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NOTE

This manual has been written as a guide for all of the “PCDJ Scratch” products. Therefore, there may be certain features that you will see in this manual that do not apply to the specific product that you have.

There are features in this manual that are plug-ins (they do not come standard with the PCDJ Software. Most of these features mentioned in this manual will be marked with an asterisk to show that they are a plug-in. These extras can be purchased from Visiosonic by calling direct or via the pcdj.com Web site.

Though there may be a few references to the PCDJ Red, the topic may still refer to our other “PCDJ Digital” products as well.

Visiosonic: Toll Free 866-WWW-PCDJ

Web Site: www.pcdj.com

Foreword

Mixing - The Next Generation

It's somewhat redundant to say that computers are making their way into almost every facet of life, as we know it. From the standpoint of the professional DJ, there has been at least a faint cognizance of the inevitable day when computers would be used in the mix. As you are reading this manual, you're probably well aware that this day has arrived.

There now exists a technology that is provoking the DJ to move into the realm of computers. A technology that empowers him like never before. It is called MP3.

The Development of MP3

MPEG, pronounced "em-peg," stands for *Moving Picture Experts Group*. This acronym stands for two things: First, it is a sophisticated technology designed for the purpose of compressing and transmitting audio-visual information (e.g., music and video) over such networks as: satellite, the Internet and telephone, and does this without any detectable loss in quality of the sound or picture. Secondly, MPEG is an industry standards group that helps make the coding and transmission of audio and visual information universally compatible. (When you hear of MPEG, it is usually referring to the technology.)

The potential that this tremendous breakthrough offers the human race is almost overwhelming when one realizes its true capabilities. This is only the starting point of something very big. The number of doors of opportunity for improving everyday life as this technology expands and improves seems almost endless.

MPEG Layer 3 (better known as MP3), is an extension of the MPEG technology that specifically deals with music and other audio files in how they are compressed and stored on a computer disk. Layer 3 is the third evolution of three audio coding standards that have evolved in the technology. With MP3, it is possible to produce CD quality sound while only using up approximately one-tenth the amount of disk space used with that of typical CDs. For example, you get about one hour of music on a CD, where, with MP3 files you can get approximately 10 to 11 hours of music on the same CD. One way this is done is: the MP3 format analyzes the audio files and discerns which are within the realm of the human ear's ability to hear and which are not. The hearing range is within 20Hz (cycles per second) and 20,000Hz. The MP3 format discards the non-discernable sounds, saving ample amounts of disk space.

DJs are mixing with incredible precision, reaching further realms of creativity and giving phenomenal performances like never before by encompassing conventional mixing with the computer and the PCDJ Red MP3 software from Visiosonic. And for auditions, the savvy DJ has this latest technology to remain a competitive commodity in this ever-growing field.

This DJ system for professionals is comprised of a pair of virtual Players, a Mixer and a Recordcase, all visible from one computer screen. The idea is simple: you copy (encode) your collection of music to MP3 files, store them on a hard drive, then use the PCDJ Software interface to set up your playlist, crossmix between tracks, change volume levels, beat-match one song with the other and so on. The interface is so friendly; it's just like working a real life system but with much more control and many more capabilities.

As CD technology replaced vinyl records because of the significant advantages it brought to the table, MP3 is the next

generation of digital format for duplicating and storing high quality music. This format has great advantages over previous technologies.

The Red is a cutting edge tool for the DJ in utilizing the computer and MP3 technology to their greatest capacities. A unique marriage of Swedish and American insight along with a relentless effort for simplicity of operation makes the PCDJ Software a beast among others. And because of this, the transition to the inevitable application of computers is painless and all empowering for the DJ.

* * *

System Requirements

PCDJ Scratch has been developed to support most common PC configurations and does not require a lot from your computer. These are the minimum requirements that your computer needs to meet, in order to run ***PCDJ Scratch***

- Windows® 2000, XP
- Intel® Pentium® IV 1.5 GHz or faster
- 356 MB RAM for Windows® 2000/XP.
- 250 MB available hard disc space for installation.
- Windows® compatible Sound card (Preferred ASIO supported Soundcard2 stereo Line Inputs, 2 stereo Line outputs)
- Windows Media™ Player 9.0
- DirectX 9 / Windows Media 9 drivers
- 2 Turntables that output to Line Level or 2 Phono Preamps.
- 32mb 4xAGP Video Card

Part I Orientation

Chapter I Installation

Welcome

Installing the MAYA44 USB soundcard

Installing the PCDJ Scratch

Running the Program

Conclusion

Chapter II PCDJ Scratch

The Player

The Mixer

The Recordcase

Ripping / Download Music

Chapter I Installation

Welcome

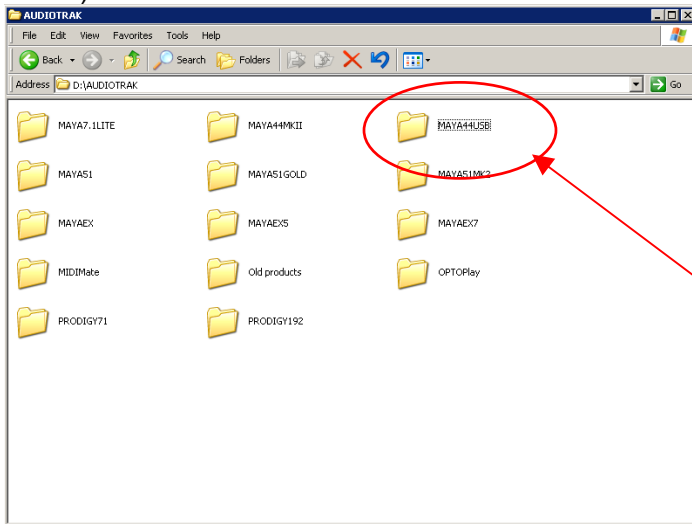
The PCDJ Software has many features not available from other brand players. This manual will orient you with all of the features in an easy-to-understand format. You will quickly find just how simple this player is to use and how much freedom you now have in mixing music. So let's get started with this state-of-the-art MP3 DJ system.

