PCDJ DEX 2 – Quick Start Guide

 For all of us at PCDJ features are paramount, but only if they're completely functional and easy-to-use. This is why we've created this quick start guide that will get you accustomed to the PCDJ DEX 2' features and functions, without having to read a 60 page manual.

DEX 2 has been developed for professional DJ's and entertainers: You have up to 4 decks, an advanced mixer and playlists/database. You can use external DJ controllers, MIDI controllers, VST/AU effect plug-ins, and sampler. Moreover, you can use your turntables, an external mixer and professional grade audio cards. A modern design, ergonomic user interface with skin support allows for rock solid performance - even under the most difficult live circumstances. In short, you have everything you need to get to perform at any gig, with any media type.

This is an overview of the PCDJ DEX 2 interface:

This is a Quick Start Guide and as such, we will highlight the main features of PCDJ DEX 2 that will have you ready to mix in no time. We will go through the decks, mixer, playlist, browser, preferences, as well as the PCDJ DEX 2's video mixing capabilities and other key functions. By the time you will have finished reading this start guide, you will have no problem mixing your favorite songs, videos, and karaoke files. Please keep in mind that this is only a quick start guide and will not cover ALL the features and functions of the PCDJ DEX 2.

Decks

A good mix means a smooth transition between two songs. The decks and the mixer are the sections of the software that accomplish this process. The top two decks (1 & 2), each control playback of audio,video, and karaoke files and one or more CD drives, if audio CD's are inserted. Decks 3& 4 are dedicated for audio only playback. The structured and ergonomic design of the software guarantees that whoever is using the software won't have any trouble distinguishing the program's various functions, thus enjoying a complete DJ experience. This means that you'll be less concerned with reading the instructions and focused more on the perfect mix.

 The waveform graphic display gives you real time audio signal monitoring, information about the audio signal and the beat rhythm. It can be configured to display more or less of the song, using the zoom in and zoom out buttons. You are free to make real scratch effects. Depending on the speed of the drag and drop you can create a disk spin effect, scratch, reverse, play, mute, fine-tune cue-points, and even reverse spin and play effect. Of course, you can use your hardware controller to achieve the same functions.

Synchronize & Match – instantly synchronizes the monitoring deck (slave) to the one playing in the speakers (master). Match just matches Tempo – doesn't line up beats

Waveform Display – graphical overview of the track with loop points (the green lines) and a separate track overview; you can also use the mouse to scratch on the waveform display.

BPM – displays the current BPM value and tempo alterations/changes.

Zoom – zooms in/out on the waveform display.

Virtual Platter – moves with playing audio at 33rpm Grab and scratch with mouse

Beat Step, rewind, fast-foward: Steps beat forward or back in sync and on beat

Play/Pause – starts / stops playback at the current position of the track.

Analog In – a special feature that allows you to mix a file with an analog signal from a turntable or a CD-player; you can even mix two analog inputs if you want.

Pitch – increases or decreases the tempo (speed);you can temporarily speed up or slow down the tempo by momentarily right clicking on the slider.

Time-code – it allows you to control a track through a time-coded vinyl/CD, by using the turntable that's connected to your sound card directly to your system.

(1) *CUE-PLAY* – goes to the selected cue-point and plays it.

(2) *CUE* – goes to the selected cue-point and stops.

Loop controls – used for seamless beat accurate loops.

Hot Cues– Click any one of the 10 Hot cue buttons and it will instantly Set a hot cue point at that exact Playing position of the song. Hit the Button again and you will instantly Play from that cue position.

KeyLock – when enabled, changing the pitch of the song does not change the tone of the track.

The two top decks control playback of audio, video and karaoke files and one or more CD drives, if audio CD's are inserted. Besides the traditional CD player or turntable functions, a lot of additional features are available. Some of them can be achieved only using this DJ software. The structured and

ergonomic design of both the controller and the software allows a professional use and simplifies readjusting from commercial double CD players, which cost more and do less.

It's through instant functions such as cue-points, smart loops, key-lock, seamless pitch and tempo alterations/changes, filters, effects and many others, that the PCDJ DEX 2 stands out from most DJ mixing software.

