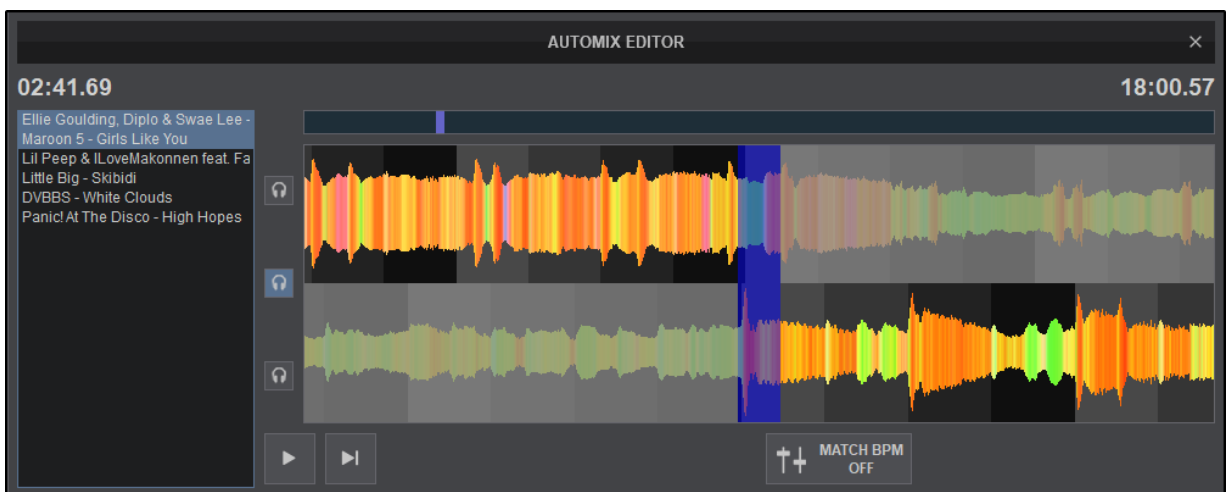
10 MATCH BPM - Turn on/off BPM matching (when turned on, the BPM of the songs will be matched to provide a smooth synced transition.)

HOW TO

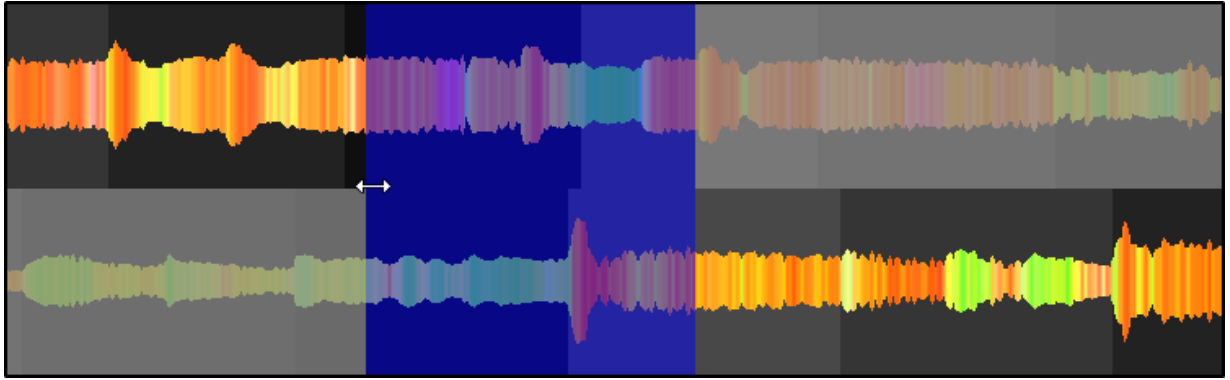
1. Open the Automix Editor by clicking on the Options button in the Automix section of the SideView.



2. Click on the first pair of tracks that require adjustment. The Timeline will automatically zoom in to the default mix point that is currently set in Automix Options (Fade and Length) and will be indicated in blue.

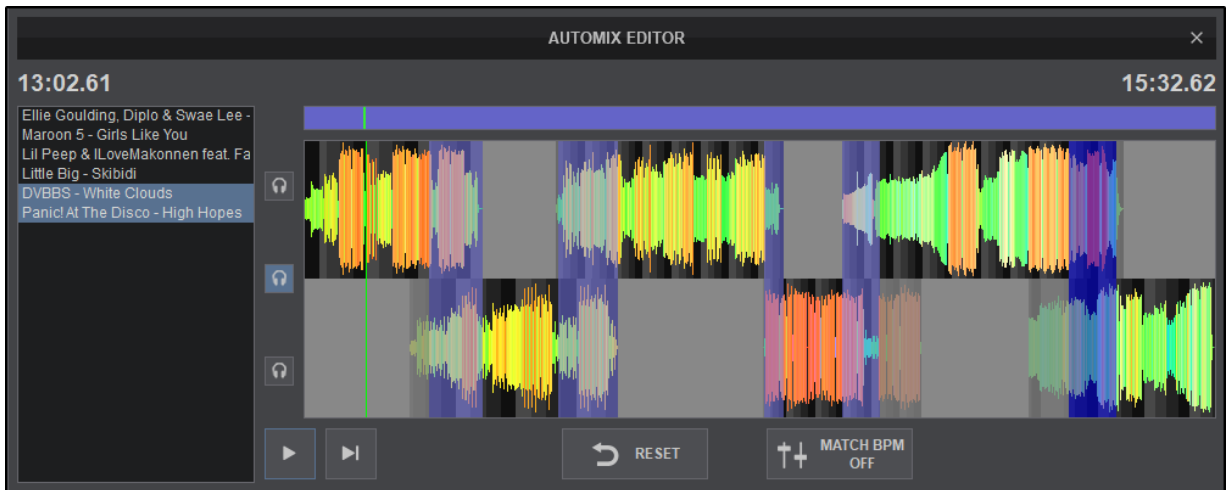


3. Use a wheel mouse to zoom in and out and the scroll bar to move back and forth to the areas that require a precise edit. Grab the tracks with the mouse and move them back and forth in the Timeline to adjust their position. Once the track position is determined, drag the blue mix point indicator with the mouse to enlarge or shrink the area which will increase or decrease the length of the mix point. Any part of the previous song or next song positioned outside of the Automix point (blue), will not be heard in the mix.

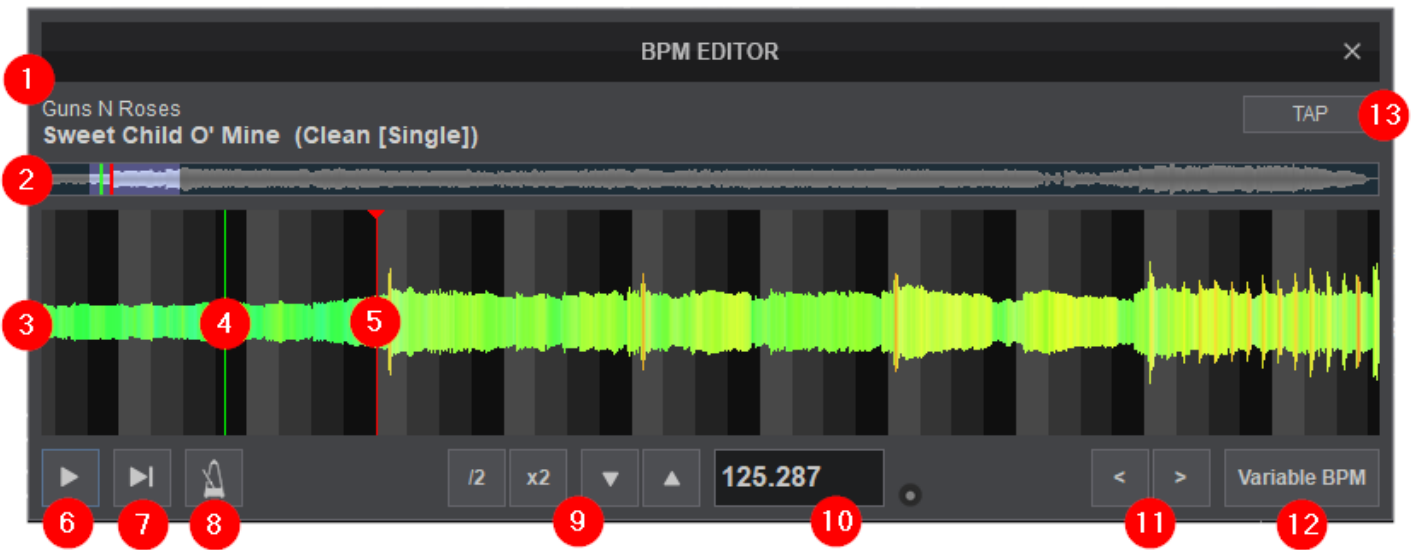


4. Continue to adjust each automix point as required, using the mouse to zoom in and out to make fine adjustments while pre listening to the mix points. Highlight any mix point to toggle on/off Match BPM or Reset it to the original automix point.

Close the Automix Editor to automatically save the Automix Points. Once closed, the changes made for any pair of tracks, will apply each time those 2 tracks are played with Automix in the same order in future playlists (saved to database).



Note: The Automix Editor will be disabled if Back to Back (none) is selected as the Automix Type.



VirtualDJ has an advanced Sound Engine that will calculate the tempo (BPM value) and the Beat Grid (CBG) of your tracks with accuracy in almost all cases. In the rare case that either the BPM value or the Beat Grid of your track are not correct, the BPM Editor will provide all the tools to easily and accurately calculate and manually adjust them. To open the BPM Editor, right-click on any of your tracks or click on BPM on the decks of the Interface.

The track will only be audible through the PFL if a headphone channel has been created in the Audio Setup (if no headphone channel is available a pop up window will display asking if the feature can be used through the master output).

- 1 FILE INFO.** This area shows the Artist, Title and Remix (if entered) of the file being edited.
- 2 SCROLL BAR.** Displays the zoom level of the waveform (highlighted in blue) and can be dragged to any part of the file to perform precise adjustments.
- 3 WAVEFORM.** Provides a visual display of the audio information. It displays the beatgrid using the grayscaled background and can be zoomed in to make precise BPM adjustments with a wheel mouse.
- 4 PLAYHEAD.** Shows the current position of the track. All new adjustments and play functions use the playhead to determine the start position. It can be clicked and dragged to any part of the track with a mouse.
- 5 BEATGRID ANCHOR.** The first detected beat as analyzed by VirtualDJ. It can be grabbed with the mouse to adjust its position. The Computer Beat Grid (CBG) is locked into place (non-adjustable) to the left of the anchor. Adjustments to the CBG can only happen to the right of an anchor.
- 6 PLAY/STOP.** Will play the track if it is stopped and will stop the track if it's playing.
- 7 PLAY-HOLD.** Plays the track as long as the button is held. Once released, the playhead will jump back to its previously stopped position.
- 8 METRONOME.** Will play an audible beat based on the set BPM to verify that adjustments are correct and precise. The volume of the Metronome can be adjusted from the Options.
- 9 BPM ADJUSTMENTS.** Use these buttons to make major or fine adjustments. Use the /2 and x2 buttons to half or double the displayed BPM and use the up and down arrows to make small BPM adjustments.

10 BPM VALUE & OPTIONS. Displays the currently adjusted BPM. The small button to the right provides the the following options:

Load in deck	Loads the track to the active deck. If the track is already loaded to a deck the option to Copy from other deck will display instead.
Re-analyze	Rescans the BPM of the track
Re-Analyze (Multiple BPM)	Rescans tracks that have Multiple BPM values

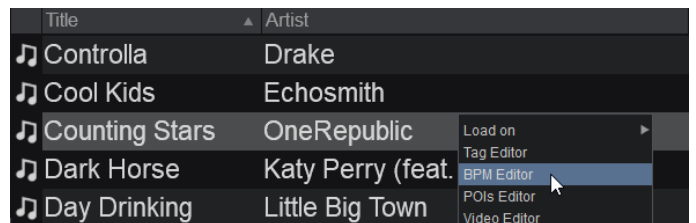
11 BPM SHIFT. Use the left and right arrows to shift the BPM 1 beat backwards or forward.

12 VARIABLE BPM. For tracks that have a tempo change, this button is used to add and remove additional beat anchors. Once clicked, the display will change to provide these options.

13 TAP. Click the Tap button to manually calculate the BPM of the track by tapping to the beat 4 times.

HOW TO:

1. From the [File list](#), right-click on the file to be edited and select BPM Editor from the option menu that appears.



2. Once the BPM Editor is opened, the track will be analyzed and the multi-colored waveform will be displayed, providing information of its structure, based on the detected frequencies. The grey-scaled background indicates the 4 beat pattern of the Beat Grid of the track. The red vertical line indicates the Beatgrid anchor (first detected beat).

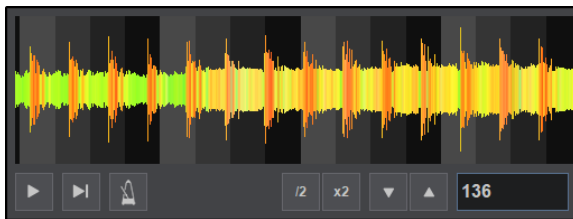


3. Use a wheel mouse to zoom in and out and the scroll bar to move back and forth to the areas that require a precise edit. Depending on the type of BPM adjustment required, there are various ways to adjust and correct the BPM value and the beat-phase of the track.



4. BPM Value

- a. If the BPM is already known as a value, simply type the BPM value in the BPM field. The CBG of the song will be updated automatically.



Before Adjustment

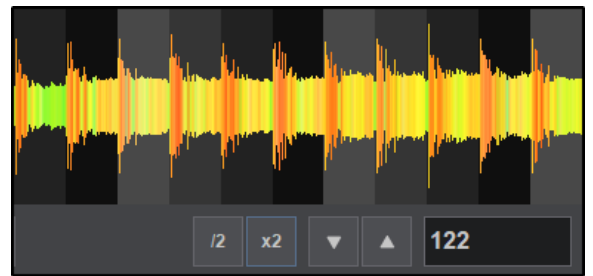


After Adjustment

- b. If the BPM is double or half the actual value and VirtualDJ has detected the phase of the song correctly but the BPM value is either half or double of the actual value, use the /2 and x2 buttons (see BPM Adjustments) to half or double the BPM value.



BPM Half



BPM Double

- c. If the BPM value is correct but the Computer Beat Grid (CBG) is not, drag and move the Beatgrid Anchor to a part (beat) of the track. This will help make more precise adjustment as the BPM value will not change in this case. The BPM Shift buttons can be used to move the CBG of the song by 1 beat backwards or forward.



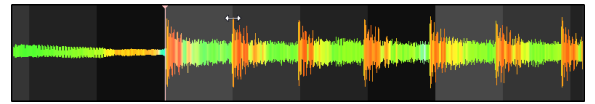
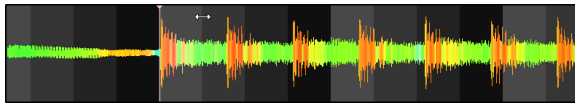
CBG Not Aligned



CBG Aligned

- d. If the BPM value and the CBG are incorrect and the BPM value is unknown, drag and move the Beatgrid Anchor to the beginning

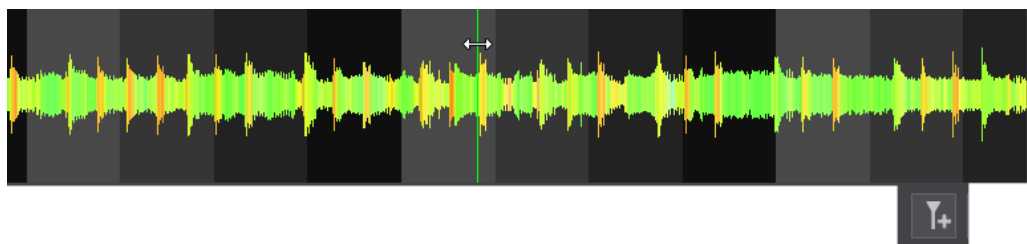
of the first beat. Place your mouse on the gray scaled background of the waveform between the 1st and 2nd beat until the mouse pointer changes to a double-sided arrow. Click and move this point to the beginning of the 2nd beat. The BPM will be re-calculated, based on these adjustments.



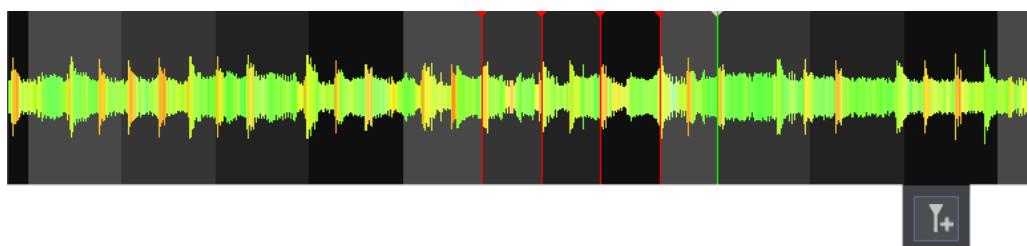
- e. If the BPM value is variable (tempo changes) in part of the file, the CBG will not be accurate for the entire track. VirtualDJ calculates the BPM value based on the largest part of the song that provides a constant value by default. However, this can be manually changed and several parts of the track may have their own BPM value along with CBG phase. Click on the Variable BPM button to reveal the Add Beat Anchor and Remove Beat Anchor buttons.



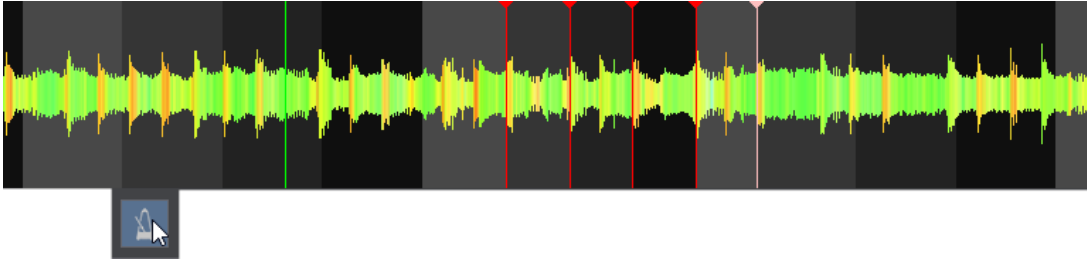
Move the Playhead to the position where the BPM begins to drift or is not aligned and click on the Add Beat Anchor button. This will add an additional anchor at the spot of the Playhead. Once the anchor is set, place your mouse on the gray scaled background of the waveform between the 1st and 2nd beat until the mouse pointer changes to a double-sided arrow. Click and move this point to the beginning of the next beat. The BPM will be re-calculated, based on these adjustments.



Continue to add or remove as many BeatGrid Anchors as necessary in order to completely grid the track. For each beat anchor added the 1 of 4 checkbox can be used as an option to set the anchor as the first beat in the measure.



5. Use the Metronome button to enable/disable the built in Metronome and play part or all of the track while prelistening to see if the beat of your track follows the Metronome and verify that your adjustments are correct and precise. Continue to zoom in and out of the editor to fine tune any adjustments required.

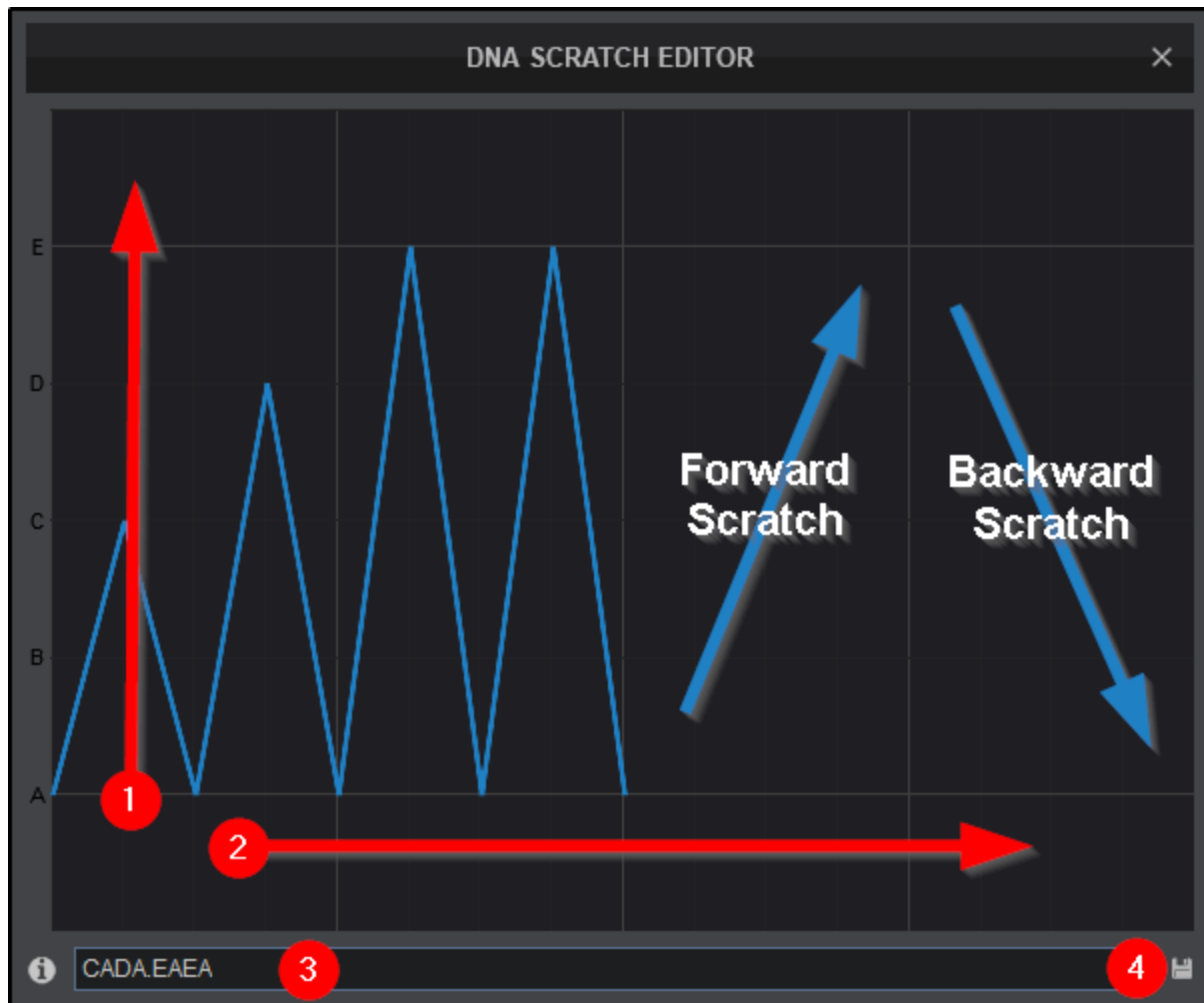


6. Once editing the BeatGrid is complete, exit out of the BPM Editor and the progress will be automatically saved. To reset the BeatGrid to the default value use the BPM Options inside the Editor or right-click on the track in the [File List](#) to select the [Analyze BPM](#) option.

DNA SCRATCH EDITOR

The DNA Scratch Editor allows you to create, edit and customize automated scratch routines. It is accessible from the Pad Menu of the [Scratch Pad Page](#). The layout to the editor is both unique and intuitive, allowing you to visualize your edits as you work.

The graph style editor displays a blue line that represents the forward and backward scratch movements measured in distance and time. A forward scratch is displayed as an upstroke while a backward motion is represented by a downstroke on the chart.



1 Y-AXIS (DISTANCE). The vertical axis displays a series of letters (A,B,C,etc) that represent the distance (length of the scratch movement) from the original scratch point. Scratch sounds increase in length in relation to the axis.

2 X-AXIS (TIME). The horizontal access represents the time and beat boundaries. Each grid equals 1 beat.

3 SYNTAX FIELD. In this section you can edit the DNA Syntax of your scratch routine. Each character has it's own unique function:

Upper Case (A,B,C..)

These are the primary characters used to create your scratch. Any uppercase letter used will be audible: displayed in blue (crossfader open).

Lower Case (a,b,c..)

These are the secondary characters used to create cuts. Any lower case letters used will be muted: displayed in black (crossfader closed)

Dot/Period (.)

Periods are used to determine beat boundaries. Every period used will determine the end of a beat

Plus/Minus (+/-)

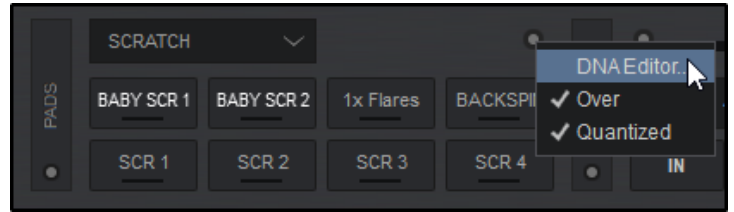
Can be optionally added to the scratch to let it begin before the determined starting point

4 SAVE. Saves your DNA Edit.

EDITING SCRATCH DNA

From the [Pads section](#) of either deck select the **SCRATCH** page.

Right click on any of the Scratch Pads that you'd like to edit or select **DNA Editor...** from the Pad Menu to open the editor.



A predefined scratch pattern will be displayed showing its complete DNA in the Editor. **BABY SCR 1** (shown here) has a DNA value of **CADA.EAEA** which translates to:

CA Short forward and backward scratch

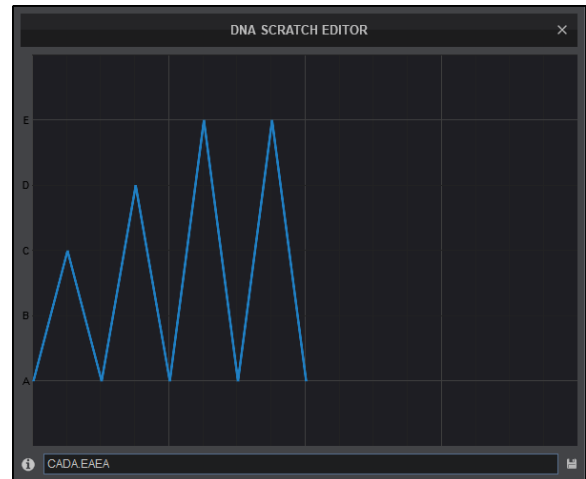
DA Medium forward and backward scratch

• End of the beat

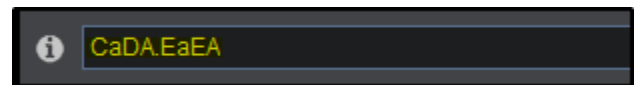
EA Long forward and backward scratch

EA Long forward and backward scratch

Since all characters are upper case, all scratch movements are audible (crossfader open).



To edit the DNA, go to the Syntax Field and use your keyboard to make changes. In this example, 2 letters were changed from upper to lower case, altering the DNA.



BABY SCR 1 now has a DNA value of **CaDA.EaEA** which translates to:

C Short forward scratch (audible)

a Short backward scratch (muted)

DA Medium forward and backward scratch (audible)

• End of the beat

E Long forward scratch (audible)

a Long backward scratch (muted)

EA Long forward and backward scratch (audible)

The addition of lower cased letters muted those scratch movements (crossfader closed) cutting up the scratch for a different sound. Like a regular scratch the movement still happens, it is just not heard by the audience.

Additional beats and scratch lengths can be added or removed. Go back to the Syntax Field and use your keyboard to continue editing. In this example, an additional beat was added with 2 upper case letters.



BABY SCR 1 now has a DNA value of **CaDA.EaEA.GA** which translates to:

C Short forward scratch (audible)

a Short backward scratch (muted)

DA Medium forward and backward scratch (audible)

▪ End of the beat 1

E Long forward scratch (audible)

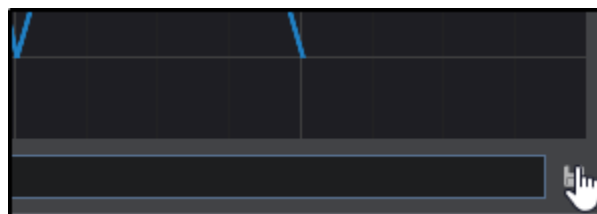
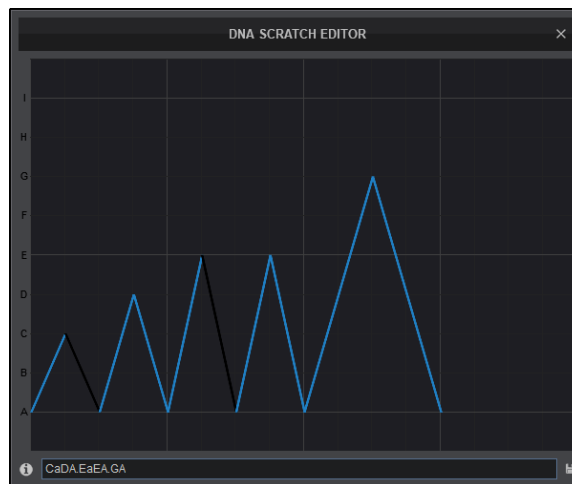
a Long backward scratch (muted)

EA Long forward and backward scratch (audible)

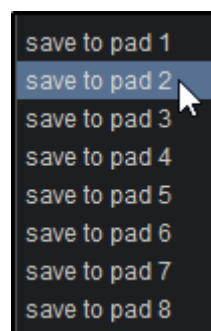
▪ End of the beat 2

GA Longest forward and backward scratch (audible)

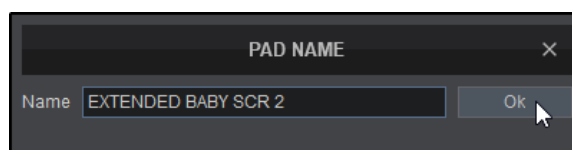
The addition of the period ended the previous beat and the 2 capital letters added created a longer scratch added to the end of the routine. Once you are satisfied and are finished altering the DNA of the scratch, click on the SAVE icon on the lower right side of the Editor.



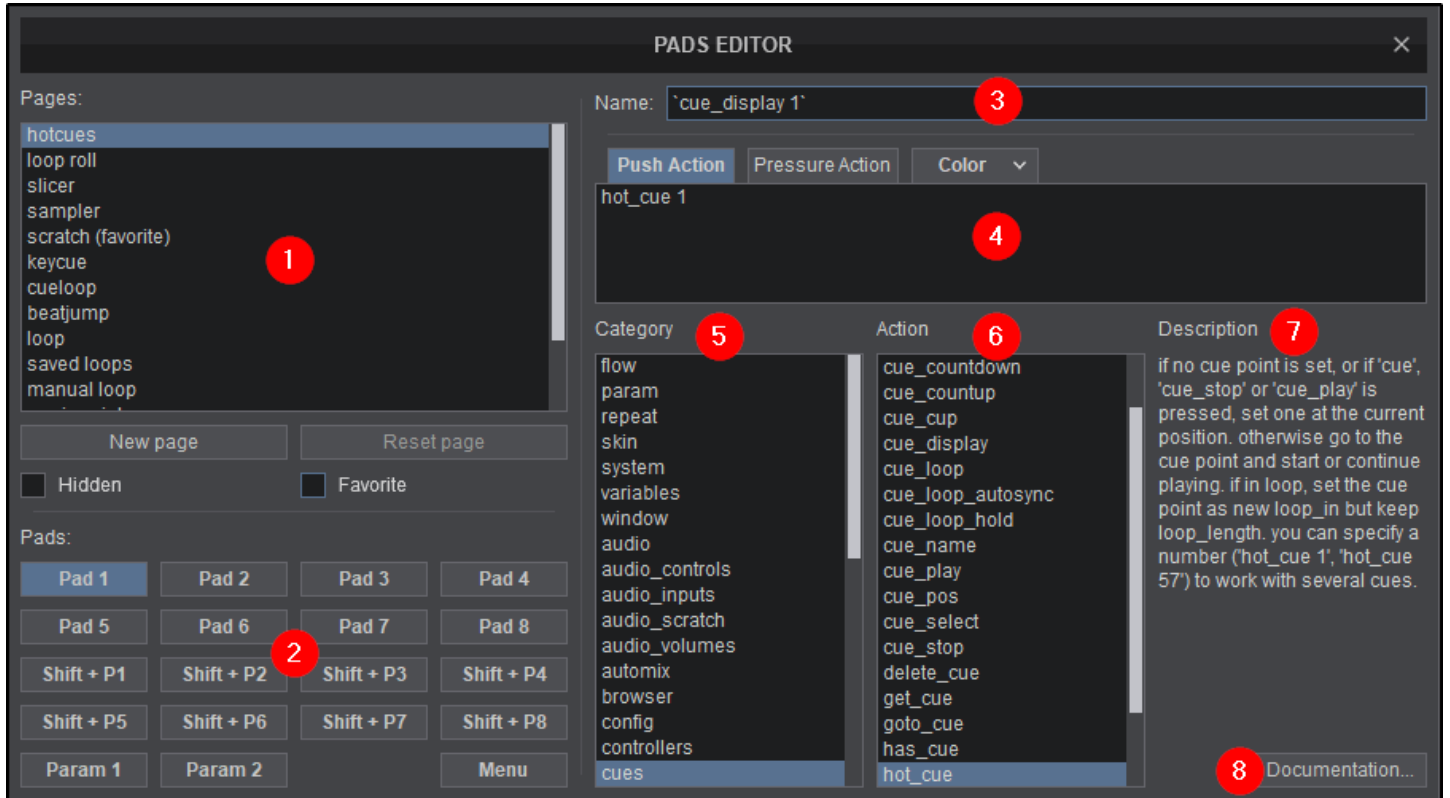
A menu will appear asking you to select which pad you'd like to save the scratch to. Select your preferred choice.



Give your edit a name, or leave the name alone (if you wish to overwrite the existing scratch) and click **OK** to save your creation.



You can re-edit any saved Scratch DNA routine or start fresh but completely emptying the Syntax Field.



The Pad Editor gives complete control of the pad functions in the decks. They can be set up to control custom scripts, or to edit any of the predefined Pad Pages. Each pad can be mapped individually to be controlled via the pads in the software interface and/or for pads on controllers that offer the functionality.

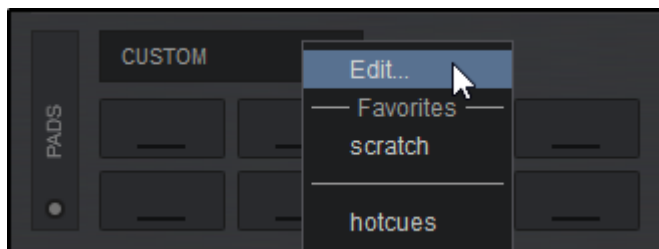
- 1 PAGES.** Manage, create, delete or hide the pages that are available in the pad view on the software interface. Each page has the ability to store different actions into the 8 available pads. Pages can be added and removed to suit your needs as well as hidden from the main interface if not required or added as a favorite to show up first. There are 14 pre-installed pages to use and/or customize.
 - 2 PADS.** The pads are specific to each page and can be mapped to any action that is available in the VDJScrip. 16 Pads are available in total (8 standard and 8 by using the shift function) as well as 2 Parameter buttons and a Pad Menu.
- *Note: A VDJScrip action "Shift" will need to be mapped to a controller or keyboard shortcut to use shift functionality. If you are using a mouse, right-click will perform a shift action.
- 3 PAD NAME.** The name of the pad displayed on the GUI.
 - 4 ACTIONS.** Defines a pad's behaviour with the use of VDJScrip. Script verbs can be entered manually or autocompleted by using the Category and Action menus. 3 tabs are provided to further customize the selected pad:

Push Action	This is the default selection for the GUI and controllers that have standard (non-velocity) pads.
Pressure Action	Used for controllers with Velocity Sensitive pads where the amount of pressure applied provides the capability to have multiple actions.
Color	Adds an optional color to the pad on the GUI and controllers that have RGB pad capabilities.
 - 5 CATEGORY MENU.** Provides a list of categories to make it easier to define a pad action.
 - 6 ACTION MENU.** Provides a list of common actions for each category. Clicking on an action will autofill the actions dialog box.
 - 7 DESCRIPTION.** Provides a full description of the selected action.

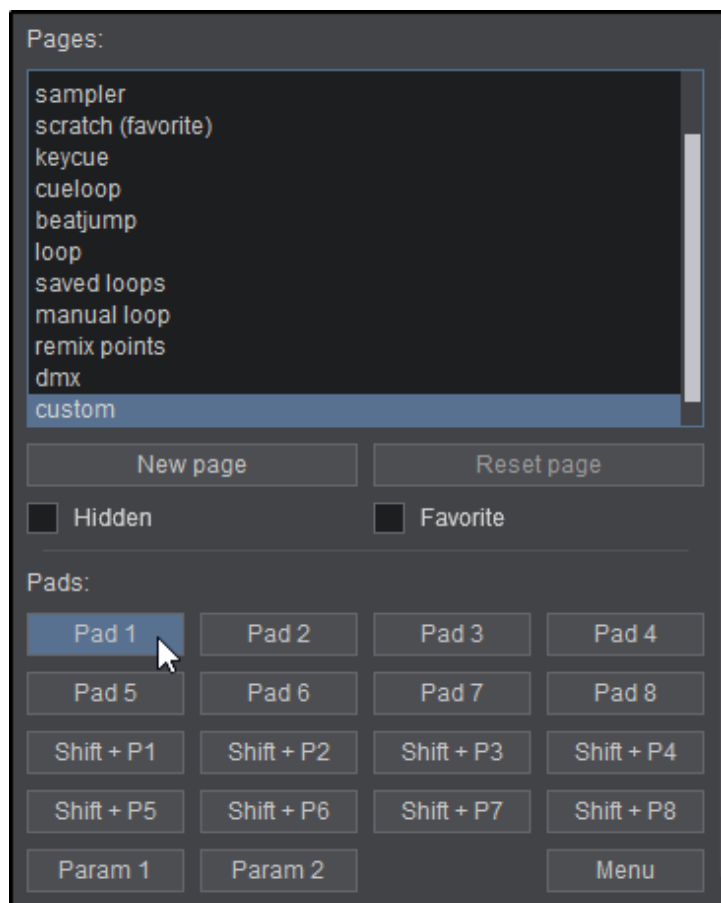
8 DOCUMENTATION. Opens a browser window that will take you to the VDJ Script page of the website.

EDITING A PAD

Right click on the page selection menu or favorite pad page and select **Edit...**

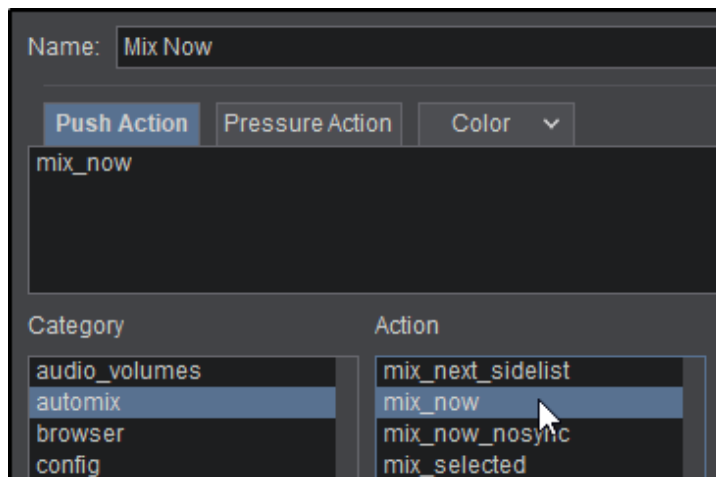


In the Pads Editor, select the Page that the pad to be edited is on. Then click on the specified pad. Ensure that the page and pad are both highlighted.

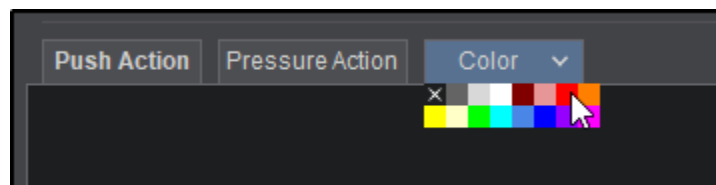


Enter a name for the pad and select Push Action or Pressure Action (for velocity sensitive controller pads) and either begin typing into the provided script box or select a category to find useful scripts.

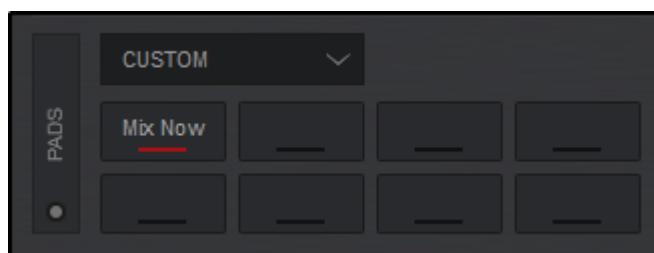
Once a Category is selected the Action box will populate with popular script examples. Clicking on a script will add it to the script box automatically.



Optionally, a color can be added to the pad by clicking on the Color tab drop down menu or typing a color script into the Color box.



Once you are satisfied with your changes, simply exit out of the Pads Editor and the edit will automatically be saved. The Name and Color chosen in the Pads Editor will now reflect on the Pads display in the software.



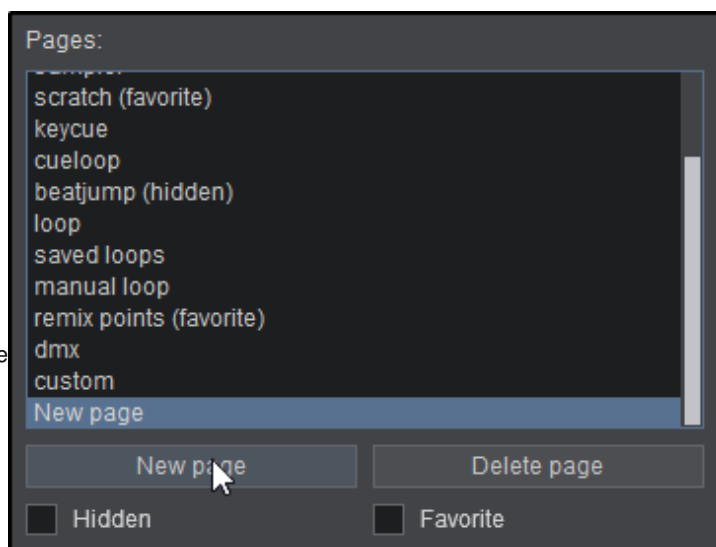
MANAGING PAD PAGES

Pad Pages are fully customizable and can be added, deleted, hidden, or added as a favorite at will.

To add a page simply click on New page and give your page a name. You can then edit the page to your liking.

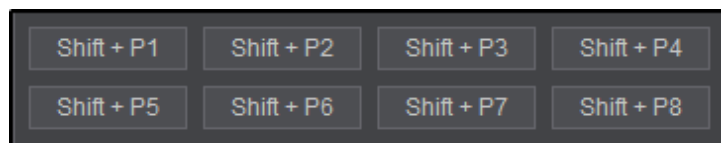
If you are not happy with a page, click on it so that it is highlighted and select Delete page to remove it.

If you would like to keep a page but do not wish for it to appear in the Pad pages menu in the interface, you can highlight it and select Hide page. The page will still show as hidden in the Pads Editor but will not be displayed on the main screen. Marking a page as a favorite will bring it to the top of the list on the GUI or add it to the favorites view depending of the display style chosen.



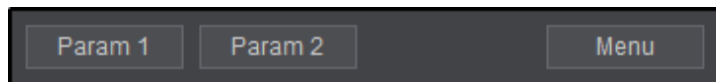
SHIFT ACTIONS

Clicking on the Shift+P in the Pads Editor will provide alternative actions that can be mapped for each Pad that will not affect the original Pad mapping. Right clicking the Pad on the user interface or pressing Shift + Pad on a controller will activate the alternate mapping.