MAYA44 USB Soundcard Installation

Open the CD drive

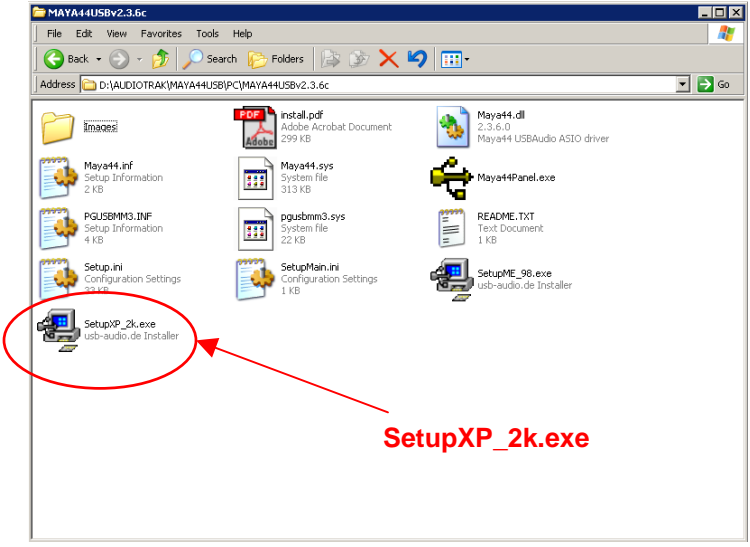
Open Folder AudioTrack

Inside Audiotrack Folder open folder Maya44 USB (see pic. below)

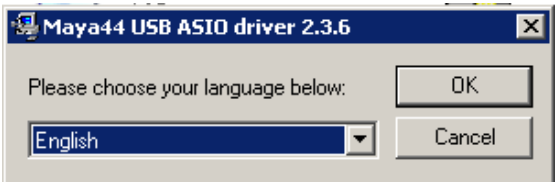


MAYA44 USB

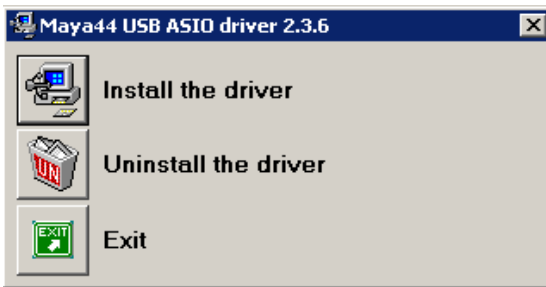
Open Folder PC then Folder MAYA44USBv2.3.6c and double click on the exe file “SetupXP_2k.exe”



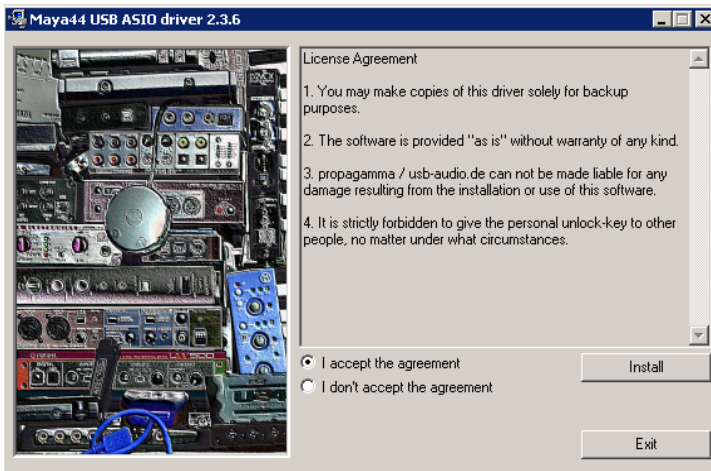
A new folder will open requiring the installation language that you would like it to installed in.



Once you have chosen the language a new installation window will pop up at this time you click on “Install the drivers” see below



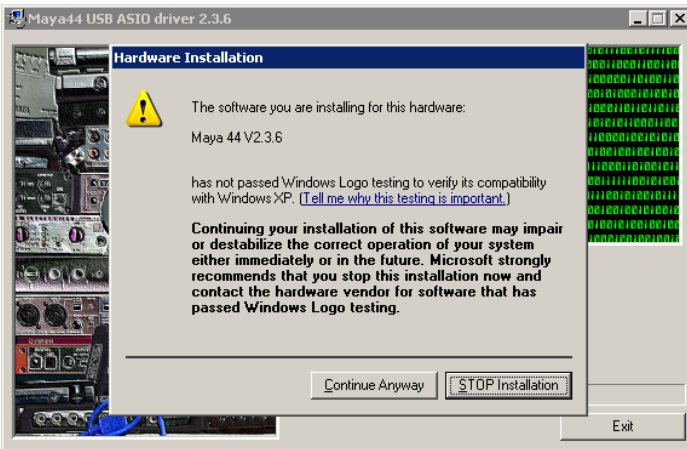
Once you click on “Install the drivers” you will be prompted with a license agreement, you then click agree and install



Through out the installation you will be asked to unplug and plug your Soundcard from the USB device on your computer, at that point just follow the instructions, as it is required from you.