A good example is the smart loop function. When you press the **In/Out** button you activate the Start Loop point and the snap-to-beat feature (the loop will be snapped to the closest beat). If you continue pressing it, the loop size reduces to half every time, until a 1/32 loop beat value is reached. The loop length is automatically adjusted to make a seamless loop. By pressing **x2**, you increase the size of the loop. Press **Exit** to exit the current loop.
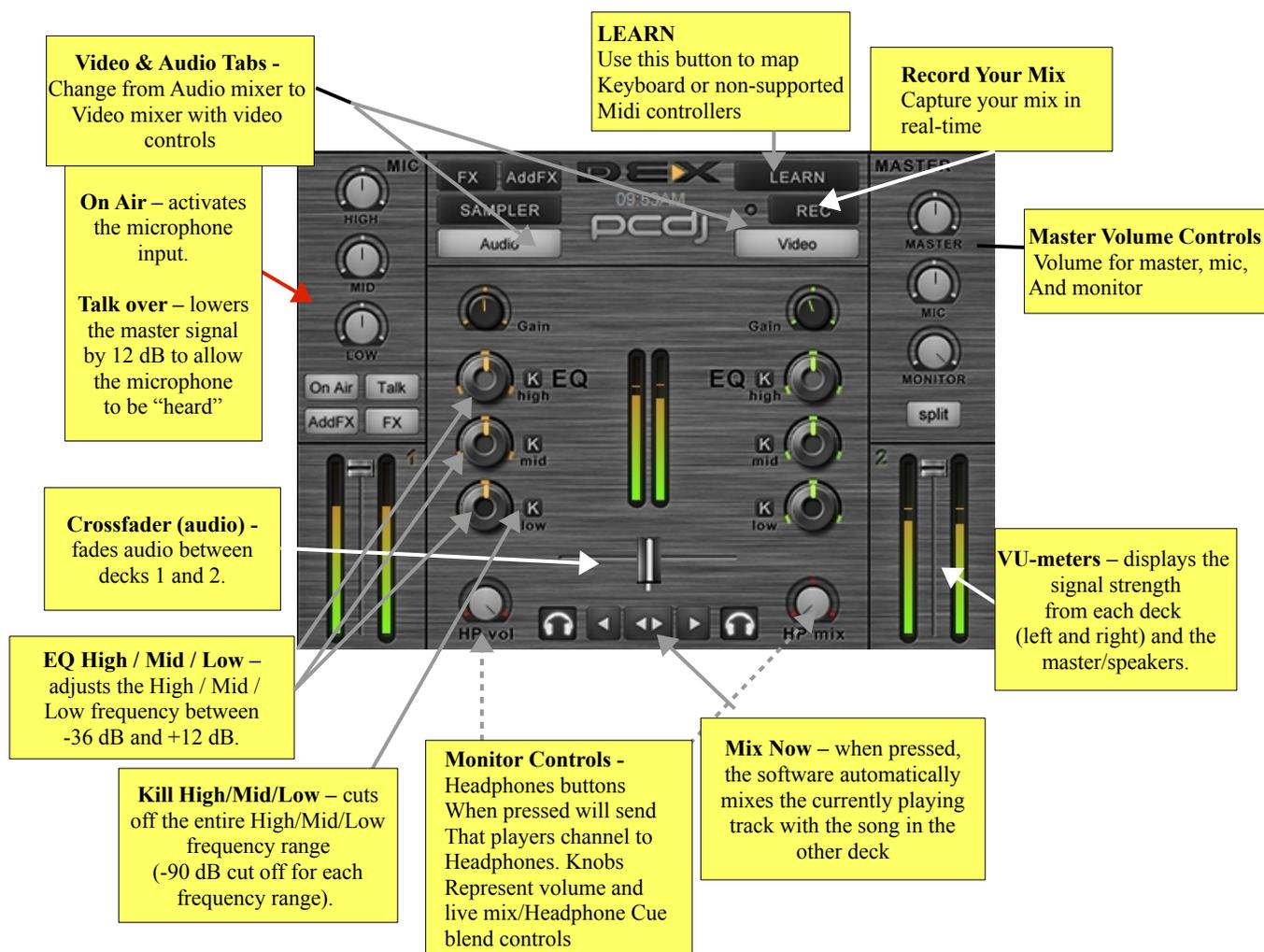

Scroll Bar – grab and quickly Move to jump throughout The playing track – shows Current position

Key Stepper – also called key semitones modifier, this enables you to modify the Key of the song in semitone steps, thus allowing you to do harmonic mixing.

Reset Pitch – when pressed it will smoothly reset the track's pitch to 0%; if you double click it will immediately reset the pitch to 0%.