PARAMETERS & PADS MENU

Each page offers the ability to create and edit 2 Parameters and a Pad Menu.




Parameters are useful for pages that require multiple pad functionalities such as cycling through loop sizes or sample banks. Not all default pages have set parameters, but they can be added if needed by using VDJScripT. Parameters are mapped the same as pads.

Pad Menus give quick access to settings or options to adjust the pad's behavior such as applying Slicer or Loop Roll actions to the video output. Not all pages require a menu as they do not necessarily have many options or settings that require adjustment in a live setting. The most common pages are provided with menus by default.

For more information on Pad Menus and the syntax used, please see: <http://www.virtualdj.com/wiki/PadMenus.html>

16 PADS MODE

If a controller with 16 pads is connected to VirtualDJ, the Pads Menu will display 16 Pads and 16 Shift-Pads on a separate tab for a total of 32 editable pads.

If a 16 Pad controller is not connected but you wish to access 16 Pads Mode on VirtualDJ's GUI you can go to **Settings**  **Options** and set *sixteenPadsMode* from **Auto**(default) to **On**.

Pages:

hotcues
loop roll
slicer (favorite)
sampler
scratch (favorite)
keycue
cueloop
beatjump (hidden)
loop
saved loops
manual loop

New page

Reset page

Hidden

Favorite

Pads:

Pads

Shift-Pads

Pad 1

Pad 2

Pad 3

Pad 4

Pad 5

Pad 6

Pad 7

Pad 8

Pad 9

Pad 10

Pad 11

Pad 12

Pad 13

Pad 14

Pad 15

Pad 16

Param 1

Param 2

Menu








POI EDITOR

The POI Editor displays the Points Of Interest of a file, such as HotCues, Saved Loops, Automix points, Beatgrid anchors, Remix Points, and Action Points (with assigned VDJscript). Any POI can be moved, adjusted, added or removed in the editor. VirtualDJ will automatically create First Beat (Beat Anchor) and Mix Point POIs when a file is first analyzed to create the Computerized Beat Grid and Automix In and Out Points of the file. These points can all be adjusted.



- 1 FILE INFO.** This area displays the Artist, Title and Remix (if entered) of the file being edited.
- 2 SCROLL BAR.** Displays the zoom level of the waveform and can be dragged to any part of the file to perform precise adjustments.
- 3 WAVEFORM.** Provides a visual display of the audio information. It displays the beatgrid using the grayscaled background as well as the POI markers. The waveform can be zoomed in or out to make precision adjustments with a wheel mouse.
- 4 PLAYHEAD.** Shows the current position of the track. All new POIs and play functions use the playhead to determine the marker placement and start position. It can be clicked and dragged to any part of the track with a mouse.
- 5 OPTION BOXES**

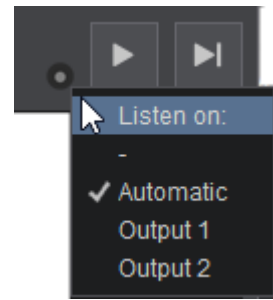
Snap	When checked, will line up the POI to the closest beat.
Show All	When checked, will display all POIs (including VirtualDJ created) of the track.
- 6 POI LIST.** Displays all Points of Interest depending on the view chosen (**Show All** checked) or just the user created POIs (**Show All** unchecked). Any POI in the list can be highlighted (clicked on) and modified. The focused POI's position will display both time and the number of beats in the lower right corner of the editor.
- 7 POINT TYPE.** POIs can be changed to a different type or edited from this area once the POI is created or selected from the POI List. Each Point will be marked on the waveform showing its type and position by default. Point types can be named as well as made invisible if required. Depending on the type of point chosen, some POIs can have colors associated with them.

 HotCue	<p>The POI operates as a HotCue (default).</p>
 Saved Loop	<p>Sets the track position as a Saved Loop. The Saved Loop will be enabled using the HotCue buttons of the VirtualDJ Interface.</p>
 Action	<p>Assigns a VirtualDJ script action, which will be executed once the track reaches the specified point.</p>
 Remix Point	<p>Sets the track position as a Remix point. Remix Points are available in the Pads Remix Points page.</p>
 Beatgrid Anchor	<p>First Beat of the song used by VirtualDJ to create the 4-beat pattern (CBG). Additional Beatgrid Anchors can be added if the song has a variable BPM.</p>
 Automix Point	<p>Sets the track position as an Automix point. A Point option drop-down list will be displayed on the right side to select the Automix point type.</p>
 Load Point	<p>If a Load point is specified, the track will be loaded and stopped on this position.</p>

- 8 SNAP TO POSITION.** Moves the highlighted POI to the position of the playhead.
 - 9 DELETE.** Removes the highlighted POI from the file.
 - 10 PLAY/STOP.** Will play the track if it is stopped and will stop the track if it's playing.
 - 11 PLAY-HOLD.** Plays the track as long as the button is held. Once released, the playhead will jump back to it's previously stopped position.
 - 12 BPM DISPLAY.** Shows the current BPM of the track and opens the [BPM Editor](#) when clicked on.
-

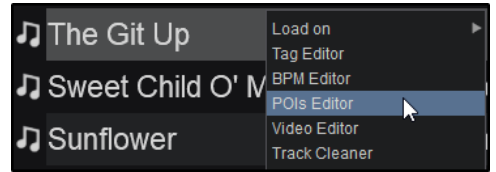
The track will only be audible through the PFL if a headphone channel or External Mixer configuration has been created in the Audio Setup.

If an External Mixer Audio Setup is created, a button will appear to the left of the Play/Stop Button with channel routing options. If no PFL channel is available a pop up window will display asking if the feature can be used through the master output.

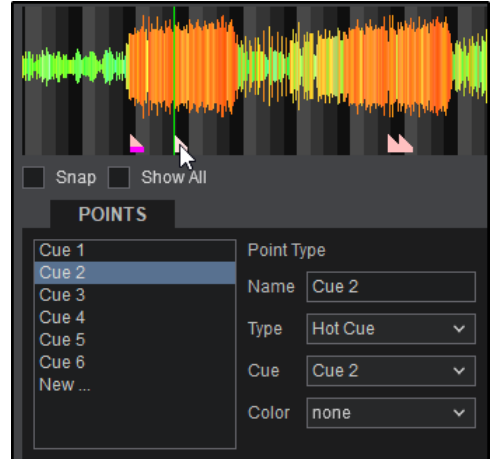


POI MANAGEMENT

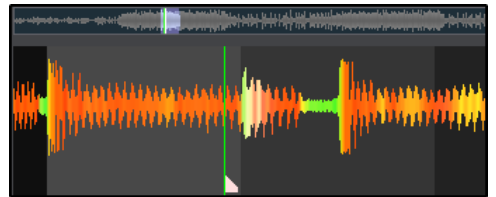
Right-click on any track in the browser to open the POI Editor.



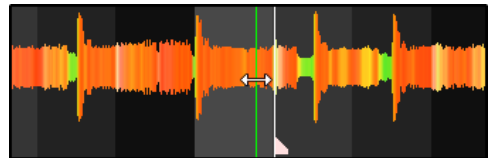
Click on a POI from the POI List on the left, or on a POI Marker in the waveform area to select a POI.



Use the mouse wheel to zoom in and out of the Waveform and the Scrollbar to navigate through the different sections of the file.

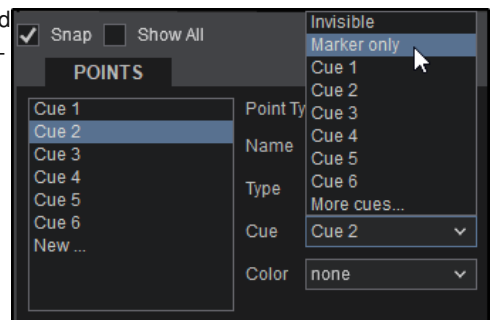


Drag and move the POI to a new position by grabbing the Playhead (green vertical line). If Snap is enabled the POI will be moved to the nearest beat. Utilize the play buttons to preview the file as often as needed to insure correct placement of the POI.



Use the Point Type area to Name, modify the type, and Cue behavior of the POI. The Name field can be overwritten with any preferred text. The Type will display a drop-down menu when clicked and will display the various POI types to choose from (HotCue, Saved Loop, etc). The Cue drop-down will display the POIs Cue behavior: visible or not on the Interface (Invisible/Marker Only), or if it will act as a HotCue as well.

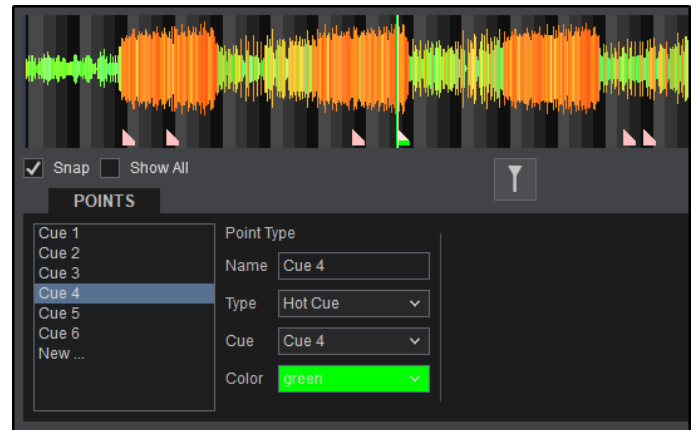
The POI saves automatically, but can be removed by clicking on the delete button.



HOT CUES

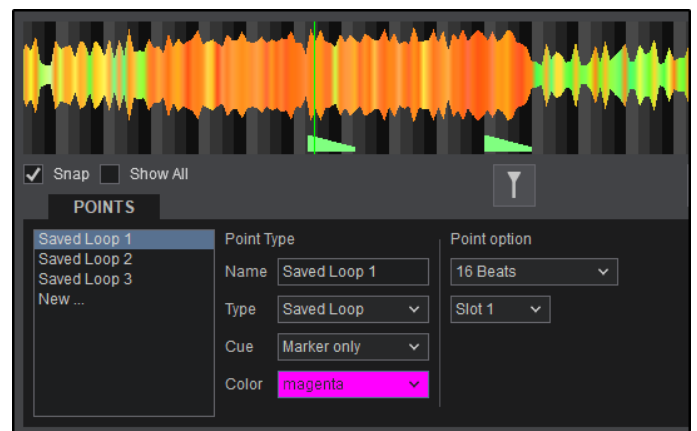
When creating a new POI, Hot Cues are the default type. VirtualDJ does not automatically create any Hot Cues as they need to be user created.

Just like other POI types, Hot Cues are managed identically with the addition of adding a color. Adding a color to a Hot Cue will display in the POI Editor and will also affect the display of controllers with RGB pads as well as the Hot Cue display and markers on the default skin.

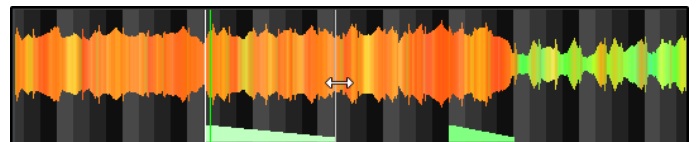


SAVED LOOPS

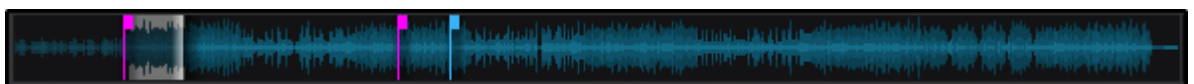
VirtualDJ has the ability to create and save loops in the POI Editor and does not automatically create any Saved Loops. Saved Loops are managed like other POIs, but with the addition of adding a color as well as defining the length of the loop and its slot number.



The loop can be resized by grabbing the start or end point (white indicating lines) with a mouse and dragging it to increase or decrease the length. Alternatively, the number of beats of the loop can be defined by clicking on the drop down menu under the Point options.



Saved Loops are automatically highlighted on the Deck Waveform and Rhythm Wave when activated. If the



Saved Loop is saved as a Cue Point, it will be triggered by a Hot Cue button and will remain looped until turned off in the loop control panel, keyboard shortcut, controller or custom button. The Slot Number can also be defined for custom script actions or Controllers that have multiple loop slots by using a script. The script action "saved_loop 2" would trigger whichever Saved Loop that is assigned to Slot 2 for

example.

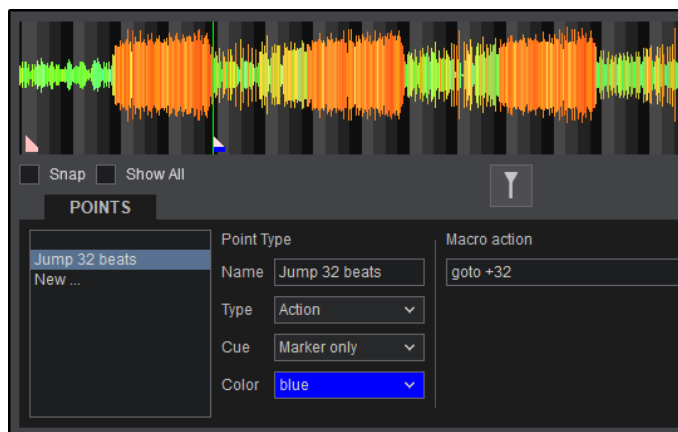
Adding a color will affect the display of controllers with RGB pads, the position markers on the default skin, as well as the Pads display.

ACTIONS

Action Points allow the assignment of a VirtualDJ script action which executes once the track reaches that point. A Macro action field is provided on the right side to type the action and a radio button is offered to open the Macro Editor to help choose the desired action. Action points can also be colored which will display on the Deck Waveform and Rhythm Wave.

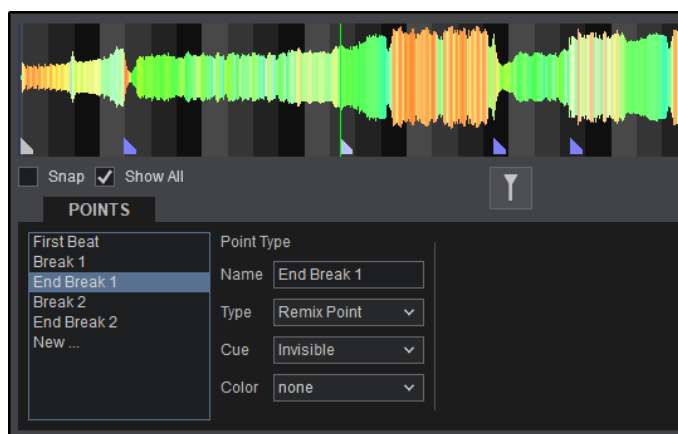
In the example the action goto +32 is assigned to the Action Point. When the track reaches this POI it will automatically skip 32 beats seamlessly.

More details about VirtualDJ script actions can be found here:
<http://www.virtualdj.com/wiki/VDJ8Script>

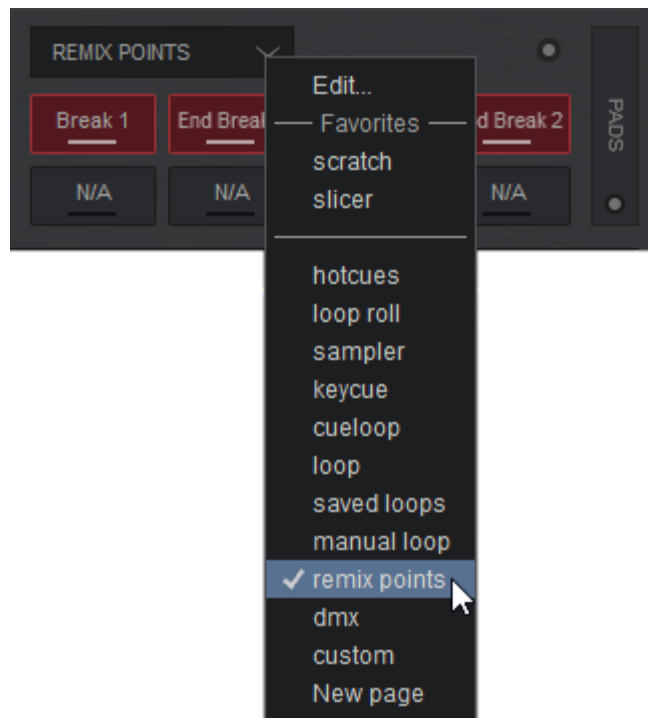


REMIX POINTS

Remix Points are POIs that act as additional Hot Cues directly from the Pads. When a file is analyzed, VirtualDJ will automatically create invisible Remix Points if there is a definitive change in the audio information such as the beginning or end of a break. An unlimited number of points can be added and managed.



Once the Remix Points are defined, they can be accessed from the Pads by clicking on the Page drop-down and selecting **Remix Points**



The Remix Points will display on the Pads when the file with those particular POIs is in the active deck.

The Pad view will automatically update to display the Remix Points in the active deck only. If there are no Remix Points for the file in the deck, the empty Pads will display N/A.

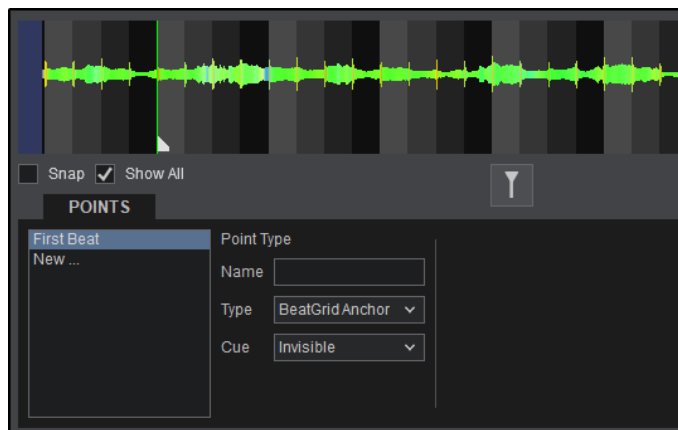
Pressing on a Pad will trigger the Remix Point by jumping to that particular point in the track. Hitting any additional Pads will trigger the specified point and jump to it's position staying in sync giving the ability to remix on the fly.

Empty Pads can also be clicked to set Remix Points on the fly (See Pads for more details).



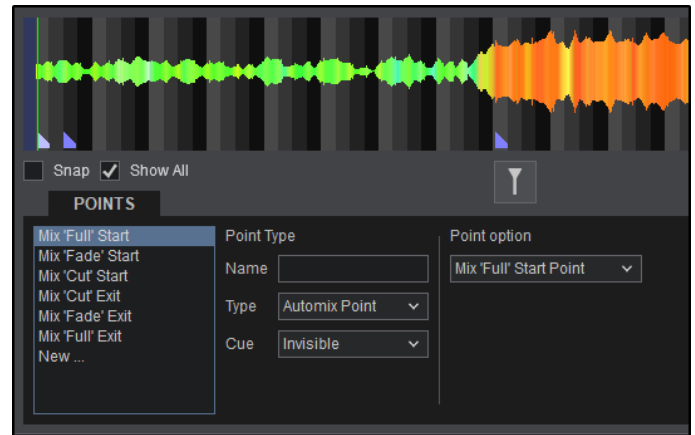
BEATGRID ANCHORS

The First Beat is automatically detected by VirtualDJ when a file is analyzed and creates an invisible BeatGrid Anchor that is used to set the CBG. Additional BeatGrid Anchors can be created and managed if required. Any additional anchors that are created in the BPM Editor will also appear in the POI Editor.



AUTOMIX POINTS

When VirtualDJ first analyzes a track for BPM, it also creates several POIs for different Automix types. Depending on the structure of the audio information, VirtualDJ will create up to 8 different Automix points. These points can be adjusted and deleted, however, if the track is re-analyzed the Automix Points will return to their originally analyzed positions.



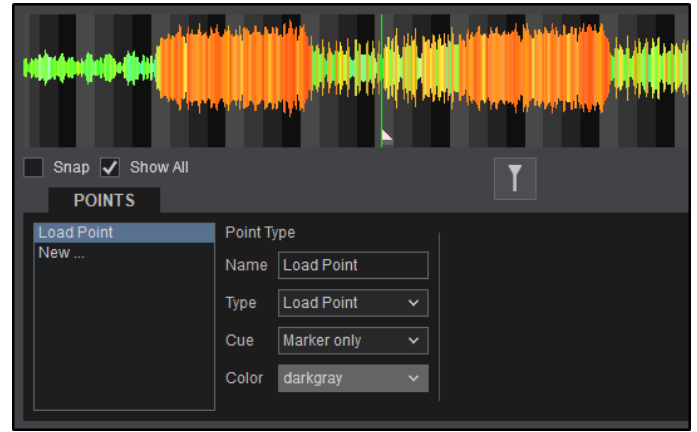
Mix 'Tempo' Start/Exit	Matches the tempo of the outgoing and incoming tracks to make a seamless mix.
Mix 'Cut' Start/Exit	Used if the BPM of the outgoing and incoming tracks are too far apart to beat match.
Mix 'Fade' Start/Exit	Marks the very beginning/end of the track even if silence is present.
Mix 'Full' Start/Exit	Marks the very beginning/end of the audio of the track (no silence).

Depending on the Automix Type selected, each Automix Point has its own purpose and preferred order. If the preferred POI is not available, the Automix engine will select the next preferred point. Not all POIs are used in every Automix Type.

AUTOMIX TYPE	1st PREFERRED	2nd PREFERRED	3rd PREFERRED	4th PREFERRED
Smart	TEMPO	CUT	FADE	FULL
Fade(remove intro/outro)	FADE	FULL		
Fade (remove silence)	FULL			
Fade (remove nothing)	N/A	(Uses the full track and does not rely on Automix POIs)		
None (back to back)	N/A	(Uses the full track and does not rely on Automix POIs)		

LOAD POINTS

A Load Point is a user created POI that determines where the specific file's position should start. For this reason, only a single Load Point can be created in the POI editor. If a Load Point is not created, the file will start at the beginning.



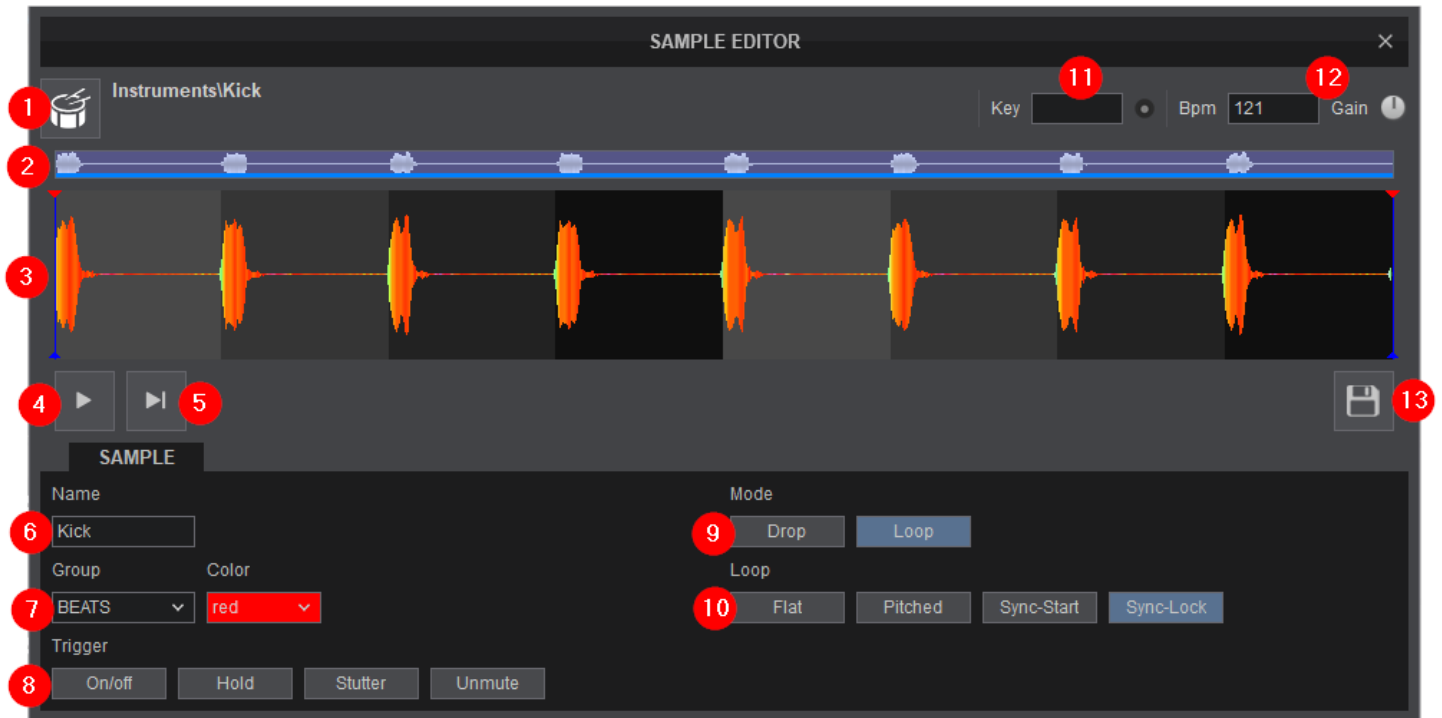
When the file is loaded to a deck, it will be stopped on the Load Point specified.



SAMPLE EDITOR

The Sample Editor provides the tools required to create and/or alter a sample's properties and behavior. It can be used with both Audio & Video files and when created will be saved as a .vdjsample file in it's corresponding sample bank (folder).

The sample will only be audible through the PFL if a headphone channel has been created in the Audio Setup (if no headphone channel is available a pop up window will display asking if the feature can be used through the master output).



- 1 SAMPLE NAME & ICON.** Displays the name of the sample (non-editable) and the Icon associated with the file. Clicking on the image will provide the ability to remove or replace the icon.
- 2 SCROLL BAR.** Displays the zoom level of the waveform and can be dragged to any part of the file to perform precise adjustments.
- 3 WAVEFORM.** Provides a visual display of the audio information and position of the sample as indicated by the playhead. It displays the beatgrid using the grayscaled background and can be zoomed in to make precise edits with a wheel mouse. A beat anchor (indicated in red) will display to the left of the waveform indicating the first detected beat of the sample.
- 4 PLAY/STOP.** Will play the sample if it is stopped and will stop the sample if it's playing.
- 5 PLAY-HOLD.** Plays the sample as long as the button is held. Once released, the playhead will jump back to it's previously stopped position.
- 6 SAMPLE NAME.** Edits the sample's name by overwriting this field.
- 7 GROUP & COLOR.** Type a name to create a new Sample Group or add the sample to an existing one using the Drop down selection list. Click on the Color field to select the color that the Sample will have in the Pad View. If a sample is part of Group, the color selection will apply automatically to all the samples in that Group.
- 8 TRIGGER.** Select one of the four available Trigger modes. If the Sample is part of a Group, the selection will apply to all the samples of that Group.

ON/OFF

Press a Sampler Pad to start playing a sample from the beginning. Press the same Sample pad again to stop the sample.

HOLD	The Sample will play from the beginning as long as the Sampler Pad is pressed.
STUTTER	The Sample will play from the beginning, each time you trigger a Sampler Pad. Right-click to stop the Sample
UNMUTE	The Sample will be muted if the Sampler Pad is not pressed. Right-click to stop the Sample.

9 MODE. Choose if the Sample will be a Drop (the sample will play once when triggered) or a Loop (the sample will play in a Loop until stopped).

10 MODE SETTING. Depending on the mode selected, this selection of buttons provides the ability to alter how the sample behaves when played.

DROP MODE	
FLAT	The sample will play without any pitch/tempo changes.
PITCHED	The sample will play at the same tempo as the Master Output.
LOOP MODE	
FLAT	The sample will keep playing without any pitch/tempo changes.
PITCHED	The sample will play at the same tempo as the Master Output.
SYNC START	The sample will play at the same tempo as the Master Output and will be synced with the CBG (phase) of it.
SYNC LOCK	The sample will play at the same tempo as the Master Output and will be synced with the CBG (phase) of it. The sample will start at the same CBG number (if the track on the Master Output is at beat 3 of a 4-beat phase, the sample will start from the tracks 3rd beat).

11 KEY. Provides different key compatibility options for when the sample is triggered in the Sampler:

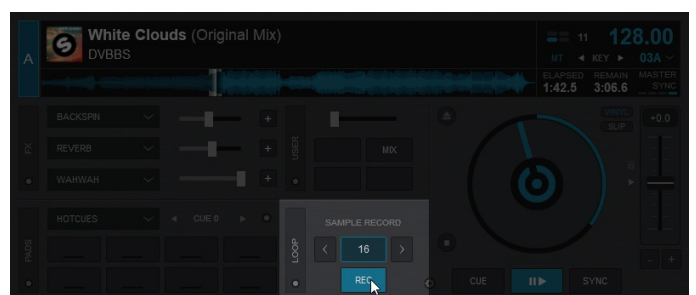
Don't match key	The sample will keep it's original key and not match the key of the master output.
Match compatible key	The sample will play in a compatible key of the master output.
Match exact key	The sample will play in the exact key of the master output.
Analyze Key	The sample's key will be analyzed and displayed in the key field (if available).

12 BPM & GAIN. The BPM of the sample can be edited by clicking on the BPM field and entering a different value. The beatgrid (grey scaled background) will be adjusted in real time to make precise adjustments in order to keep the sample in sync with the master deck. The gain is automatically set to the 12 O'clock position and 0db (unless otherwise specified in settings) and can be adjusted by clicking on the dial with the mouse.

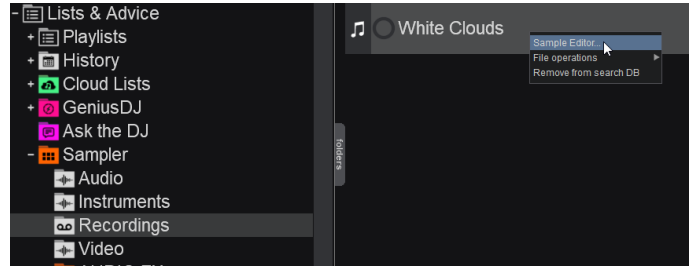
13 SAVE. Click on this button to save the edits performed.

CREATING A SAMPLE FROM AN EXISTING FILE

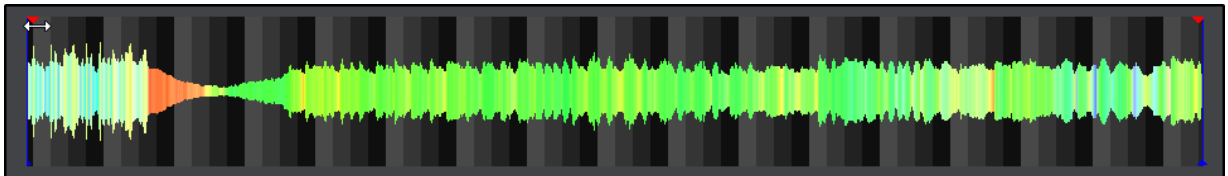
1. Play a file in a deck and create a loop on the area to be sampled. While the track is in the loop, click on the **REC** button in the **Loop Record** panel (Pro & Performance Layouts). The Sample will be automatically created and listed in the Sampler Recordings folder.



2. Navigate to the Sampler Recordings folder in the Folder list. Your recorded sample will appear in the File list. Right-click and choose Sample Editor from the newly recorded sample.

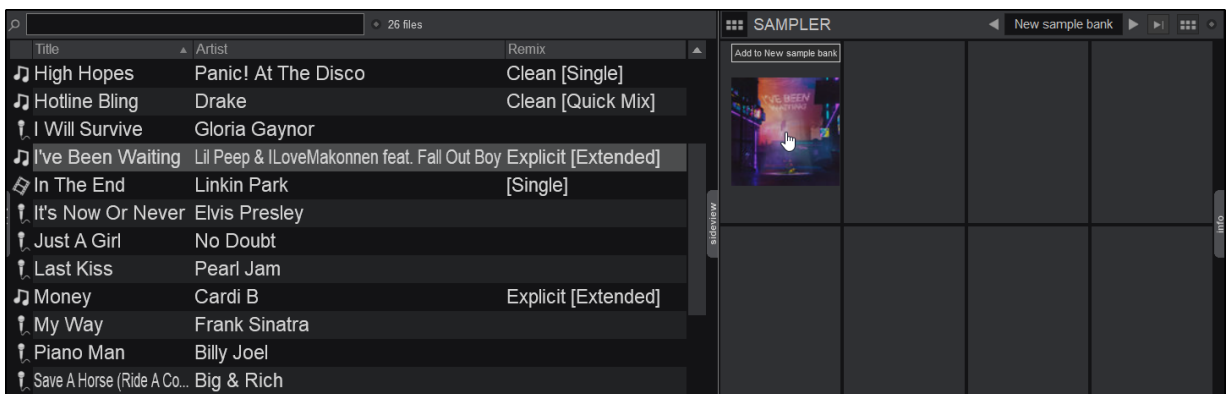


3. The recorded Sample will be set in Loop Mode automatically. Move the left and right red markers by hovering over the area with the mouse, in order to precisely define the phase of the Sample (for best syncing results). Save the sample by clicking on the save button then drop it to a Sampler Bank in order to define a Group (optional).

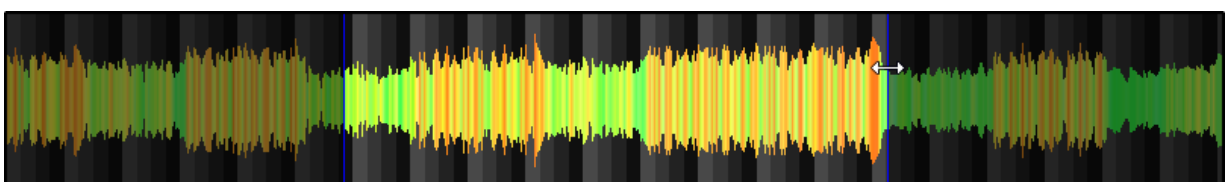


USING AN EXISTING FILE

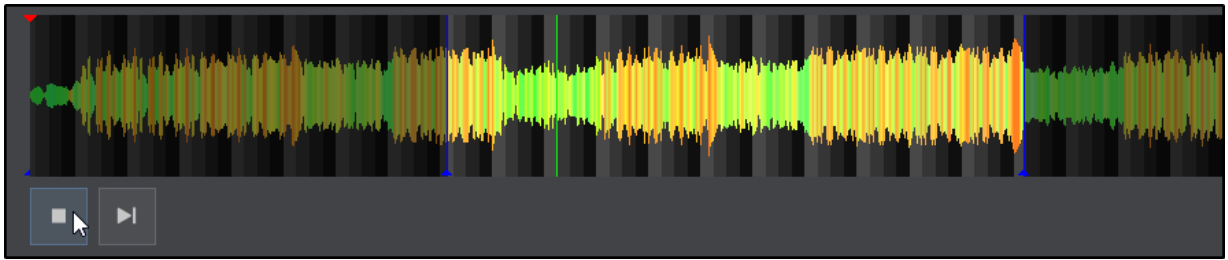
1. Drag and drop a file into any Sampler Bank Folder (Folder View) or Sample Pad (Side View). In the File List, right-click or use CTRL+click on the Sample Pad to open the Sample Editor. The entire track will then be displayed.



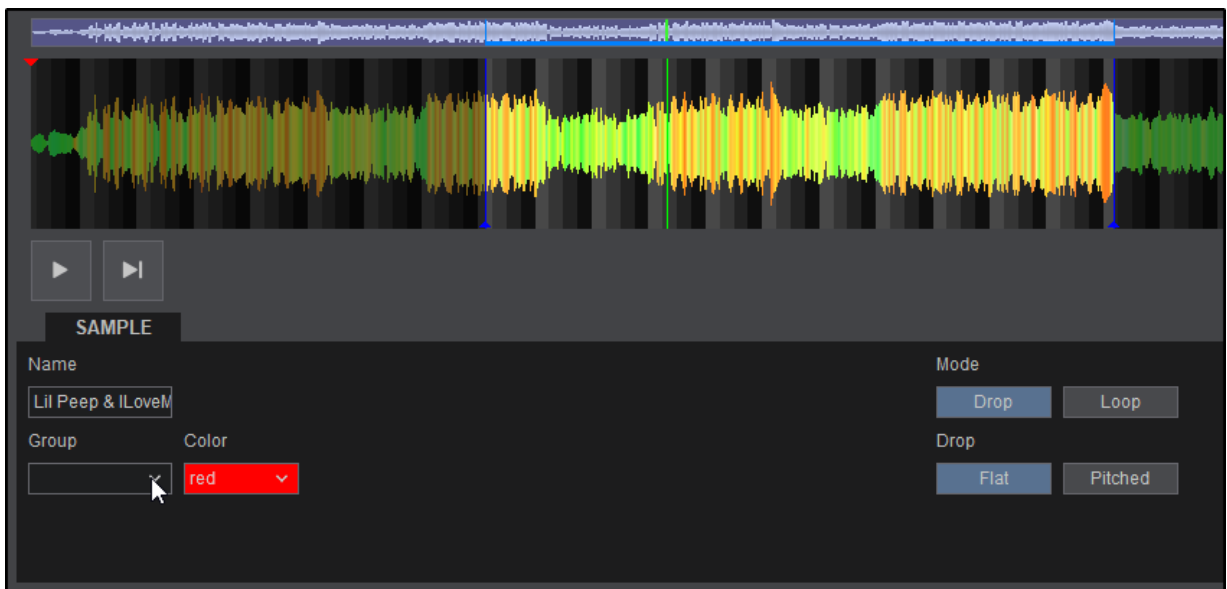
2. Two blue lines will appear, one at the beginning and one at the end of the file indicating the length of the sample. Use a mouse wheel to zoom in/out of the waveform, to focus on the part that is to be edited. Move the blue vertical lines to define the part of the file that is to be kept as the Sample.



3. Preview the sample by pressing the play/stop button or holding the play-hold button. The playhead (green vertical line) can be dragged to any position of the file. Continue to zoom in and out of the file to make precise edits.

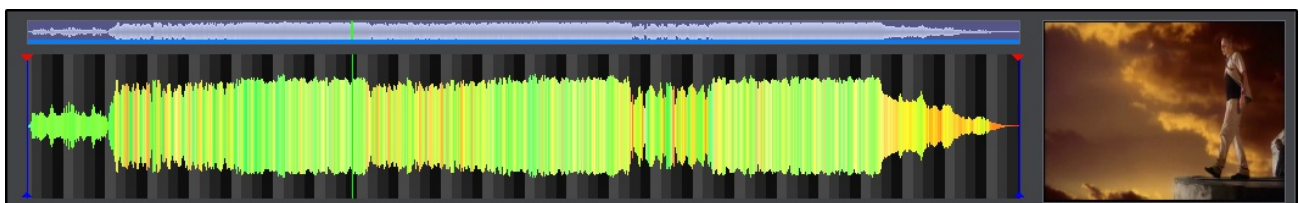


4. Once the section of the file has been defined and the editing process is complete, choose a name for the sample. Group, Color, Trigger or Mode can also be added at this stage but not necessary as these options can be altered at a later time. Click on the Save button to finish the process.

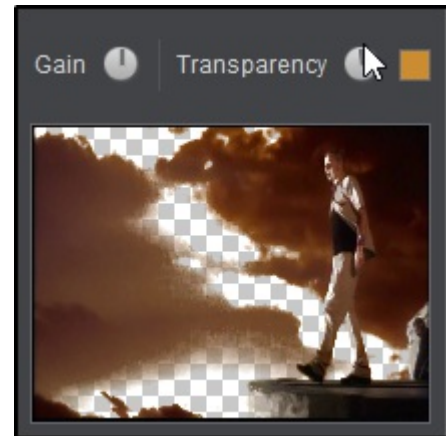
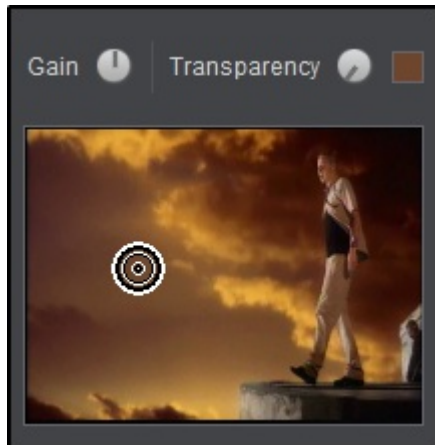


VIDEO SAMPLES

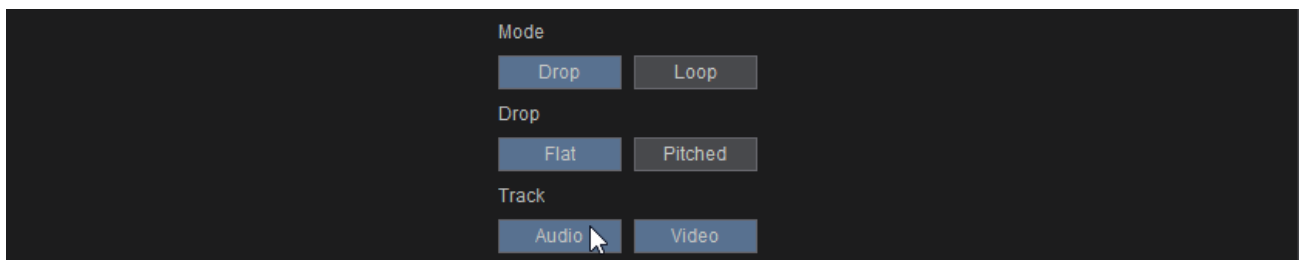
If a video sample or track is opened with the Sample Editor, an additional Video preview window will be displayed at the end of the waveform. Hovering the mouse to any position of the waveform will display that frame in the preview window. Define the area of the video to be sampled with the blue start and end indicators (see Using An Existing File).



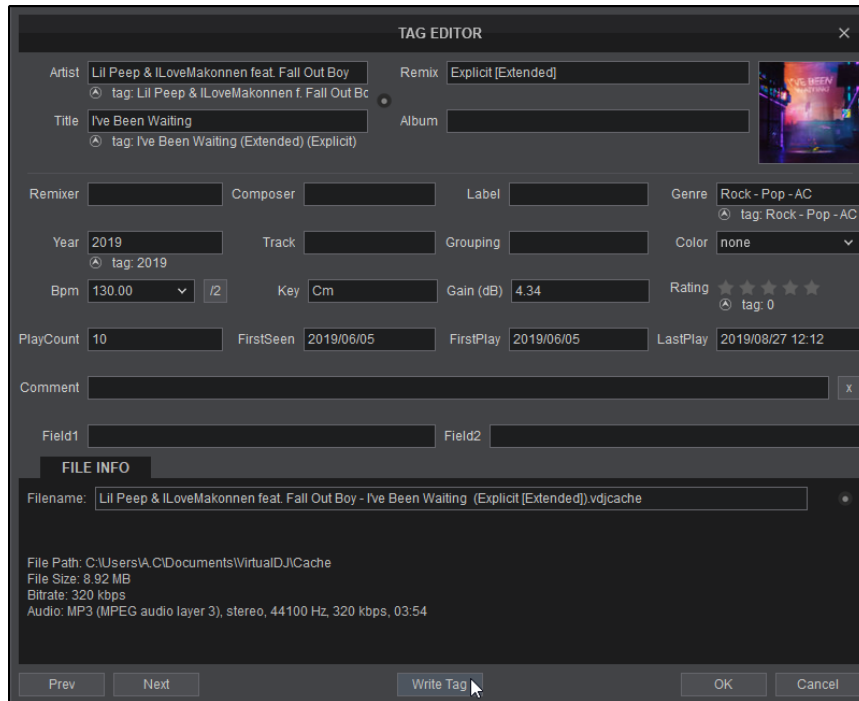
Transparency for the Video Output can be defined by clicking the color selector in the Transparency section then hovering over the area in the video with the eyedropper to highlight the exact color. Once the color is selected with the eyedropper tool, the strength of the transparency can be adjusted by using the dial to increase or decrease the intensity. In the majority of cases, setting the transparency dial to the 12 O'Clock position will deliver the best balance.