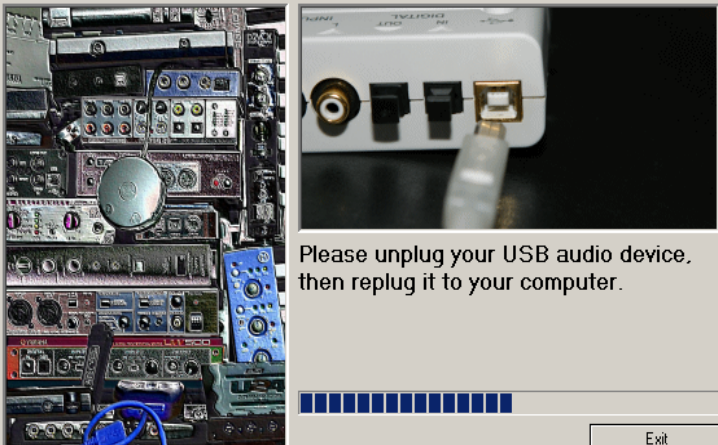


After you unplug the Soundcard and plug it back in, the installation process will resume and a window will pop up informing that the drivers have not passed Windows testing, that means your windows need to be updated, click “Continue Anyways” to resume installation.



At this point you will be prompted to unplug your soundcard

Maya44 USB ASIO driver 2.3.6



Please unplug your USB audio device, then replug it to your computer.

Exit

Plug it back

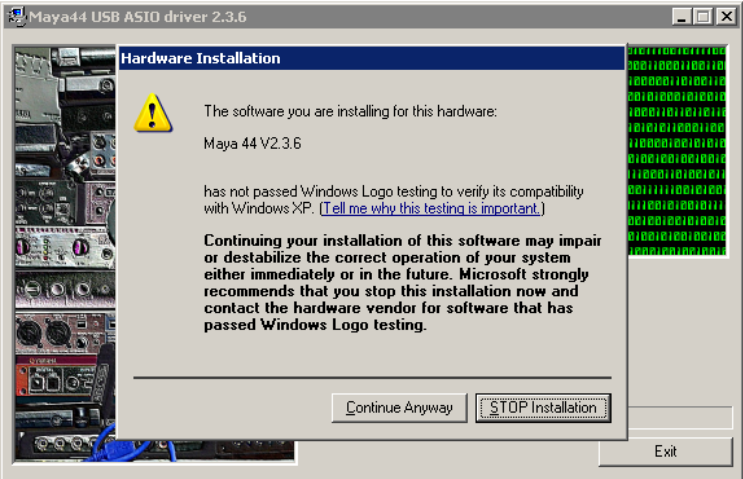
Maya44 USB ASIO driver 2.3.6



Please plug your USB audio device now to the computer if it's not already connected. This might take a while.

Exit

Again you will be prompted with a window that reads about drivers that have not passed Windows testing, that means your windows need to be updated, click "Continue Anyways" to resume installation.



Once you click that it will install necessary drivers and require from you to reboot the computer please do so.



PCDJ SCRATCH Installation

Insert the **PCDJ Scratch** CD. If auto start is activated **PCDJ Scratch** installation will start automatically. If you start manually go to “My computer”, open the “PCDJ Scratch” CD and run “Setup_Scratch.exe”. The installation will create a shortcut to the program on your desktop from where you can start the program after it is installed.

Running the Program

To run the program, click on the Windows “**S**tart” button, and then click on “**P**rograms”, then “**V**isiosonic” and then “**PCDJ Scratch**”. Follow the express instructions on the screen to do a quick setup of the program.

Conclusion

Now that you have successfully installed the PCDJ Software, let’s move on and quickly run through the configuration step.

Chapter II PCDJ Scratch

Welcome

PCDJ Scratch, like our Karaoke product, comes as a complete stand-alone product to load on your computer. The stand-alone version will offer the powerful features in the PCDJ FX record case. The user will be able to sort, organize, search and create waitlists along with ripping with PCDJ's easy to use active recordcase. For those who have FX, Scratch will plug-in as an additional VRM. It appears in FX as 2 additional media players that can be used in conjunction with FX's two standard players. So, for those DJ's who still love the feel of vinyl under their fingertips, PCDJ scratch will bridge the gap. This truly gives the DJ the hand on vinyl feel and power and features above and beyond anything that has hit the market today.

The vinyl technology has been designed with new levels of analog to digital conversion that secures the bridge with confident reliability. Unlike other systems, which employ "timecode" on vinyl, PCDJ Scratch vinyl records contain specially modulated physical location stamps. As the needle traces the groove, PCDJ Scratch software is able to listen to the sound coming from the turntable and tell instantly the physical position of the needle on the surface of the record. These multiple channel location stamps make sure the communication between the vinyl and the PC is double accurate and correct. What this means is if your vinyl starts wearing there is a failsafe in place to make sure you don't skip a beat.