Cut-off Filter – it cuts off a range of frequencies creating a unique sound effect.

Pitch bend – momentarily slows down or speeds up the deck to make fine adjustments in overlapping the songs when mixing; very useful when you want to beat-match 2 songs.

Effects – effects can be applied to change the sound of the track - you can load external VST plug-ins (effects) for each deck, microphone or master signal.

CUE-POINTS: What are they and how can we have more fun with our music by using them? Cue-points are positions you can set in the song. DJ's use them a lot, because they act as "bookmarks" in the song. As with a book, it's easier to use bookmarks, so you know what parts are most interesting, when a different chapter begins, and so on. So, basically a DJ loads a song in the deck and then starts searching for interesting positions/mix points in the song (by listening in the headphones, or by using the visual waveform display) to begin and/or end the mix. The DJ places those cue points, so later he/she can cue to those saved positions. When a song is first loaded into a deck, no cue-points exist. When you find a good position and you want to set a cue-point on that position you just need to

press one of the hot cue buttons (1 thru 10). This way the current position is memorized in the currently selected cue-point (which memorizes the selected cue-point). If later on, when you are at a different position in the song and you want to go back to that saved position, you can either press CUE to return to the saved position or you can press CUE-PLAY and it will immediately start playing the song from the cue-point that you've placed.

If you want to take full advantage of the software's manual DJing capabilities you will need to adjust the tempo (pitch) of the song yourself and will also need to align the beat of one song (eg. the track in deck 1) with the beat of the other song (eg. the track in deck 2). To do this, you need to use a function called pitch bend (see above). This temporarily speeds up or slows down the song so that the beats of one song (deck 1) will "catch up" with the beats of the other song (deck 2). To use the pitch bend you need to temporarily right click on the pitch slider to either slow down or speed up the song for as long as you need or you can use the + and – buttons which change gradually (as opposed to instantly) the tempo/speed of the song. As you are doing this, you'll be able to hear in the headphones whether the beats match or if you still need to bend the pitch.

Mixer

LEARN
Use this button to map Keyboard or non-supported Midi controllers

Video & Audio Tabs -
Change from Audio mixer to Video mixer with video controls

Record Your Mix
Capture your mix in real-time

On Air – activates the microphone input.

Talk over – lowers the master signal by 12 dB to allow the microphone to be "heard"

Master Volume Controls
Volume for master, mic, And monitor

Crossfader (audio) -
fades audio between decks 1 and 2.

VU-meters – displays the signal strength from each deck (left and right) and the master/speakers.

EQ High / Mid / Low –
adjusts the High / Mid / Low frequency between -36 dB and +12 dB.

Kill High/Mid/Low – cuts off the entire High/Mid/Low frequency range (-90 dB cut off for each frequency range).

Monitor Controls -
Headphones buttons When pressed will send That players channel to Headphones. Knobs Represent volume and live mix/Headphone Cue blend controls

Mix Now – when pressed, the software automatically mixes the currently playing track with the song in the other deck

Video Deck Effects -
Use the drop down menu to select
One of the various included effects.
Effect will affect the deck on the
Side selected.

Crossfader (video) -
Fades video between deck 1 and
2. Use the lock button
to lock audio/video faders
together

Transition Effect -
Use this drop down menu to
Select a transition effect applied
While crossfading from one deck
To the next.

Singers List
Click this button
To enable pop-up
Karaoke list,
Drag and drop
Songs into it to
Populate for
Karaoke shows

Search – you can search for
a track by entering its
partial name; press space to
enter search mode and press ESC
to exit search mode.

Tag Edit– Allows you to
Edit the tag information
For the currently selected
track

Add – enables you to
add tracks from your
computer.

Remove – removes (a)
(selected) track(s) from
your playlist.

Clear – clears the
current list.