Once Editing is complete, the Sample can be saved as Audio Only, Video Only or Both (pictured below) by clicking on and highlighting the Audio and Video Buttons.

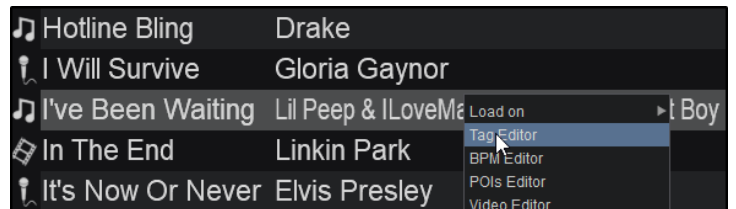


TAG EDITOR

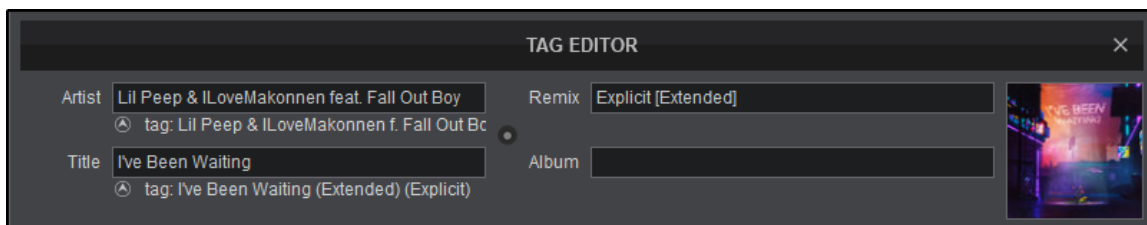


The Tag Editor allows viewing and editing of all the information VirtualDJ stores in its database for each track. It also provides id3Tag reading and saving features for the supported tracks (mp3, mp4, m4a, m4v, mov, f4v, ogg, ogm, flac, wav, wave, wma, wmv, avi, flv, mkv)

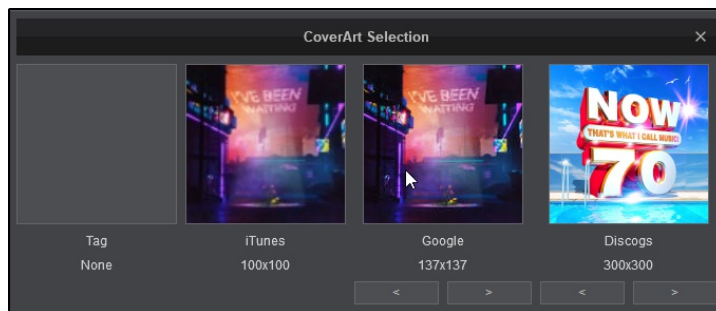
The Tag Editor is opened by right clicking a file (or batch of files for Batch Tagging) and selecting **Tag Editor** from the provided menu.



The top section of the Tag Editor offers the basic fields of the track. Most of them are populated from the filename, id3tags or VirtualDJ. Artist, Title, Remix, and Album can all be altered by overwriting the selected field with different information. Pressing the button between the Artist and Title field will give the option to get Artist/Title from the filename (Tag Settings can be changed in [Options](#)). Album CoverArt can also be changed by clicking on the current CoverArt.



Click on the Album Cover Art to receive alternative CoverArt selections from various Sources (iTunes, Amazon, Rhapsody, Google etc.) Click on any of the available selections to save it to the Tag of the track.

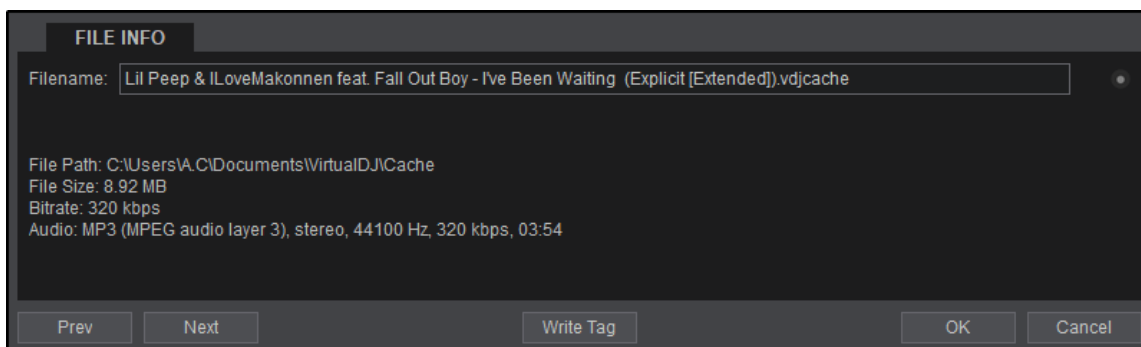


The mid section of the Tag Editor offers more detailed fields of the track. Many of these fields are populated by the iD3Tag and VirtualDJ.

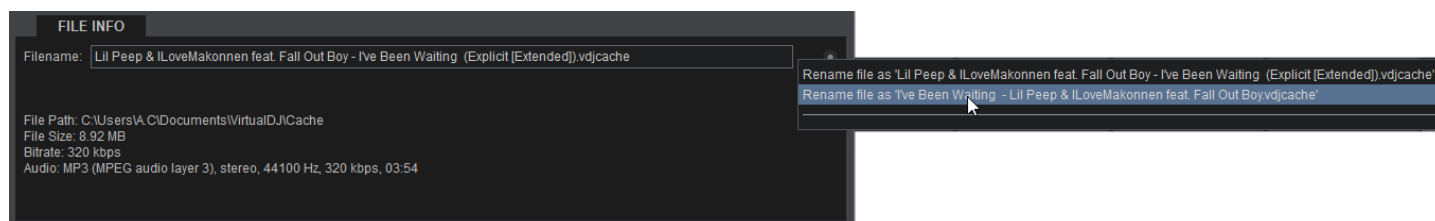
All fields can be altered by overwriting the selected text with different information. An explanation of all fields can be found below:

Remixer	Remixer of the track
Composer	Composer of the track
Label	Record Label of the Album
Genre	Genre of the track
Year	Year in which the track was produced
Track	The Track number on the Album
Grouping	Grouping information of the track
Color	Click on the color to select the color you wish the track to have in the Browser
BPM	Beats per Minute as analyzed by VirtualDJ or value from Tag if not analyzed
Key	Key of the track as analyzed by VirtualDJ
Gain	Gain is auto-filled by VirtualDJ once the track is analyzed or played. It indicates the applied gain in order for the track to be played at 0 db (or different value defined from Options)
Rating	Popularity rating field on a 5 star system
Play Count	Shows how many times the track has been played in VirtualDJ up to the current point
First seen	Shows the date of when the track was first added to the VirtualDJ database
Last Play	Shows the date of when track was last played in VirtualDJ
Comment	Comments about the track as added by the user
Field 1	Blank database field. Fill this with any information required
Field 2	Blank database field. Fill this with any information required

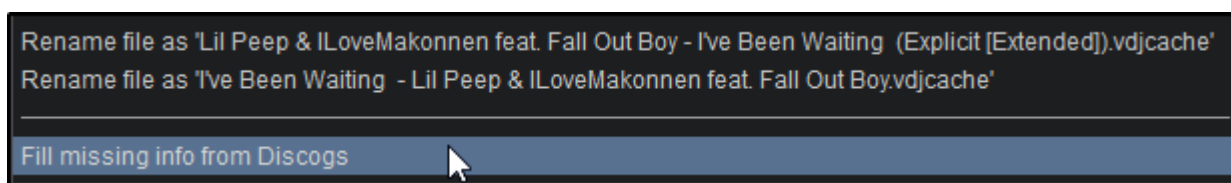
The lower section of the Tag Editor provides the actual file details including File Name, Path, Size, Bitrate, Type, Sample Rate and Total track Time. There are also buttons to cycle forward and backwards through the next or previous files (using the Prev and Next buttons) and write to the iD3Tag via the Write Tag button. Write Tags can be set to automatic in settings with option **setTagsAuto**.



The file can be renamed by overwriting or editing the information in the Filename field or you can have the name change automatically by clicking on the option button to the right of the file name. This will provide multiple options from VirtualDJ (based on the information in the filename) on how to rename the file. Click on the option that is preferred.



If the file is missing year and/or genre information from the tag (blank field), an additional option will appear in the menu to **Fill missing info from Discogs**. This will automatically search the [Discogs](#) database for any missing information that is available for the specified tag and auto fill the tag with the relevant details.



BATCH EDITING

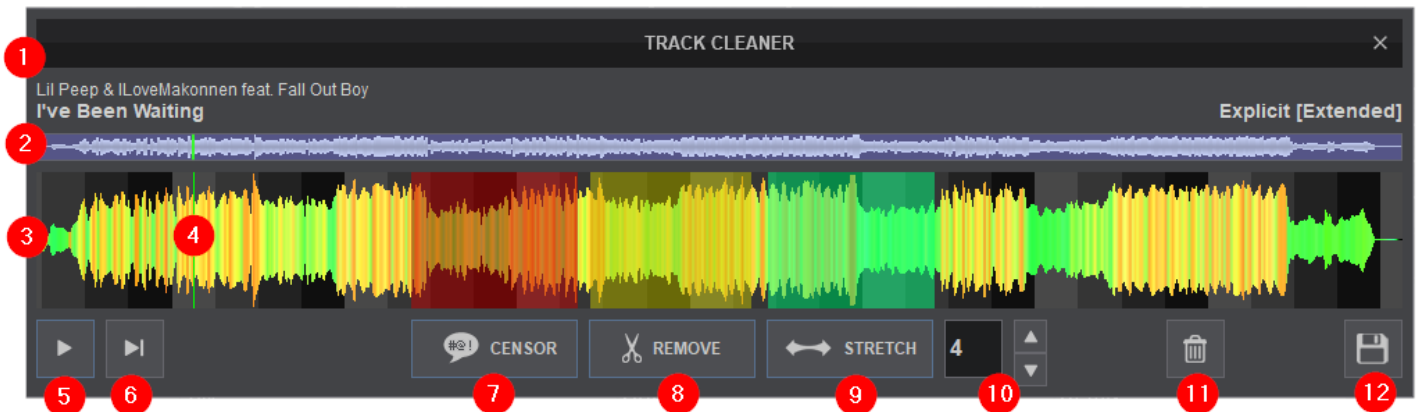
Select multiple files using standard OS methods (click on multiple files while holding **SHIFT** or **CTRL**), Right-click and choose **Tag Editor**. The Editor will display the common values of the files and the rest of the fields will be marked as multiple values. Type a value in any of the fields for all the files in that selection to get the same value and press **OK** to apply the edits to the selected files.

Example. Type a name in the Genre field if all the tracks of that selection need to be the same Genre.

TRACK CLEANER

The Track Cleaner is a useful tool that will allow you to remove, censor or stretch (repeat) parts of your tracks. The process is non-destructive (does not alter the original file) and creates a special .vdjedit file that can be loaded to a deck and used in place of the un-edited original file.

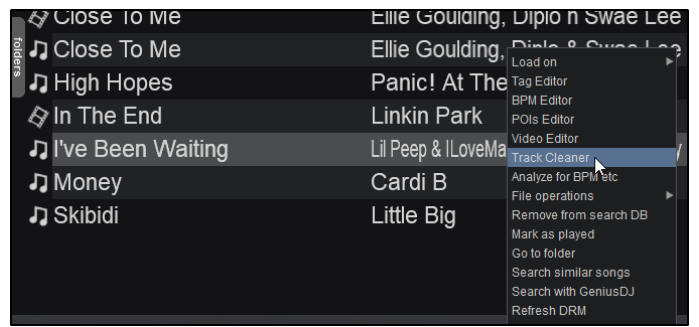
The track will only be audible through the PFL if a headphone channel has been created in the Audio Setup (if no headphone channel is available a pop up window will display asking if the feature can be used through the master output). Right-click on any of your tracks in the File List to open the Track Cleaner.



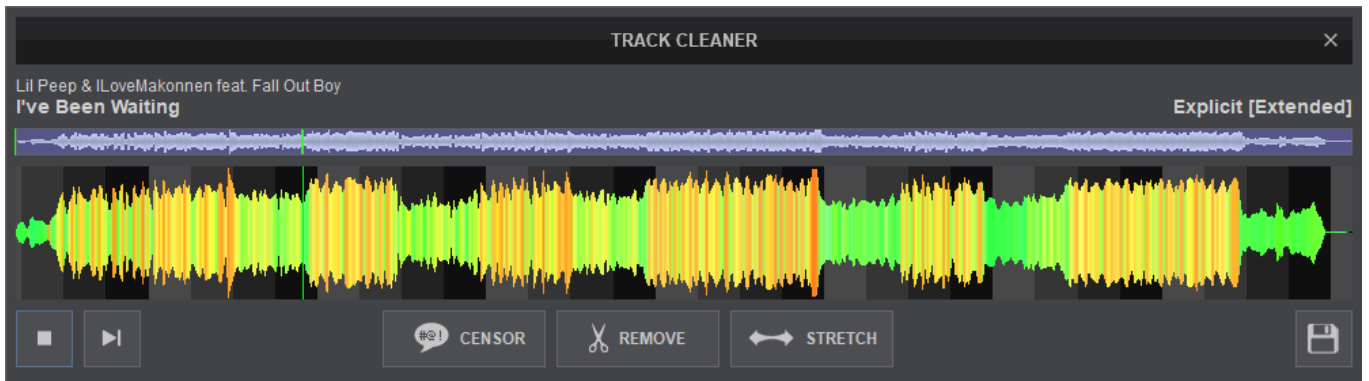
- 1 FILE INFO.** This area shows the Artist, Title and Remix (if entered) of the file being edited.
- 2 SCROLL BAR.** Displays the zoom level of the waveform and can be dragged to any part of the track to perform precise edits.
- 3 WAVEFORM.** Provides a visual display of the audio information. It displays the beatgrid using the grayscaled background and can be zoomed in to make precise edits with a wheel mouse.
- 4 PLAYHEAD.** Shows the current position of the track. All edits and play functions use the playhead to determine the start position. It can be clicked and dragged to any part of the track with a mouse.
- 5 PLAY/STOP.** Will play the track if it is stopped and will stop the track if it's playing.
- 6 PLAY-HOLD.** Plays the track as long as the button is held. Once released, the playhead will jump back to its previously stopped position.
- 7 CENSOR.** Plays a section of the track backwards (censored). Censored areas are marked in Red.
- 8 REMOVE.** Removes an entire section of the track and will jump forward to the next playable position. Removed areas are marked in Green.
- 9 STRETCH.** Repeats a section of the track. Use the repeat field to indicate the number of times the stretch repeats (loops).
- 10 REPEAT.** An editable field with a number will be displayed if a Stretch edit is created. Use the up and down arrows to increase/decrease the number of times a Stretch repeats.
- 11 DELETE.** Deletes the selected (highlighted) edit.
- 12 SAVE.** Creates a .vdjedit file in the same folder as your original track and a special icon will be applied to this file (see [File Icons](#))

HOW TO

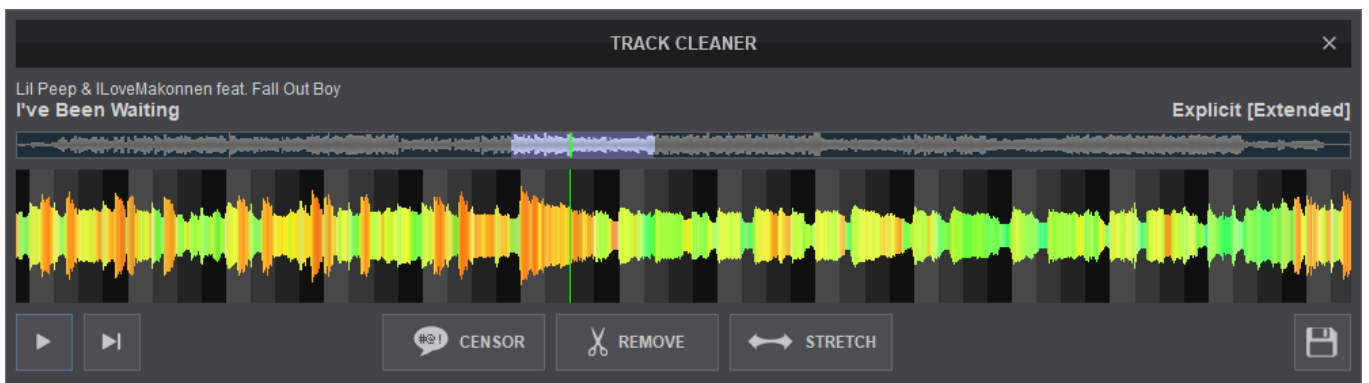
1. From the File list, right-click on the file you wish to edit and select Track Cleaner from the option menu that appears.



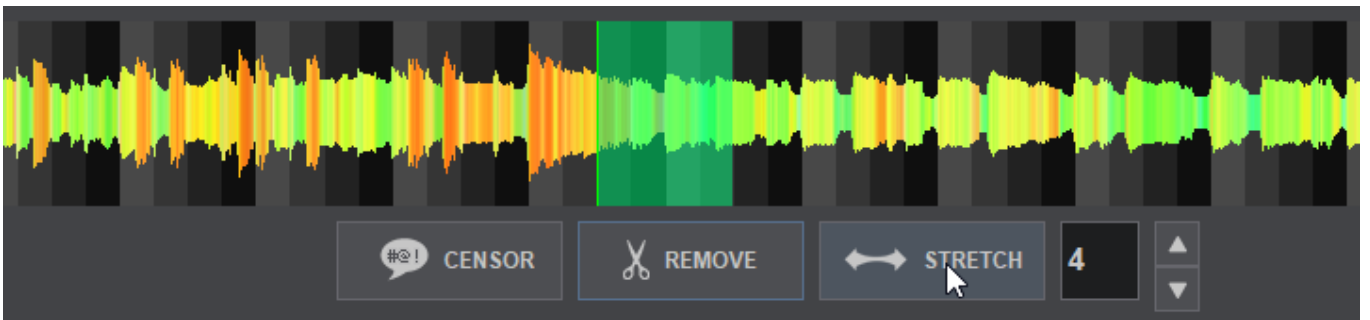
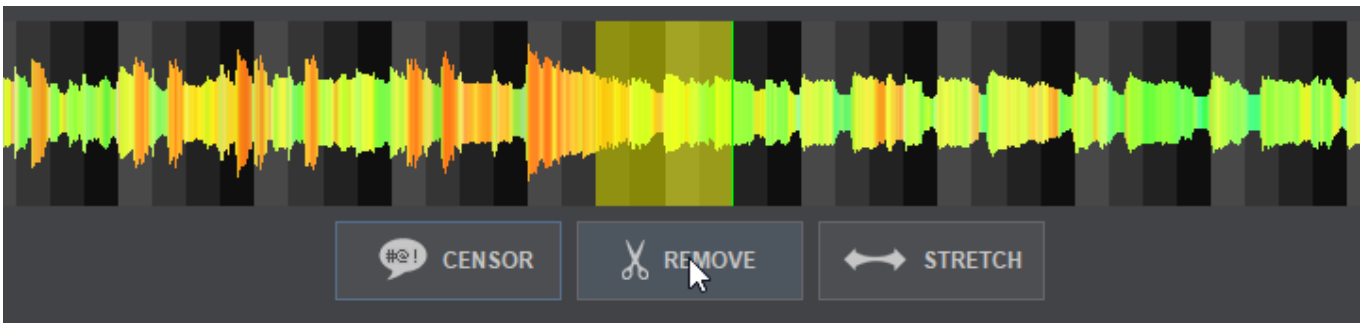
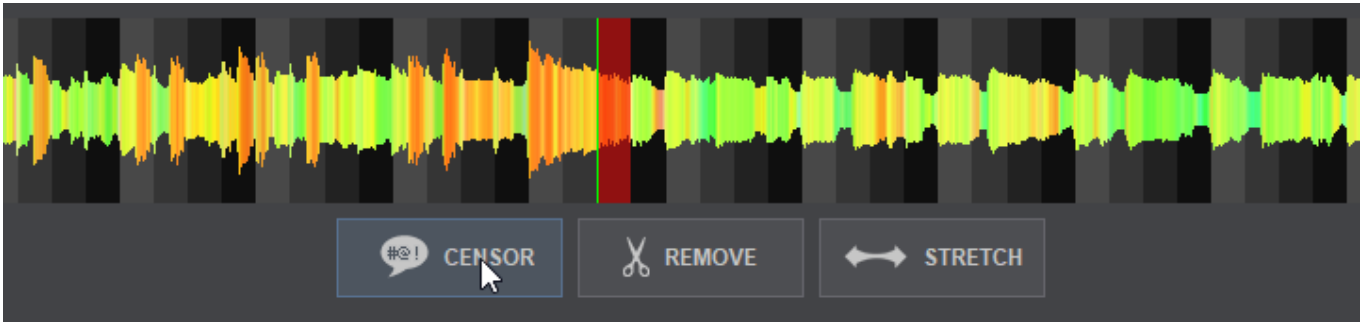
2. Press the Play Button to get the Playhead moving and prelisten to your track.



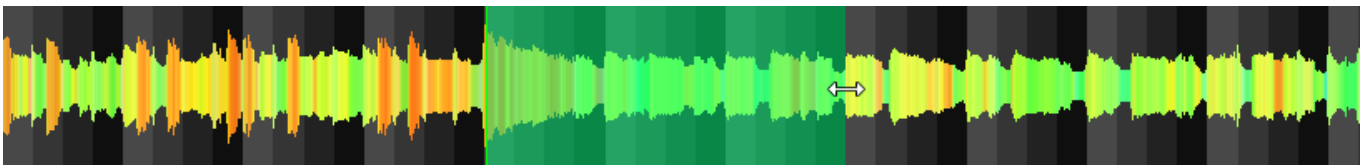
3. Stop the track and zoom into the waveform with a wheel mouse to isolate a specific area for editing. Move the Playhead to the starting point of the area to be edited.



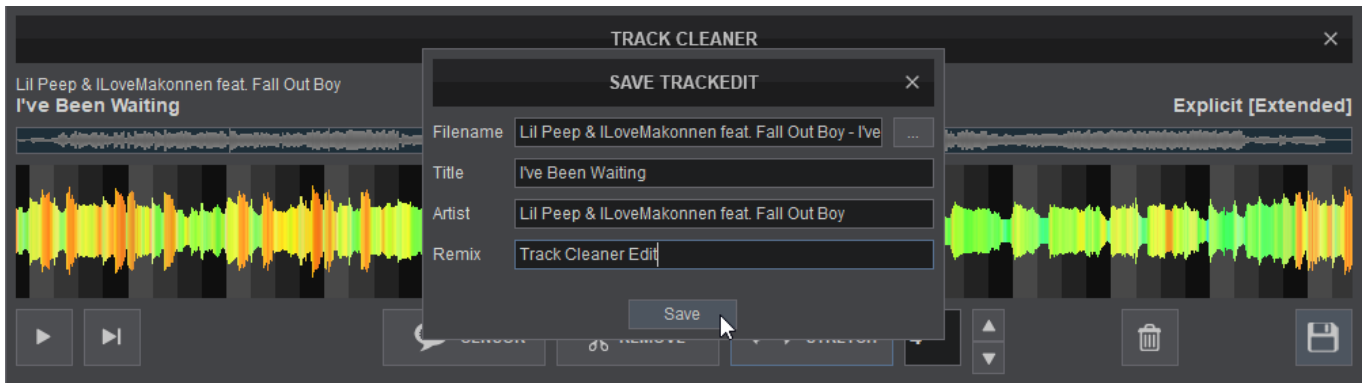
4. Pick the type of edit to use and click on that button to insert the edit into the track. By default the Censor is set to 1 beat while Remove and Stretch are set to 4 beats.



5. Grab either edge of the edit with your mouse to increase or decrease the size to override the default values and make a precise edit to that section of the track.



6. Delete unwanted edits by clicking on the selection and using the Delete button.
7. Prelisten to the track to confirm the edits and click on Save to save the completed edited track. A pop-up will appear asking to name the edited track. Give your edit a name and click on Save.



- The saved edit will be stored in the same folder as the original track and will have a modified icon (see File Icons) along with the new name. The original track can be played unaltered in its entirety or you can use the edited file created depending on what the situation calls for.

Title	Artist	Remix
🎵 I've Been Waiting	Lil Peep & ILoveMakonnen feat. Fall Out Boy	Explicit [Extended]
🎵 I've Been Waiting	Lil Peep & ILoveMakonnen feat. Fall Out Boy	Track Cleaner Edit

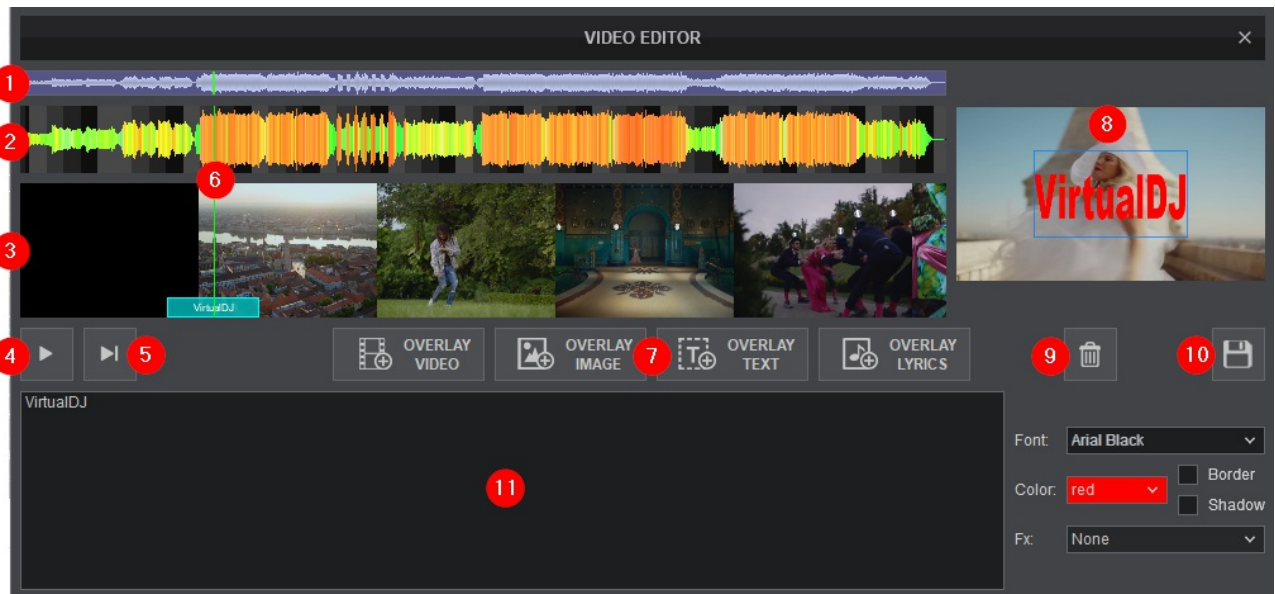
Multiple vjedit files can be created from the original file or can be edited using the Track Cleaner as many times as required. They are automatically added to the [Search Database](#).

Multiple Censor, Remove and Stretch marked areas can be applied on the same track but cannot be overlapped. Move the Playhead to a different position if you wish to move any of the marked areas over another.

VIDEO EDITOR

The Video Editor provides the ability to overlay video files and text over an existing Audio or Video track and is available as a Right-click option to any track in the [File List](#). The process is non-destructive (does not alter the original file) and creates a special **.vdjedit** file that can be loaded to a deck and used in place of the un-edited original file.

The track will only be audible through the **PFL** if a headphone channel has been created in the [Audio Setup](#) (if no headphone channel is available a pop up window will display asking if the feature can be used through the master output).



1 SCROLL BAR. Displays the zoom level of the waveform and can be dragged to any part of the file to perform precise adjustments.

2 WAVEFORM. Provides a visual display of the audio information. It displays the beatgrid using the grayscaled background and can be zoomed in to make precise BPM adjustments with a wheel mouse.

3 VIDEO TIMELINE. Displays the entire video and overlays used in chronological order. If an audio file is being used, this area will remain blank until an overlay is dropped into position.

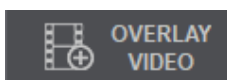
4 PLAY/STOP. Will play the track if it is stopped and will stop the track if it's playing.

5 PLAY-HOLD. Plays the track as long as the button is held. Once released, the playhead will jump back to its previously stopped position.

6 PLAYHEAD. Shows the current position of the track and is linear with the scroll bar, waveform and video timeline. All new adjustments and play functions use the playhead to determine the start position. It can be clicked and dragged to any part of the track with a mouse.

7 OVERLAY BUTTONS

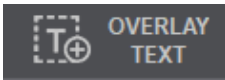
Used to create and insert the Video Overlay(s) into the Video Timeline based on the Playheads position.



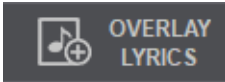
Used to create and insert the Image Overlay(s) into the Video Timeline based on the Playheads position.



Used to create and insert the Text Overlay(s) into the Video Timeline based on the Playheads position.

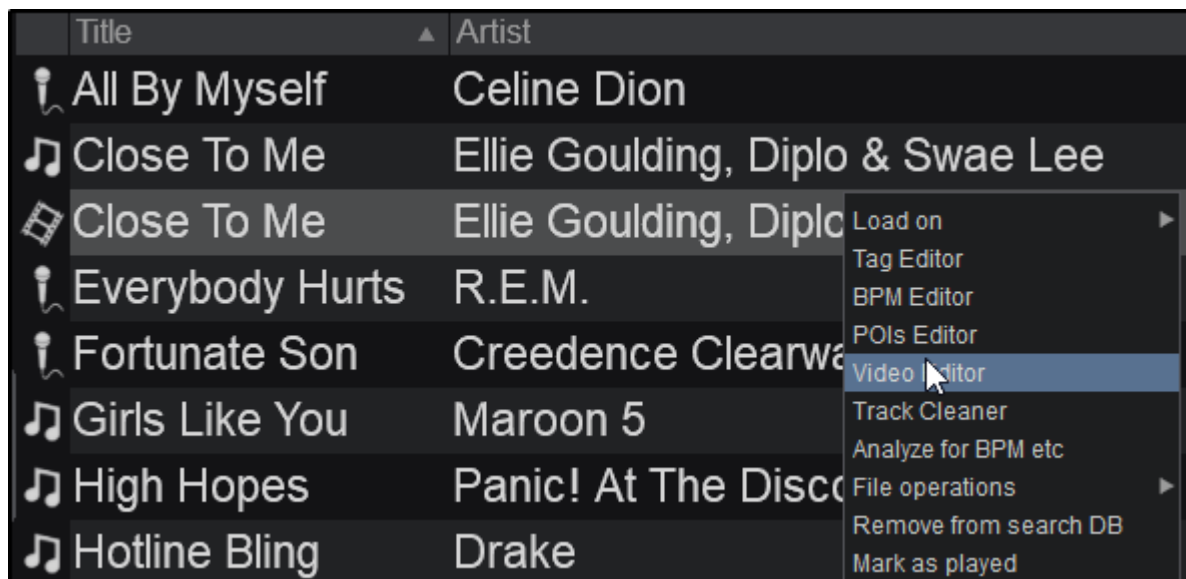


Used to create and insert Lyric Overlay(s)* into the Video Timeline based on a timestamp.

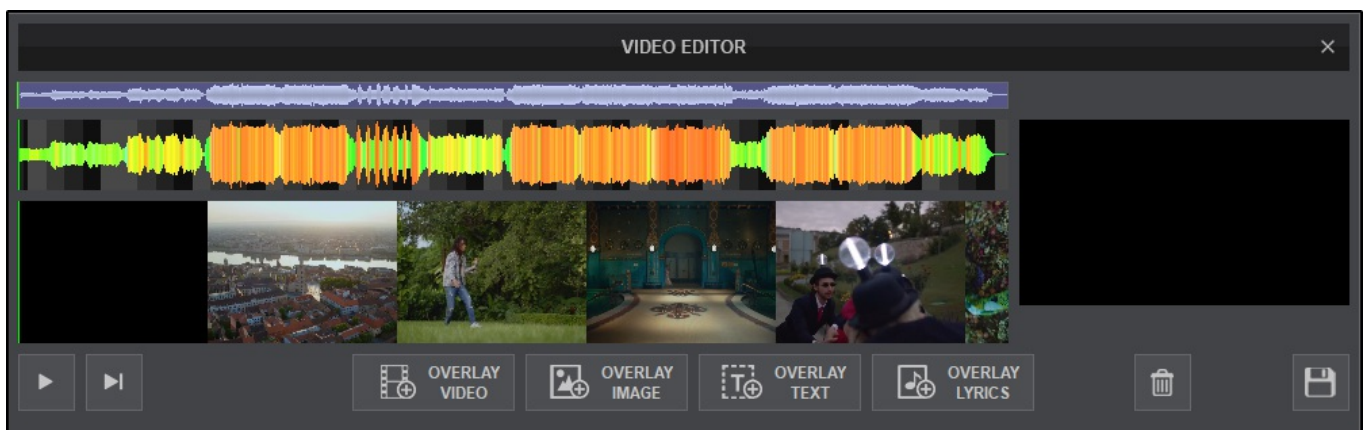


- 8 **VIDEO PREVIEW.** Displays the video elements and overlays of the file being edited based on the position of the Playhead. Using Play-Stop or Play-Hold will preview the edits made in real time. If the video is not playing, the frame that the video is stopped on will be displayed (if available).
- 9 **DELETE.** Deletes the selected (highlighted) edit.
- 10 **SAVE.** Creates a .vdjedit file in the same folder as the original track and a special icon will be applied to this file (see File Icons)
- 11 **OVERLAY EDITOR** - This area will populate with an editable area for the desired Overlay once selected (Overlay Text displayed in image).

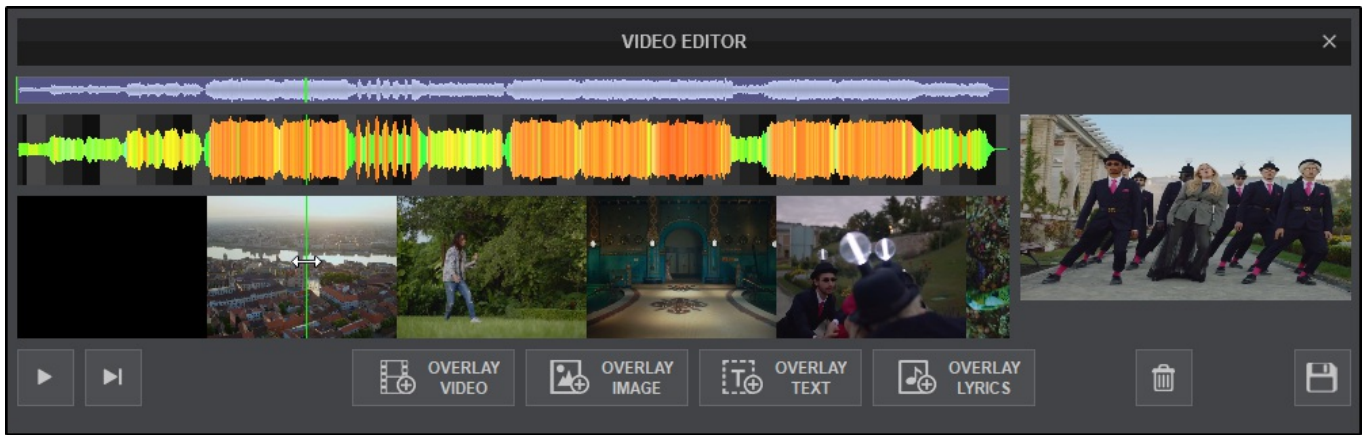
1. From the file list, right-click on the file to be edited and select Video Editor from the option menu that appears.



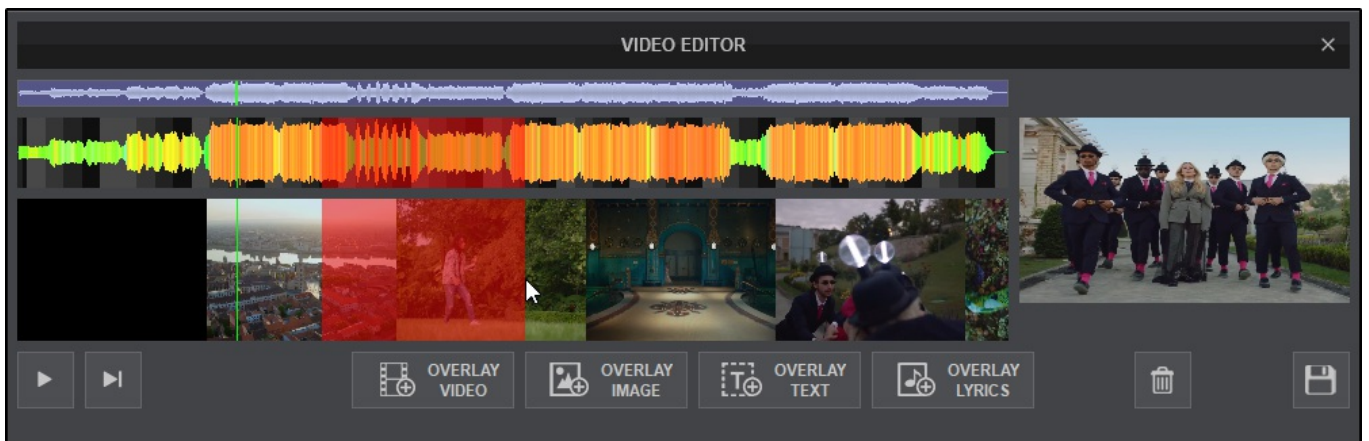
2. Once the Video Editor is opened, the multi-colored waveform will be displayed providing the tracks audio information. If the track is Audio only, the Video Timeline and Video Preview will be empty. If the track is a Video file, the Video Timeline will display the entire video and the Video Preview will be stopped on the first frame.



3. Position the Playhead to the desired position using the play buttons or by dragging it into place. Use a wheel mouse to zoom in and out and the scroll bar to move back and forth to the areas that require a precise edit.



4. Alternatively, clicking on any area besides the Playhead in the Video Timeline will create an editable field (red area) that can be adjusted with a mouse.



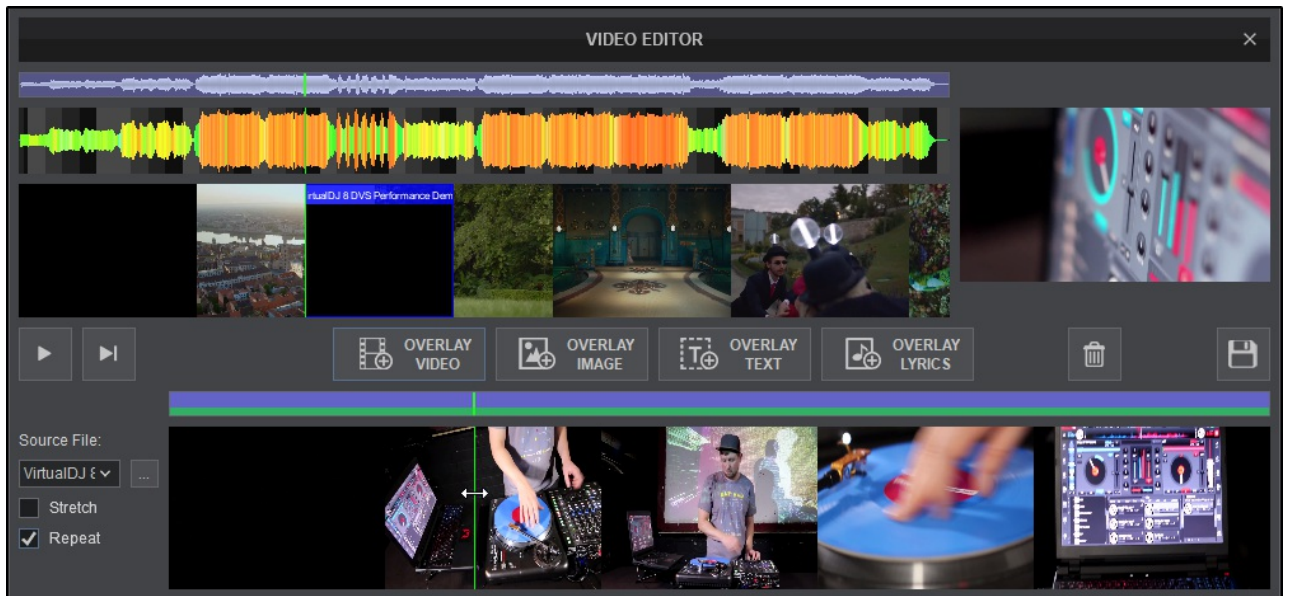
5. OVERLAY

a. OVERLAY VIDEO

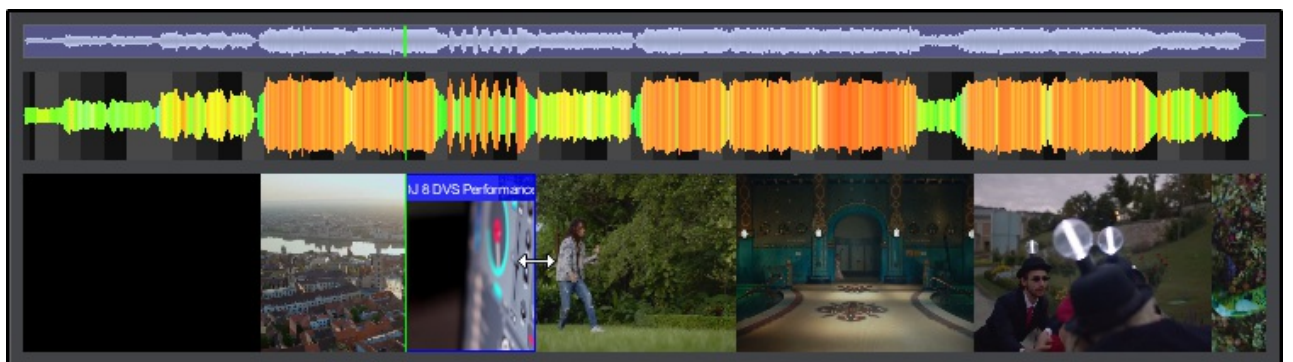
Click on the OVERLAY VIDEO button to place the overlay at the beginning of the playhead or in the red highlighted area of the Video Timeline. This will open the computer's file library to select the video to be overlaid.



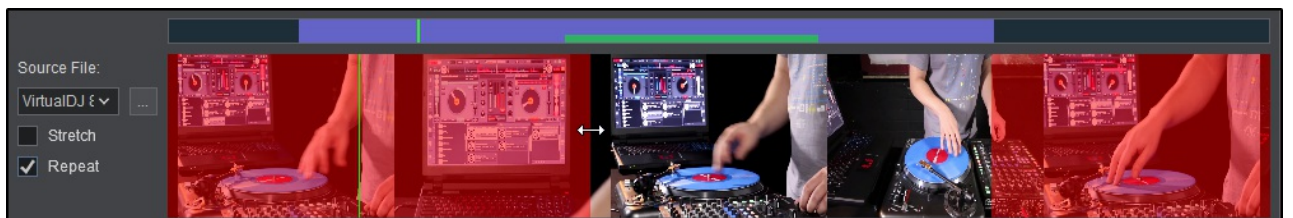
Once the file is selected it will be imported to both the Video Timeline and the Overlay Editor. If a designated section is created (red area) in the Video Timeline, the selected clip will only be added to that area.