There are approximately 155 totally unique physical position stamps per rotation of the record. To give you an idea of the latency, this means that PCDJ Scratch software reads a new physical position stamp every 12 milliseconds when the record

is played at 33-1/3 rpm. The audio's frequency is actually changed as low as 3 milliseconds.

This chapter is to familiarize you with the PCDJ Software and to show its many features. It is broken down into three separate diagrams: The Player, The Mixer and The Recordcase. Each feature is numbered, and a corresponding number is listed below the diagrams with an explanation of its purpose.

The best approach to quickly understanding the functionality and purpose of the PCDJ Scratch's features is to briefly observe and try-out each feature as they are covered in the diagrams when ever possible.

The Player



The diagram below is a close-up of one of the Dual Players. Follow along and read about each numbered feature, and observe how they look and where they are located.



1. **Stop Button** Stops Song
2. **Play Button** Plays Song
3. **Load Button** 3a and 3b Loads Song to a side of the records played, while with 3c and 3d you can select which side is displayed.
4. **TT DRCT** Button Play a Normal Vinyl Record on your Turntable through PCDJ
5. **REC Button** Press REC, Speak into the Microphone, Hit REC again... Now the Recording is saved and automatically loaded into the player for scratching.
6. **P Button** Position Mode... Use this mode to Needle Drop with the PCDJ WAX record... The Player will respond to the PCDJ WAX Position, Velocity, and Direction of Playback.

NOTE: When Not in Velocity or Position Mode, the Song will continue playing at the last speed of the Turntable or remain stopped.

7. **V Button** Velocity Mode... This mode disregards Position of the PCDJ WAX, only cueing off of the Velocity and Direction of Playback.
8. **MUTE FF Button** This button Mutes all Forward playback (good for reverse crab scratches)
9. **MUTE RR** Button This button Mutes all Reverse playback (good for crab scratches and backcueing without the use of a crossfader.)

10. **MUTE VEL Button** This button Mutes all speeds slower than the range set by the slider directly above it. When you increase this range, you will see a red and green bar appear showing the area of muted playback. Below the Tempo readout shows the actual speed of playback with a similar display. You can use these together to create your own, unique, scratch sound.

11. **Progress Bar** Above the Track Information area, the progress bar shows the progress of the song you are playing. You can click on it to jump to different points in the song.

NOTE: If you are in Position mode, using the progress bar to jump in the song will change the player to Velocity mode.

12. **Track Info** Track information such as Title, Artist, BPM, Time Remaining and Time Elapsed are shown in this window.

13. **Borders** Click on these Borders to flip this VRM around to reveal the configuration section on the back.

The VRM BACK



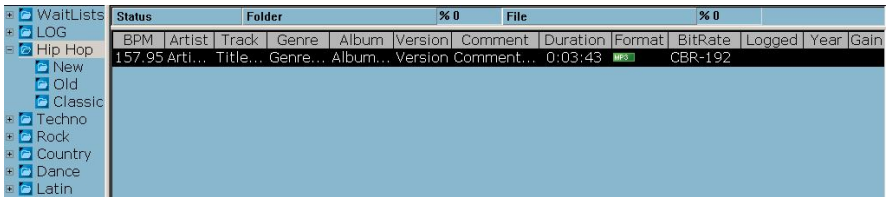
The diagram below is a close-up of one of the Dual VRM BACK. Follow along and read about each numbered feature, and observe how they look and where they are located.



1. **TT INPUT** Click on this LED to select the INPUT SOUND CARD the Turntable is plugged into.
2. **Input Amp (TT)** This slider amplifies the input of the Turntable if needed.
3. **Power** This slider adjusts the Power Threshold of the Needle you are using. (-25.00 works for most needles)
4. **Cutoff** This slider adjusts the Cutoff Frequency of the Needle you are using. (1.0 works for most needles).
5. **REC INPUT** Click on this LED to select the INPUT SOUND CARD the Microphone is plugged into.
6. **Auto Calibrate (Have Song Playing)** This button calibrates the input amplification and the power threshold automatically.
7. **OUTPUT** Click on this LED to select the OUTPUT SOUND CARD or VRM to pass the audio to.

The RecordCase

The Recordcase is where your “virtual” collection of music is kept. Unlike your physical collection where everything is just stacked together in racks and/or boxes, you can make “Groups” and “Sub-groups” to separate and categorize your music files. You can also change the sort orders or Groups, Subgroups, BPM, Artist, Track, Album, Version, Comment, Duration, Format, BitRate, Year, etc. Drag and drop capabilities also add to PCDJ Software’s overall efficiency and ease of loading tracks into the players.



Recordcase

Recordcase Group Section

This area is on the far left side of your Recordcase and displays the list of **Groups**, and **Subgroups** for each Group.

NOTE: You can have as many as 365 Groups and Subgroups.