Color Code -
Click one of these
Colored buttons and it
Will change the selected
Tracks text to that color

Browser	No.	Artist	Title	BPM	Time	Album
Global Browser	78	The Snapeshifters	Snake, Snake (Original Club Mix)	127.0	06:24	
Database	78	Timmy Rise	Parallel World (System B. Big Roo	127.9	06:24	
Lists	78	Adam Cooper f. Alexander Amado Johnson	Let It Go (Original Club Mix)	130.2	06:25	
AutoMix playlist	78	Dynamix f. Andrianne Harkins	Don't Want Another Man (Dynamix	127.0	06:25	
History	78	Menini & Viani	Ankamassa (Housellers Club Mix)	124.9	06:25	
Pop	78	Antoine Clamaran	Dr. Drum 2012 (Alexoparis Club	127.9	06:26	
Rock	78	Hard Rock Sofa	Quasar (Original Club Mix)	128.0	06:26	
Dance	78	L2	Insomnia (Digital Dog Club Mix)	127.9	06:26	
Top 40 most played	78	Labrinth	Last Time (Dot JR Club Mix)	127.9	06:26	
Hip Hop	79	Michele Deepe	I Want U (The Dubsexx Mix)	127.1	06:26	
Country	79	Monogamma & Eugene	Shine (JD Mals Club Mix)	124.9	06:26	
70's Disco	79	Mykel Mars	Sleepless (System B Club Mix)	127.9	06:26	
	79	Dave Spritz	Suman (Dan Gessulli Club Mix)	126.0	06:27	

File Type Filters -
Select one of these buttons
To ONLY display that
File type within the select
Playlists of folder

Browser – allows you to
explore and import tracks
from your computer or
other portable devices.

Playlist – shows you the
selected playlist/tracks;
it acts like a virtual record
holder.

Exit search mode -
cancels search mode
returning to the
previous content.

Drag up/down -
drags the selected
track up or down
in the list.

Playlist & Browser

We've taken into consideration each and every aspect so that your favorite music can be easily imported, regardless of the audio format, so that you can quickly immerse yourself in the music and the mix.

On the left side (browser) are your database, playlists, volumes and other portable devices where you might have music, and, on your right side there's the playlist, which displays the music you selected from your browser. The entire playlist has been designed in such a way that you can easily find and import songs, load and save playlists. The search function guarantees that you won't get lost in your own music and quickly find the track that you're looking for. The up and down arrows (drag up/down) allow you to rearrange songs into the playlist.
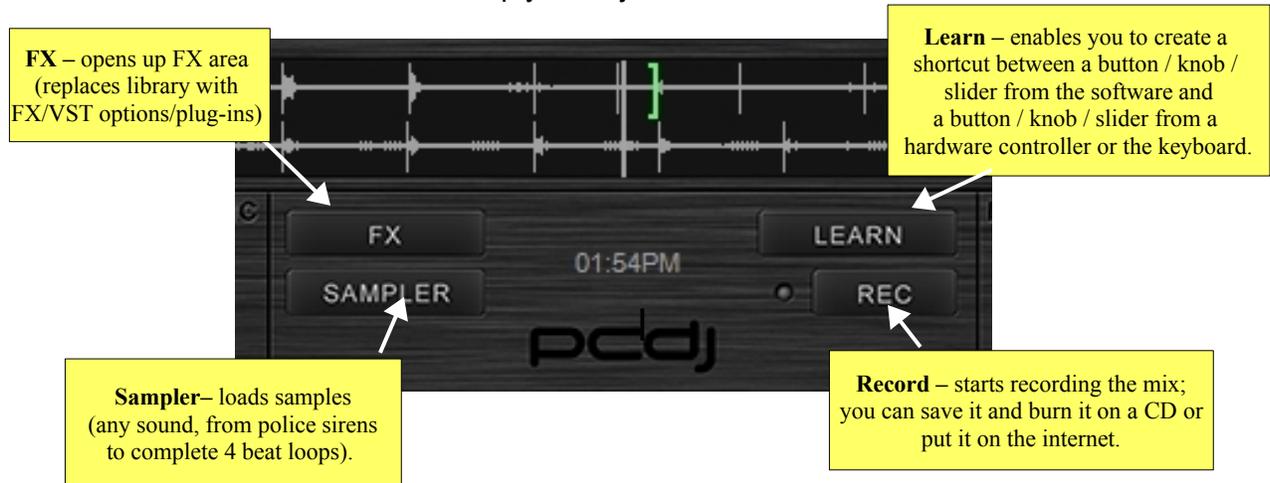
Preview – used to listen to a track in the headphones without loading it into a deck.

Random – the next song cursor is set randomly on each new load.

Shuffle – shuffles/ randomizes the playlist.

AutoMix - if enabled, it will automatically mix the current list (using beat-matching where possible).