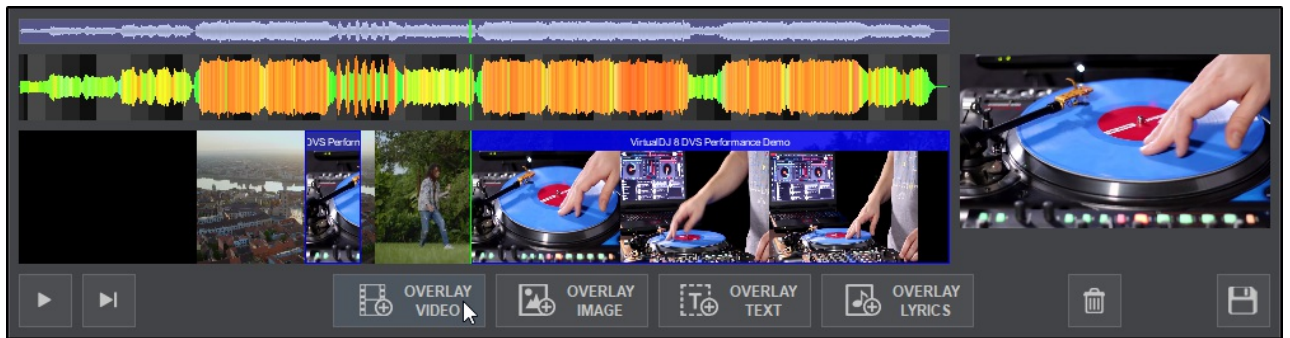
Grab the ends of the clip to resize the Video Overlay and/or grab the entire clip to reposition it with the mouse pointer.



In the Overlay Editor, highlight the section of the clip to be used in the Video Timeline by grabbing the ends of the clip and dragging them to resize and reposition the portion of the clip to be used. Click on Stretch and/or Repeat if the selected area is larger than the video clip being used as the overlay.



To add the same clip to another area of the timeline, reposition the playhead and click on the OVERLAY VIDEO button once again.

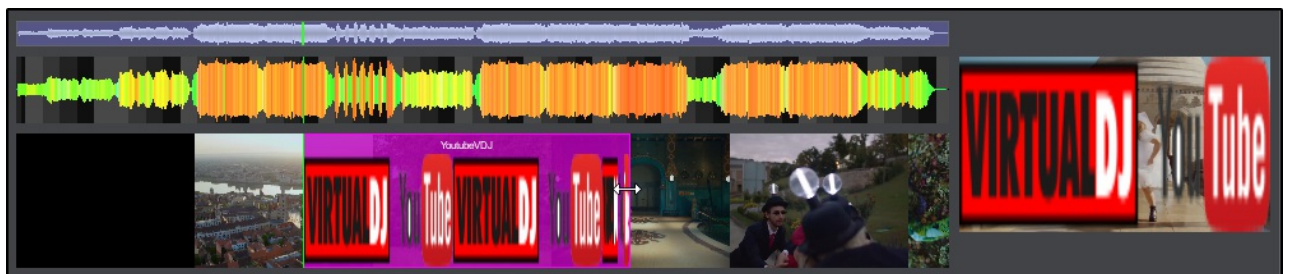


b. OVERLAY IMAGE

Click on the OVERLAY IMAGE button to place the overlay at the beginning of the playhead or in the red highlighted area of the Video Timeline. This will open the computer's file library to select the image to be overlaid.



Once the Image is placed in the Video Timeline, grab the ends of the image to resize the Image Overlay and/or grab the entire image to reposition it with the mouse pointer until it is in the desired position.

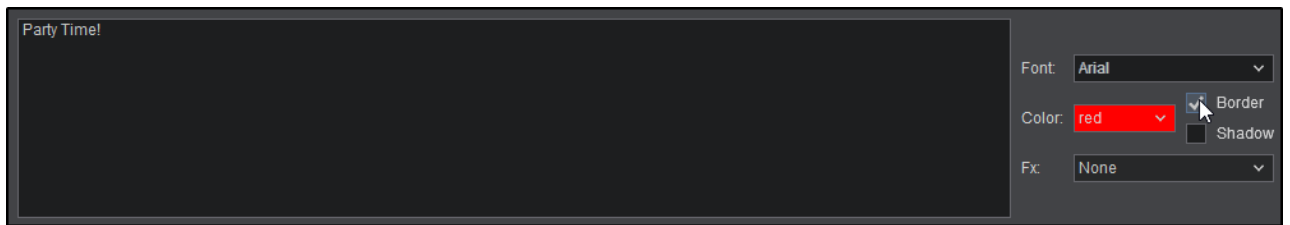


c. OVERLAY TEXT

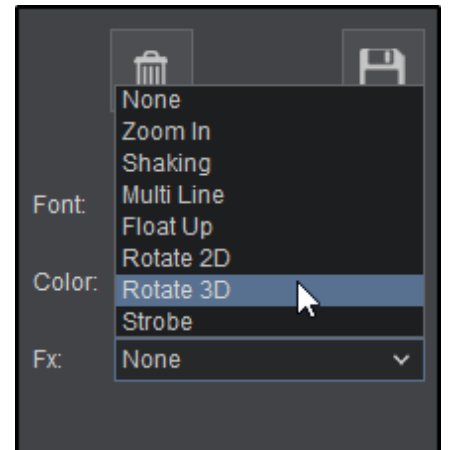
Click on the OVERLAY TEXT button to place the overlay at the beginning of the playhead or in the red highlighted area of the Video Timeline.



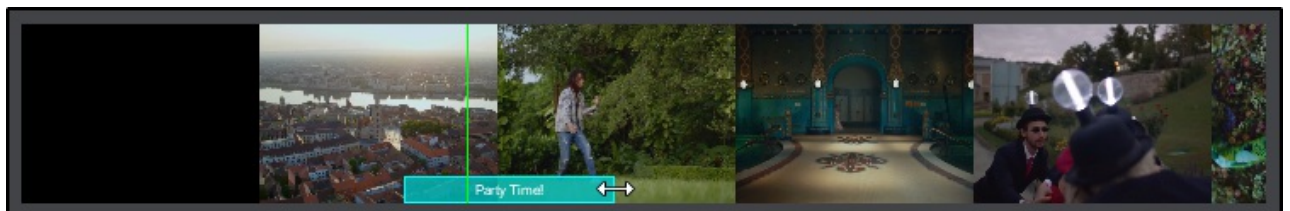
Go to the Overlay Editor and select the 'text overlays' tab (if not selected). Enter the text to be displayed in the text box on the left. On the right, choose the font and color of the displayed text as well as add borders and/or shadows if desired.



Additional text effects can also be selected in order to add an animated effect to the text that will be displayed on the screen.



In the Video Timeline, grab the ends of the clip to resize the Text Overlay and/or grab the entire clip to re-position it with the mouse pointer until it is in the desired position.



Use the Video Preview window to grab the edges of the text box to resize the text and/or grab the entire text box to reposition it.



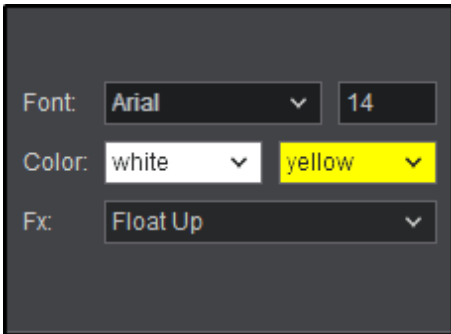
d. OVERLAY LYRICS*

Click on the OVERLAY LYRICS button to overlay time-stamped lyrics to an audio or video file.

Additionally, you can choose the font, font size and colors of the lyrics.

Two color selections are available. The first color selection is for the base text color, while the second is to highlight the text of the current time stamp.

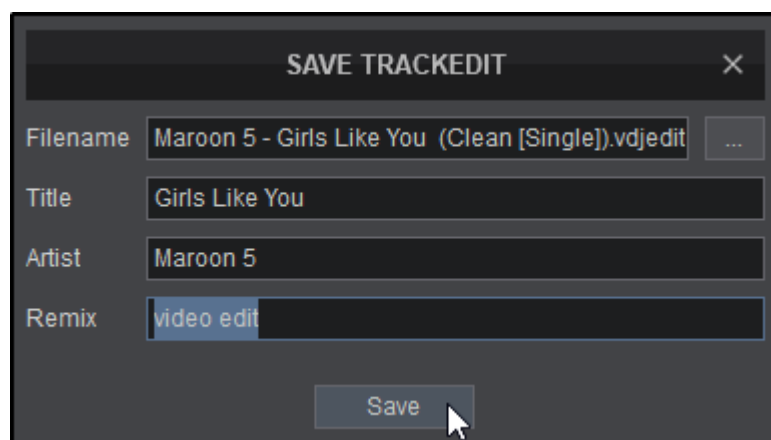
The FX section provides the ability to have the lyrics **Float Up** for traditional karaoke or **Subtle** to display the lyrics at the bottom of the video screen.



- Multiple Video, Text, Image and Lyric Overlays can be added to the same track. If an error is made or the results of the Overlay are not as planned, highlight the selected Overlay in the Video Timeline and click on the delete button to remove it.

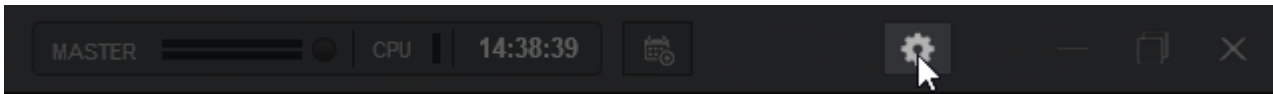


- Once all overlays are inserted and edited to preference, click on the Save button. A window will appear prompting for the file to be named. Name the file and click Save to complete the process. The file will be automatically added to the Search Database and can be re-edited as many times as necessary.



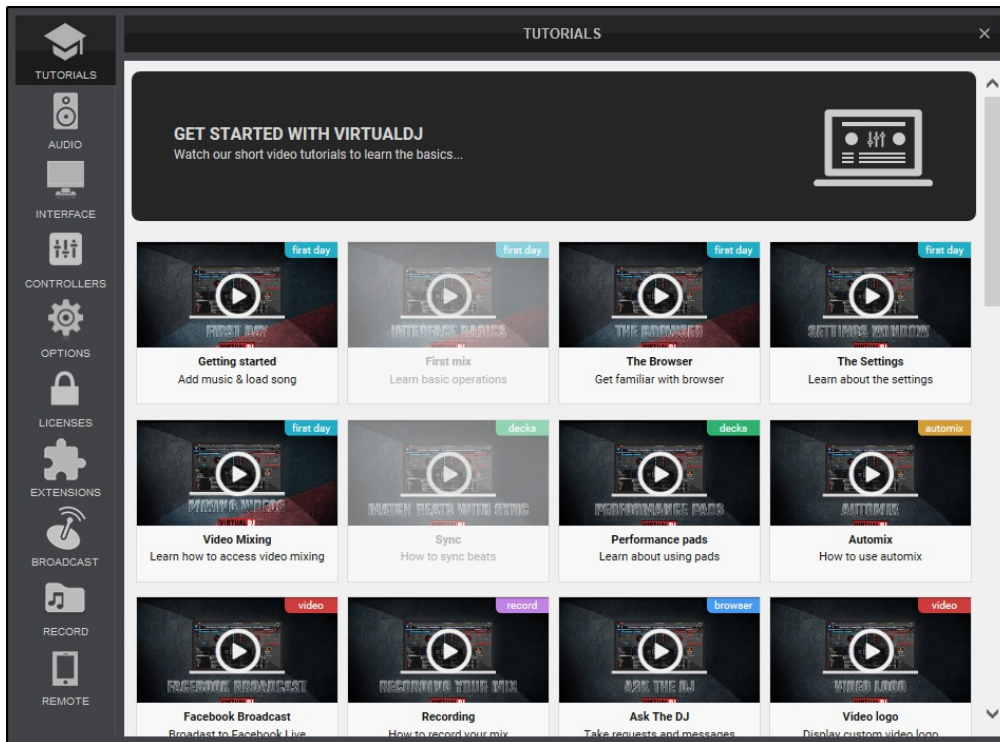
SETTINGS

VirtualDJ provides a complete settings menu in order to configure and customize the software to each users individual preferences. In settings you will be able to configure audio settings, change the looks of the software, custom map controllers and adjust or configure other options.



Access to the settings button is located in the [Application Controls](#)

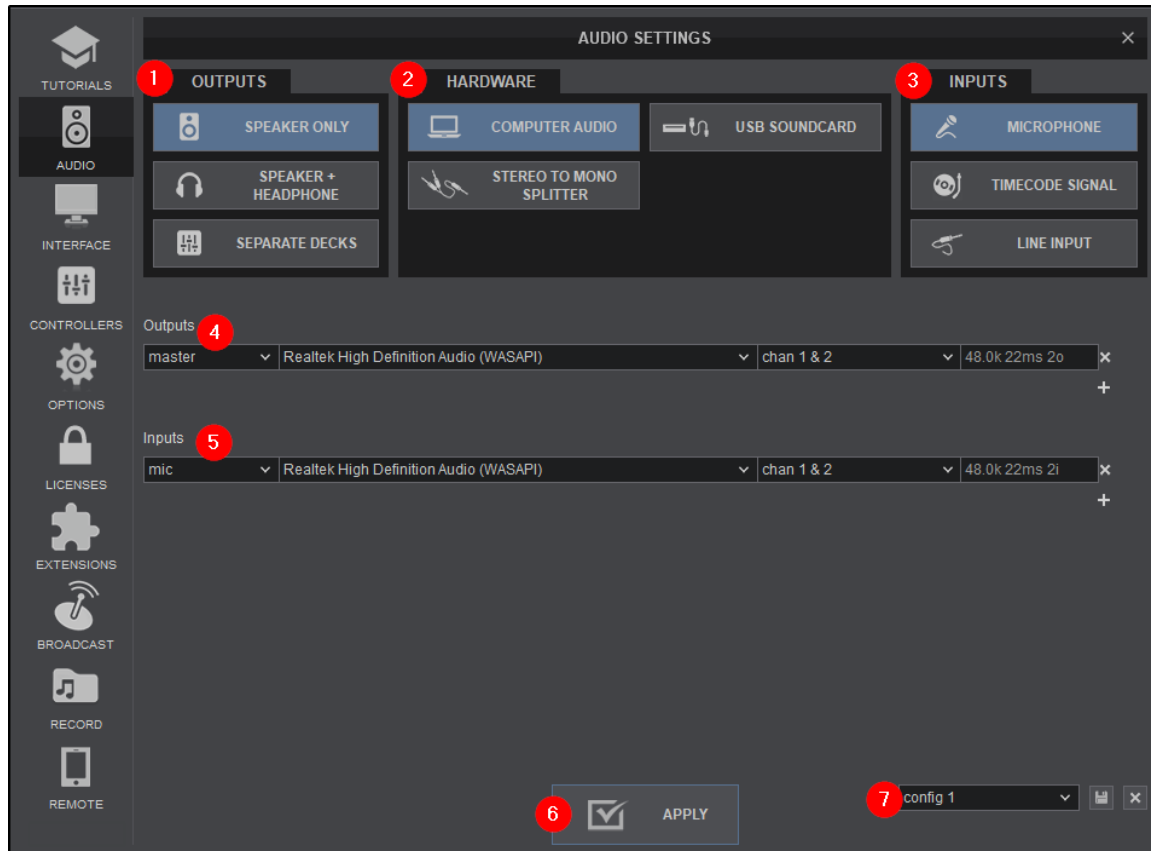
The following sections will give you a complete overview of each part of the settings menu:



The Tutorials tab provides the ability to watch video tutorials without leaving the software (internet connection required). Each tutorial is labeled with a category to quickly find what you are looking for. After watching each video, the thumbnail will fade out to show that it has been watched. You can always return to previously viewed videos at any time.

At the bottom of the window is a **View more** button. Clicking on this button will open a web browser and take you directly to VirtualDJ's Official YouTube channel. Here you can see all videos relating to VirtualDJ from various creators.





VirtualDJ has the ability to create endless Audio Configurations depending on the hardware used. From a simple speaker connection to a multi-channel sound card running multiple inputs and outputs; VirtualDJ can route sound to and from just about any hardware device on the market today.

The Audio Settings menu is a hybrid compiled of basic icons to click on as well as Advanced configurations. The Icons can be clicked on and VirtualDJ will configure the audio with the most common settings automatically in the advanced menu. From there, audio configurations can be altered added and removed depending on the audio interface's capabilities and the requirements of the user.

BASIC AUDIO SETTINGS

1 OUTPUT OPTIONS. Provides the following Output routing options:

SPEAKER ONLY	Audio Setup with only a Master Output.
SPEAKER + HEADPHONE	Audio Setup with Master Output and Headphones (prelisten).
SEPARATE DECKS	Audio Setup with individual audio outputs for each available deck.

2 HARDWARE. Provides the following Audio Hardware options:

COMPUTER AUDIO	VirtualDJ will use the default soundcard of the computer
USB SOUND CARD	VirtualDJ will route the sound from separately defined channels to different sound cards (ie. Master and Headphones).
STEREO TO MONO SPLITTER	VirtualDJ will split a single stereo output into 2 separate mono channels (requires a Y-splitter adapter/cable).

VirtualDJ will also display any additionally connected sound cards and controllers with audio if they are natively supported in the

software. Clicking on the button will auto-create a pre-defined Audio Setup for the device that can be altered if required.

3 INPUT OPTIONS. Provides the following Input options:

MICROPHONE	Assigns an Input channel of a sound card as a microphone input.
TIMECODE SIGNAL	Controls VirtualDJ with timecoded vinyl's or CDs (see Timecode).
LINE INPUT	Assign an Input channel of a sound card as an Line Input (AUX)

ADVANCED AUDIO SETTINGS

Each time a choice is made in the Basic Audio Settings, lines are auto-generated in the Advanced Audio Settings area based on the selection(s) made. The lines in these fields can be used to modify the Source, the SoundCard, and/or its Channels.

4 OUTPUTS. Displays the Output Source (Master, Headphones, etc), Sound card used for the source, channels that it will output to as well as the sample rate and bit depth of the soundcard. These fields can be modified by clicking on it to reveal the drop-down menu of all fields.

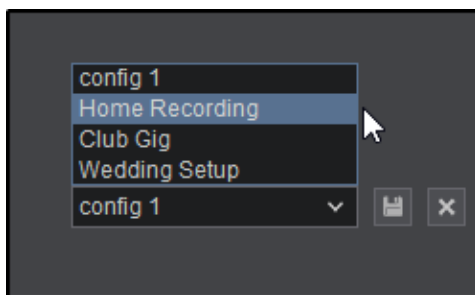
5 INPUTS. Displays the Input Source (Mic, Timecode, etc), Sound card used for the source, channels that it will input to as well as the sample rate and bit depth of the soundcard. These fields can be modified by clicking on it to reveal the drop-down menu of all fields.

Note: Sample Rate and Bit Depth cannot be changed in VirtualDJ but may be able to be changed in a driver utility panel or in the computer's operating system. Consult the manufacturer's documentation for further information on settings and adjustments.

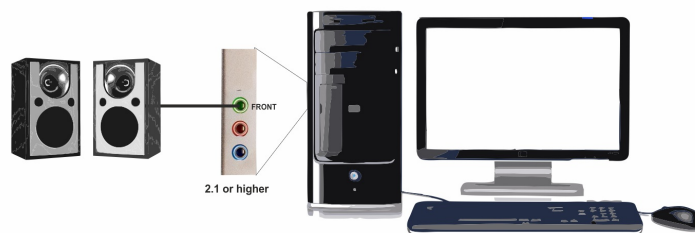
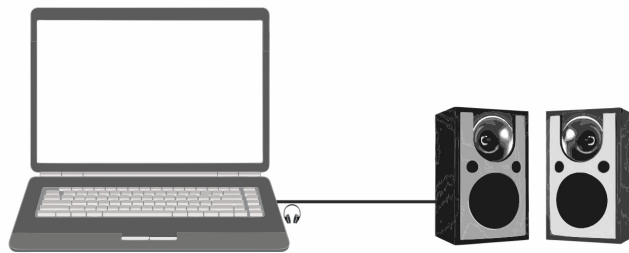
6 APPLY. Saves the current configuration and applies the audio routing.

7 AUDIO PROFILE. Stores different Audio configurations for quick access.

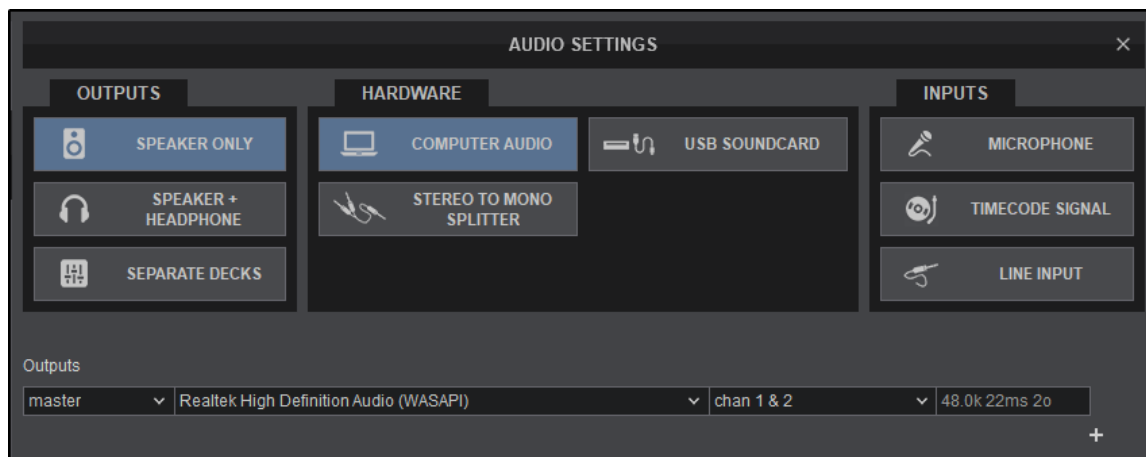
Each time a different Audio Setup is configured it is stored as config 1 (default name). It can then be renamed and saved as an Audio Profile by typing over the existing text and clicking the save icon. Multiple profiles can be created and restored from the list on the bottom right of Audio Settings. Once the desired Sound setup is created or selected, click **APPLY** to enable it.



MASTER OUT (DEFAULT)



This Audio configuration is designed for use with the Primary Sound Card of the computer either using a couple of speakers connected to the headphone/speaker jack or the computers on-board speakers if equipped. To use speakers, simply connect them to the output jack of the computer.



VirtualDJ will auto-configure an Audio Setup for Master Output only, on first launch. This Audio Setup is designed to use the **SPEAKER ONLY** and the **COMPUTER AUDIO** options since the hardware is consistently available and very common.

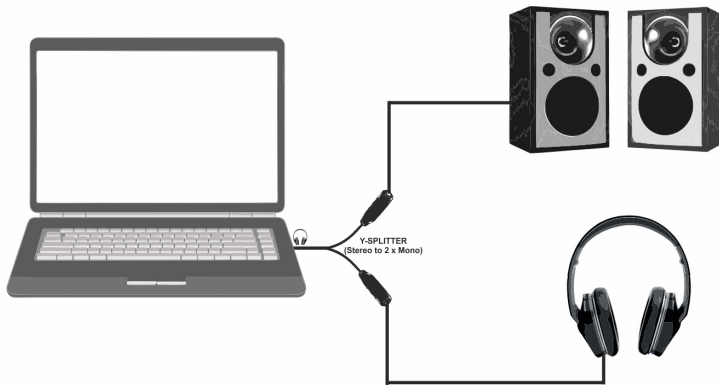
[Goto Audio Setup](#)

MASTER & HEADPHONES

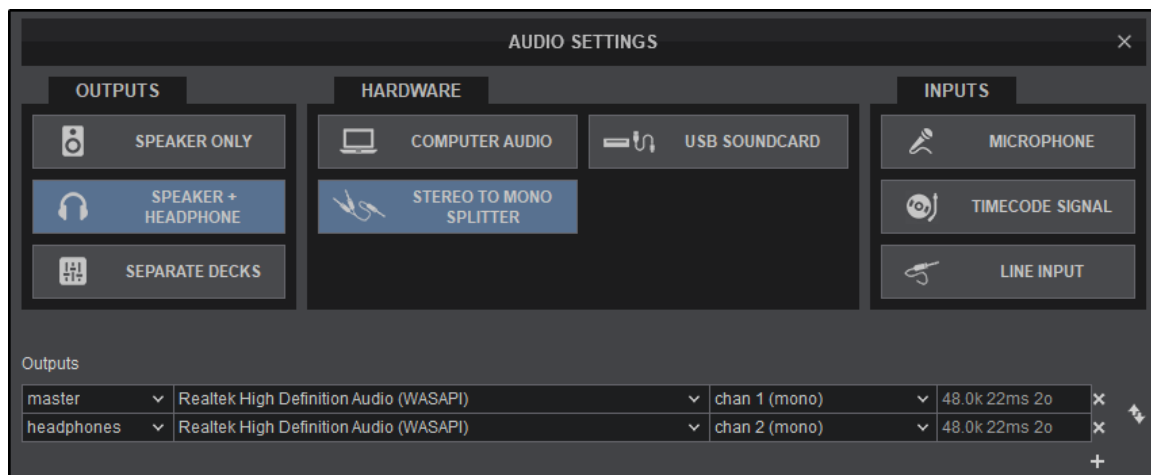
The default Audio Setup with Master Output is a good starting point; but in order to DJ effectively and be able to pre listen (PFL) to the audio before it goes out to the audience, headphones are a necessity. There are many different ways to configure a headphone channel. Depending on the hardware available, one of the following and most common configurations will generally be required:



A) STEREO TO MONO SPLITTER (Y-CABLE)



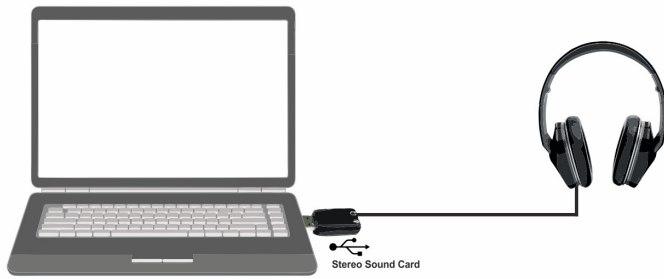
If the computer has a single stereo output, an additional channel is required to listen to both the Master Output through external speakers and a separate channel through headphones. A Y-Splitter cable adaptor (Single Stereo to 2 Mono Outputs) can be used in this case. The cable will take a single stereo channel (left & right) and split it into two separate mono channels. Connect the Y-Splitter cable to the computer's sound output (headphone jack). Connect the speakers to one of the ends of the Y-Splitter and connect Headphones to the other.



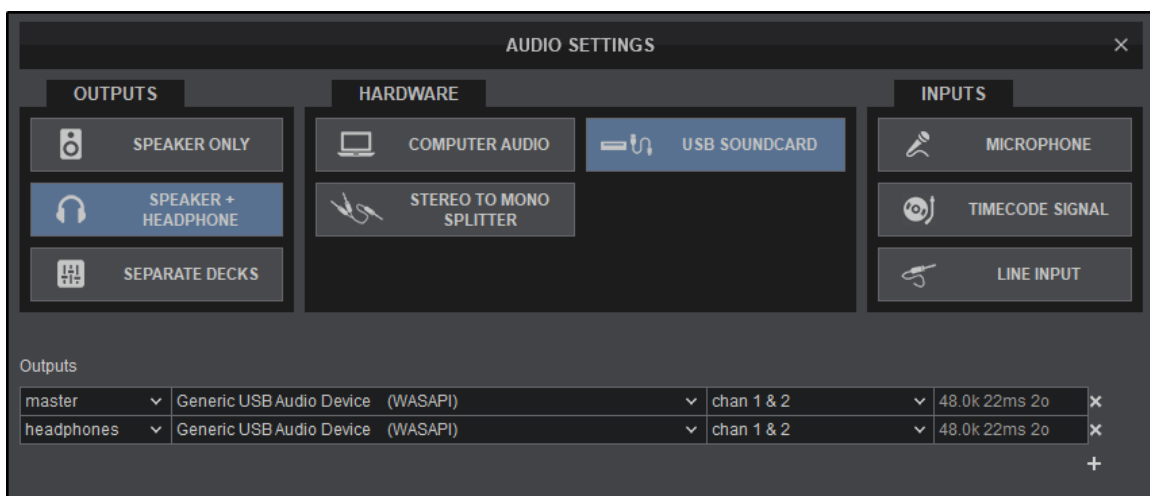
Select **SPEAKER+HEADPHONE** in the **OUTPUT** options and **STEREO TO MONO SPLITTER** from the **HARDWARE** options. VirtualDJ will then route the Master Output to the 1st mono channel and Headphones to the 2nd mono channel of the computer's built-in sound card. Click **APPLY** to save these changes.



B) 2 SOUND CARDS



If the computer has a single stereo output and an additional stereo output is required for the headphone channel. A single stereo USB sound card can be used to route the audio out the headphone channel. Plug the USB Sound Card into an empty USB port and connect the headphones to the appropriate connector on the sound card.



Select **SPEAKER+HEADPHONE** in the **OUTPUT** options and **USB SOUNDCARD** from the **HARDWARE** options. VirtualDJ will then route the Master Output to the 1st stereo channel of your computer's built-in sound card and Headphones to the 1st stereo channel of your USB sound card. **Click APPLY** to save these changes.

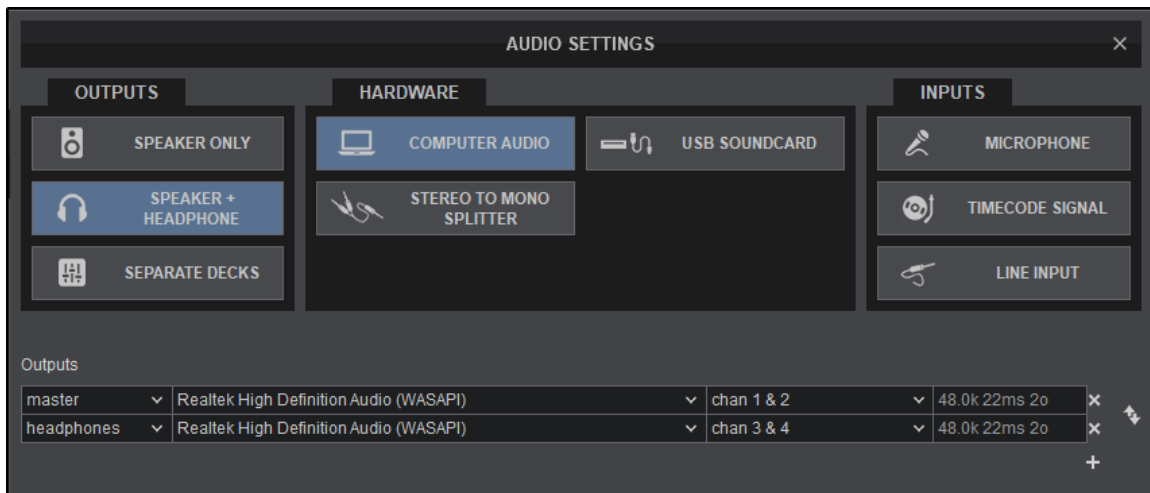


C) INTERNAL STEREO CARD (4.1+)



If the computer has a multi-channel stereo soundcard (4.1 or higher) that are mainly found in desktop computers, an additional stereo output is not required to configure the headphone channel. Connect a set of powered speakers into the port marked FRONT and connect the headphones to the port marked REAR.

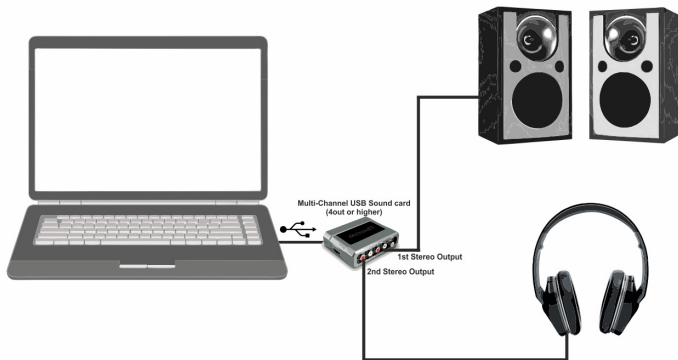
Not all 4.1+ Sound Cards are labeled the same and the sound card's user manual should be referenced in this case.



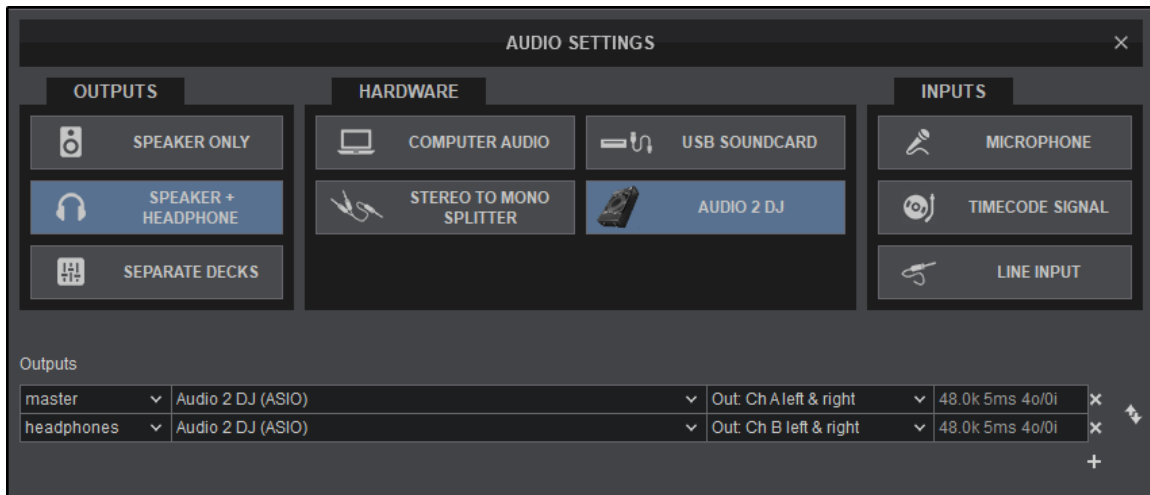
Select **SPEAKER+HEADPHONE** in the **OUTPUT** options and **COMPUTER AUDIO** from the **HARDWARE** options. VirtualDJ will then route the Master Output to the 1st stereo channel and Headphones to the 2nd stereo channel of your computer's built-in sound card. Click **APPLY** to save these changes.



D) MULTI-CHANNEL USB SOUND CARD



If an external Multi-Channel USB Soundcard is available, the computer's soundcard is not required and can be bypassed. Both the speakers and headphones can be connected to the external card. The connections made will be dependant on the manufacturer and the type of interface. In many case the master and headphone outputs will be clearly labeled and the connections will be straightforward. Always consult the manufacturer's documentation to ensure the proper recommended connections and operation of the SoundCard.



Select **SPEAKER+HEADPHONE** from the **OUTPUT** options and the Multi-Channel Soundcard to be used from the **HARDWARE** options. Not all cards will be detected in the **HARDWARE** options by VirtualDJ, but can still be used. If this is the case, use **COMPUTER AUDIO** from the **HARDWARE** Options. Once the Audio Setup is created select the multi-channel USB soundcard from the SoundCard field instead.

VirtualDJ will route the Master Output to the 1st stereo channel and Headphones to the 2nd stereo channel of the Multi-Channel USB SoundCard.

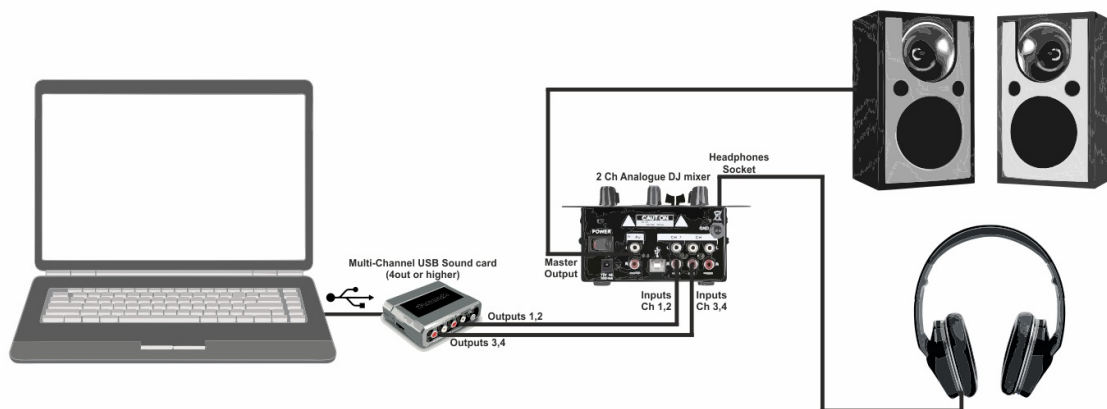
Click **APPLY** to save these changes.

EXTERNAL MIXER

In order to use an external (analog) mixer, a Soundcard with a minimum of 2 stereo outputs is required since each VirtualDJ deck configured for external mixer use requires a dedicated stereo channel. With the audio routing done exclusively through the external mixer, the internal mixer of VirtualDJ (Volume faders, EQ, Crossfader, PFL) will remain untouched as there is no way for an analog mixer to send a digital signal back to the software.

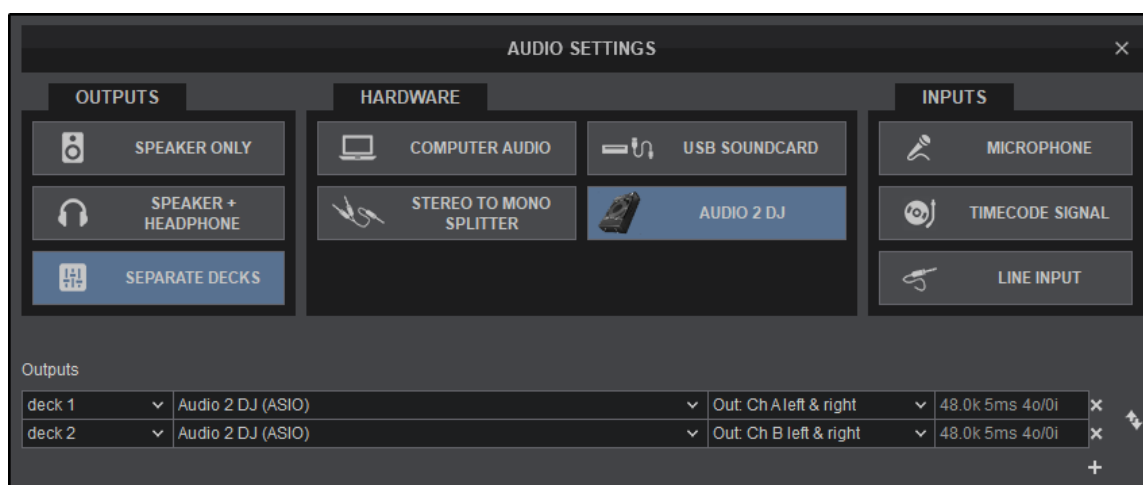
An Analog Mixer or Pro Infinity License is required to use this audio configuration.

2 DECKS



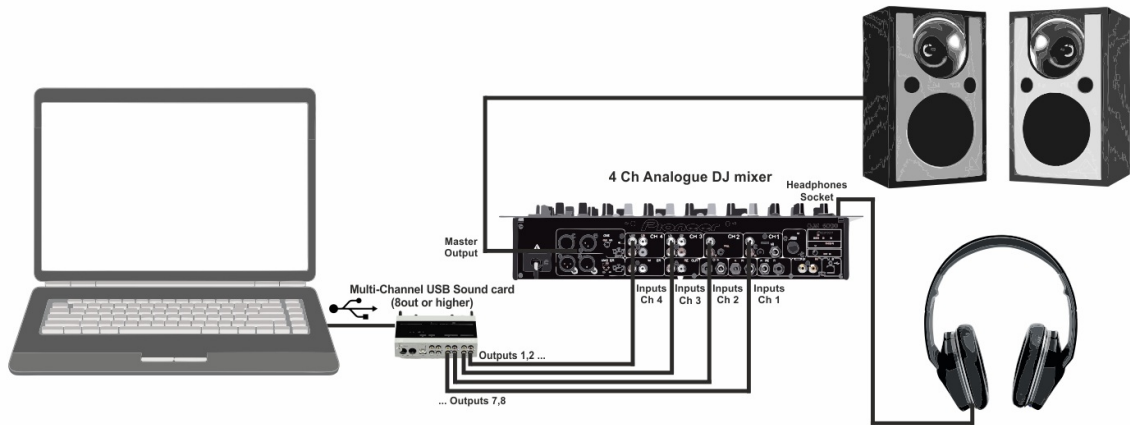
Connect Outputs 1 & 2 of the external soundcard to Inputs 1 & 2 of the analog mixer. Connect outputs 3 & 4 of the external soundcard to Inputs 3 & 4 of the mixer. Headphone and speaker connections will be made at the appropriate places on the mixer itself.

In the case where set-up is not obvious, consult the appropriate documentation for the soundcard and/or the mixer to ensure the proper connections are made.



Select **SEPARATE DECKS** from the **OUTPUT** options and the multi-Channel soundcard to be used from the **HARDWARE** options. Not all cards will be detected in the **HARDWARE** options by VirtualDJ, but can still be used. If this is the case, use **COMPUTER AUDIO** from the **HARDWARE** Options. Once the Audio Setup is created select the multi-channel USB soundcard from the soundcard field instead.

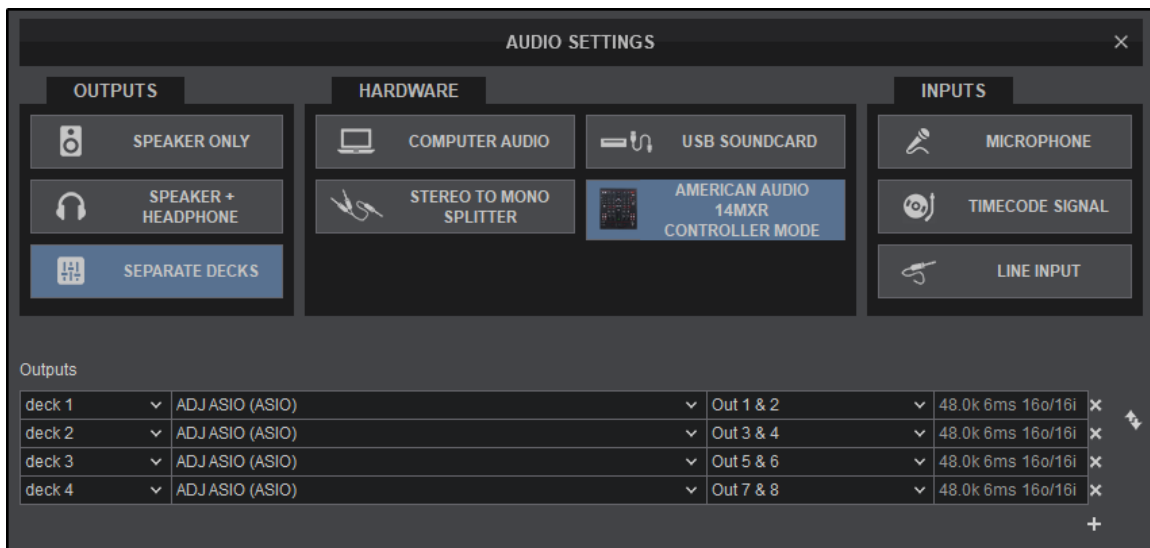
VirtualDJ will route Deck 1 to the 1st stereo channel and Deck 2 to the 2nd stereo channel of the multi-channel USB soundcard. Click **APPLY** to save these changes.