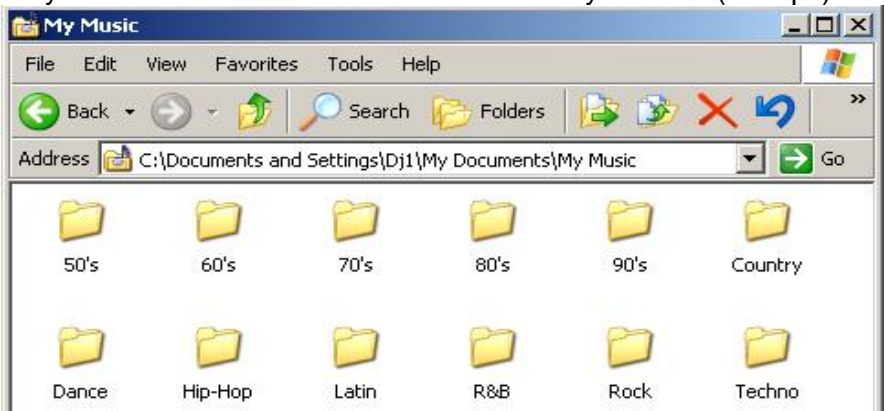
Recordcase Track Section

This area is to the right of the Recordcase Group Section, and lists all of your tracks (songs) in each Subgroup.

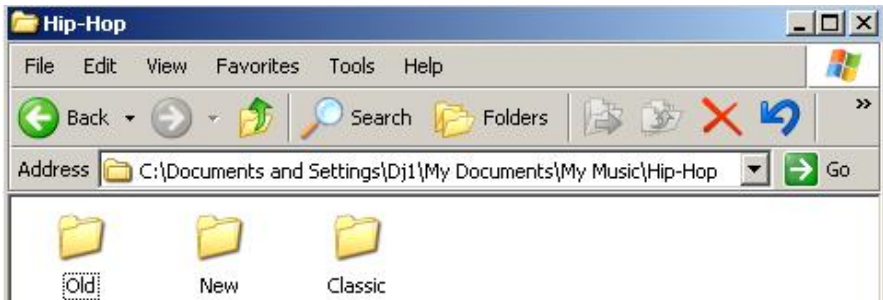
Loading Tracks into the Recordcase

After you have ripped/encoded or downloaded songs to your computer, you can retrieve these tracks and add them to your Recordcase. There are two ways to add music to your Recordcase. The first being the easy way organizing all of your music into Folders (Groups) and Subfolders (Subgroups) on your Hard Drive. Then Drag and Drop Folders (Groups) to the Recordcase Group Section. This will create Groups and Subgroups based on your filing structure (organization of Folders and Subfolders on your Hard Drive). The Second way is to use the Right Click New Groups/Subgroup option and drag and drop Music files into Recordcase Track Section window. By now you should have learned how to create folders, and subfolders within folders. If not go back and review the beginning of this chapter. You should organize you music into Folders and Subfolder. To building your Recordcase is as easy as holding down the mouse button on a Folder and Drag and Drop Folder(s) (Group(s)) into PCDJ'S Recordcase Group Section window.

As you can see below we have created many Folders (Groups).

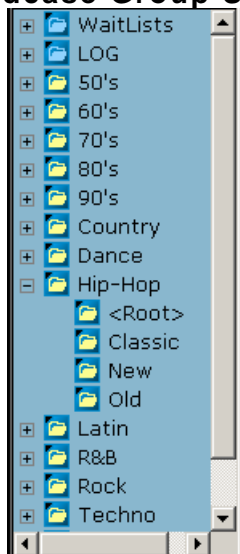


Within each Folder (Groups) are Subfolders (Subgroups) and with in each Subfolder (Subgroups) are Music files. I used Old, New, and Classic as examples, but you can use Artist and Album within the different Genre Folder (Groups) we created.



View of sample Hip-Hop Subfolder (Subgroup)

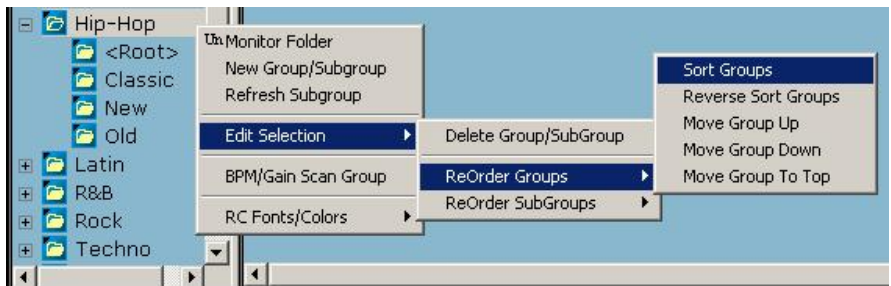
Recordcase Group Section



List of Groups and Subgroups

FYI: Think of the Recordcase as your total collection of CDs and vinyl records. A Group is like a crate of CDs or records from your total collection, sorted for different purposes. You can create as many different Groups (or crates) as you desire, and sort them in any way you'd like.

Recordcase Groups Section; Right Click Menu Options



Monitor Unmonitored Folder

All Groups and Sub Groups added by dragging and dropping into the Recordcase Groups Section, are Monitored by default. With the exception of the Waitlist and LOG Groups and Subgroups. Monitored folders work in this way, any time you add or delete song from that particular Subgroup or Subfolder

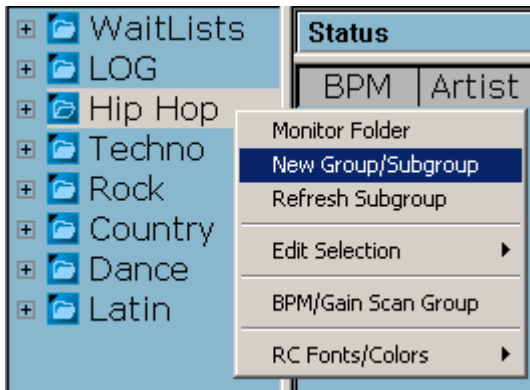
on your Hard Drive PCDJ Software add or delete those songs when you use Refresh Subgroup option.