	Tr...	Year	Filename
Club Promo Only January 2011 P	1	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	2	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	3	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	4	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	5	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	6	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	7	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	8	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	9	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	10	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	11	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	12	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD
Club Promo Only January 2011 P	13	2011	C:\Users\Ryan Sherr\Documents\Tunes\Club Music\CD

Playlist – shows you the selected playlist/tracks; it acts like a virtual record holder.

Other Controls

If you want to configure the software, find the version, assign a button / knob / slider from the software that you want to control from a hardware controller, record a mix or start the limiter, here you have some additional controls that will help you do just that.

FX – opens up FX area (replaces library with FX/VST options/plug-ins)

Learn – enables you to create a shortcut between a button / knob / slider from the software and a button / knob / slider from a hardware controller or the keyboard.

Sampler– loads samples (any sound, from police sirens to complete 4 beat loops).

Record – starts recording the mix; you can save it and burn it on a CD or put it on the internet.

A hardware controller gives you a hands-on tactile way to control PCDJ DEX 2. Every software function can be controlled with a controller or the keyboard. You have the possibility to assign all software functions to specific buttons / knobs / fades on a hardware controller / MIDI device, or to the keyboard thanks to a very special feature called LEARN mode. You activate it by pressing the Learn button. You will notice that almost all the buttons, sliders and knobs have a blue dotted rectangle on them (displayed as a border around the element). Then, select the button / knob / slider that you want to control on the software. Then, you move or press the corresponding knob / slider / button on the hardware controller or the keyboard. In this way the software learns and knows that the element on the software is linked to the physical element on the hardware.
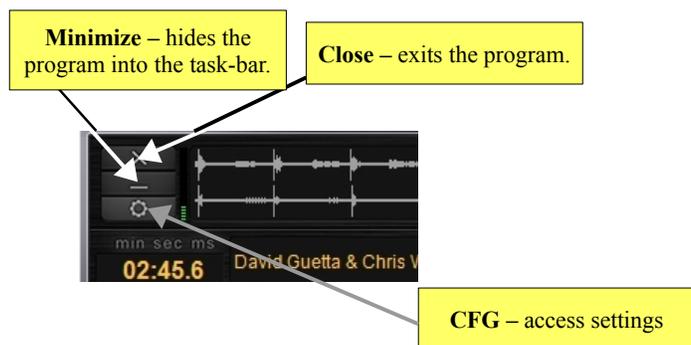
SAMPLER

Another great function of the software is the ability to load, play, pitch, loop and short sounds, called samples. These sounds can be anything from police sirens to complete 4 beat loops. When you press the sample button (see above), it will replace the playlist with the sample player (sampler):