To use VirtualDJ with an external 4 Channel analog mixer, a sound card with a minimum of 4 stereo outputs or a mixer with a built in USB audio interface is required.

Connect the outputs of the external soundcard to the corresponding inputs of the analog mixer. Headphone and speaker connections will be made at the appropriate places on the mixer itself.

In the case where set-up is not obvious, consult the appropriate documentation for the soundcard and/or the mixer to ensure the proper connections are made.

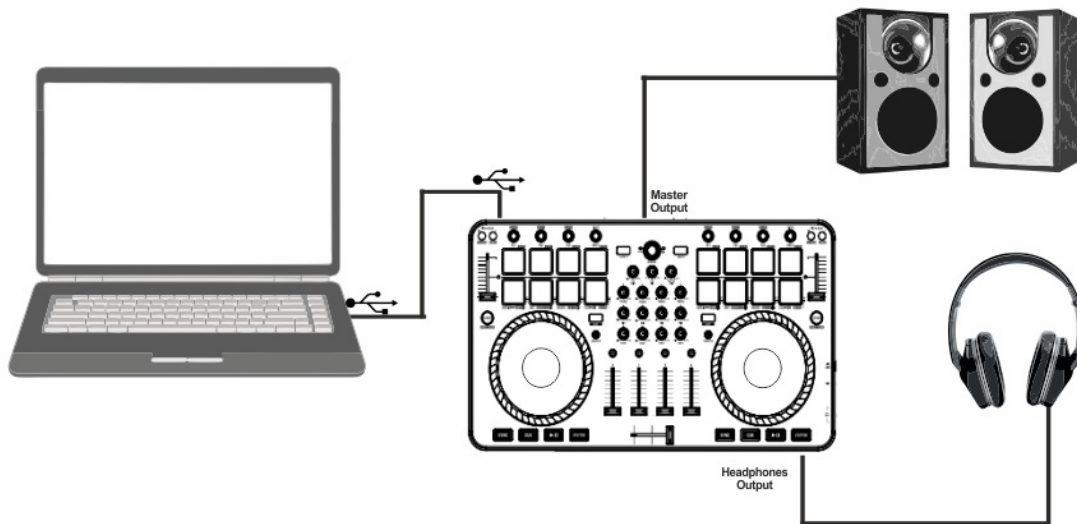


Select **SEPARATE DECKS** from the **OUTPUT** options and the multi-channel soundcard to be used from the **HARDWARE** options. Not all cards will be detected in the **CARD** options by VirtualDJ, but can still be used. If this is the case, use **COMPUTER AUDIO** from the **HARDWARE** Options. Once the audio setup is created select the multi-channel USB soundcard from the soundcard field instead.

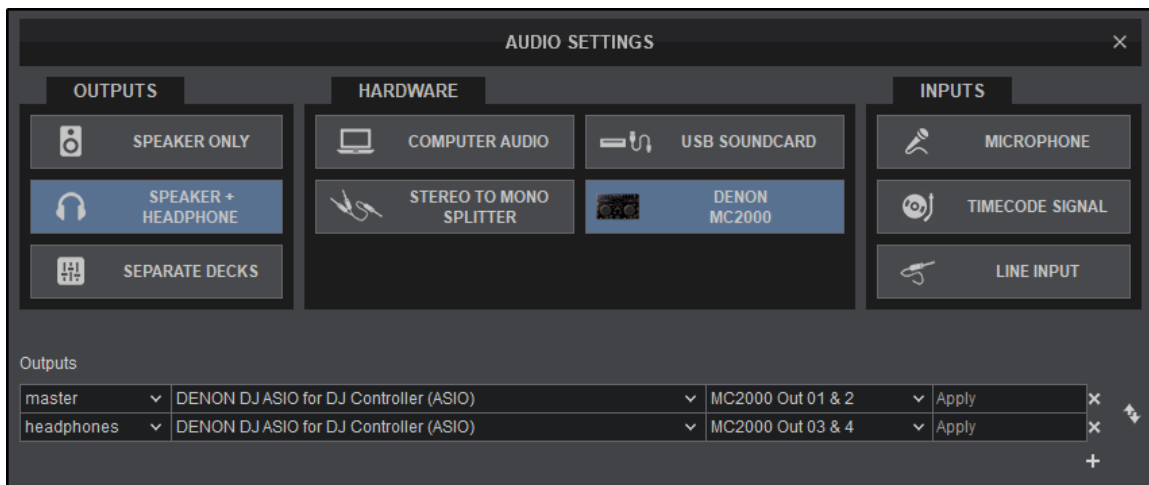
VirtualDJ will route each deck to a separate stereo channel of the multi-channel USB soundcard. Click **APPLY** to save these changes.

CONTROLLER WITH BUILT IN SOUND CARD

Most of the natively supported MIDI/HID controllers with built-in soundcards will offer a pre-defined Audio Setup.



Connect the USB cable from the computer to the controller and make the appropriate connections for the headphones and speakers. Download and install the device drivers (if available) before proceeding. Once communication with the controller is established by the computer, open VirtualDJ. Always consult the manufacturer's documentation when setting up and connecting the controller for the first time.

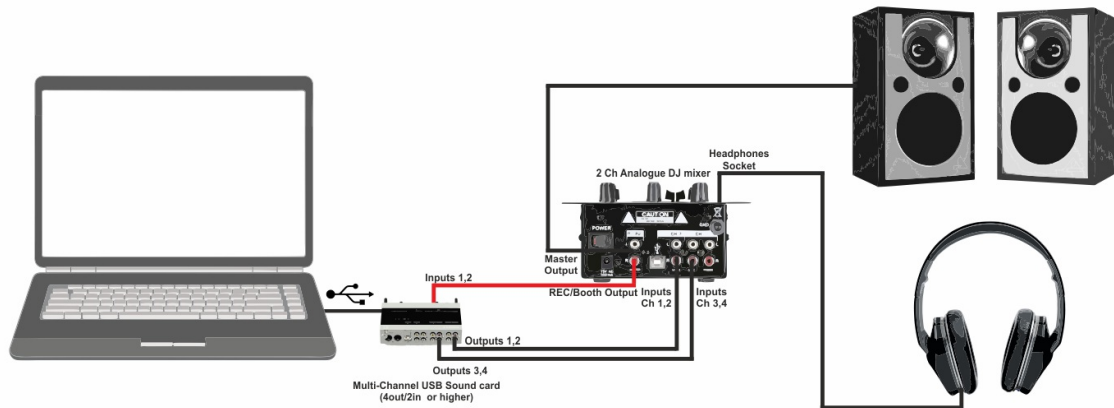


With the device drivers (if available) installed and the controller connected to the computer, an additional button in the **HARDWARE** options will be displayed with the controller name. For the rare cases that it is not displayed (not pre-defined), please consult the Operations Manual for that particular device.

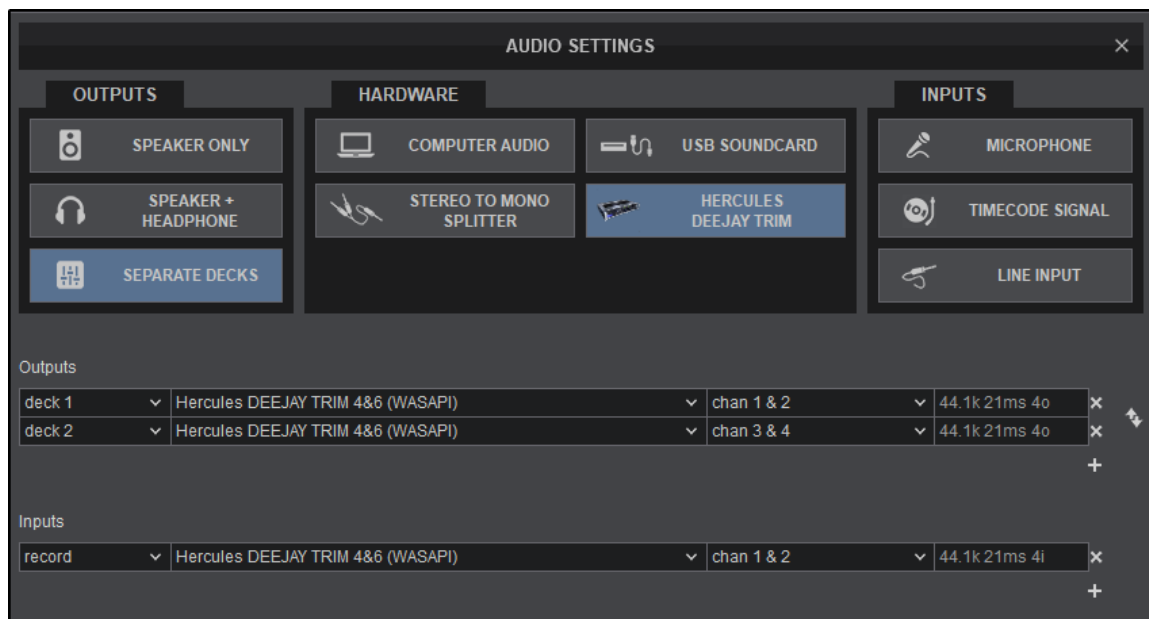
Click on the controller button in order for the Audio Setup to be created. Click **APPLY** to save these changes.

RECORD LOOPBACK

Using an audio setup with master output, the recording is performed internally, so no special connection or audio setup is required. With an external mixer setup, the recording cannot be performed internally as the external mixer is not capable to control the internal mixer of the software. In this case an additional connection and a Record Line in the audio setup is required.



The connections are the same as an External Mixer configuration with the addition of one more connection. The mixer's Record Out or Booth Out jacks need to be connected to the input of your computer's built-in line-in jack or a multi channel soundcard in order to route the audio back into the computer.



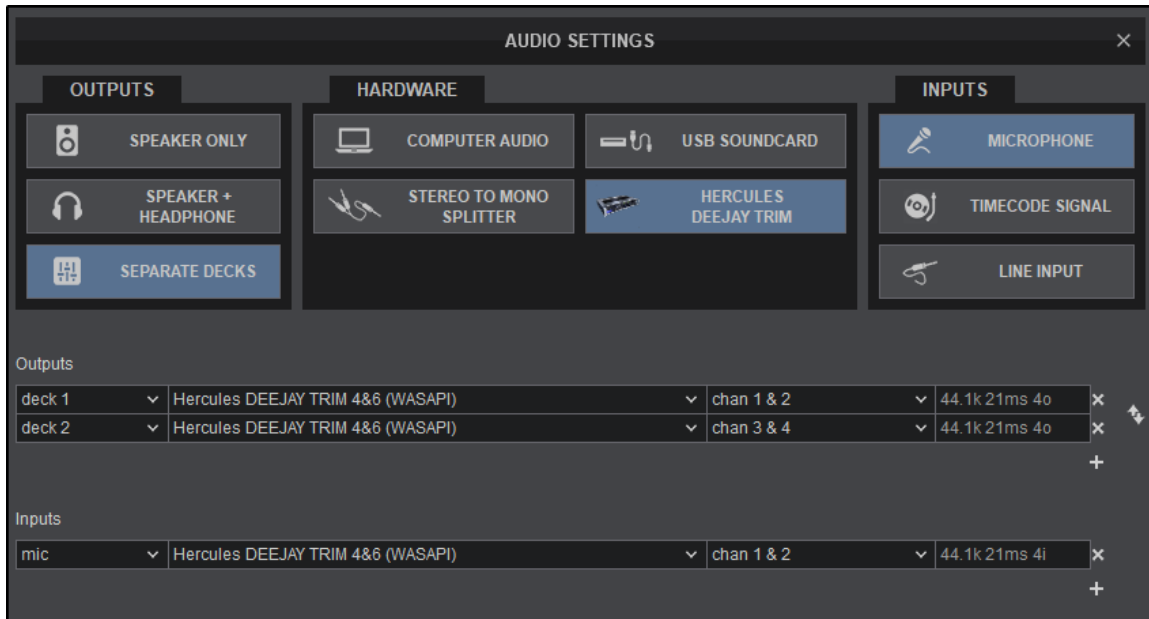
Select **SEPARATE DECKS** from the **OUTPUT** options and the multi-channel soundcard to be used from the **HARDWARE** options. Not all cards will be detected in the **HARDWARE** options by VirtualDJ, but can still be used. If this is the case, use **COMPUTER AUDIO** from the **HARDWARE** Options. Once the audio setup is created select the multi-channel USB soundcard from the soundcard field instead.

VirtualDJ will then route each of the available decks to a separated stereo channel of your USB soundcard. Once the audio setup is created (with decks 1 to 2 or 4 depending on the decks used), create an additional source by choosing clicking on the **LINE INPUT** button in the **INPUTS** option menu and selecting Record from the Source List. VirtualDJ will then record the specified input. Click **APPLY** to save these changes.

For more information on recording and recording formats, please see the [Recording section](#) of the user manual.

MICROPHONE

A microphone may be routed to the Master Output, using an input of a multi-channel sound card by simply connecting a microphone to the input or Microphone Jack (if equipped).



Select **MICROPHONE** from the **INPUT** options in order for an additional line to be created. This can also be done by clicking on **+** button under Inputs in the advanced menu. Select Mic from the drop-down list. Select the sound card being used to connect the mic from the drop-down list in case the default one is not going to be used. Click **APPLY** to save these changes.

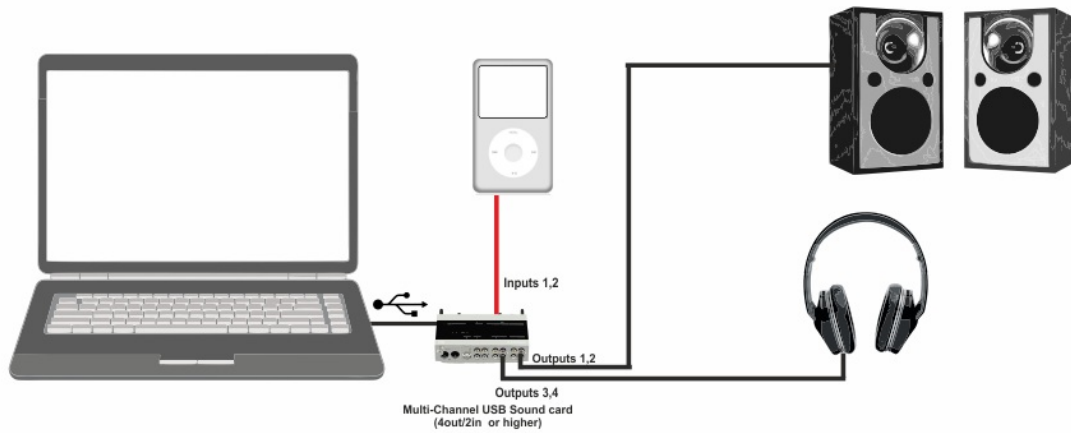
The Microphone will have to be enabled in the Master Panel in order for it to be audible and/or recorded in the software (see Master Panel for more information). The audio interface (SoundCard) used may need to have the Microphone enabled in the driver utility panel (if available) or on the hardware itself to allow the microphone signal to input into the software.

Always consult the manufacturer's documentation to ensure the proper recommended connections and operation of the device.

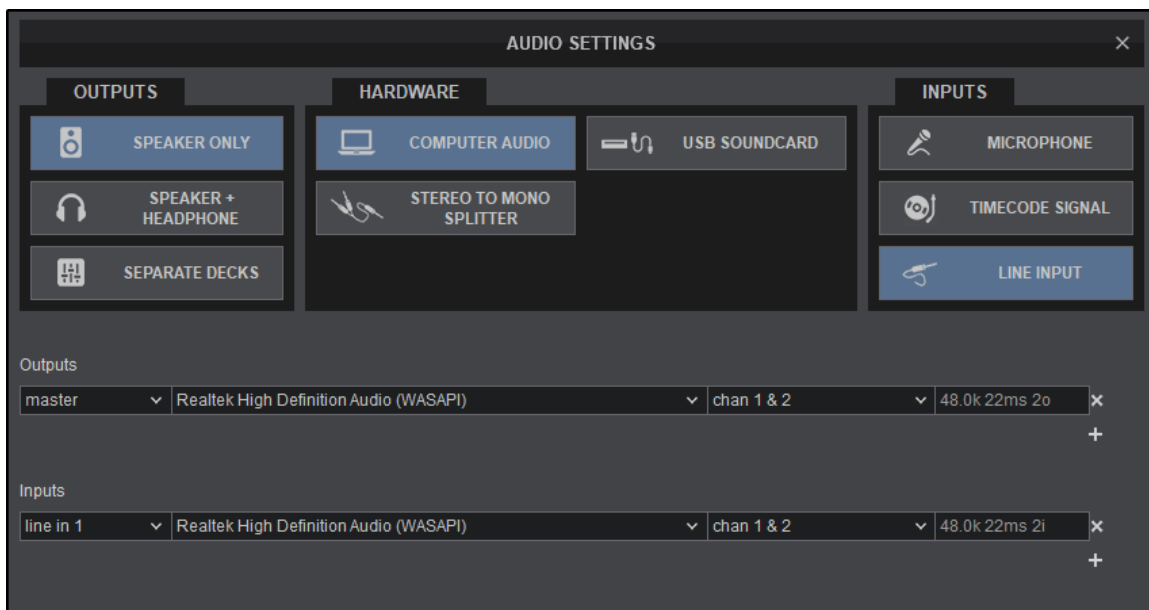


LINE INPUT

An analog source may be routed to the Master Output, using any input of a multi-channel sound card.



Connect the analog source (Phone, iPod, CD player, etc.) to a stereo input of the multi-channel sound card.



Click on the **LINE INPUT** button or click on the **+** button from the inputs menu of the Advance settings. VirtualDJ will then create an additional line in the Audio Setup, using the default input device of the computer. Choose a different sound card (in case a multi-channel USB sound card is used) from the drop-down menu of the SoundCard field. Click **APPLY** to save these changes.

Once a Line-In is configured the source area will become available via toggle in the Custom Button's panel (Pro and Performance Layouts) to turn the Line-In on and off. VirtualDJ will display the tempo (BPM) of the audio that comes from the Auxiliary in real time.

With a Line-In enabled, clicking on the REC button will record the file to memory and temporarily save it to the deck. Once a new file is loaded to the deck, the temporary recording will be erased.

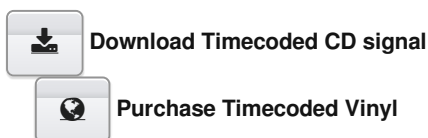


WHAT IS TIMECODE

Timecode or DVS (Digital Vinyl System) is a special audio signal recorded on a standard vinyl record or audio CD that allows the use of traditional vinyl or non-MIDI capable CD decks to control song playback in VirtualDJ.

VirtualDJ 'listens' to the audio signal coming from the timecode record/CD playing on the vinyl/CD deck and can determine the song position, what speed it's playing at and which direction, allowing this to be replicated on the virtual decks in VirtualDJ. Turntables with timecoded vinyl and CD players with timecoded CDs can be used to control the VirtualDJ decks.

The timecoded CD signal can be downloaded and burnt to disc or you can purchase vinyl timecode:



SUPPORTED TIMECODE FORMATS

VirtualDJ also supports legacy versions of our very own timecode engine as well as additional 3rd party CD & Vinyl Timecode formats for your convenience:

CD Formats

- VirtualDJ
- Serato

Vinyl Formats

- VirtualDJ
- Serato CV2 & CV2.5
- Traktor MK1 & MK2
- Mixvibes & Mixvibes 7 inch

DIFFERENT TIMECODE SYSTEMS AND COMPATIBILITY

Compatibility between different timecode systems is not guaranteed. Every DJ software with timecode support can have its own timecode. However, unlike other DJ software that can only use one type of timecode signal, VirtualDJ (in addition to its own timecode media) is also compatible with most of the popular timecode systems including Serato and Traktor timecode vinyl and CDs.

It is important that the correct timecode type is selected from the Timecode dropdown menu (depending on the loaded timecode media), otherwise the timecode reading and decoding will be incorrect and will not function as expected.

TIMECODE MODES

VirtualDJ supports the two main timecode modes as found in most timecode systems.

But there is also a unique mode in VirtualDJ called "Smart Mode" which is the default mode.

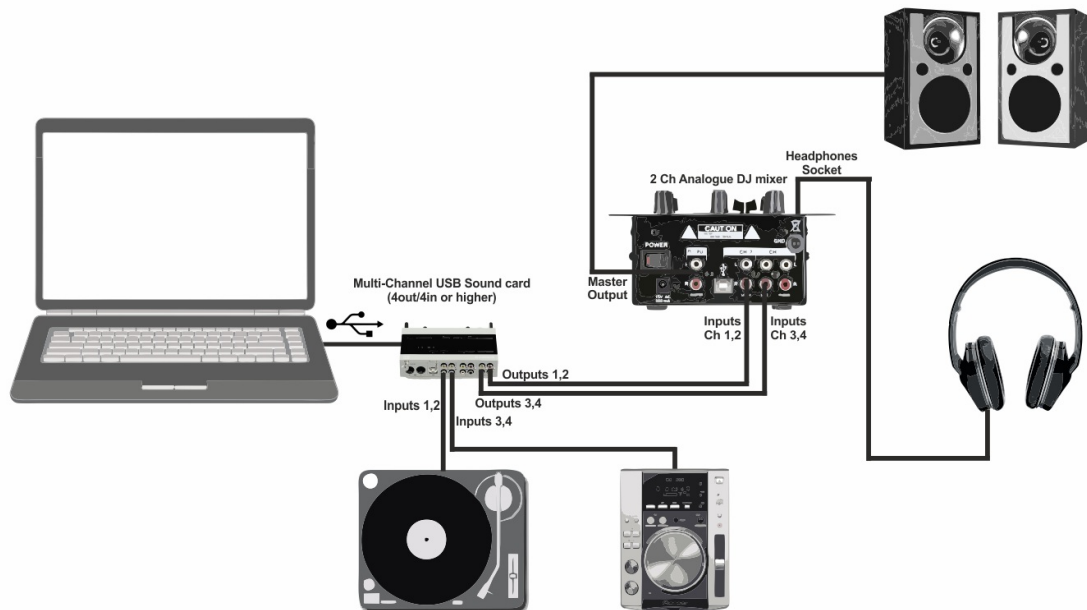
- In Absolute mode the timecode player (turntable or cd) is the "master" and VirtualDJ responds to playback position changes (needle drop), pitch changes and scratches when performed from the timecode player (Timecode Vinyl or CD).
Pitch change and Sync from the software are not allowed in this mode. However VirtualDJ switches automatically to the more flexible 'Smart mode' when loops or HotCues are performed from the software or the Timecode media, and it switches back to Absolute mode when the timecode media restarts from the beginning.
- In Relative mode VirtualDJ does not respond to playback position changes (needle drop) The track just pauses when the timecode stops, and it starts again when there is timecode signal in the soundcard's inputs (Play/pause).
VirtualDJ still responds to pitch changes and scratches when performed from the timecode player but not in loops and HotCues. However Sync, loops and hot cues work perfectly when performed from the software.
Pitch change and Sync from the software are not allowed in this mode.
- The Smart mode is the default and preferred mode in VirtualDJ because it combines the best of the absolute and relative modes. VirtualDJ responds to playback position changes (needle drop), pitch changes, scratch, Sync, HotCues and Loops when performed

from either the timecode player or the software.

Starting the timecode from the beginning also restarts the loaded track in VirtualDJ. Unless there are specific needs, smart mode should be the preferred mode for most users.

VirtualDJ allows up to 8 Timecode inputs and timecode controlled decks at the same time if the audio card has the required inputs and outputs channels. However, a typical Timecode setup will include 2 timecode inputs. A multi-channel USB sound card with at least 4 Outputs and 4 Inputs is required. For Timecode vinyl a soundcard designed with phono preamps and able to provide a stereo signal on the appropriate input channels is required. Mono input of a timecode signal is not supported.

Tip: Timecode input numbers are linked with the VirtualDJ deck numbers. To assign a Timecode control to deck 3 and 4 (when a 4 deck skin is used), timecode inputs 3 and 4 must be used. However, these timecode inputs can be assigned to any available physical soundcard input.

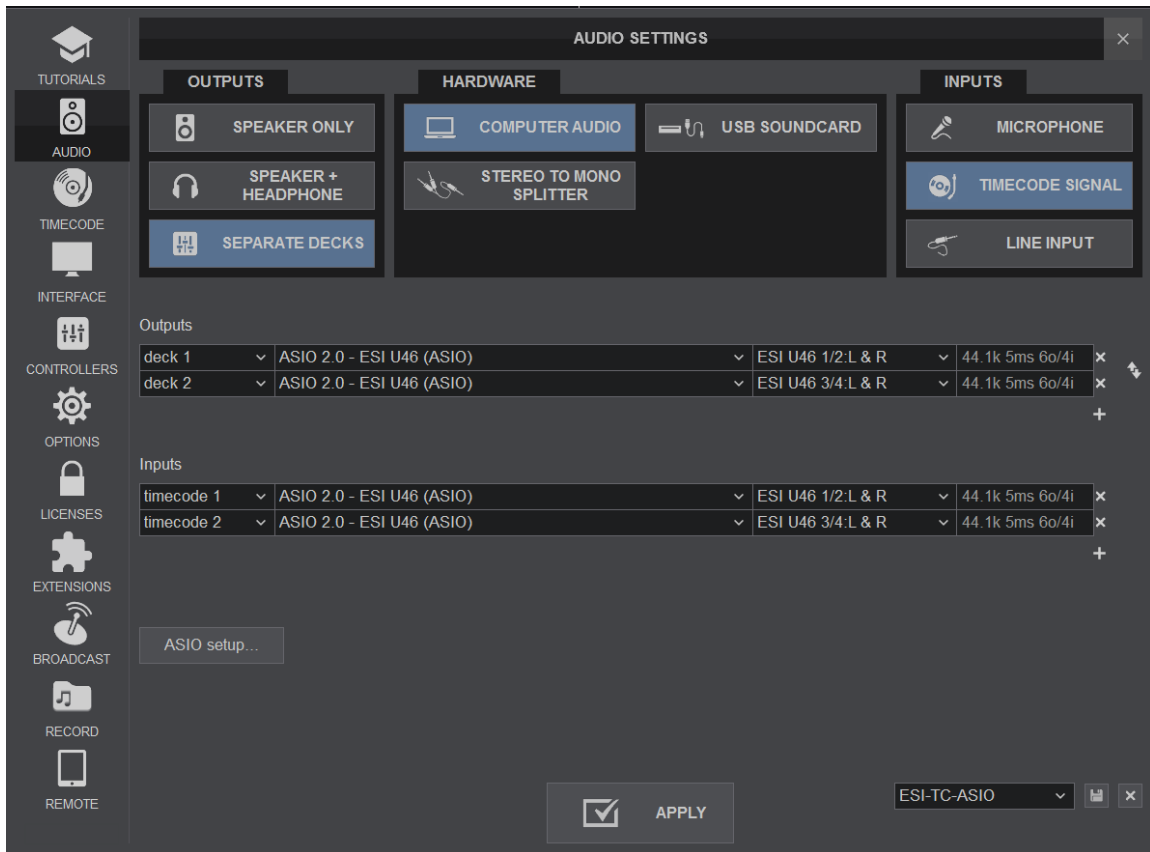


Connect Outputs 1 & 2 and Outputs 3 & 4 of the external sound card to Inputs 1 & 2 and Inputs 3 & 4 of the analog mixer. The mixer's inputs need to be set to Line-In.

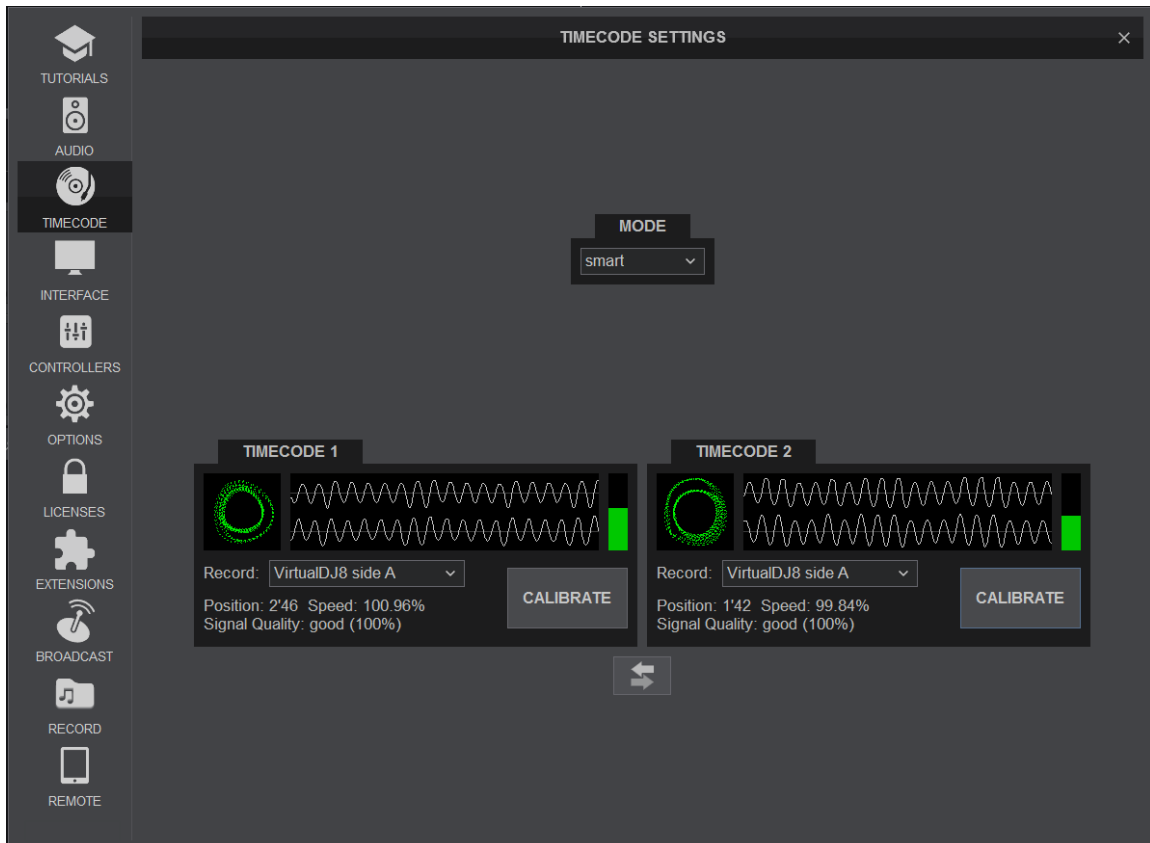
Connect Inputs 1 & 2 of the External SoundCard to the outputs of the turntable that will be controlling Deck 1 (Left side). Connect Inputs 3 & 4 of the External SoundCard to the outputs of the turntable that will be controlling Deck 2 (Right side). The sound card's inputs need to be set to Phono.

Headphone and Speaker connections will be made at the appropriate places on the mixer itself.

In the case where set-up is not obvious, consult the appropriate documentation for the turntable, sound card and/or the mixer to ensure the proper connections are made.



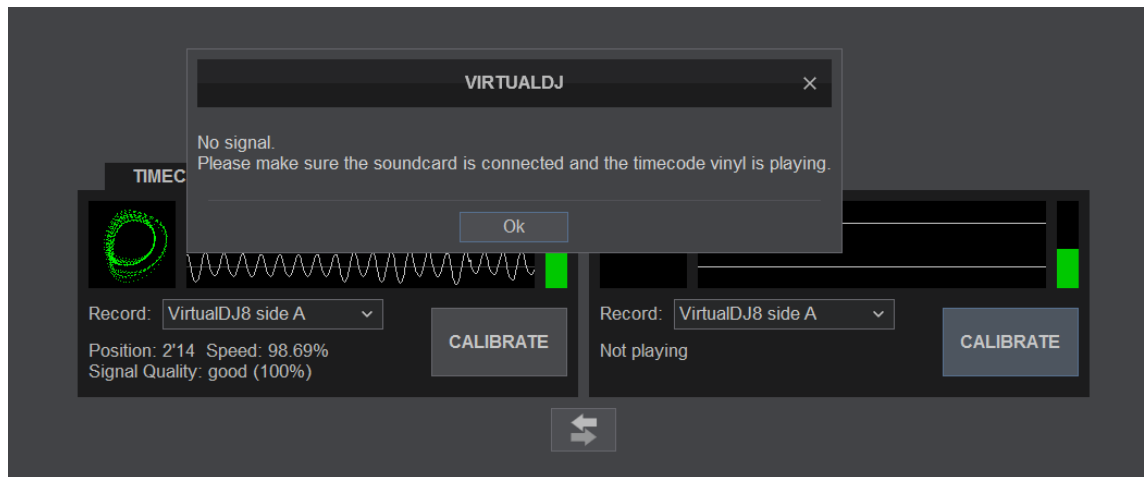
Select **SEPARATE DECKS** from the **OUTPUT** options, the Multi-Channel Soundcard to be used from the **HARDWARE** options and **TIMECODE** from the **INPUT** options. Not all cards will be detected in the **HARDWARE** options by VirtualDJ, but can still be used. If this is the case, use **COMPUTER AUDIO** from the **HARDWARE** Options. Once the Audio Setup is created select the multi-channel USB soundcard from the SoundCard field as well as assign the channels for all Inputs and Outputs. Click **APPLY** to save these changes.



Once the Audio Setup with the Timecode Inputs is applied, an additional tab in the Settings will be available. Click on the **TIMECODE** tab to open the Timecode settings window.

VirtualDJ will auto-detect the Timecode being used and is auto-configured so there will be very few things to modify. In the rare case that the Timecode is not auto-detected, choose the type of Timecode from the drop down menu and VirtualDJ will auto-configure the necessary settings. Ensure that the Turntable or the CD player is running/spinning at the time of configuration.

Choose the timecode mode (Smart, Absolute, and Relative) depending on preference.

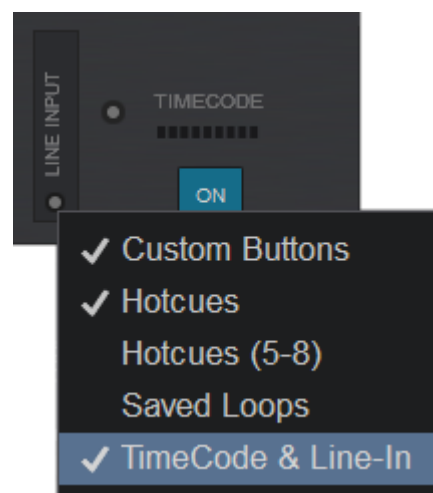


If a “no signal” or “timecode signal lost” message pops-up, click on the CALIBRATE button to automatically detect the type of timecode after correcting any hardware related (stereo cable inverted, needle wired backwards, timecode not playing, cable disconnected, etc).

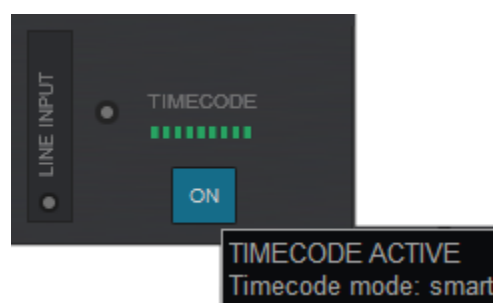
MONITORING TIMECODE SIGNAL

Timecode signal monitoring is achieved through the [Custom Buttons](#) panel on the Pro and Performance layouts. Clicking on the View Selection button inside the User Toggle will provide the ability to add Timecode & Line-In as a toggle selection.

Clicking on the toggle button will rotate through the selections chosen.

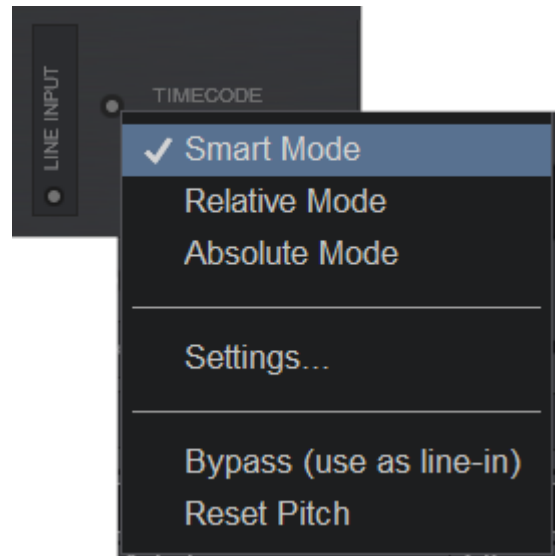


With Timecode active, the signal strength is displayed in the panel along with a Timecode Options button and an ON/OFF button.



Selecting the Timecode Options will provide a menu to quickly change modes from Smart, Relative, or Absolute.

Additionally, the options to open the Timecode Settings window, Bypass the timecode signal (use as a line-in) and reset the pitch on the deck are available for easy access.

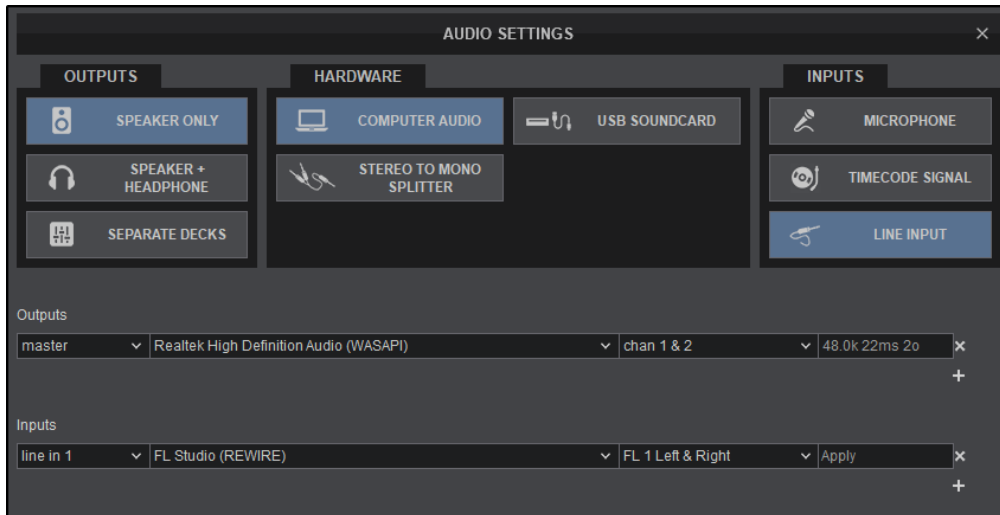


REWIRE

From Propellerheads, the inventor of ReWire:

“ReWire is a system for transferring audio data from one application to another, in real time. Basically, you could view ReWire as an “invisible audio cable” that connects two computer programs.”

VirtualDJ will always act as the ReWire Master (Host) and must be launched prior to the ReWire Slave (Client) application. Prior to closing VirtualDJ, the ReWire slave application must be closed. Popular ReWire applications include Ableton Live, FL Studio and Propellerheads Reason.

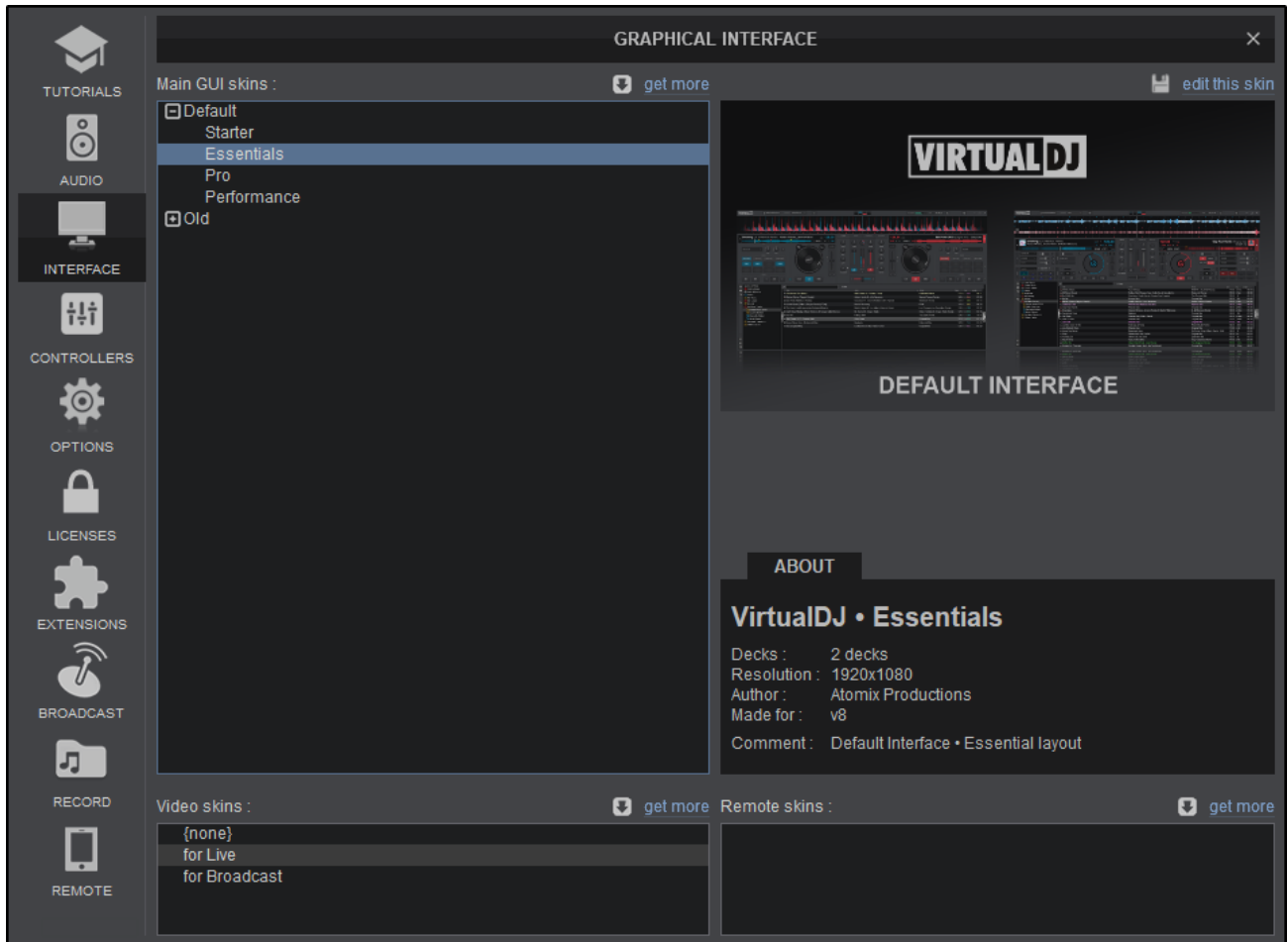


In VirtualDJ, ReWire is integrated into the advanced audio setup and is another input that can be routed to a VirtualDJ deck. Prior to enabling, a Line-In must be added first in the Audio Setup. This line input must be assigned to a ReWire slave application and then to a ReWire channel. The ReWire slave application can be selected in the soundcards drop down menu. A list of virtual ReWire channels will appear for this application the same way as the physical soundcard inputs do.