Loading Songs into the Recordcase using the Right Click New Group/Subgroup option

Groups created with New Group/Subgroup option will not be monitored. Meaning if you delete a song from your hard drive or move a song PCDJ will see that song as a Dead link. Dead links are displayed in Red Lettering.

STEP 1. In order to load tracks from your computer into the Recordcase, you must create a “**Group**” to put them in. The way you do this is to place your mouse pointer in the “**Group Section**” located to the left of the Recordcase and *right* click.

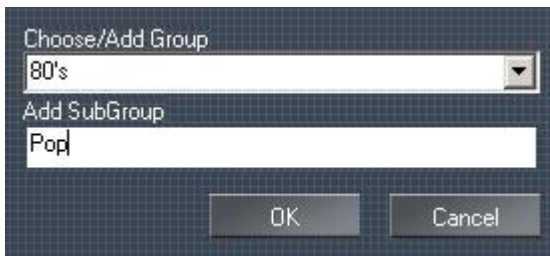
STEP 2. Click on “**New Group/Subgroup**” in the menu that expands out.



Group Section Right Click Menu

STEP 3. A dialog box appears, in the text box, enter the

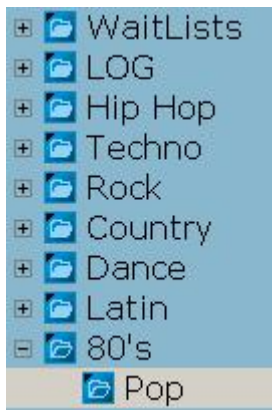
name that you would like to call your first Group. (You can name it “80’s” for this demonstration if you can’t think of a name at this time.)



Dialog Box

STEP 4. Then Enter Subgroup name for instance Pop. Then Click on the “**OK**” button.

Notice we have created a Group Called 80’s and a SubGroup called Pop.



By creating your first Group, you can imagine how helpful it would be to divide your entire music collection into

smaller categories. Whether it be by genre, for example, or based on the different types of gigs that you might offer, breaking one large mass of music into Groups will make it much easier to manage your repertoire.

Refresh Subgroup

This will update your Groups and Subgroups list. You will need to use this option every time you add, remove, music or BPM/Gain Scan any songs in your Recordcase.

Edit Selection

Gives you the option to **Delete Groups/Subgroups**, **ReOrder Groups**, or **ReOrder SubGroups**, options are the same. Sort Group/Subgroups organize in Alphabetical order, and remaining options are self-explanatory.

BPM/Gain Scan Group

This option will add all tracks in the highlighted Group to the SCAN view. SCAN view is where you go to start the BPM/Gain process and see the progressive of tracks being Scanned.

FYI: There are several Right click Options in the RC (Recordcase), which allow you to change Font/Color/ and other appearance settings.

Below is a list of these options:

- Set Font
- Set Header Font
- Set Background Color
- Set Highlight Color

Store Style as

Style 1
Style 2

Restore Style
Default
Style 1
Style 2

Recordcase Track Section Sorting Track Lists

There are different ways to sort your tracks in the Recordcase and it's as easy as clicking a button, or drag and drop a sort button in the order you want.

BPM	Artist	Track	Album	Genre	Format	BitRate	Duration	Comment	Version	CD Track #	Rating	Year	File Path	Gain
-----	--------	-------	-------	-------	--------	---------	----------	---------	---------	------------	--------	------	-----------	------

Sort Buttons

“BPM” Sort Button

The “BPM” sort button is located at the top of the Recordcase. Click on it BPM sorts your tracks by Beats Per Minute numerically from ascending or descending order. Locating tracks that are compatible for mixing is a breeze.

“Artist” Sort Button

Clicking on the “Artist” button will sort the tracks by artist name alphabetically.

“Trackname” Sort Button

The “Trackname” button sorts your tracks alphabetically by the track's title.

“Album” Sort Button

Sorts by Album, alphabetically from a-z or z-a.

“Genre” Sort Button

Sorts by Genre, Alphabetically groups the Genre’s from a-z or z-a.

“Format” Sort Button

Sorts by format MP3, WAV, WMA, or ZIP, and vise versa.

“BitRate”

Sorts by BitRate, numerically in ascending or descending order.

“Version” Sort Button

This button sorts by Version. If you have different versions of songs, they’re easy to find with this type of sort.

FYI: The term “version”, for our purposes, can relate to the length of each track or the different ways a song has been recorded. For example, a song might be recorded in a version with vocals and as an “instrumental only” version as well. There are many songs that have different versions and different lengths.

“Duration” Sort Button

This button sorts by Duration shortest time to longest time or vise versa, numerically from ascending or descending order.

“Comment” Sort Button

This button will alphabetically sort the comments that you’ve made on your tracks, so it’s simple to find the track you’re

looking for. Click on each sort button and observe the changes in your track list in the Recordcase.