You can load up to 8 different samples that you can automatically sync with the current playing deck, you can change its volume, speed (pitch), position, loop mode, etc.
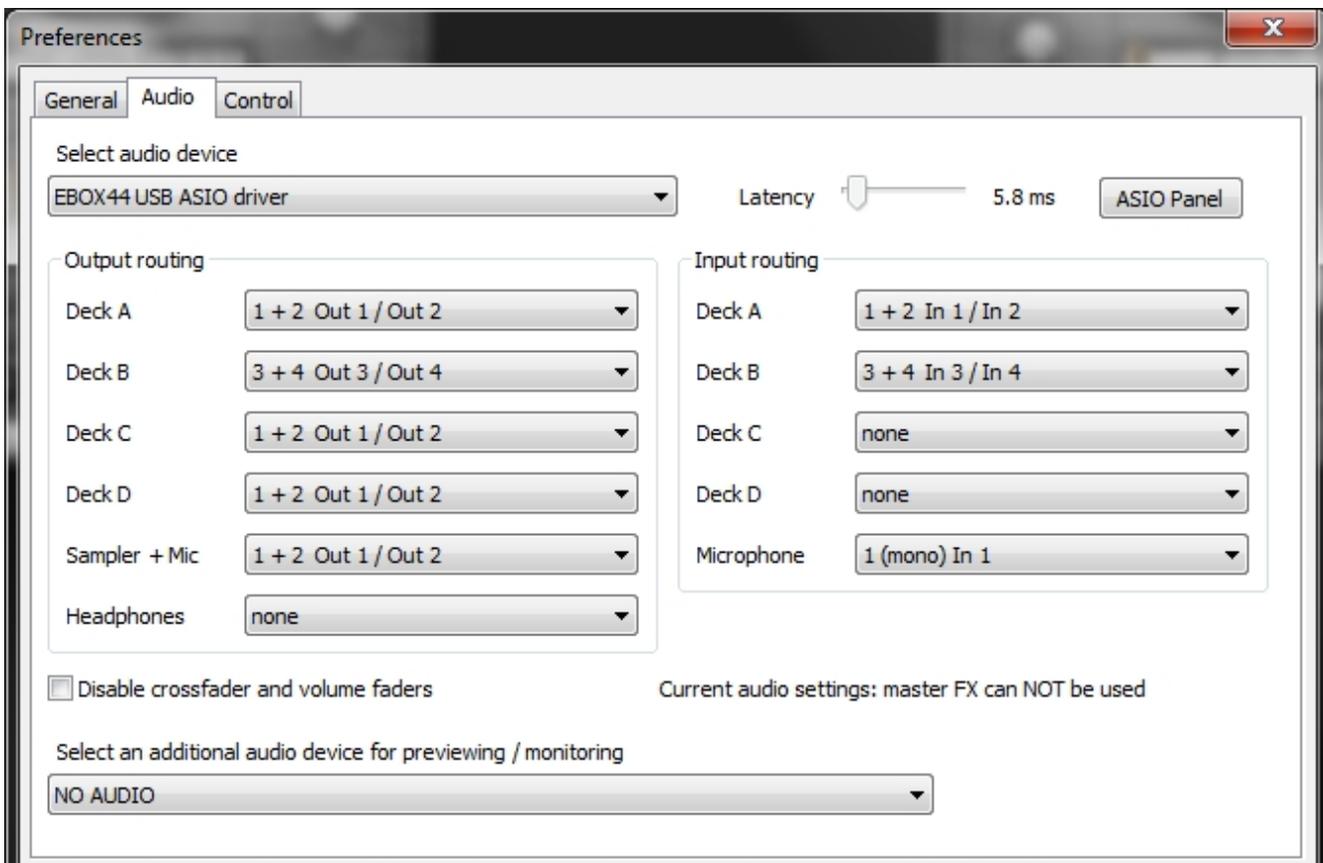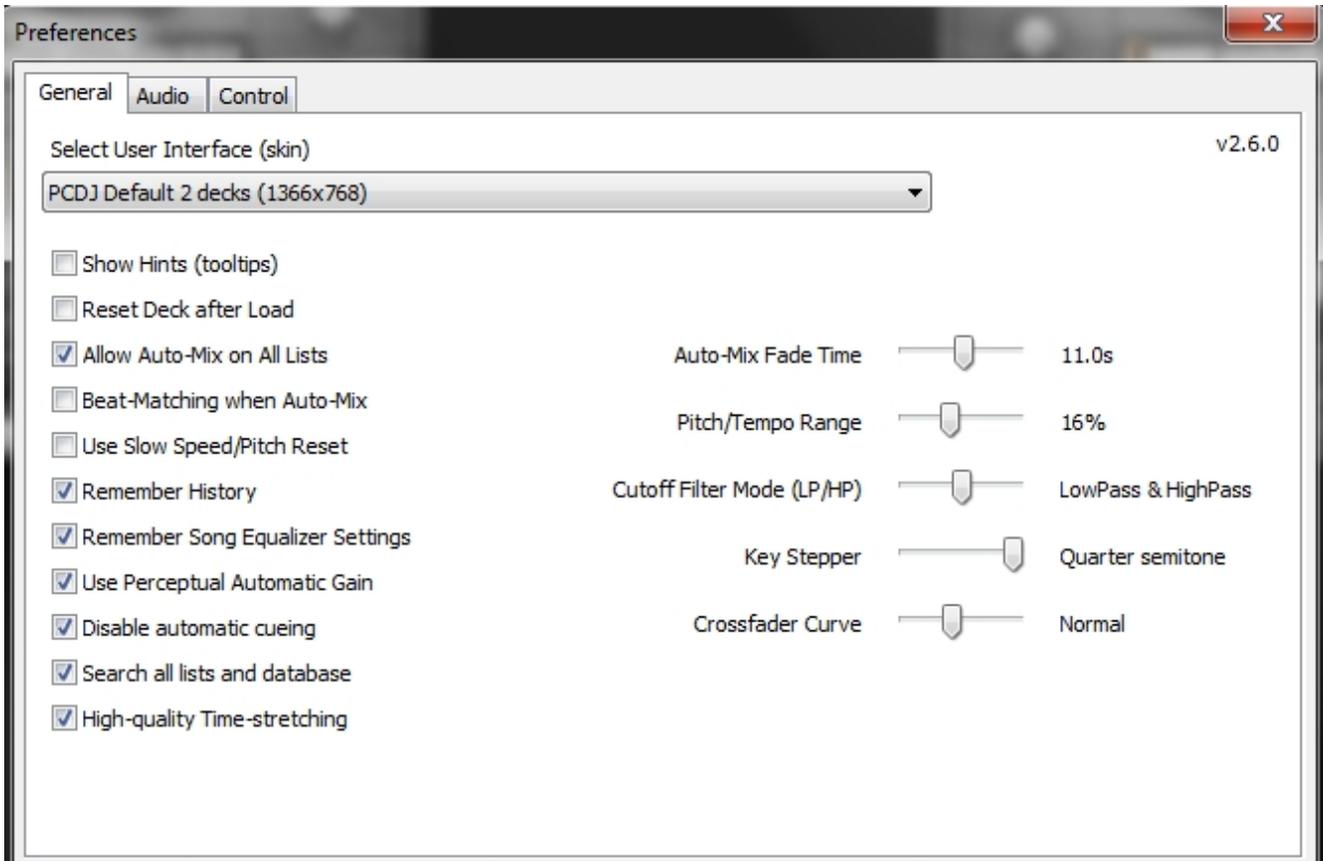
OTHER CONTROLS