Once the Audio Setup is done, the source area will become available via toggle in the Custom Button's panel (Pro and Performance Layouts) and activating the Line-In button on the Interface for the ReWired deck will route the audio from the slave application to the VirtualDJ mixer. The audio from the slave application is also routed to a VirtualDJ deck and can be mixed in real time with the other VirtualDJ decks. The Rewired deck(s) will display the slave application as a Line-In as well as the Beatgrid and the tempo (BPM) of the audio in real time.



More advanced setups with more than one ReWired decks and more than one ReWire slave applications is also possible.



The Interface tab of Settings offers the available Graphical User Interfaces (also referred to as a GUI or Skin). Moving the mouse over a selection will preview an image and some details will be shown on the lower right side. Click to choose and load the desired Interface layout. The default GUI offers Starter, Essentials and Pro Layout versions.

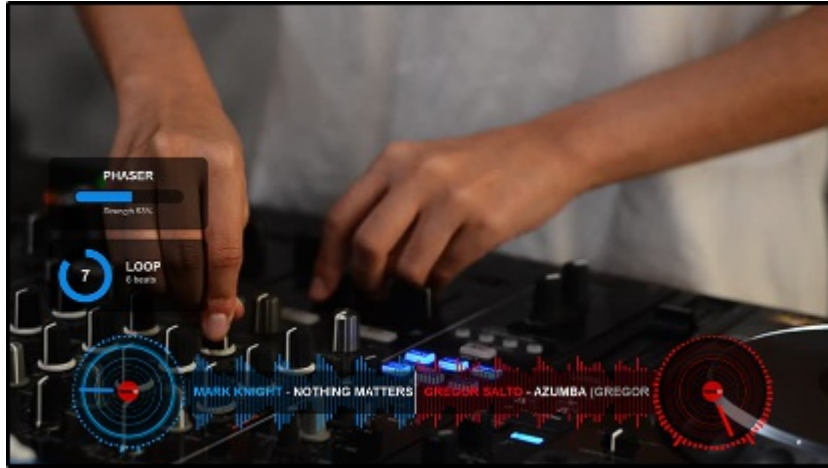
Additional Skins (and other plugins) can be downloaded from the [Extensions Tab](#) of the [Settings](#) menu.

An additional option available in the upper right of the menu gives you the ability to export the skin for editing. Clicking on the **Edit this skin** text will export the skin to the folder *Documents/VirtualDJ/Skins* so that they can later be altered.



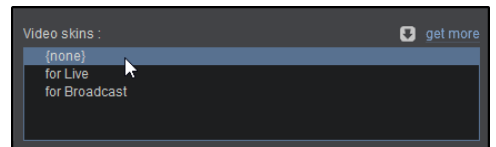
Custom skins can also be created. To learn more, visit <http://www.virtualdj.com/wiki/Skin%20SDK%20>

VIDEO SKINS

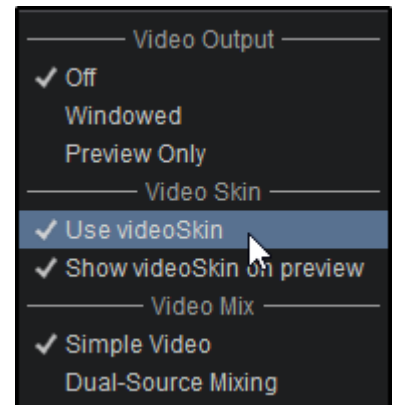


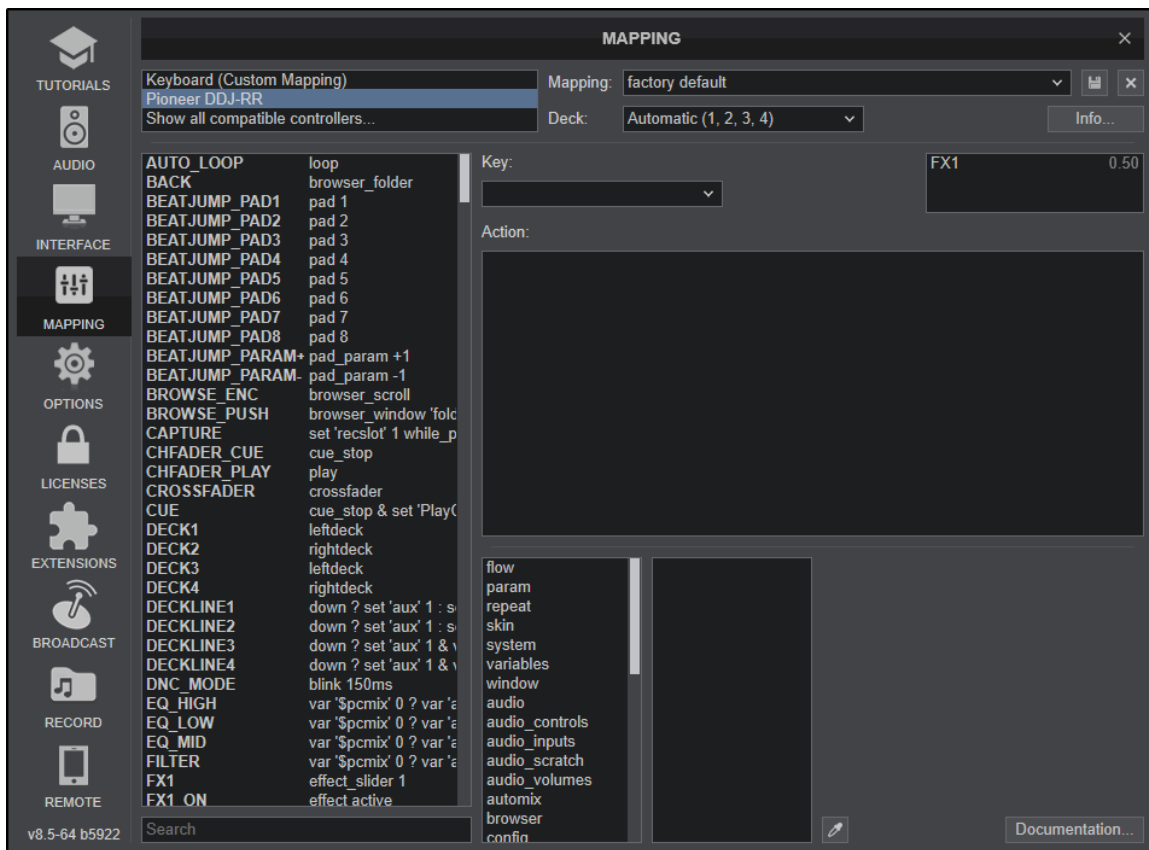
Video Skins are a layover element that allows your audience to see your workflow and other features on the video output when it is activated. This is a great tool for VJs and broadcasters who want to engage their audience with more than just video and sound.

On the lower left side of the Interface tab you can select the type of Video Skin that you'd like to display on your output. Of course, if you don't wish to show this feature, you can always select **None**



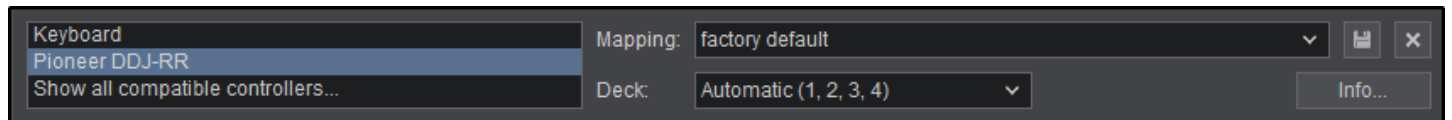
If you wish to turn video skins on or off for any reason quickly, right click on the video preview window in the video mixer and click **Use videoSkin**





VirtualDJ comes with predefined mappings for most of the MIDI/HID DJ Controllers on the market. Mappings can be easily changed and tweaked to preference. Controllers are available only if a Pro Full Infinity or a controller specific license is available (See [Licenses](#)), otherwise the controller will work only for the first 10 minutes of use when the software is initially launched.

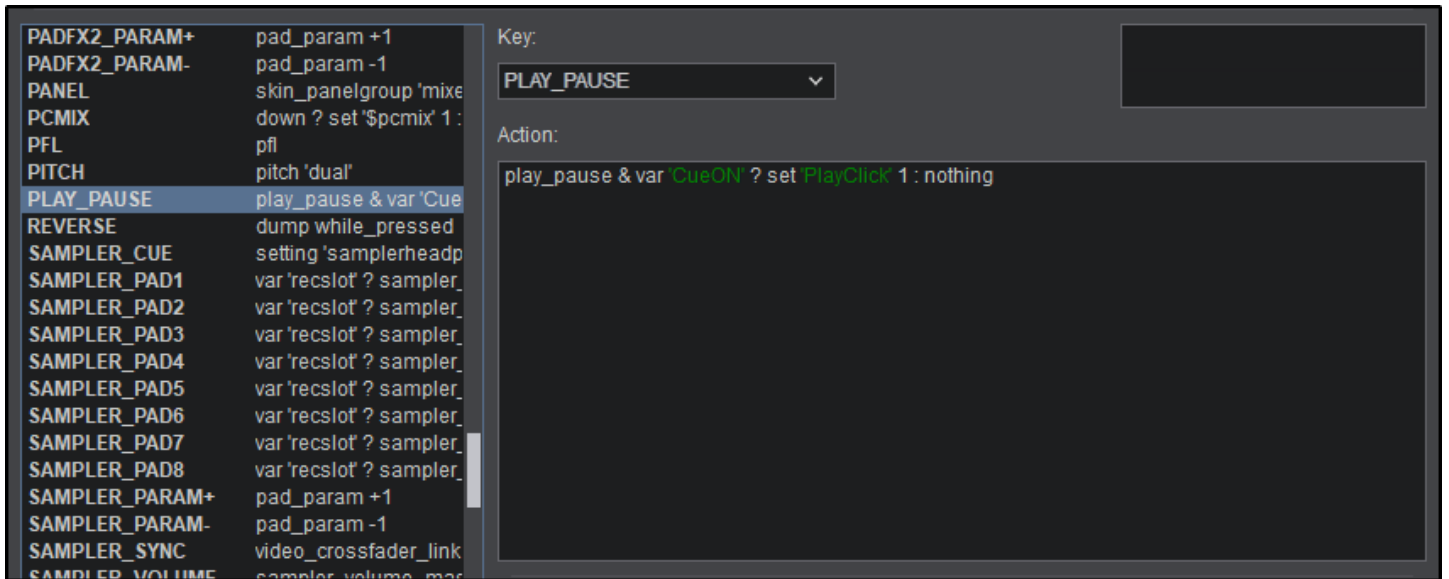
To check if your controller is natively supported please see [Supported MIDI and HID Controllers in VirtualDJ](#)



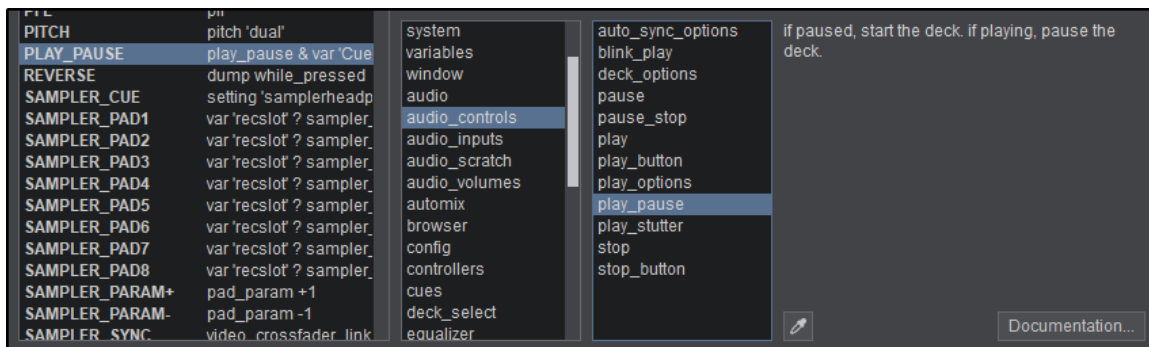
In the top section of the Controllers tab all connected MIDI and HID devices will be listed on the top left list (only Keyboard will be available if no MIDI/HID device is connected). Each one of the connected devices offers Ignore and Factory default mapping in the Mapping List. Set a device to Ignore to use it with a different application while running VirtualDJ at the same time. Save and Delete buttons are available to the left of the Mapping List to save and delete altered or custom mappings.

The Deck List assigns the decks to be controlled by the connected device. Automatic is the default which allows VirtualDJ to assign the decks automatically as it is the most common.

The **Info...** button will appear if the selected controller has a manual or documentation available. Clicking on it will open a web browser with the information.



In the middle section a list with all the available Keys and their assigned Actions are displayed on the left side. Clicking on any Key in the list or selecting it from the key drop-down menu will display it's mapping in the Action field in order to edit the script.

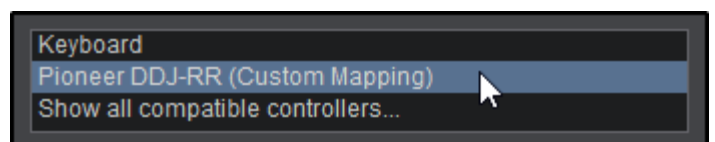


In the lower section, there is a category view with some commonly used scripts. Clicking on the category will display script help for that particular category to the right. Clicking on a script will add it to the button chosen for easy custom mapping. Additionally, there is a mapping tool to the right of the box to easily pick out skin elements that a button could be mapped to, and automatically mapping the button with a few mouse clicks.

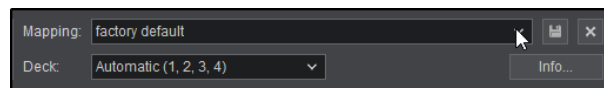
More details about VirtualDJ script actions and syntax are available in the Wiki pages <http://www.virtualdj.com/wiki/VDJscript> (Documentation button)

CUSTOM MAPPING

1. Pick a controller from the device window to customize.



2. In the Mapping list, make sure the Default (factory) mapping is selected.

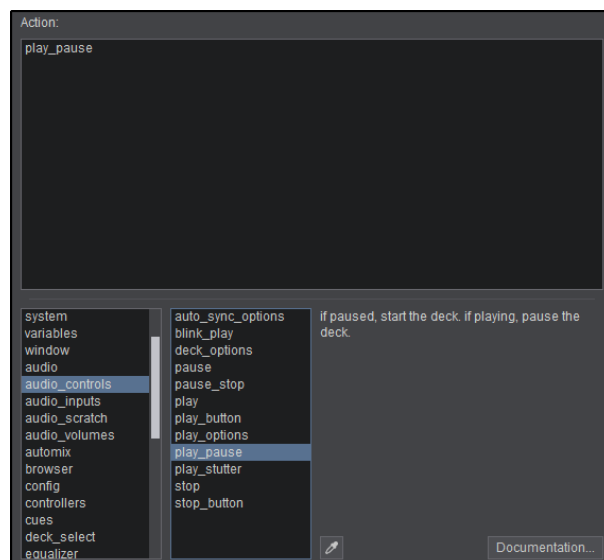


3. Select a Key from the list or use the Key learn feature. Press a button or move a slider on the controller. The name of that Key will display in the Key Learn List to the right. Select the Key you need to customize.

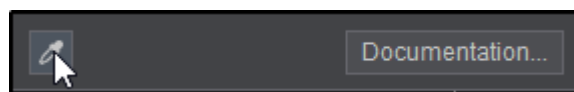


4. Edit or type a VirtualDJ script action in the Action field. Actions are grouped into categories and each action provides a short description and some syntax examples.

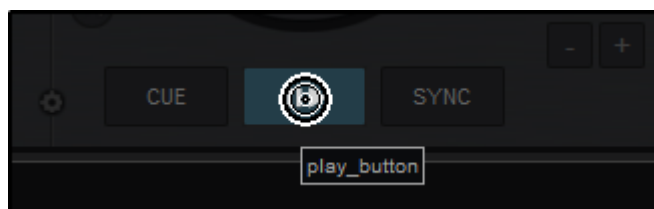
Clicking on the action will automatically add it to the script to make the mapping process more convenient.



5. Alternatively, once the key is selected you can click on the eyedropper tool to the right. This will open the user interface.



6. Click on the part of the skin (play button, sync button, etc) that you wish to assign to the selected key. The skin element will be automatically mapped to the button.



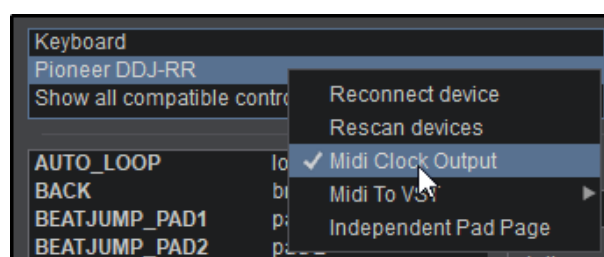
Once a key is modified, a custom mapping will be auto-created, leaving the default (factory) mapping unaltered in order to use and modify again if needed. Once complete, it can be kept either using the auto-generated name or renamed when saving the mapping file.



MIDI CLOCK OUTPUT

VirtualDJ's Master Tempo can be sent to other applications such as Lighting or Digital Audio Workstations that accept a Midi Clock Input. Right-click any connected controller in the device window to assign it as the Midi Clock Output.

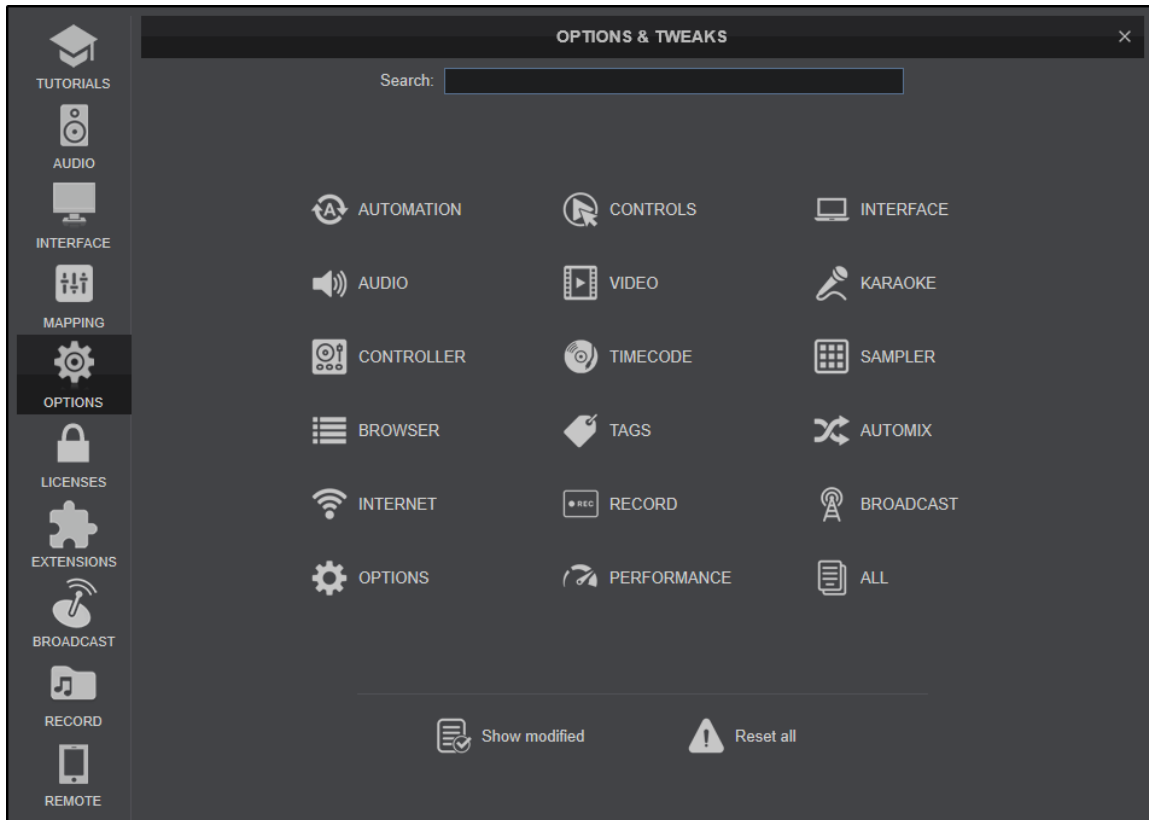
Any defined Midi device can be used and will send VirtualDJ's current master tempo to the other application.



The other file application will need to be configured to accept a Midi Clock Input in order for the information to be passed through to it. Please

consult the documentation of the software that you wish to send VirtualDJ's Midi Clock to in order to configure it properly.

OPTIONS



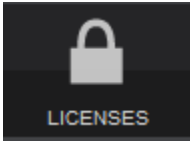
VirtualDJ has settings to allow customization of every single feature of the software. Settings are setup for easy navigation and search by using the Category Buttons or the top Search field. The options categories are displayed by default but typing into the search box will display every setting matching your search parameters. Each time a setting is selected a useful Tip will be displayed on the bottom to help you understand the functionality.

Settings that have been modified will display a transparent X at the end of the field. Clicking this will restore the setting to it's factory default.

See the complete list of available options and their descriptions [here](#).

LICENSES

VirtualDJ is a single core software version without serial numbers*. Licenses can be added to access additional features of the software and are associated with your account. Use this tab of Settings to view, add and manage your Licenses and your Content Unlimited subscriptions.

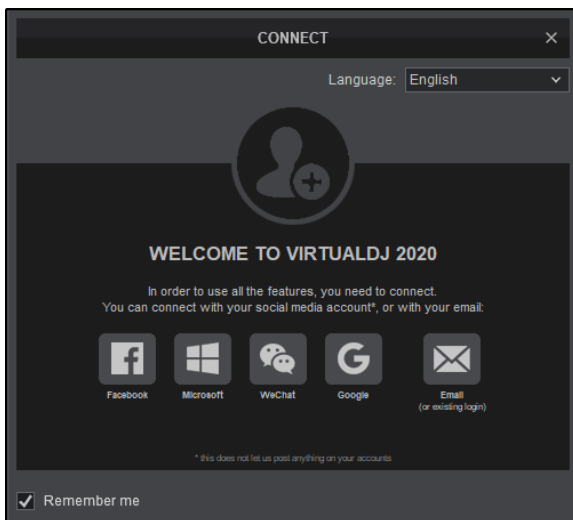


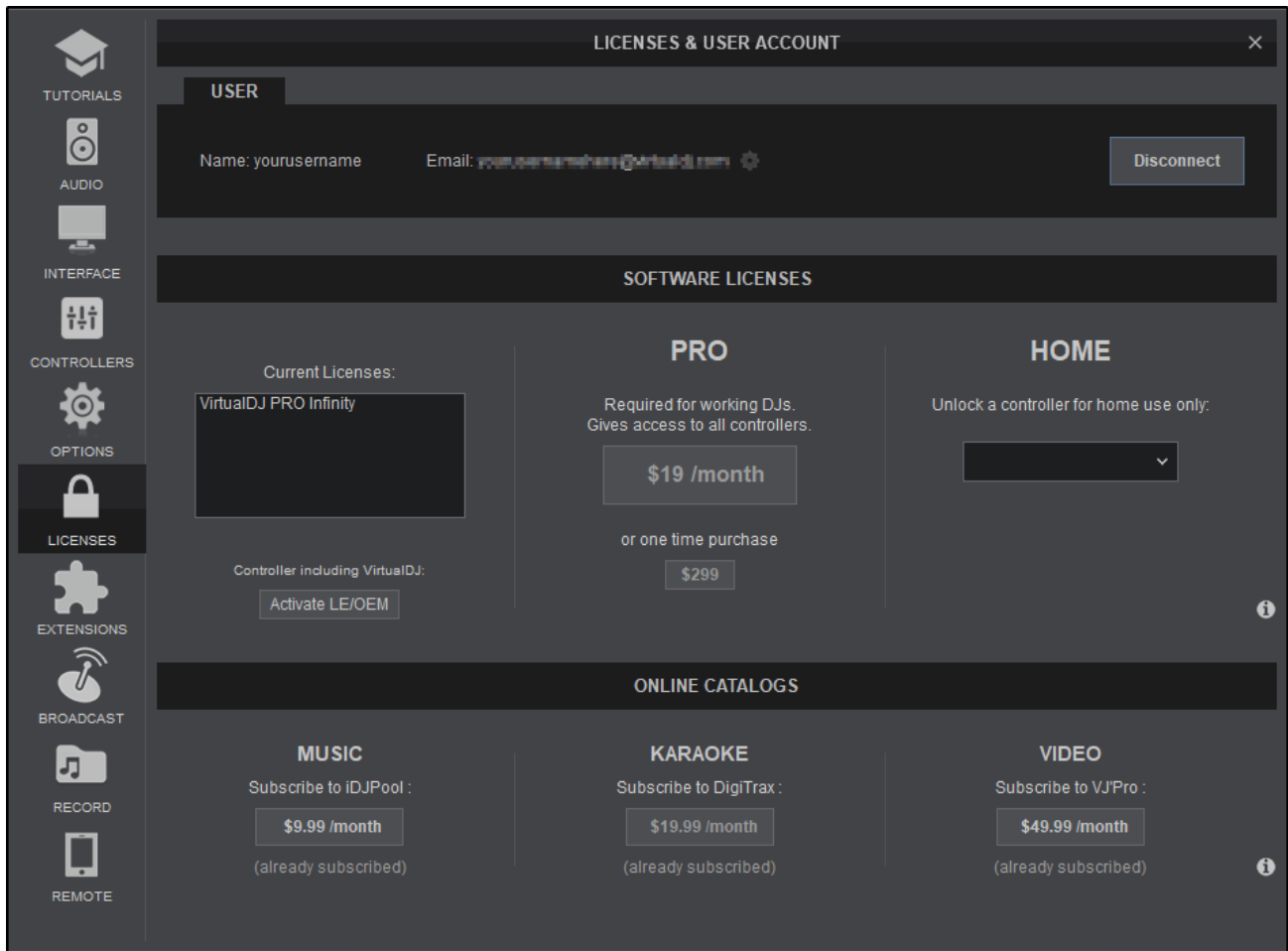
Click on the Connect button to open the Connection window.



The same Connection window will be displayed on first launch, and it will remember your Login and password across sessions (if not logged in from more than 2 computers in the meantime). You can choose to login using your Facebook, Microsoft ID, WeChat, Google ID or VirtualDJ ID (account needs to be created),

If you decide not to login, some features will be limited and online features of the software will not be available.





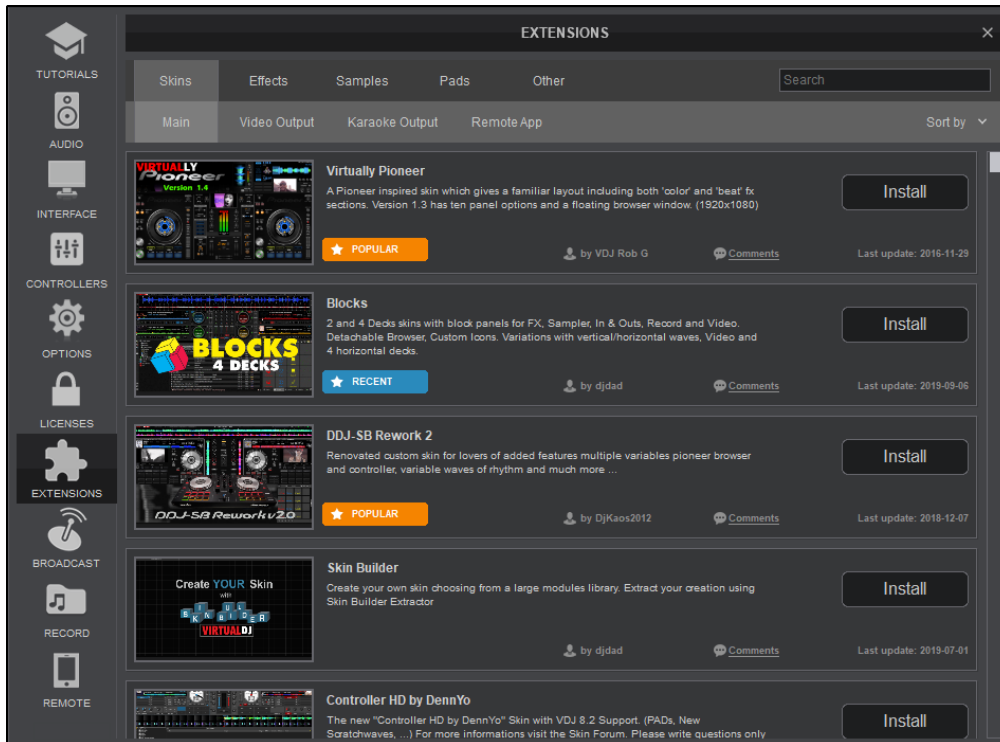
Once you login, all your current Licenses and active Subscriptions will be enabled and displayed. You can also choose to add additional licenses or subscriptions:

- **Pro Infinity License** - provides full access to all the features of the software (one time purchase)
- **Pro Subscriber License** - provides full access to all the features of the software (monthly subscription)
- **Controller PLUS License** - provides you the ability to use a single external analogue DJ mixer and/or a MIDI/HID controller (one time purchase)
- **Online Catalogs** - provides unlimited access to our Audio, Video and/or Karaoke catalogs offered by our partnered providers (monthly subscription)

Detailed purchase information can be found here: <http://www.virtualdj.com/buy/index.html>

*The Enter Keycode field is only to enter a Keycode provided with an OEM (Limited Edition) version (bundled with several MIDI/HID controllers) without having to create an account. The Keycode can be registered to an account to use the same login process as any other License or Subscription.

EXTENSIONS



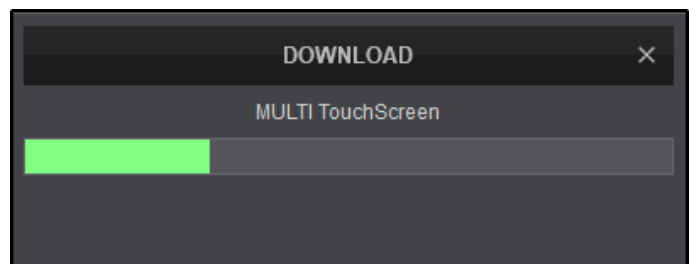
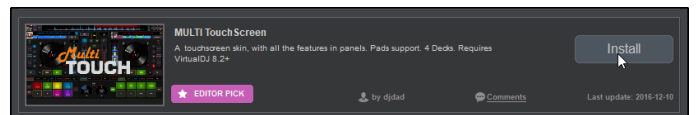
Extensions allow you to add Skins, Effects, Samples and other addons directly from inside the software interface. This allows you to keep focussed on what you are doing as well as find new and cool addons created by the VirtualDJ community.

INSTALLING EXTENSIONS

- Find the extension you want to install by using the search bar, sort and filter fields. Once you have found the extension you want, click on **Install**

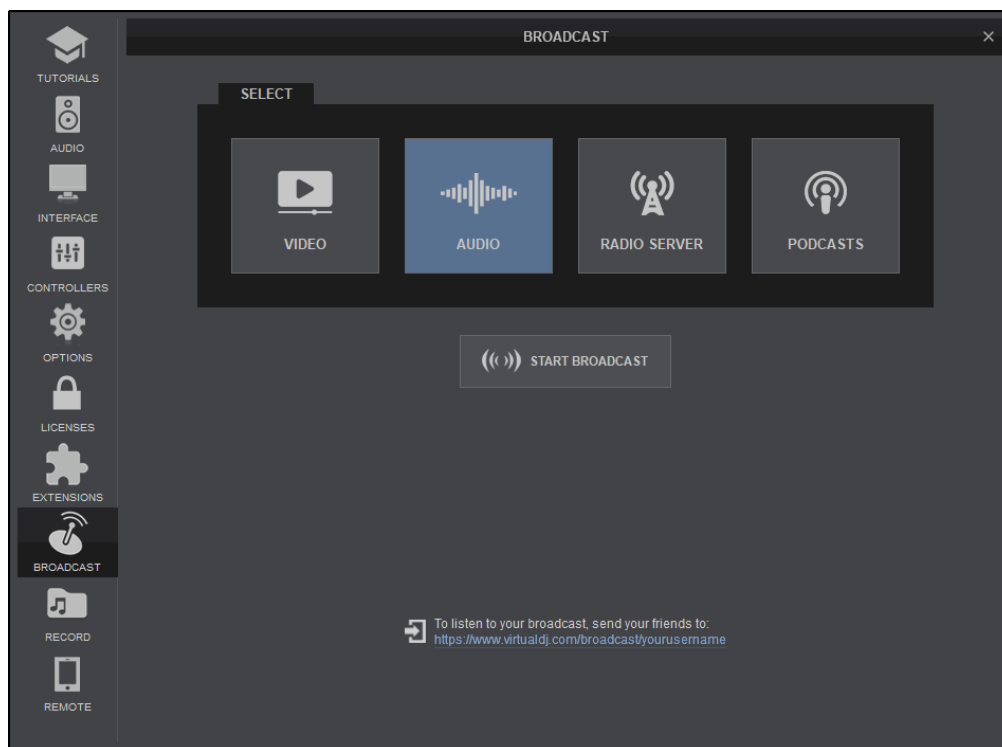
Clicking on the thumbnail will display additional images in the Skins category.

- A progress box will appear showing you the status of the installation. Once it is complete, click **OK**

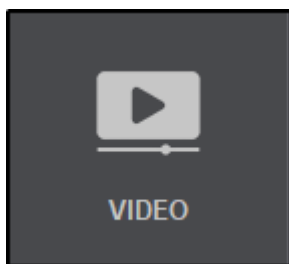


- Once installed you can now use the new extension by going to that section of the software. In the example a skin was installed so you would go to the **Interface** Tab to select the new skin.

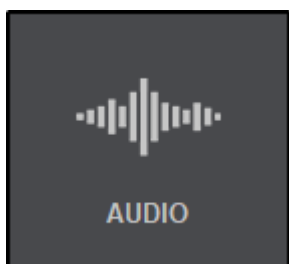




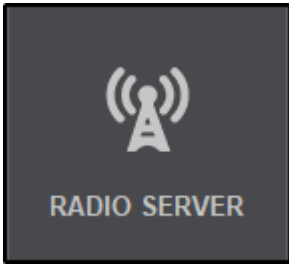
The Broadcast tab of Settings provides 4 possible ways to broadcast your mixes over the Internet. Click on the type of Broadcast required then click on START BROADCAST to start streaming the broadcast over the web.



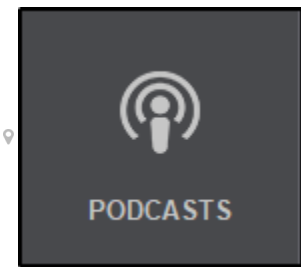
Broadcast video directly to your favorite social platforms. Follow our [Video Broadcasting Guides](#) to get connected.



Broadcast audio directly from your computer. Click on START BROADCAST and provide the link at the bottom of the broadcast window to your listeners.



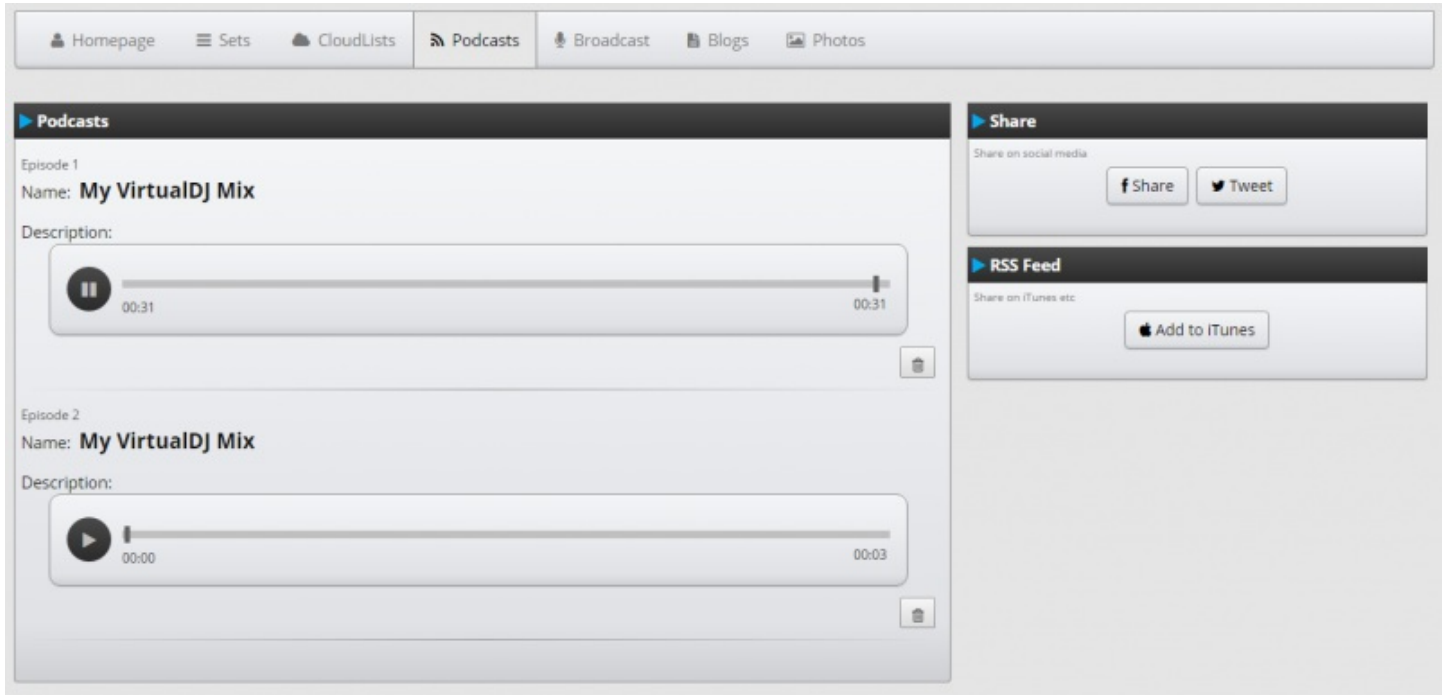
Broadcast using an Internet Radio Server. Icast (OGG format streaming) and Shoutcast (MP3 format streaming) are supported. Fill in the provided fields with the data required by the host (server) along with any additional information for the broadcasting session.

A dark grey configuration form for a radio server. It includes fields for Protocol (ShoutCast), Encoding Quality (128 kbps), Server URL (shoutcast.com/myradioserver), Mount Address, Server Port (8000), Login (source), Password, Session Name, Session Genre (Deep House), and Other Fields.

Broadcast directly to the virtualdj.com and save your mixes. Enter an Episode Name for the Podcast and click on START BROADCAST. To manage your podcasts, click on the link provided.

A dark grey form for podcast configuration. It features an "Episode Name" field with the value "My VirtualDJ Mix" and a link to manage podcasts: <https://www.virtualdj.com/homepage/yourusername/podcast.html>.

When a Podcast is completed it is stored on the VirtualDJ.com servers where it can be edited, deleted, shared to social media or even uploaded to iTunes.



If a Podcast name already exists in your library, an episode number will be added as a sub heading to the title. This gives you the ability to have a regular podcast (weekly, monthly, etc) with the same name but a different episode number as the podcasts are produced, making it easier for regular listeners to follow your show.

As long as you are logged into the website, you can visit the podcast page to manage your podcasts:

<http://www.virtualdj.com/user/YourUserNameHere/podcast> (be sure to replace "YourUserNameHere" with your VirtualDJ user name in order to use the direct link).

Note: Broadcasting requires Port 8000 needs to be forwarded in case a router is used. More information can be found here: <https://www.virtualdj.com/wiki/open%20port%20for%20direct%20broadcast.html>

*** Broadcasting to a radio server requires a Pro Infinity or Pro Monthly license*

LIVE VIDEO BROADCASTING

Make the world your arena and broadcast your mixes to popular social platforms. With VirtualDJ its easy to broadcast directly to many of the most popular sites. Add visualisations, videoskin for cool graphics, camera overlay, real-time screen grab for live chats and more. VirtualDJ makes it easier and more fun than ever to engage with and look impressive for your audience online.

Providing that your computer meets the [minimum system requirements](#) to mix video, you can easily setup video broadcasting by following the steps in the following guides:

Detailed Guides

See here how to broadcast to the most popular Live Stream Services:

[Video Broadcast to Facebook](#)

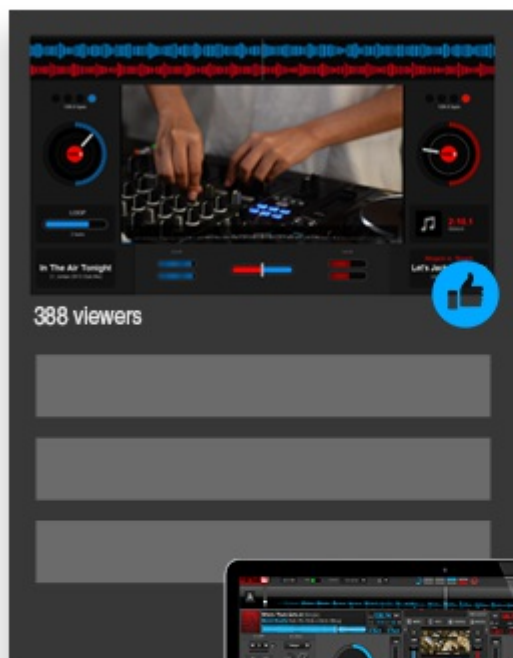
[Video Broadcast to Youtube](#)

[Video Broadcast to Periscope](#)

[Video Broadcast to Twitch](#)

[Video Broadcast to MixCloud](#)

[Video Broadcast to BandLab](#)



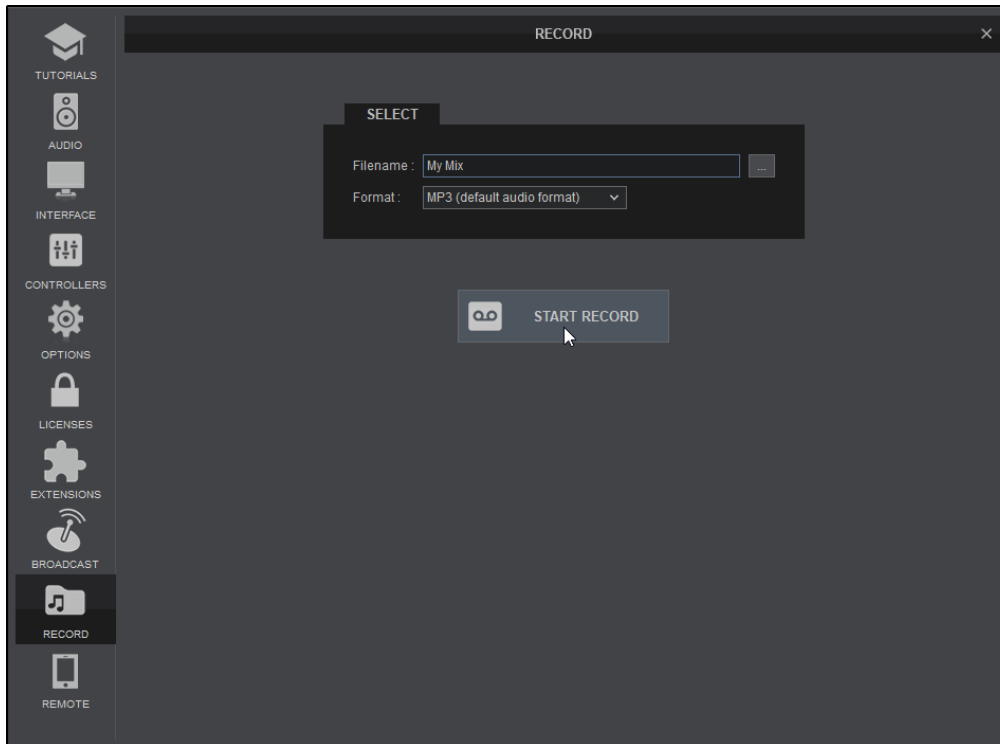
facebook

YouTube

Periscope

twitch





The Record section allows recording of both your audio and video mixes. By default VirtualDJ records the Master output. If an External Audio Setup is defined or a different recording source needs to be used a [Record Loopback](#) line is required in the [Audio Setup](#).