“Year” Sort Button

This Button sorts by Year numerically from ascending or descending order.

Recordcase Track Section; Right Click Menu Options

Edit id3 Tags: This option allows you to easily edit your track information.

Load to Player A

Will load the track you highlighted and right clicked on into the Left Player 1 (A).

Load to Player B

Will load the track you highlight and right clicked on into the Right Player 2 (B).

Add Selection to Wait List

Clicking on this button will place a selected song from your Recordcase into the Wait List.

NOTE: You must be in the Wait List to be able to delete from it.

BPM/Gain Scan

The BPM/Gain Scan is a tool for auto detecting the BPM (Beats Per Minute) of tracks.

BPM/Gain Scan Selection

This option will add any tracks you have highlighted to the SCAN mode.

BPM/Gain Scan All

This option will add all tracks in the Subgroup your in to the SCAN mode.

Remove Scanned Tracks

This option is used to remove tracks from the SCAN mode that have completed the BPM/Gain SCAN process. This option is only available when in SCAN mode.

Edit Selection

These options are used to **Cut, Copy, Paste, and Delete** tracks from your Recordcase.

RC Column Headers

These options are used to Hide or Unhide Sort fields you do not need or wish to see.

Copy CD Menu

Set CD Drive is used if you have more than one CD Rom. Select the Default CD Rom you would like to use.

Set Copy CD Path is used to change the default Path PCDJ RIPPS to.

FYI: Below are helpful tricks that can be used for adding multiple files to the Waitlist or to SCAN mode.

If you want to pick and choose more than one track at a time, you can hold down the “**Ctrl**” key on your computer keyboard while using the mouse to click on different tracks. Each track you choose will show a blue highlight over it meaning it's selected.

If you want to select multiple tracks in a row, hold down the “**Shift**” button on your keyboard and click on the first track you want, then use your computers keyboard down or up arrows to scroll down, or up. A block of tracks will show the blue highlight within the boundaries of your choices.

Ripping

Ripping is the process of Coping Music from a Music CD onto your Computers Hard Drive. The following section shows how to create an MP3, WMA, or WAV from a CD. You should connect to the Internet before you start Ripping. As the tracks in the Recordcase only show the track numbers, you will need to attain the artist and track information. The PCDJ Software solves this by using a built in **Online Database CD Library*** search, that pulls vital from the Internet. With just a click of a button, information such as artist name, album and title of track, on the artist and CD that you are ready to RIPP, is automatically downloaded and displayed in the RIPP modes Recordcase area.

It is strongly recommended that you complete logging the track information at this point of the ripping/encoding process because when you begin to ripp from other CDs, if the track information is not logged, you will only have a series of track numbers with no data to tell you which song is which.

* The Online Database CD Library is an unsupported feature. We use a free database online, which is updated regularly but is out of our realm of control. We cannot add vinyl records to this database or make any changes to its content or performance.

NOTE: *You must be connected to the Internet in order to use the Online Database CD Library.*

Follow the steps below to start Ripping

STEP 1. Put the CD you would like to copy into your computer's CD player.

STEP 2. Click your mouse pointer on the RIPP button located at the Top right corner of the Recordcase. If you are connected to the Internet PCDJ Software should have downloaded and displayed the CD track information automatically. If not click on the DB (Get track info from internet) button located between the MET and SCAN buttons. In just a brief moment the track information will appear in the Recordcase area. If the Artist and Album Track information is reversed. Right click on any track in the Recordcase and use the Switch Artist – Album option, this is common when ripping a Various Artist CD.

If the Track Information successfully loaded into your PCDJ Software, you can skip applying steps below. But read them now so you will know what to do when this situation arises.

NOTE: *If the CD you are trying to RIPP is a custom CD you made yourself no track information will be available. If you have a store bought CD and no track information is available from the Internet, you can get the information from your CD cover and*

manually log the track information. (Follow instruction for Manual Input of Track Information.)

Manual Input of Track Information

(Optional) **STEP 3.** *Right* click on the first track that you've chosen to rip or encode. A highlight will show on this track and a menu will expand. Click on "**Edit id3v TAG**" and the "**Id3v Tag**" dialog box opens.

(Optional) **STEP 4.** Type the CD's information in the Edit id3v Tag box for the selected song. Then click the next button to continue correcting or entering track information.

If your CD is by a single Artist, Album or same Genre, use the Lock buttons on the Artist, Album and Genre, to save time when having to type same information over again.

When completed click the "OK" button in the upper right corner of this box.

STEP 5. By default all tracks are selected. If you don't want to record every track just clicking in the white boxes located to the left of each track "✓" will disappear for each track you do not want to record.

NOTE: *The PCDJ Software will only rip/encode the tracks that are checked off. It is a good idea to check the bit rate setting before you encode your music if you're not certain what it is. To do this, simply click on the CFG button on the top right corner of the PCDJ Software Title Bar and then click on the "Ripp" button, to change the default bit rate, select the bit rate that suits your needs by clicking in the drop down list. Then click on the **OK** button to save changes and exit Configuration.*

STEP 6. After the Track Information has been filled in for all your selected tracks, click on the Start button, located at the top of the Recordcase, to begin ripping/encoding the songs that you checked off. You will see a progress bar showing the progress of the first track being ripped. The PCDJ Software will rip/encode all of the selected tracks in the same sequence.