Select the Format of the recorded file from the drop down and click on the button at the right of the Filename Field to select the filename and the path of the recorded file. The following formats are available to choose from in the drop down menu:

MP3 (default audio format)

Record audio in .MP3 format. By default the quality is set to MID (192 Kbs). A different quality can be selected from the option recordQuality in Advanced Options under the group Record (low=128Kbs, mid=192Kbs, high=320Kbs).

OGG (alternate audio format)

Record audio in .OGG format. Alternative format to mp3 (better quality/less file size than mp3). By default the quality is set to MID (160 Kbs). A different quality can be selected from the option recordQuality in Advanced Options under the group Record (low=112Kbs, mid=160Kbs, high=192Kbs).

FLAC (lossless audio format)

Record audio in .FLAC format. The file is compressed to smaller filesize but without any loss in quality (FLAC files size are smaller than corresponding PCM-encoded WAV files at the same quality).

WAV (legacy audio format)

Record audio in WAV format. The file is not compressed and will take up a larger amount of disk space.

WEBM (default video format)

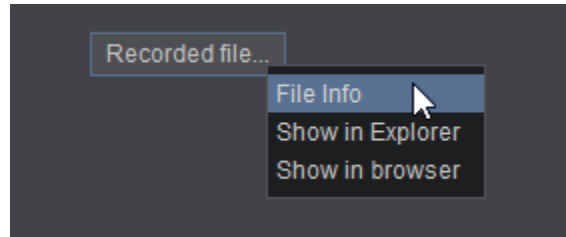
Record video in .WEBM format

MP4 (alternate video format)

Record video in .MP4 format

Once the filename and format are set, press the **START/STOP RECORD** button to start or stop recording your mix.

Once a file is recorded, the **“Recorded File...”** button will appear. Click on the button to get additional operations for the recorded file:



File Info	Opens the recorded file with the Tag Editor to add and edit additional fields
Show in explorer	Shows the recorded file in your Computer's File Explorer
Show in Browser	Shows the recorded file in the VirtualDJ Browser by setting focus to the folder of the file.

Additional recording settings are available in the [Options](#) tab under the group Record. For more information see the [List of Options](#).

REMOTE



VirtualDJ Remote is an application for iOS and Android that uses mobile devices as an additional interface to remotely control the VirtualDJ software. The Remote connects to VirtualDJ wirelessly over WiFi and is completely secure since only Remote devices on the accept list will be able to interact with VirtualDJ. The Remote's display is dependant on the aspect ratio of the mobile device. In most cases the default tablet display will show both decks while the default phone display will show a single deck due to having less available space on the screen.

The App can be downloaded from the following links:

iOS Version (iPhone/iPad)

<https://itunes.apple.com/us/app/virtualdj-remote/id407160120>

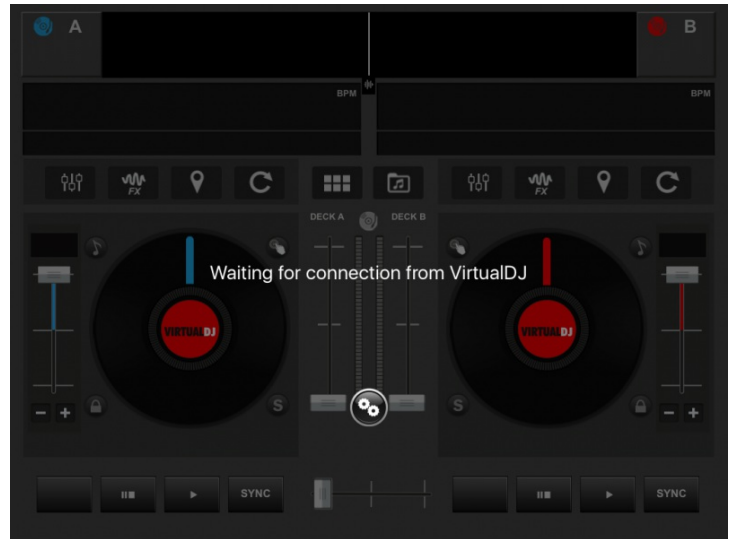
Android Version

<https://play.google.com/store/apps/details?id=org.atomixproductions.VirtualDJRemote>

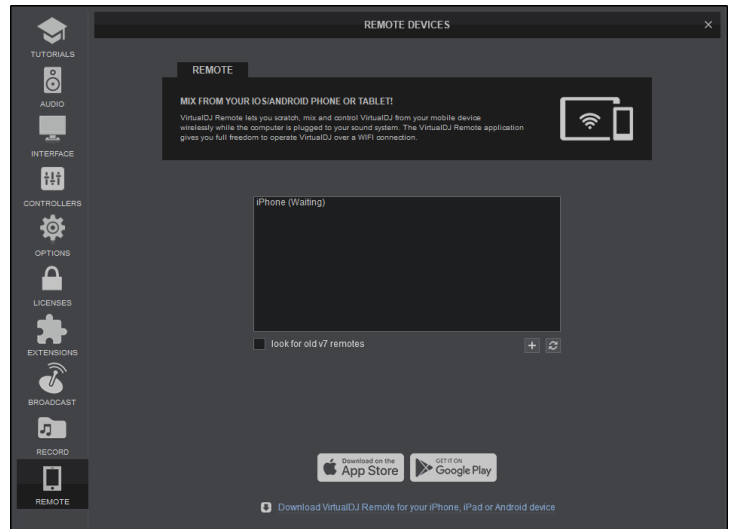
Once downloaded, the Remote can be configured and used by following the details in the following sections:

REMOTE SETUP

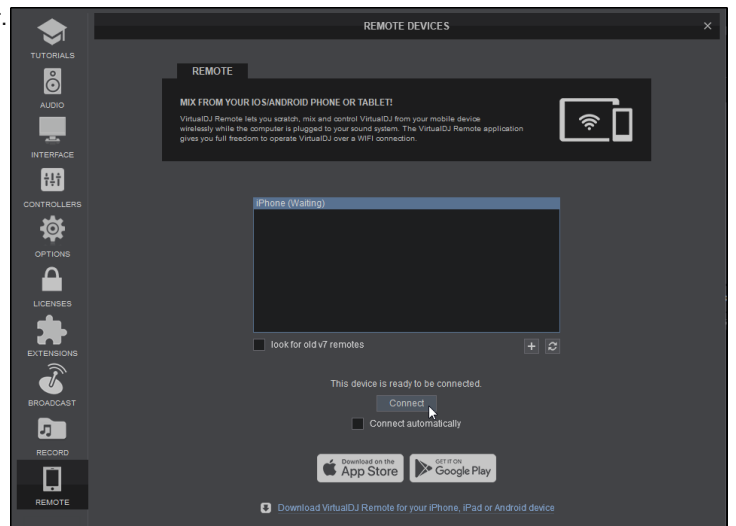
Once the Application is downloaded, ensure that the WiFi Network on your mobile device is on the same Network as the computer that is running VirtualDJ. Open the App and it will advise that it is waiting for a connection.



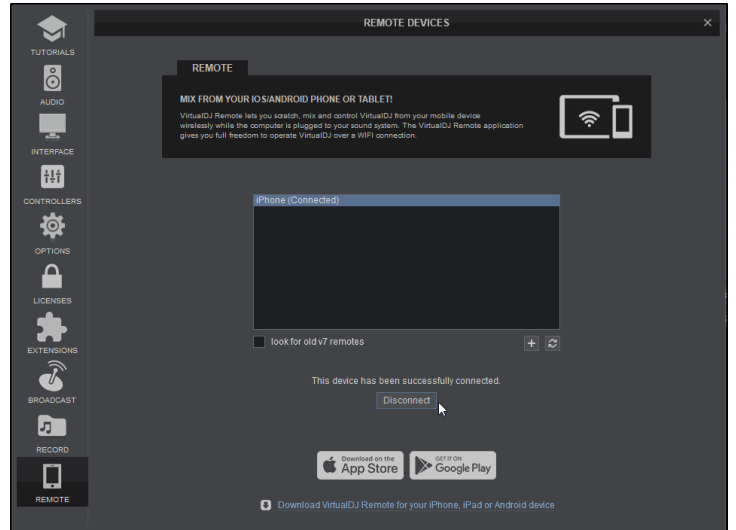
Go to **Settings**, then click on the Remote Tab. The device and its status will be displayed in the window.



Click on the device in the list and the Connect button will appear. Click on Connect to authorize the mobile device to be used with the computer. Check the box labeled **“Connect automatically”** if you wish for the device to connect at any time in the future without having to be re-authorized.



Once successfully connected, the status of the device will change and the options to disconnect or change the remote skin will become available. At this point, the Remote is ready for use and the settings window can be closed.



VDJ REMOTE (TABLET)



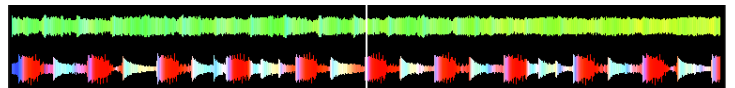
On a tablet, the VDJ Remote displays most of the information and controls in the main interface so that VirtualDJ can be monitored and controlled while away from the main computer. Anything that is done in the remote will directly reflect on the software interface on the computer as well. Multiple remotes can be connected and used at the same time.

1. RHYTHM WAVE & DECK INFO DISPLAY

Time, Track Information and a Waveform with a progress indicator are displayed in both decks. Touching the Time Display will toggle it from Elapsed to Remaining. The active deck will be indicated (A or B) and will change automatically or can be changed manually by touching the unfocused deck indicator.



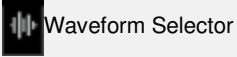
The Rhythm Wave displays the peaks and curves of the files on both decks to better visualize the tracks relationships with one another and make beat matching easier. There are 2 views available; the default Rhythm Wave or the Horizontal Scratch Wave



Horizontal Scratch Wave



Rhythm Wave (default)



Use this button (located below the center of the Rhythm Wave) to toggle between the 2 different available views.

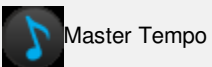
The Waveform can be resized by pinching in and out to adjust it's zoom level.

2. DECKS

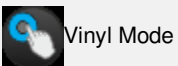
BASIC DECK CONTROLS

Each deck offers a Jog Wheel, Pitch Fader and set of Transport controls to easily control what is happening in VirtualDJ while away from the main computer. The Jog Wheel can be touched to Scratch or perform Pitch Bends depending on the mode selected. Double tapping the Pitch Fader will set the pitch back to it's neutral position (0%).

In addition to these Basic Controls, there are 4 separate buttons available around the outside of the Jog Wheel that provide additional features that can be toggled on and off. These features are enabled when the button is the same color as the deck and disabled when the button is greyed out.



Keeps the key of the song unchanged when the pitch of the song is changed



Enable to emulate the sound of scratching when the position of the Jog Wheel is moved. Disable to temporarily bend the pitch.



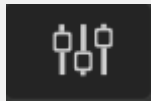
Locks the position of the pitch faders on both decks together.



Hot Cues, Loops and Scratching will only affect the position of the song temporarily

ADVANCED DECK CONTROLS

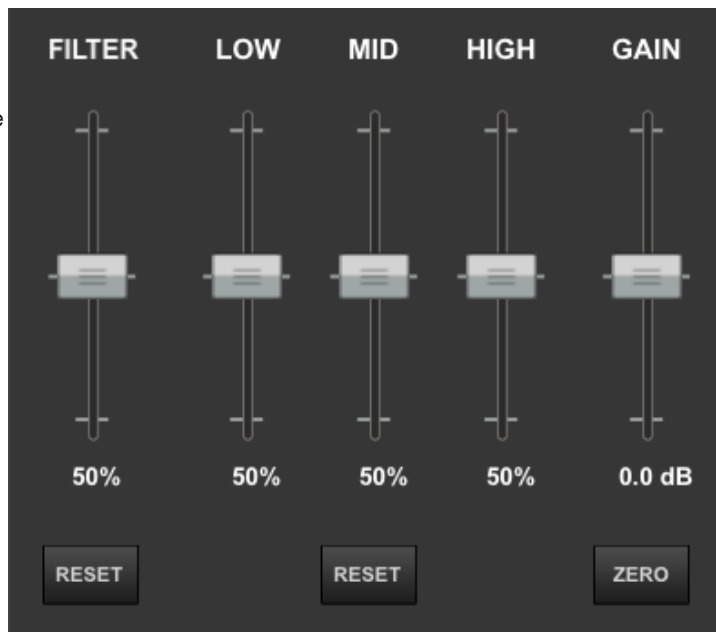
In order to conserve space, the Advanced Deck Controls are placed above the decks as buttons. Touching one of these buttons will replace the basic deck controls with the specified EQ, Effects, Hot Cue or Loop Control panel. Touching the button a second time will revert the deck back to the default view.



EQUALIZER

Since the Mixer area is limited, EQ controls are available as an Advanced Deck Control. The 3 band EQ, Filter and Gain controls are offered as sliders instead of dials for greater control on touch screens.

At the bottom of each set of sliders, a reset button (zero for gain) can be found to bring any of the adjusted parameters back to their neutral positions quickly.

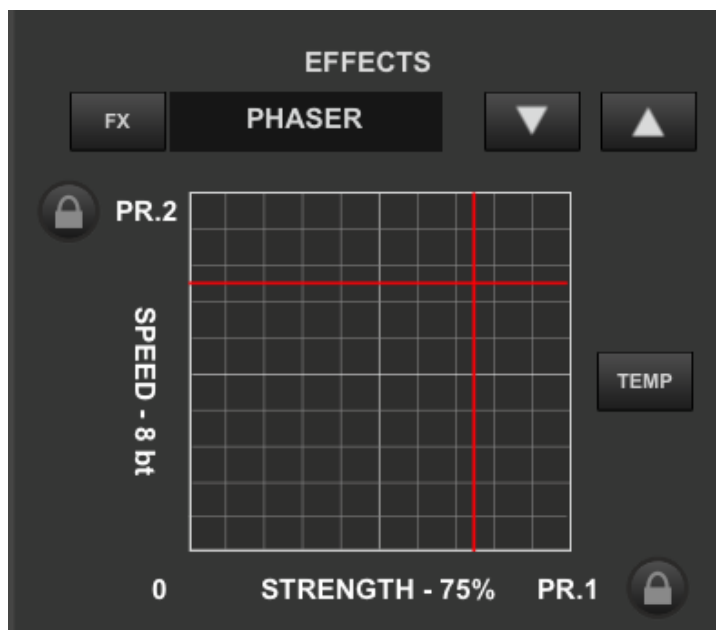


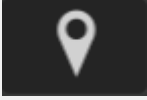
EFFECTS

Effects are activated by touching the FX button or the text of the specified effect. Use the Up/Down arrows to cycle through the effects list.

Effect parameters are controlled by touching and dragging the XY Pad with the added capability of locking one or both of the parameters into position by using the lock icons.

Toggling the TEMP button on and off will activate the selected effect only when the XY Pad is touched.





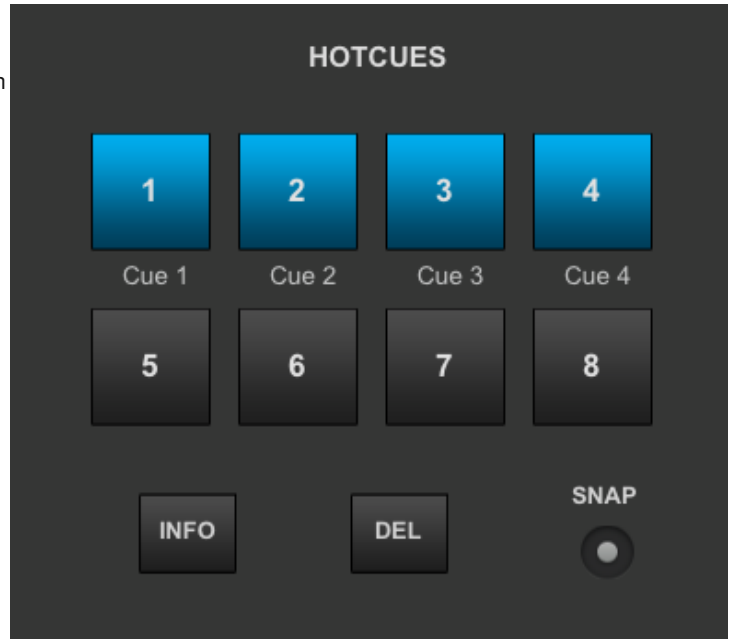
HOT CUES

Hot Cues can be triggered or set (if the cue is empty) by touching any of the 8 available Hot Cue buttons.

The INFO button will cycle through the Cue's stored information on each press to display Cue Names, Cue Time Position, or Beats.

The DEL button can be toggled on and off. When on, any set cues that are touched will be deleted.

Enable the SNAP (Smart Cue) which will automatically adjust the jump position to keep the song beat-matched.

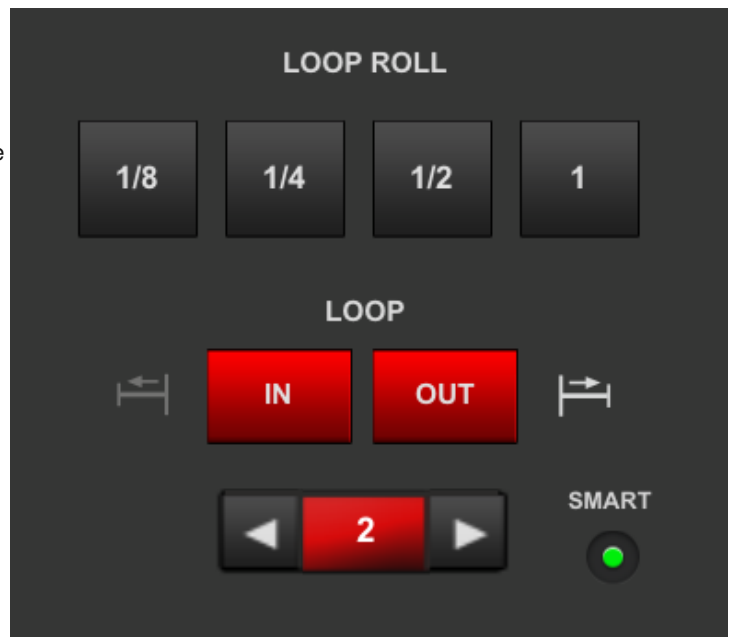


LOOP CONTROLS

The Loop Control Panel offers the most commonly used LOOP ROLLS; $\frac{1}{8}$, $\frac{1}{4}$, $\frac{1}{2}$, and 1 beat rolls. While these buttons are held the track will loop and once released will continue from the position the track would have been in if the loop was never pressed.

The IN and OUT buttons are available to manually control the loops size or the Loop can be triggered by clicking on the loop size while using the arrow buttons to increase or decrease it.

Toggle the SMART button to enable/disable Smart Loop to make the loop seamless.



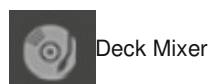
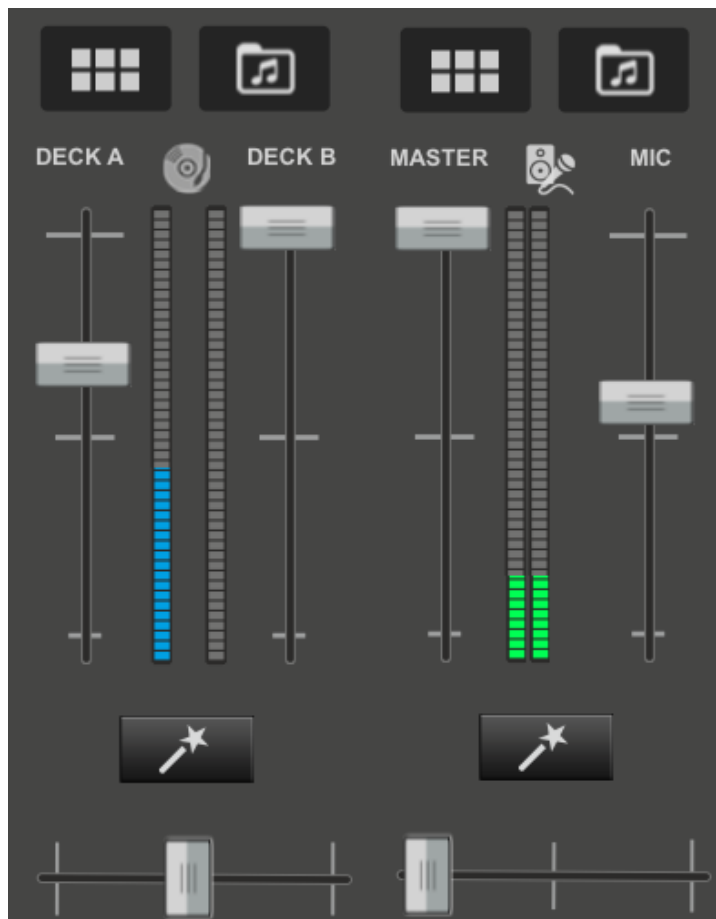
The Mixer has 2 separate layouts to control the decks as well as the master output.

In Deck View, Volume faders and VU Meters for both decks are available.

In Master View, a Master volume fader, Mic input fader and VU Meters for the Master and Mic are displayed.

In both Mixer Views an Audio Crossfader is available as well as Sampler, Browser and Smart Mix buttons.

The Mixer view can be toggled by touching the corresponding icon above the VU Meters.



Deck Mixer



Master/Mic Mixer

Deck Mixer

Master/Mic Mixer



SMART MIX

The Smart Mix button will appear in the Mixer area providing that one deck is stopped or remains unloaded. Touching the Smart Mix button will quickly crossfade from deck to deck and sync the two tracks.

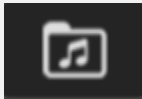
Once the crossfader has fully moved to the far right or left, Smart Mix will load the opposing deck with the next song that is in the Sidelist. If Smart Mix cycles through all of the tracks loaded in the Sidelist, it will go back to the top of the list. If the Sidelist is empty, Smart Mix will then use the Automix List.



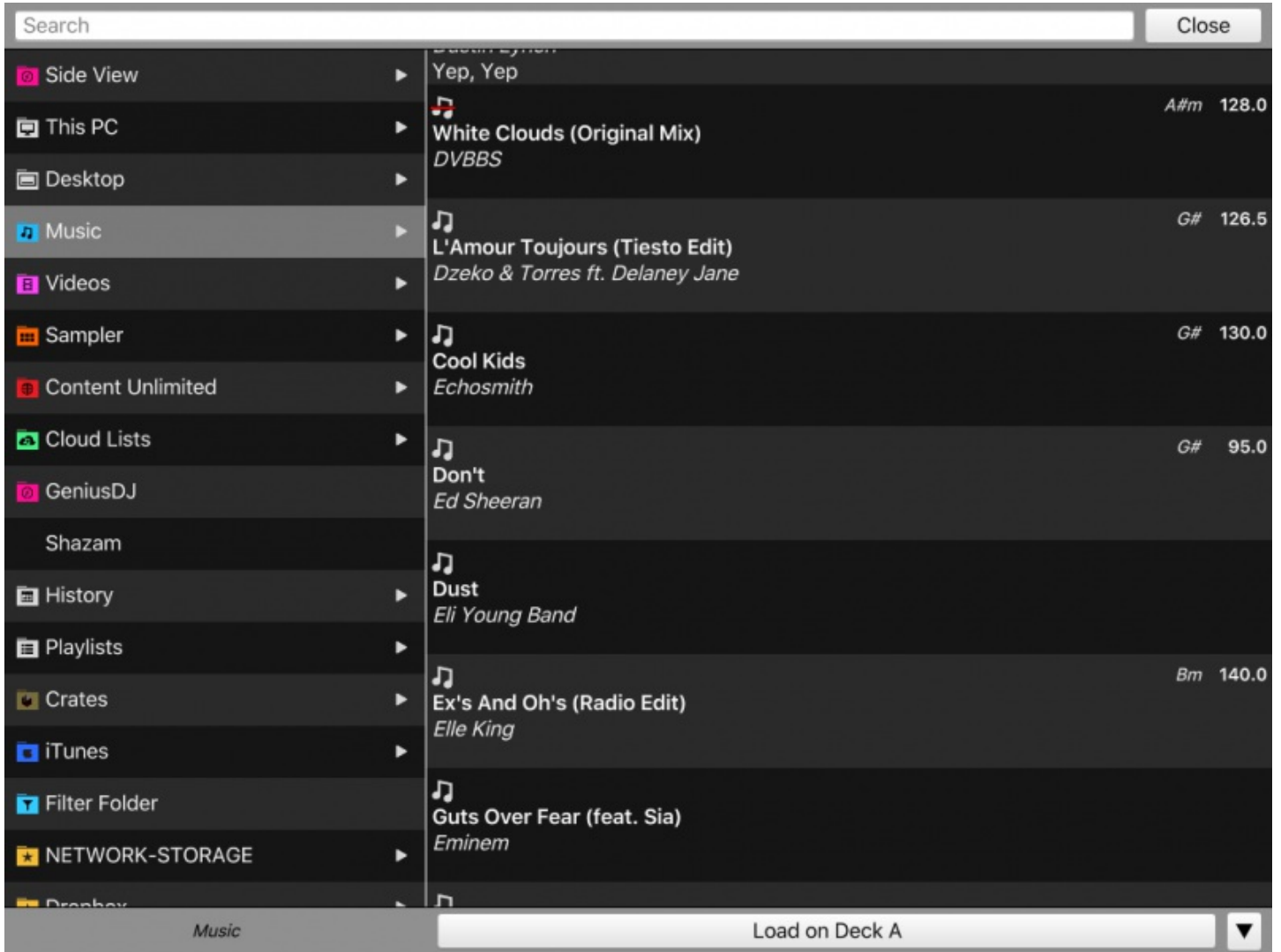
SAMPLER



The Sampler offers 12 sample pads with a sampler volume fader for quick triggering and adjustment. Any Sample Bank created in the program can be accessed by using the Up and Down arrows to cycle through the banks and the Trigger Mode can be cycled for the Bank by tapping the Mode button.

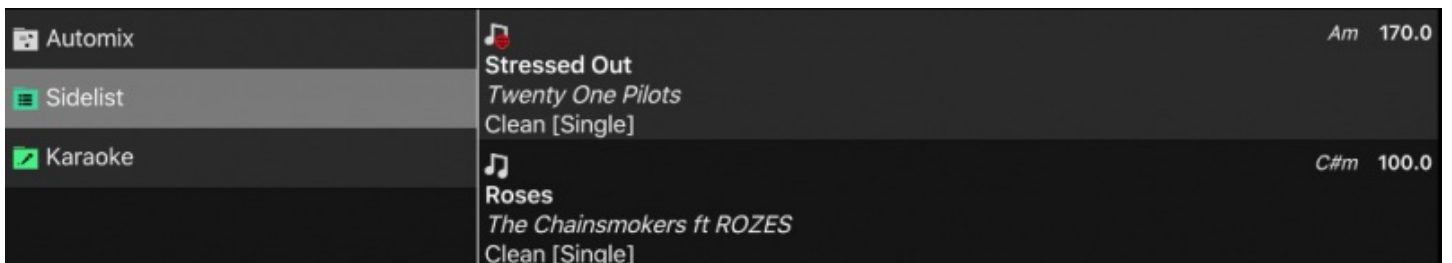


BROWSER



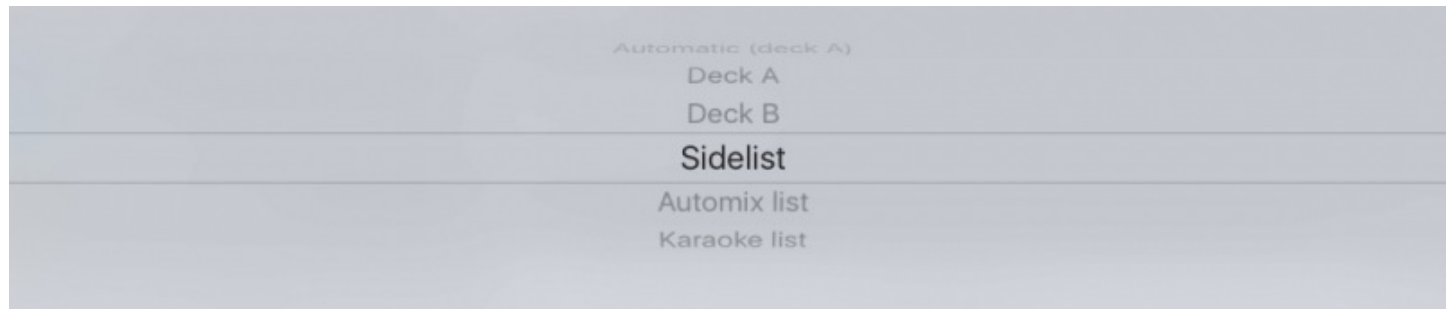
The Browser provides full accessibility of the entire library of files on the host computer. Files can be searched by using the large Search Bar at the top and loaded to a deck or Side View panel using the Load button at the bottom.

The content of a folder from the Folder List can be displayed in the File List by tapping on the required folder. If a folder has Sub-folders, swiping left on the Parent Folder will display all it's Sub-folders. Navigating back to the Parent Folder from the Sub-folder view is accomplished by swiping to the right.



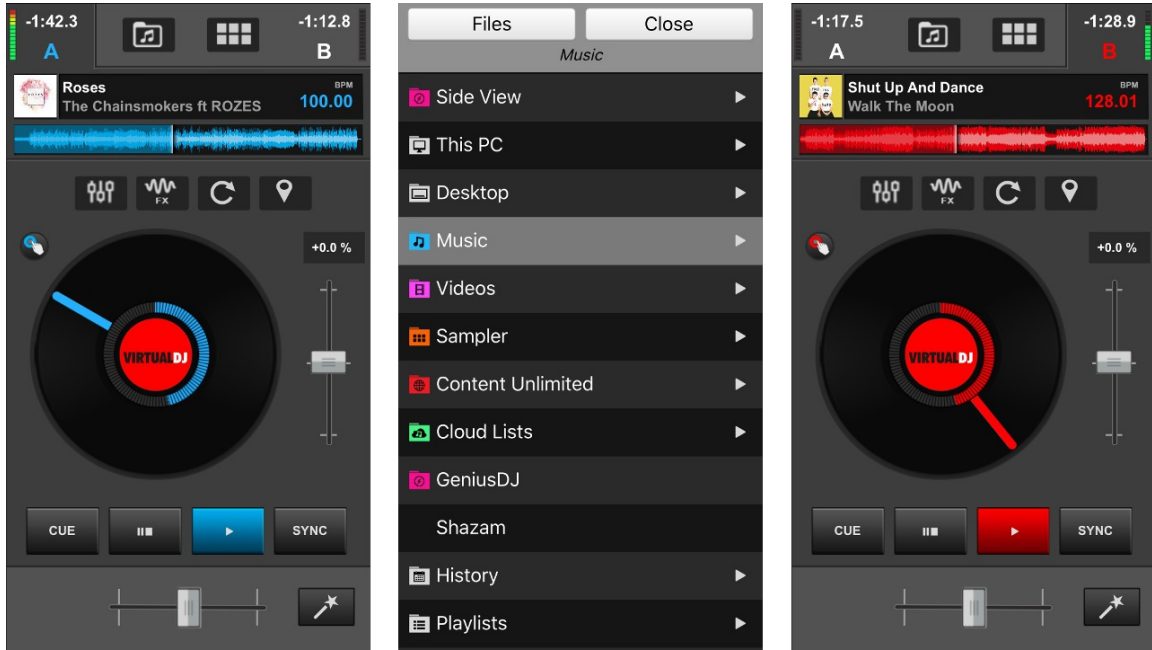
A special Side View folder is available in the Folder List to provide quick access to Automix, Sidelist and Karaoke panels.

The bottom of the browser displays what folder the current focus is on as well as a button to load a deck or Side View Panel. The default is set to Automatic which will automatically load the inactive deck. Touch the button to load the selected file to the specified selection.



Touching the down arrow to the right of the load button will provide the load options. A track can be loaded to either deck (Automatic is the default), the Sidelist, Automix List or Karaoke List.

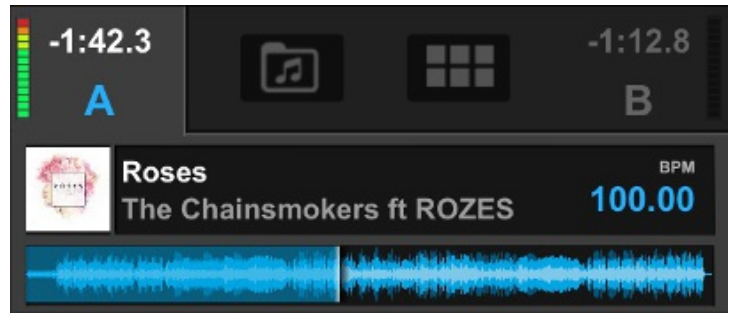
REMOTE (PHONE)



On a phone, the VDJ Remote focusses on deck information and controls from the main interface so that VirtualDJ can be monitored and controlled while away from the main computer. Anything that is done in the remote will directly reflect on the software interface on the computer as well. Multiple remotes can be connected and used at the same time.

DECK INFO DISPLAY

Time, Track Information, VU Meter and a Waveform with a progress indicator are displayed for the active deck. The active deck will be indicated (A or B) and will change automatically or can be changed manually by touching the unfocused deck indicator. This will also change the deck being displayed on the device.



BASIC DECK CONTROLS

Each deck offers a Jog Wheel, Pitch Fader and set of Transport controls to easily control what is happening in VirtualDJ while away from the main computer. The Jog Wheel can be touched to Scratch or perform Pitch Bends depending on the mode selected. Double tapping the Pitch Fader will set the pitch back to it's neutral position (0%).

Additionally a Vinyl Mode button is offered to the upper left of the Jog Wheel. Enable it to emulate the sound of scratching when the position of the Jog Wheel is moved. Disable it to temporarily bend the pitch.



ADVANCED DECK CONTROLS

In order to conserve space, the Advanced Deck Controls are placed above the decks as buttons. Touching one of these buttons will replace the basic deck controls with the specified EQ, Effects, Hot Cue or Loop Control panel. Touching the button a second time will revert the deck back to the default view.

Underneath the Deck Controls are the Mixing Controls which consist of the Crossfader and Smart Mix buttons.

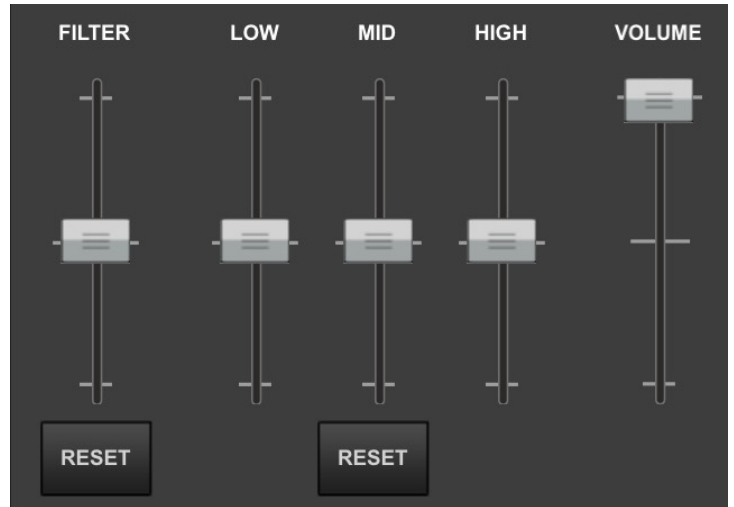




EQUALIZER

Since there is no Mixer area, EQ controls are available as an Advanced Deck Control. The 3 band EQ, Filter and Volume controls are offered as sliders instead of dials for greater control on touch screens.

At the bottom of each set of sliders (except Volume), a reset button can be found to bring any of the adjusted parameters back to their neutral positions quickly.

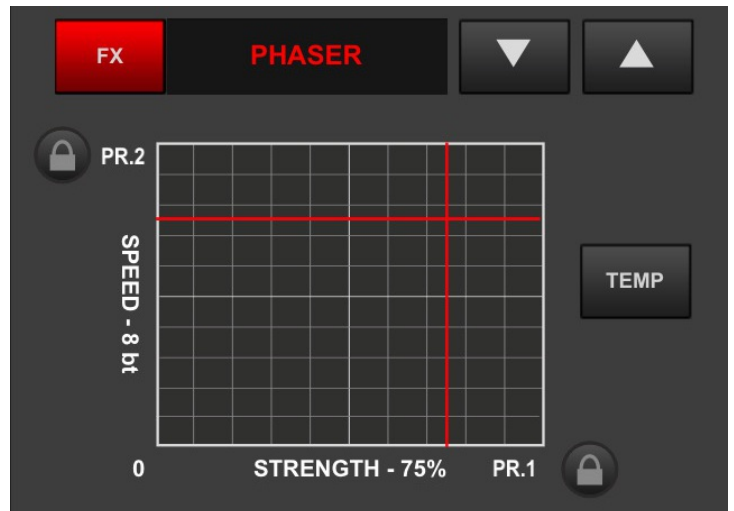


EFFECTS

Effects are activated by touching the FX button or the text of the specified effect. Use the Up/Down arrows to cycle through the effects list.

Effect parameters are controlled by touching and dragging the XY Pad with the added capability of locking one or both of the parameters into position by using the lock icons.

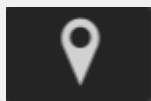
Toggling the TEMP button on and off will activate the selected effect only when the XY Pad is touched.



LOOP CONTROLS

The Loop Control Panel offers the most commonly used LOOP ROLLS; 1/4, 1/2, and 1 beat rolls. While these buttons are held the track will loop and once released will continue from the position the track would have been in if the loop was never pressed.

The IN and OUT buttons are available to manually control the loops size or the Loop can be triggered by clicking on the loop size while using the arrow buttons to increase or decrease it.

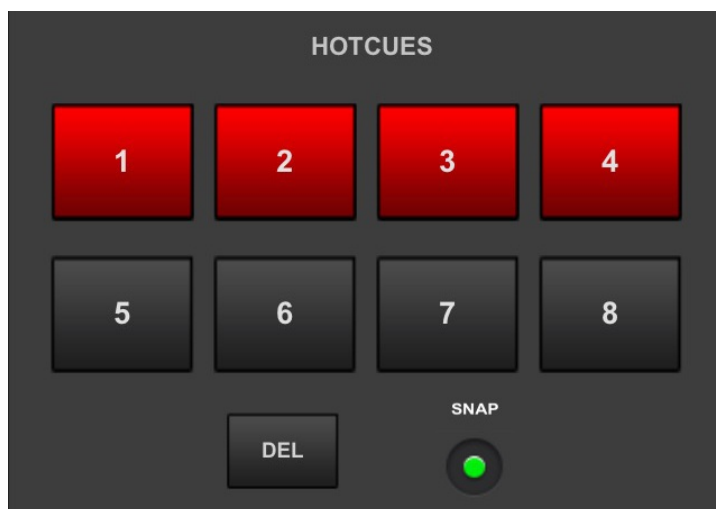


HOT CUES

Hot Cues can be triggered or set (if the cue is empty) by touching any of the 8 available Hot Cue buttons.

The DEL button can be toggled on and off. When on, any set cues that are touched will be deleted.

Enable the SNAP (Smart Cue) which will automatically adjust the jump position to keep the song beat-matched.

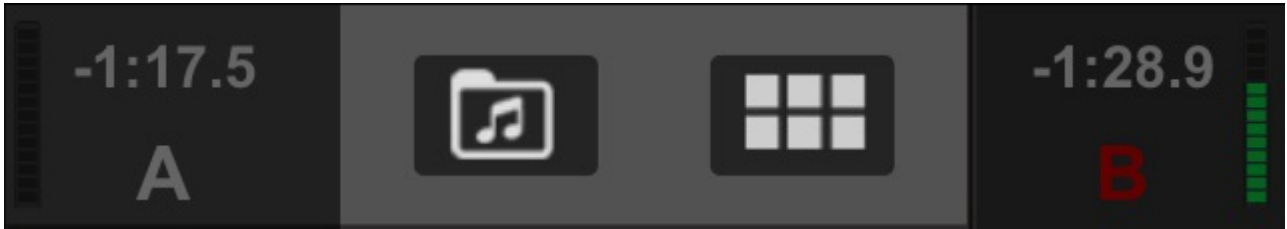


SMART MIX

The Smart Mix button will appear in the Mixer area providing that one deck is stopped or remains unloaded. Touching the Smart Mix button will quickly crossfade from deck to deck and sync the two tracks.

Once the crossfader has fully moved to the far right or left, Smart Mix will load the opposing deck with the next song that is in the Sidelist. If Smart Mix cycles through all of the tracks loaded in the Sidelist, it will go back to the top of the list. If the Sidelist is empty, Smart Mix will then use the Automix List.

SAMPLER AND BROWSER

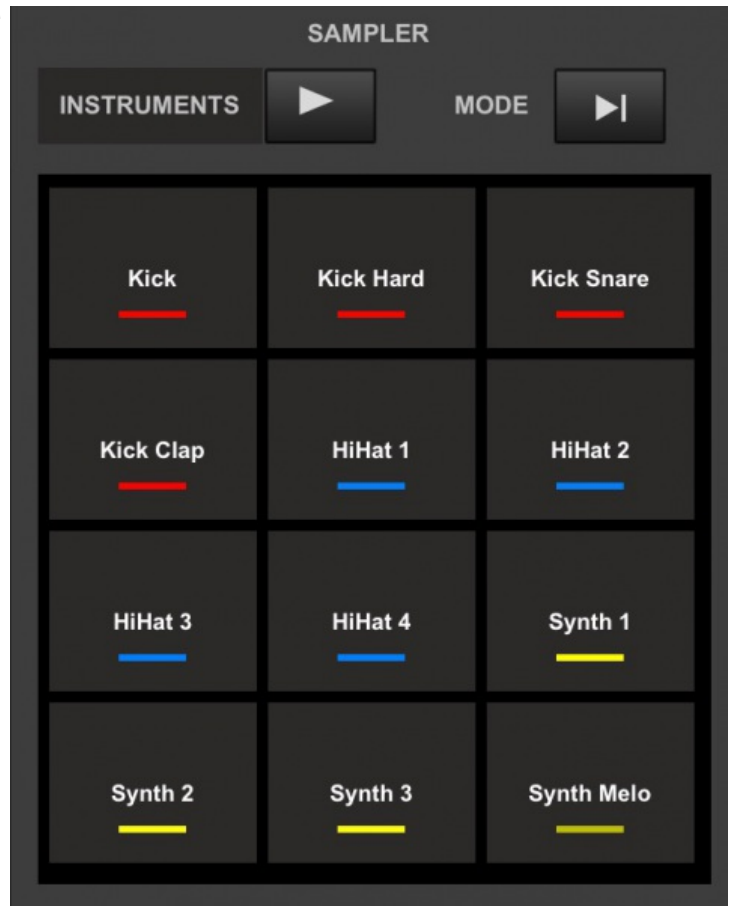


At the top of the display between the Deck Indicators are buttons for the Sampler and Browser. These buttons make it easy to switch between them or to view either of the decks quickly.