PCDJ Software will automatically create a folder by Artist name and create subfolder within the Artist folder by Album. These folders are created within a folder called My Music that is located in My Documents. If you want to change the default location PCDJ Software copies your music to. Right click on any track in your Recordcase and move your mouse pointer over to Copy CD Menu, then click on Set Copy CD Path. A dialog box expands titled "**Browse for Folder**". Your computer wants to know where in your computer you would like to save your music files after they are created. Click on the C: Drive then click on the Music folder created earlier, then click one of the folders within the Music folder like 80's, 90's, Country, Dance, Hip-Hop, Latin, etc. Where you would like to save your music to and click OK.

Once you have ripped/encoded the tracks that you chose from your CD and placed the files in their proper folder. Next, you're going to learn how to download MP3 files from the Internet, or skip ahead to loading tracks into the Recordcase.

Downloading MP3 Files from the Internet

Visiosonic has teamed up with www.therecordpool.com web site to bring you New Unreleased music directly from the hands of Record Labels in MP3 format or WMA format. You should have received an email with a free trial membership to The Record Pool when you registered PCDJ software to obtain your unlock code.

STEP 1. If you have Internet access, open your web browser and type www.therecordpool.com in the “**Address**” box at the top of the screen and press the “**Enter**” key on your keyboard. Once you have registered for your free trial of the record pool, and logged in. The Record Pool web page comes up, you will see that there are many ways of sorting to find the type of music you’re looking for.

STEP 2. In the “**choose music category**” area, click on the “down arrow” of the dialog box and click on the kind of music you like. You will find featured artists that are set up for downloading.

STEP 3. To download a track, *right* mouse click on MP3. And a menu expands out.

STEP 4. Click on “**Save Target As**” in this menu and a “**Save As**” window expands, allowing you to save the song to a folder of your choice in your computer. (There can be a lag in time - five seconds or more - before this window appears).



Click on the drop down list

And look for the music folder We created earlier (Located in C: drive).

FYI: By *right* mouse clicking on the song, choosing “Save Target As” and saving the songs to a folder of your choice, it will be easy to find the tracks later on when you go to retrieve them. If you click on the song with the (normal) left mouse button, you are not given an option to save to a folder, and the file will automatically be played in your web browser encrypted. The MP3 tracks are encrypted so they will only play back in PCDJ

Software.

The Commands Bar



Message Bar

The function of this status bar is designed to supply you with information about the players and the Recordcase.

SCAN

This button will enter the BPM/Gain Scan view. In order to SCAN a track, you must first select the track(s) in the Recordcase, right click and select the BPM/Gain SCAN option. Then use the SCAN button to view the tracks being scanned. After tracks are completed scanning, you can right click in SCAN mode and use Remove Scanned Tracks option. Please make sure to Right click on the Subgroup(s) you Scanned music from and Refresh Subgroup to display BPM'S in Recordcase.

RIPP

The Ripp button will bring you into the Ripp Mode when you click on it. When in this mode, you will be able to ripp (take a track from a CD and place it onto the computer's hard drive in a file format called WAV) a song from a CD, and then the computer will encode the WAV file into an MP3 file.

WL

Clicking on this button will display the Wait List in the Recordcase. If there are no tracks selected, the Recordcase will be blank.

Adding Tracks to the Wait List

The Wait List feature allows you to compile tracks for Auto Play, SHFL or just as a custom list of tracks from different Groups and Subgroups. You can choose as many songs as you like, and the program will play the tracks in the order that you place them in the Wait List (except when in the Auto Shuffle mode). If you selected **Wait List Delete On Load** option in CFG editor, once a song has been played, it is automatically removed from the list and will not be repeated

Add Tracks to WL by selecting (Highlight) a track or tracks you would like to put in the Wait List, then right click and use Add Selection To WL option. Continue selecting tracks from any Group or Subgroup in this fashion. To view the tracks in the Wait List, click on the WL button or the Waitlists Group.

Playing the Wait List

To play the tracks in the Wait List, click on the “Auto” (PLAY) button in the left corner of the command bar. The PCDJ Software will automatically load the first track into Player “A” and the second track into Player “B” and Player “A” will begin playing.

NOTE: *In order to play the Wait List, you must be in the Wait List mode. You can tell if you are in this mode by: (1) the songs that you added to the Wait List will be showing in the Recordcase Clicking on the (Wait List) button opens the list; clicking on it a second time closes it.*

Deleting Tracks from the Wait List

Deleting tracks from the Wait List is just as easy as adding them. You need to be in the Wait List mode in order to complete this task (see **NOTE:** above.)

STEP 1. If you are not in the Wait List mode, click on the

(Wait List) button now.

STEP 2. Then click on a track that you want to remove from the list. (A highlight will appear over the chosen track.)

STEP 3. Now move your mouse to Edit Selection and click Delete.

STEP 4. Then click on the WL button to exit the Wait List mode.

FIND

Clicking on the Find button will allow you to type in the BPM or BPM Range, Artist, Track Name, album Version, Genre, Year, Filename, and/or Comment to conduct a search of a track you would like to locate.

NOTE: *You can use wildcard (*) selections, for example; mad* = Madonna, or *adon = Madonna. Use the asterisk as the wildcard.*

NOTE: *There is more on Cue Information toward the end of Chapter IV.*

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