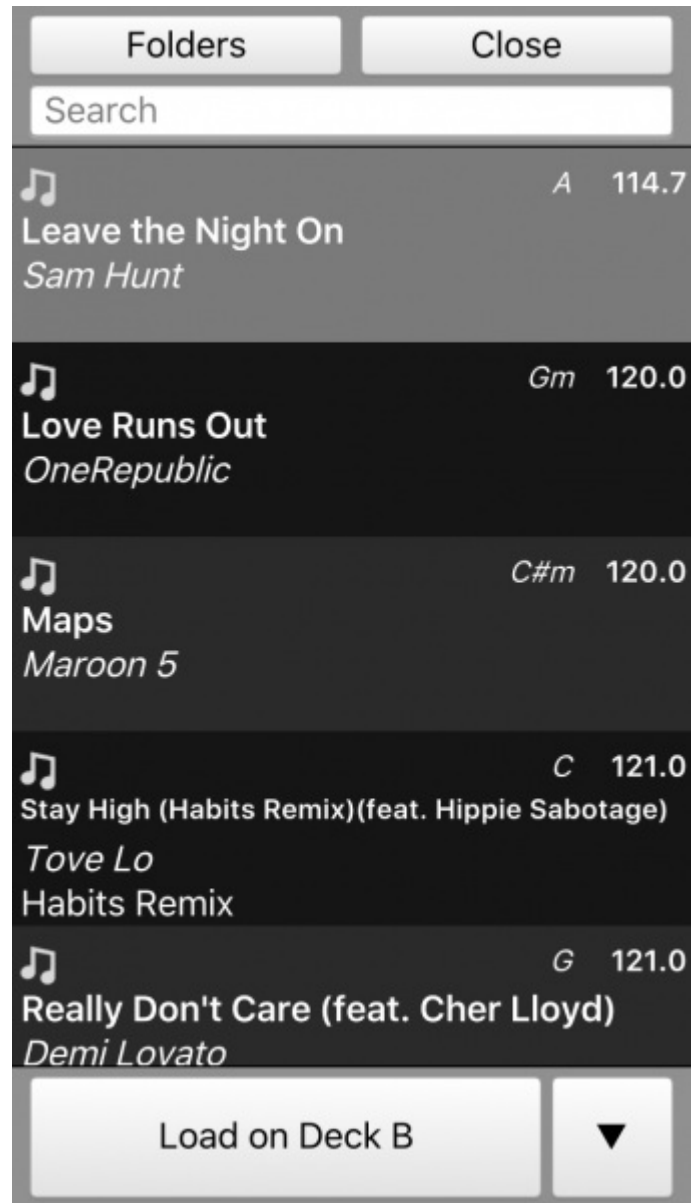
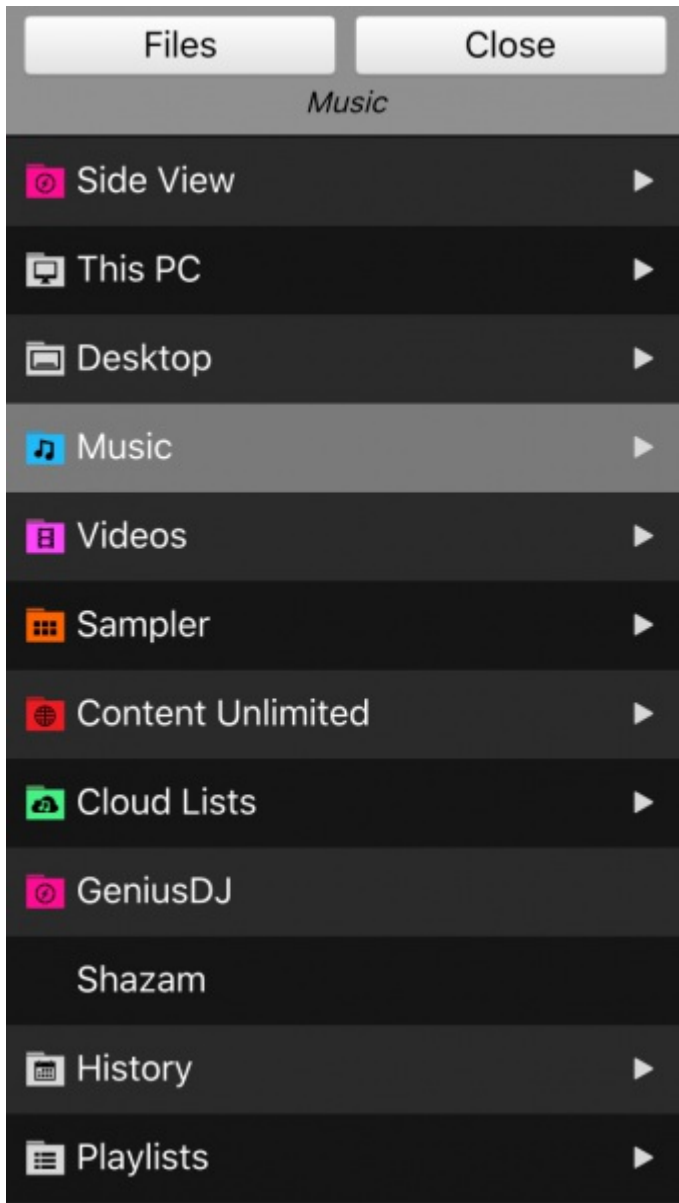


SAMPLER

The Sampler offers 12 sample pads for quick triggering and adjustment. Any Sample Bank created in the program can be accessed by using the Up and Down arrows to cycle through the banks and the Trigger Mode can be cycled for the Bank by tapping the Mode button.



BROWSER



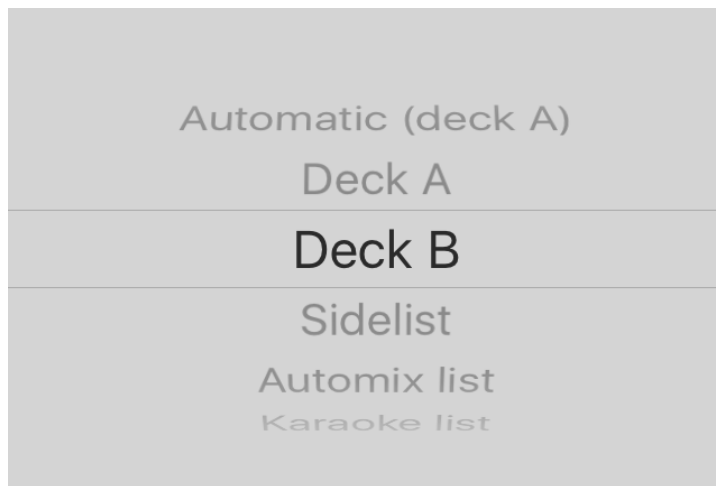
The Browser provides full accessibility of the entire library of files on the host computer and offers a Folder List view as well as a File List view by using the buttons at the top of the interface.

In the Folder List view, if a folder has Sub-folders, swiping left on the Parent Folder will display all its Sub-folders. Navigating back to the Parent Folder from the Sub-folder view is accomplished by swiping to the right. Touching the FILES button will display the folder's contents in the File List.

In File List view, files can be searched by using the Search Bar at the top and loaded to a deck or Side View panel using the Load button at the bottom. Touching the FOLDERS button will revert back to the Folder List view.

The bottom of the File List view displays a button to load a deck or Side View Panel. The default is set to Automatic which will automatically load the inactive deck. Touch the button to load the selected file to the specified selection.

Touching the down arrow to the right of the load button will provide the load options. A track can be loaded to either deck (Automatic is the default), the Sidelist, Automix List or Karaoke List.



A special Side View folder is available in the Folder List to provide quick access to Automix, Sidelist and Karaoke panels.



APPENDIX

This supplementary section contains supporting information covered in the main body of the manual for reference purposes.

LIST OF OPTIONS

📍 OPTIONS

language	Language-file used for translation
playMode	Select if the play and stop buttons act as play-stutter and pause-stop, or play-pause and stop
cueMode	Select if the cue button act as cue, cue-hold (will keep playing if cue is pressed more than 2s), or cue-cup (play on release, stop and rewind on push)
hotcueMode	Select if hotcue buttons play or stutter
cueDisplay	Select what is shown on hotcue buttons
smartPlay	Automatically start playing from the nearest position that would get the song beatmatched
smartPlayLimitPitchRange	When on, smartPlay will only match bpm if it is within 10% of the current bpm, preventing too big speed differences
smartLoop	Automatically adjust the loop points when setting a loop so that the loop is seamless
smartCue	Automatically adjust the jump position to keep the song beatmatched
quantizeLoop	Automatically adjust the loop position to the quantized position
quantizeSetCue	Automatically adjust setting cue position to the quantized position
globalQuantize	Select 1 to make quantized functions jump to beat boundaries, 4 to jump to measures boundaries, or 0.25 to jump on quarters boundaries.
smartScratch	Automatically mute the volume when scratching backward
cueLoopAutoSync	When on, cue_loop will be quantized to the beat
masterTempo	Make the pitch slider changes the speed of the song, but not its key
updateHotCueOnCueCombo	When a hot cue is pressed while holding the deck's CUE button, it will update the cue to the current cue position instead of jumping to the cue
autoSortCues	Automatically sort cue points chronologically
autoPitchRange	Automatically adjust the range of the pitch when pitch-matching requires a broader range
faderStart	Automatically starts to play when the volume fader is moved up
faderStartStop	Automatically stops to play when the volume fader is moved down to zero (requires faderStart to be enabled as well)
autoHeadphones	Automatically switch the headphones to the song that has just been loaded or touched
pflOnSelect	Automatically switch the PFL when a deck is selected
shopDemoMode	In Shop Demo Mode, VirtualDJ cannot be closed, and all the settings will be automatically reset every 5 minutes
RPM	Rotation speed of the domes on the skin (default: 33)
autoDiscMarker	Automatically put the disc marker back to 0 degrees on cue points
rhythmZoom	Zoom level of the horizontal rhythm and scratch display
scratchZoomVertical	Zoom level of the vertical scratch display
loopBackMode	Select, when a loop is set by number of beats ('loop 4'), if the loop starts from the current position (no) or ends at the current position (yes). Smart means set start when paused or set end when playing.
loopAutoMove	Select if the loop is kept and moved to the new position when a cue is called during a loop

loopDefault	Default number of beats used in loops
loopRollDefault	Default number of beats used in loopRolls
displayTime	Select the way song time is displayed (elapsed, remain, total)
hideSongInfo	Hide the song's title and artist from the skin, if you don't want people behind you to be able to see which tracks you are playing
sandboxSplitHeadphones	In sandbox mode, sends the sandbox master to the left ear of your headphones, and the sandbox pfl to the right ear
sandboxPreviewOnly	In preview only sandbox mode, only the song position is reflected in the sandbox. volumes, crossfaders, equalizers and effects are still applied to the main output
sandboxWizard	Display the information message about sandbox when sandbox is used for the first time
tooltip	Show or hide the tooltips
tooltipDelay	Delay during which the mouse must stop before the tooltip is shown
showCoverForDragDrop	show the cover of the files being dragged during drag-and-drop operations
VDJScriptGlobalVariables	List of persistent global variables saved by your scripts
loadSecurity	Ask a confirmation message if you try to load a song on a deck that is already playing. Silent will not load and not show a confirmation dialog.
crashGuard	CrashGuard constantly monitors the VirtualDJ process, and silently reboot it without interruption if something goes wrong
crashReportLevel	If you experience some problems and the technical support ask you to submit more detailed dump files, set this to the value the technical support agent told you
poiEditorShowAll	Show system POIs in the POI Editor
poiEditorSnap	Snap POIs to the beat in the POI Editor
customButtonWizard	Display the information message when the CustomButton Editor is opened for the first time
backLoopWizard	Display the information message about back loop vs forward loop when a beat loop is used for the first time
nonColoredPoi	Specify how to choose the default color for CUEs and other POIs that don't have a specific color
padsPages	Pad pages currently selected on each deck
padsPagesHidden	List of pages hidden from the page selection drop-down
sixteenPadsMode	When on auto, 16-pads mode is enabled only when a controller with 16 pads is connected.
padsPagesFavorite	List of favorite pad pages, that will be shown first in the list
loopPadPage	Loop pad page currently selected on each deck
colorPicker	Select which colorPicker to use. 'auto' uses gradient in tag editor and simple otherwise
settingPage	Last page used in settings
autoSyncSettingsOverride	
endOfSongWarning	Time left in song (in seconds) when to show the end-of-song warning

📁 BROWSER

fileFormats	List of extensions that will be displayed in the browser
rootFoldersLocation	List of root folders that will be displayed in the tree view

iTunesDatabaseFile	Path to your iTunes database file
seratoFolder	Path to your Serato crates folder
traktorFolder	
importV7Databases	Automatically import databases from VirtualDJ 7.x or earlier into the new VirtualDJ 8.x format if needed
ignoreDrives	List of drives to ignore when looking for VirtualDJ databases
readOnly	Set VirtualDJ in read-only mode, the databases on the drives will not be modified
getTagsAuto	Automatically get infos from the file's tags when a new file is encountered
setTagsAuto	Automatically write infos to the file's tags when something is modified inside VirtualDJ
coverDownload	Automatically download cover pictures when a new file without cover is encountered
getTitleFromTags	Get the title and artist fields from the tag
getRatingFromTags	Get the rating field from the tag
getCommentFromTags	Get the comment field from the tag
getCuesFromTags	Get the cues field from the tag
getTagFromZip	Open zip files to see if there is a mp3 or mp4 file inside to get tags from
getRemixWhenParsingFilenames	Get the remix field when filename are formatted like "artist - title (remix)" or "artist - title [remix]"
useKeyFromTag	Prefer to use the key from the tag instead of the value calculated by VirtualDJ
keyDisplay	Show keys on deck and browser either in Musical format (C, C#, D, etc...) or Harmonic (01A, 02A, 01B, ...)
cleanTagsInDeckDisplay	title, artist, featuring and remix are uniformly formatted for display in the deck's tag info display
searchInFolder	Search results display results from the current folder first
searchInDB	Search results display all results from the database
searchInOnlineCatalogs	Search results display results from online catalogs if an Internet connection is available
OnlineCatalogsWhenEmpty	Only search online catalogs if no local result was found
OnlineCatalogs	Specify which catalog(s) to use for online search
showMusic	Activate filter to show only Audio tracks
showVideo	Activate filter to show only Video tracks
showKaraoke	Activate filter to show only Karaoke tracks
searchFields	Fields used by the search engine
browserColumns	Columns displayed in the various browser windows
browserSort	Sort column used in the various browser windows
browserGridColumns	Columns displayed in the various browser windows while in grid view
infoviewColumns	Fields displayed in the info side-panel
showHorizontalSideList	Show the horizontal sidelist like in older VirtualDJ versions
lockFolderOrder	When active, the order of folders is locked and can't be moved accidentally by dragging them around
keepSortOrder	Keep the sort order when you change folder

onScreenKeyboard	Show an on-screen keyboard when you need to edit something
multiTouchTwoFingerScroll	Enable scrolling with two fingers on touch-screens
browserSearchByFirstLetter	When the focus is on the browser, typing on the keyboard will select the song starting with this letter, instead of using the keyboard mapper
lastSelectedFolder	Last selected folder (saved for the next session)
coverFlow	Select how to display the cover pictures on the coverflow band
lastTrackListDate	Last date from the tracklisting.txt file
startOfDayHour	Hour (in 24h format) at which to cut into a new date in tracklisting.txt (default: 8 AM)
historyDelay	Number of seconds a song needs to be playing before it's considered 'played' and added to the history, tracklisting, etc (default: 45 seconds)
writeHistory	When disabled, don't log tracks in history
prelistenVisible	Show the prelisten control in the info panel
prelistenStopOnChange	Stop the prelisten if it was playing when you switch to a new file in the browser
prelistenStartPos	-1=default, 0 to 1: start at that location in the song
autoSearchDB	Automatically add any song that VirtualDJ encounters while browsing your folders and drives, to the search database
showZipKaraoke	When browsing the content of a folder, check for all .zip files to see if it's a karaoke file (.mp3 + .cdg) inside
showM3UAsFolders	When opening a folder, check if it has .m3u playlist files inside, and if so show them as subfolders
fontSize	Font size modifier for the browser
browserPadding	Padding around lines in the browser
browserBPMDigits	How many digits after the dot should be displayed in the browser when showing a BPM
savePlaylist	Automatically save the automix/sidelist/karaoke list between sessions
saveUnplayedToSitelist	When you load a song on a deck, but change your mind and don't play it and load something else, automatically put the song in the sidelist for later
removePlayedFromSitelist	When you play a song long enough to mark it as played, and the song was in the sidelist, remove it from the sidelist
browserTextFit	How to display large text in the browser when it's too long to fit
tracklistFormat	format used when writing the tracklist.txt file (use the same syntax as the skin engine's text elements)
shellIcons	Display the real OS icons instead of the VirtualDJ flat one, for regular folders
sideviewShortcuts	List of the folders that have shortcut buttons in the sideview
sideView	Save the sideview view between sessions
gridView	Display the lists of files as a grid instead of row by row
triggerPadView	Display the sampler as a pad in the sideview instead of as a list
logUnsuccessfulSearches	Automatically save all unsuccessful searches into the file SearchLog.txt
askTheDJMonitoring	Choose if AskTheDJ keeps polling requests when the folder is not shown
askTheDJFrequency	Frequency (in seconds) at which to update AskTheDJ
askTheDJTwitterHashtag	Use Twitter instead of http://ask.the.dj to get request, looking for the specified hashtag

showTipOfTheDay	show Tip Of The Day when new ones are available
tipOfTheDayAlreadySeen	list of Tip Of The Day already clicked or closed (that won't be shown again)
limitedEdition	
filterFolderSplitGenreBySlash	When enabled, a slash is separating genres in filter folders
browserAutoZoom	Automatically zoom the browser on mouse-over
browserFontSizeButtons	Show buttons on the browser toolbar to fine tune the font size, instead of the quick big/small button
browserDaysSongsAreNew	Number of days after first seen a file that it gets the new file icon
📍 AUDIO	
audioAutoDetect	Keep checking for new devices to detect when a known soundcard is plugged in
exclusiveAudioAccess	When set to yes, VirtualDJ will take exclusive control of your soundcard, meaning that all other applications running in the background will stop to make any sound while VirtualDJ is active
autoCue	Automatically goes to the first cue or first beat when a song is loaded
autoBPMMatch	Automatically change the pitch to match the BPM of the other deck when a new song is loaded ("smart" means only when the song's bpm is within 10% of the other deck's song)
autoGain	Automatically set the gain to make the song's overall volume 0dbA when a song is loaded (or remember any previous manual modification of the gain)
autoKey	Automatically change the key when a song is loaded to match the key of the song on the other deck when the key difference is up to 1 semitone
keyDetection	Select which algorithm to use to detect the key in the songs. Use 'electronic' if you know that you're playing mostly electronic music.
gainSliderIncludesAutoGain	when set to yes, the gain knob on the skin shows at 100% when the gain is equal to the automatic value. When set to no, 100% on the knobs means no gain applied.
resetPitchOnLoad	Automatically reset the pitch to +0% when you load a new song
resetEqOnLoad	Automatically reset all the equalizers and filter to 0 when you load a new song
resetFXOnLoad	Automatically stop all the effects when you load a new song
resetKeyOnLoad	Reset key to normal when you load a new song
pitchRange	Set how far the pitch slider can move
autoPitchLock	Automatically engages pitch_lock whenever BPMs are matched, so that moving manually one pitch slider will move the other in order to keep the match
pitchResetSpeed	How fast pitch reset moves the pitch (in percent per second, default 1 percent per second)
crossfaderCurve	Defines how the crossfader behaves
crossfaderDisable	Disable the crossfader
crossfaderCustom	Save a custom configuration for the crossfader
crossfaderHamster	Invert the crossfader (so that putting the crossfader to the left-most position makes the right deck audible and the left deck silenced)
faderCurve	Set the curve for the volume sliders (0=linear, 0.5=quadratic, 1=logarithmic)
zeroDB	Add additional headroom to prevent distortion when mixing several tracks together by lowering the volume

vinylMode	In Vinyl mode, touching the disc on the skin or the jogwheel on a controller stop the song and scratch. In CD mode, it speed up or slow down a little the song.
rampStartTime	Simulate how a real turntable needs time to reach its full speed when started
rampStopTime	Simulate how a real turntable needs time to reach full stop when stopped
rampScratchTime	Simulate how a real turntable needs time to react when the disc is touched
boothMicrophone	The microphone input is also heard on the booth audio output
equalizerInHeadphones	Set to yes (default) if you want to hear the equalizer on the PFL, or no if you want to hear the original song
prelistenOutput	Selects which deck is used to output the prelisten sound (from the editors or the info panel preview). 0 means automatically select the deck that is not currently on air
metronomeVolume	Set the volume used by the metronome ticks in the BPM Editor
equalizerMode	Defines the spread of the equalizer bands. "Default" has each band narrow around their frequency, while "Full Kill" (old v7 behavior) has each band extending to share its border with the next band (meaning if you kill all 3 bands in "Full Kill" mode, you'll get silence, while if you kill all 3 bands in "Default" mode, you'll get everything except the bass, medium and high bands)
equalizerLowFrequency	Set the central frequency used by the Low equalizer
equalizerMidFrequency	Set the central frequency used by the Mid equalizer
equalizerHighFrequency	Set the central frequency used by the High equalizer
filterDefaultResonance	Set the amount of resonance applied by the filter
headphonesGain	Set the gain applied to the headphones output
splitHeadphones	If set to true, the headphones will have the master in the left ear and the PFL in the right ear
effects	remember the plugins loaded on the deck slots
masterEffects	remember the plugins loaded on the master effect slots
fxProcessing	Select if effects are processed before or after level fader and crossfader
mixFx	The last selected mix effect when using the crossfader

VIDEO

startVideoOnLoad	Automatically open the video output window when you load a video track
letterBoxing	Select how to handle the difference in aspect ratio between your video files and your video output window
videoFPS	Set the number of Frame Per Seconds used by the video engine
videoMicroFrames	Enhance the quality of the video at lower speed, by adding "MicroFrames" between the regular frames. When set to "smart", MicroFrames are used only when scratching or playing at low speed.
videoResampleQuality	Quality of the video when rescaling. High can look better, but may require a faster video card.
videoCrossfader	Define the behavior of the video crossfader (Separate to control both audio and video separately, Linked to control both together, Smart to let VirtualDJ moves the video crossfader automatically to follow what the audience is hearing)
videoVolumeLink	Moving the volume sliders automatically moves the video levels too
videoUseDXVA	If set to true, the video engine will use Hardware Acceleration (DXVA) from your videocard, if available

videoDriver	Show which video driver is being used by your computer
videoMaxMemory	Enforce a hard limit on the amount of video memory from the video card VirtualDJ can consume
videoForceFullscreen	force the video output to use fullscreen mode (can help if you have a dual-videocard system). 0 for default, -1 for alternative video mode
videoDelay	Set a delay (positive or negative) between the video output and the audio output (in milliseconds)
videoWindowAlwaysOnTop	Keeps the video window always above all other windows
videoWindowPosition	Video Window Positions
videoCreateLinkOnDrop	Dropping a video on the video preview area of an audio file will automatically create a video edit of the audio file
videoAudioOnlyVisualisation	Select which visualization plugin will be used when a song with no video track is played and the video output is opened
videoTransition	Select which video transition plugin is used to fade between two video sources when the video crossfader is moving
videoRandomTransition	Automatically select a new video transition plugin randomly for each transition
videoFx	Select which video fx plugin is currently loaded
videoLogo	Show a logo on the bottom-right corner of the video output (you need a VirtualDJ PRO license to be able to remove or change the logo)
videoLogoImage	Select which image is used for the video logo (you need a VirtualDJ PRO license to be able to remove or change the logo)
videoLogoSize	Select the size of the video logo (you need a VirtualDJ PRO license to be able to remove or change the logo)
videoLogoPosition	Select the position of the video logo (you need a VirtualDJ PRO or Controller license, or a Karaoke subscription to be able to change the logo position)
videoSkin	Name of the current video skin
videoShaderQuality	Force visualization shaders to a lower quality, if your videocard is not powerful enough to keep up with the desired framerate
useVideoSkin	Enable or disable video skins
showVideoSkinOnPreview	Show the video skin on the video preview on the main skin

📍 KARAOKE

karaokeBackgroundMusic	Select which folder is used to play background music between karaoke song, when the karaoke mode is active. (can also be "automix" (default) or "sidelist", to respectively use the automix playlist or the sidelist playlist from the sideView)
karaokeBackgroundImage	Select which image will be displayed when the background music is playing and karaokeBackground is set to image (between karaoke songs)
karaokeBackground	
karaokeVideoSkin	Select video skin to be used while karaoke is active
karaokeBackgroundVolume	Set the volume at which the background music is played, between karaoke songs
karaokeSkipSilence	Automatically skip silence when playing background music in karaoke mode
karaokeAutoRemovePlayed	Remove played tracks automatically when in karaoke mode

karaokeDualDeck	When enabled, play karaoke on one deck and background music on another deck. Otherwise karaoke and background music play on the same deck
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SKINS

coloredWaveforms	Select which color scheme is used on the waveforms to identify the beat, vocal and instrumental areas
showGridLines	Show grid lines on the scratch and rhythm waves
waveformCenter	
beatCounterRange	Set over how many beats the beat counter on the skin is counting (default: 16)
skin	Name of the current skin file
maximized	Select if the skin is maximized to use the full desktop (1), use the full desktop including the taskbar (2), or windowed (0)
customButtons	Actions saved for the various custom buttons and custom knobs
skinWindows	
skinPanels	Skin panel visibility
skinTextzones	Skin text zones
skinSplitState	Skin split state
skinRacks	Skin rack state
skinFPS	Set the number of frames per seconds the skin is updated. A higher value will make animation smoother, a lower value will make cpu usage lower
touchScreenMode	force a set of options usually used with touchscreens (gridview in the browser, maximized window, bigger handles on splitviews)
skinEmptyButtons	Show or hide some extra empty customizable buttons on the default skins
skin3FxLayout	Switch between "1 FX with 3 knobs" and "3 FX with 1 knob each" layouts
skinPlayheadShadow	Set whether songpos waveform shows the shadow on the playhead marker
skinWaveformType	Set waveform type in skins that support it
dialogsColorTheme	Force the dialogs and menus to use a light-color or dark-color theme
cleartype	Use ClearType to show sharper text on laptops
skinLoaded	Remember which variations you prefer for each skin

CONTROLLERS

disableBuiltInDefinitions	Set to yes if you don't want VirtualDJ to use its built-in controller list to recognize MIDI or HID devices
touchWheelBackspin	Moving a touchwheel backward with the touch part pressed, and releasing it while the wheel is still spinning backward, will continue like if the wheel was still "touched" until the wheel stops moving, to produce a "backspin" effect
touchWheelForwardspin	Moving a touchwheel forward with the touch part pressed, and releasing it while the wheel is still spinning forward, will continue like if the wheel was still "touched" until the wheel stops moving, to produce a "forward-spin" effect
touchWheelSpinThreshold	Minimum speed jogwheel needs to have on release before backspin or forwardspin will be triggered
jogSensitivityScratch	Set the sensitivity of the controllers jogwheels when scratching

jogSensitivityCue	Set the sensitivity of the controllers jogwheels when cueing
jogSensitivityBend	Set the sensitivity of the controllers jogwheels when pitch-bending
jogVibrationProtection	If the track is moving on it's own while paused, increase this value to prevent it (Leave on 0 unless there are issues)
controllerTakeoverMode	Defines how sliders and knob are behaving when the value on the controller doesn't match the value on the skin: "Instant" means as soon as you touch the slider on the controller, VirtualDJ will use the controller's position. "Pickup" means that the controller's slider has no effect until it reaches the current skin's position, at which point both positions become linked again. "Gradual" means that when you move the controller's slider, it will moves the skin's slider in the same direction to gradually match both positions
controllerTakeoverModePitch	Defines how the pitch slider on the controller is behaving when it doesn't match the software pitch value: "Instant" means as soon as you touch the slider on the controller, VirtualDJ will use the controller's position. "Pickup" means that the controller's slider has no effect until it reaches the current pitch, at which point both pitch become linked again. "Gradual" means that when you move the controller's slider, it will moves the software's pitch in the same direction to gradually match both positions, "Relative" means that when you move the controller's slider, it will move the software's pitch in the same direction and same amount.
motorWheelInstantPlay	On controllers with motorized jogwheel, when you press play, the song will play instantly at its normal speed, even if the motor takes some time to reach its nominal speed
motorWheelSmoothPercent	Helps smoothing the motorized jogwheel speed against fluctuations due to the OS delays in receiving the MIDI or HID messages
motorWheelLockTime	Set the number of seconds that VirtualDJ stops to interpret the motorized jogwheel movements after a play or stop action is done (to prevent the wobbling movement of the motor when it abruptly stops)
controllersNotification	List of controllers for which VirtualDJ will not show the "new controller detected" window anymore
mixerOrder	For 4-deck controllers, defines the order of the decks from left to right
controllerRefreshRate	Maximum refresh rate of MIDI/HID controllers (in ms between refresh). 0 means as fast as possible, which is refresh every 10ms (100 times per seconds).
createMidiLog	When on, will create a log file for your MIDI controller, that can be used by our engineers to find problems or help write native support.
midiLogLevel	
iRemote	Look for old v7 remote application
iRemoteList	list of old v7 remote clients
iRemoteDefaultPort	Port on which to connect with old v7 remote clients
vdjRemoteDevices	List of mobile devices that will reconnect automatically if they're running VirtualDJRemote (v8 or above)
os2l	Send beats and bpm to any DMX software compatible with OS2L (Open Sound To Light protocol)
os2lDirectIp	Set the IP and port of your DMX application to connect OS2L directly without using Bonjour or Zeroconf
controllerWaveFormZoom	Zoom level for certain controllers with a waveform display
📍 SAMPLER	
samplerBank	Name of the sample bank that is currently loaded

samplerTriggerMode	Defines how the sampler slots are triggered: "on/off" means the sample starts when you press once, and stop when it reaches the end of the sample or when you press again. "hold" means the sample starts when you press, and stops when you release the pad. "stutter" means the sample starts when you press, and continue until the end of the sample. If you press the pad again, it restarts the sample from the beginning. "unmute" means the sample keeps running in the background, but is audible only while the pad is pressed.
samplerDefaultLoopMode	Set the default sync mode that is used when a new loop is recorded.
samplerForceNbColumns	Force a layout for the sample pad in the sideView
samplerExportLossless	When set to yes, new samples that are recorded will be saved using a lossless algorithm (FLAC). When set to false (default), they will be slightly compressed using OGG.
samplerDontSaveSource	When set to yes, new samples that are recorded will not save their source file filepath (if you want to distribute the sample file without exposing your folder paths)
samplerOutputToTriggerDeck	When set to yes, using the controller's trigger pads on the left side or right side change the sampler output channel accordingly
samplerRootFolder	Let you change the default folder where the samples are stored
samplerOutputDeck	0 for master/all decks, 1 for deck 1 etc...
samplerApplyEffectsOnDeckOutput	When sampler is set to output to a specific deck and this setting is turned on, deck effects, equalizer and filter are also applied to the sampler. Otherwise only volume and pfl affect sampler.
samplerVideoVolumeLink	Video samples fade to black with sample volume when on
autoSideview	Switch sideview to sampler when sampler_bank action is used to change sample bank
samplerImageSize	Specifies the size of the image on a sampler pad
samplerHeadphones	Sampler can be heard in headphones

RECORD

recordFile	File use to record the mix
recordFormat	File format used to record the mix (mp3, ogg, flac, wav, webm, mp4)
recordQuality	Amount of compression used when saving the recording (the lower the quality the bigger the compression)
recordAutoStart	The recording will automatically start as soon as you press play on a deck
recordWaitForSound	Once recording is started, the recording will wait until something is actually playing before recording
recordOverwrite	Decide what to do when you record a new file (and didn't manually change the output filename)
recordAutoSplit	A new recorded file will be created each time you move the crossfader from one side to another
recordWriteCueFile	A .cue file will be created alongside the recorded mp3, with the times and titles of each track you play (the .cue file can be used by many CD burning software to create tracked CDs)
recordVideoResolution	resolution of recorded video
recordMicrophone	When set to no the microphone is not recorded into the output file
recordBitDepth	24-bit only available for wav and flac. Warning: 24-bit files are not compatible with all media players!

BROADCAST

broadcastMode	Broadcast mode ("direct" if you want to stream directly from your computer, "server" if you want to stream to a radio station, "podcast" if you want to save your podcast on virtualdj.com for later use)
broadcastVideoQuality	Amount of compression used when broadcasting video (the lower the quality the bigger the compression)
broadcastVideoQualityCustom	Custom video broadcast quality "resX x resY @ videokbps , audiokbps"
broadcastServer	Server address to broadcast to
broadcastDirectFormat	File format used to broadcast ("ogg" is better quality but works only in Chrome, "mp3" works with any browser)
broadcastDirectPort	Internet port used for direct broadcast
broadcastDirectQuality	Encoding quality (compression) when using Direct Broadcast
broadcastDirectMaxClients	Maximum number of listener who can connect to your computer at the same time in Direct Broadcast (don't put too high if you don't have a lot of bandwidth)
broadcastDirectName	Name of your broadcast
broadcastSongInfo	Set to no if you don't want your listeners to see the titles of what you are playing
broadcastSongInfoFormat	Set how the title is formatted that is sent to the broadcast server
podcastName	Name of your podcast
broadcastVideoProvider	video broadcast server
broadcastVideoURL	url of the video broadcast servers
broadcastVideoKey	stream keys for the video broadcast

INTERNET

internetProxyURL	URL of proxy to access internet
internetProxyPort	Port of proxy to access internet
internetProxyUsername	Username of proxy to access internet (if required)
internetProxyPassword	Password of proxy to access internet (if required)
stayLoggedIn	Set to no if you want VirtualDJ to ask your password everytime
dontLogin	Set to yes if you don't want to log in (and see the log in window when you start VirtualDJ)
checkUpdates	What to do when there is a new version of VirtualDJ available
earlyAccessUpdates	Get early access to new updates and new features as soon as they are fully tested
sendHistory	Save your playlists on your virtualdj.com account (some features won't be available if you disable this)
sendAnonymousStats	Help improve VirtualDJ by sending anonymous statistics about which controller you use, which skin, etc
autoRefreshDRM	Automatically refresh the DRM of your online catalogs downloaded song when they're near expiration
liveFeedback	Show new track recommendation based on the feedback of millions of other DJs who have played the same tracks as you just did
netsearchVideoQuality	Quality (and size) of the video files that online video catalogs will download

AUTOMIX

automixMode	Force the automix engine to use one particular mode
fadeLength	Length (in seconds) of the transition when using "fade" automix. Negative length adds delay between songs
automixRepeat	The automix playlist will repeat from the beginning when it reaches the end
automixAutoRemovePlayed	Files will be removed from the automix playlist when they get played during automix, or when they get played any time
automixDualDeck	Use both decks and the crossfader to perform the automix, instead of doing everything on a single deck
autoMixBeatMatchOnFade	When automix mode is set to fade and songs tempo is close to each other, they will be beatmatched
automixSkipLength	Number of beats to fade when forcing automix to skip to a different song (double-click or mix_now for example)
automixMaxLength	Maximum time (in seconds) a song will play in automix before skipping to the next song

PERFORMANCE

sampleRate	Force the internal samplerate. If set to "auto" VirtualDJ will use the samplerate recommended by your soundcard. If you are playing a lot of MP3 files, we recommend using a 44100 samplerate. If you are playing a lot of VOB videos, we recommend using 48000. As a rule, a bigger samplerate DOES NOT mean a better sound quality, on the opposite. The best quality is when your source file, internal samplerate, and soundcard, all use the same value. And since you can change the value of the soundcard and of VirtualDJ, but not of the source files, you should set the value that matches most of your files (mp3 are 44100, videos are 48000)
latency	latency in samples
ultraLatency	Set to yes to minimize the latency when using ASIO sound drivers, by writing audio before the "safe" recommended point. If you hear some cracks in ASIO, try to turn this off.
maxPreloadLength	Prevent overloading your memory, by not fully preloading any song that is longer than this value (in minutes). Set to -1 to always preload. 0 to select automatically
pitchQuality	Choose which algorithm to use when pitching/scratching/master tempo. 0 means fastest, 1 means good scratch, 2 means good scratch and good master tempo, 3 means best quality, but will require a fast cpu
scratchFilterQuality	Choose the quality of the algorithm used for the scratching. The bigger the value the better. Default is 8.
cpuMeter	Show in the CPU meter how fast the whole system is running, or how fast the audio subsystem is running.
clockDisplay	
songLoadPriority	Lower song load priority to prevent audio drop-outs while loading
experimentalBeatAnalyzer	
experimentalSkinEngine	Improve skin rendering performance
experimentalWaveColors	
keepBPMonAnalyzerUpdate	When enabled, automatically detected bpm and beat-grid will not be updated when the bpm analyzer has been updated. Only manual re-scan will then update the bpm and phase with the new analyzer.

TIMECODE

timecodeMode	Select what to do on needle-drop: relative=do nothing, absolute=use the offset from the beginning of the record, smart=use the distance if the jump is small, map the full length of the record to the full length of the song if the jump is bigger.
timecodeType	Select which timecode type you are using (will be also set automatically during calibration, except for "VirtualDJ7 CD" which needs to be set manually).
timecodeLeadInTime	Move the "start" of the timecode, to skip a section at the beginning of the record if it is damaged from too much use.
timecodeAntiSkip	Prevent the song position to change if the needle slipped to the next or previous grooves (only for vinyl in smart mode). The value is how many grooves maximum the antiSkip will absorb.
timecodeNeedleDropSync	When needle-dropping, wait to be sure of the new position before starting to play.
timecodePitchSliderIgnoreBend	The timecode pitch slider will not move during manual pitch-bend (braking or speeding up the record), but at the expense of a delayed movement of the slider if you make sudden big pitch modifications.
timecodeSilence	Level under which the timecode is considered stopped. Raise this value if you perform in a very noisy or vibration-full environment. Lower this value if you want to perform tricks that require very slow scratches.
timecodeCalibrationVolume	Calculated during calibration, this value is the average volume of your input signal.
timecodeCalibrationPhase	Calculated during calibration, this value checks if your input signal is stereo-inverted, and/or phase-inverted.

LIST OF NATIVE EFFECTS

Below is a list of all native audio and video effects, video transitions and visualizations included with VirtualDJ. Additional user created addons can also be downloaded and installed from the [Extensions](#) tab in the software settings menu.

AUDIO EFFECTS

- [Ableton Link](#)
- Backspin
- Beat Grid
- BrakeStart
- Cut
- Delay
- Distortion
- EQ10
- Echo
- Filter
- Filter HP
- Filter LP
- Flanger
- Flippin Double
- Loop Out
- Loop Roll
- Mobius
- Noise
- Phaser
- Pitch
- Reverb
- Scratch DNA
- Slicer
- Spiral
- Wahwah

VIDEO EFFECTS

TRANSFORMS

- Blur
- Blur Black Bars
- Boom
- Boom Auto
- Colorize
- Negative
- Shake
- Spectral
- Strobe

OVERLAYS

- Screen Grab
- Text
- Title

SOURCES

- Camera
- Cover
- Lottery
- [Shader](#)
- Slideshow

TRANSITIONS

- Additive
- Cloud Dissolve
- Color Swap
- Cube
- Doors
- Drain
- Drain Light
- Droplets
- Extreme Cut
- Fade
- Flat Cube
- Flip
- Flip 3D
- Glass
- Grid
- LumaKey
- None
- Pixelate
- Satellite
- Satellite Boom
- Scrolling Slice
- Sequences
- Shatter
- Slide
- Splodge
- Strobo
- Vertical Slide
- Warp
- Warp Speed
- Window
- Window Double
- Wipe
- Zoom








COLORS

VirtualDJ offers color selection that can be used to highlight tracks in the browser via the Tag Editor and also can be used to mark Points of Interest such as Hot Cues, Saved Loops and Remix Points in the POI Editor and Pads Editor. The color palette can be selected in [Options](#) under **colorPicker**.

There are 4 options to choose from: Auto, Gradient, Simple or System. By default the Color Picker is set to **Auto**. This will use **Gradient** colors for the Tag Editor and **Simple** colors for everything else (Hot Cues, Saved Loops, etc). This behavior can be changed by selecting one of the other Color Picker options to make color selection universal.


GRADIENT














The Gradient Color Picker offers 8 base colors to choose from (7 colors + 1 transparency). Clicking on one of the offered base colors will open up different shades for that selection. Clicking on one of the variant shades will assign that color to your selection.

Color Name	HTML hex value	RGB value
 Red	#FF0000	255,0,0
 Yellow	#FFFF00	255,255,0
 Green	#00FF00	0,255,0
 Cyan	#00FFFF	0,255,255
 Blue	#0000FF	0,0,255
 Magenta	#FF00FF	255,0,255
 White	#FFFFFF	255,255,255

SIMPLE

The Simple Color Picker offers 16 colors to choose from (15 colors + 1 transparency)

Color Name	HTML hex value	RGB value
 Dark Grey	#646464	100,100,100

 Light Grey	#D8D8D8	216,216,216
 White	#FFFFFF	255,255,255
 Dark Red	#800000	128,0,0
 Pink	#E69696	230,150,150
 Red	#FF0000	255,0,0
 Orange	#FF7F00	255,127,0
 Yellow	#FFFF00	255,255,0
 Beige	#FFF5C8	255,255,200
 Green	#00FF00	0,255,0
 Cyan	#00FFFF	0,255,255
 Marine	#4A86E6	74,134,230
 Blue	#0000FF	0,0,255
 Violet	#9600FF	150,0,255

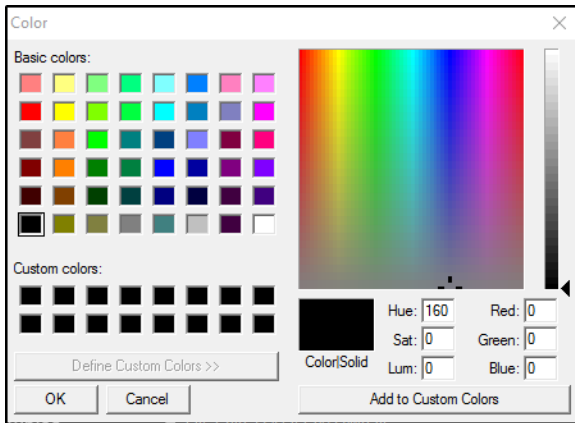
Magenta

#FF00FF

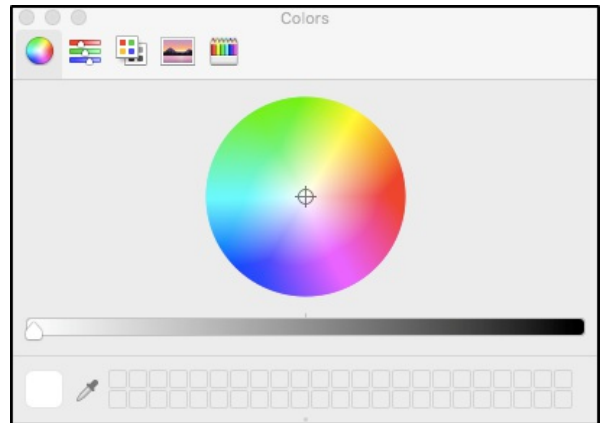
255,0,255

SYSTEM

The option to select **System** colors is also available and will use your Operating System's color palette for all color selections.



Windows System Color Picker



Mac System Color Picker

Custom values for colors that are not in the default color selector can also be used in the Pads Editor. Entering a Hex or RGB value via VDJScript into the Color Tab of the Pads Editor will display custom colors. Example: color '61,77,38' or color '#3D4D26' will display a dark shade of Olive Green. Common color names can also be used such as color 'green'.