Close and minimize buttons are included in the interface itself so that you still have access to them even when the full screen mode is active. We have placed them on both left and right sides so that it will be user-friendly for both Mac and Windows users

Minimize – hides the program into the task-bar.

Close – exits the program.

CFG – access settings

Preferences / Configuration

You can open the preferences window by pressing the CFG (button looks like a circular sprocket) button shown on the previous page.

Preferences

General | Audio | Control

Select User Interface (skin)   v2.6.0

PCDJ Default 2 decks (1366x768)

☐ Show Hints (tooltips)
☐ Reset Deck after Load
☑ Allow Auto-Mix on All Lists   Auto-Mix Fade Time   11.0s
☐ Beat-Matching when Auto-Mix   Pitch/Tempo Range   16%
☐ Use Slow Speed/Pitch Reset
☑ Remember History   Cutoff Filter Mode (LP/HP)   LowPass & HighPass
☑ Remember Song Equalizer Settings
☑ Use Perceptual Automatic Gain   Key Stepper   Quarter semitone
☑ Disable automatic cueing
☑ Search all lists and database   Crossfader Curve   Normal
☑ High-quality Time-stretching

Preferences

General | Audio | Control

Select audio device

EBOX44 USB ASIO driver   Latency   5.8 ms   ASIO Panel

Output routing   Input routing

Deck A   1 + 2 Out 1 / Out 2   Deck A   1 + 2 In 1 / In 2
Deck B   3 + 4 Out 3 / Out 4   Deck B   3 + 4 In 3 / In 4
Deck C   1 + 2 Out 1 / Out 2   Deck C   none
Deck D   1 + 2 Out 1 / Out 2   Deck D   none
Sampler + Mic   1 + 2 Out 1 / Out 2   Microphone 1 (mono) In 1
Headphones none

☐ Disable crossfader and volume faders   Current audio settings: master FX can NOT be used

Select an additional audio device for previewing / monitoring

NO AUDIO

- **Select user interface -** you can select the preferred user interface that suits your taste/liking and screen resolution; you can find more skins on the PCDJ website (www.pcdj.com) and on the public forums.
- **High-quality Time-stretching and Pitch-scaling –** this enables the use of pitch scaling (key   semitones modifier) and also enables high quality time-stretching (tempo adjustments). To give you a better idea, try to set -50% tempo on a loaded song with this feature enabled and then disabled. You will immediately notice the difference.
- **Reset Deck after Load –** if enabled, after loading a new song in the deck, all the deck settings will be reset: pitch, volume, eq-kills and cut-off filter.
- **Beat-Matching when Auto-Mixing –** this option beat matches the two tracks before cross- fading between them in Auto-Mix mode.
- **Use Current List when Auto-Mixing –** when tracks are loaded automatically into the decks (while Auto-Mix mode is activated or when Mix Next is pressed), the songs must come from a playlist. If this setting is activated, the tracks will be selected from the playlist that you are currently in. When this function is disabled it will load the songs only from the special Auto-Mix playlist, unless it is empty, in which case it will still load them from the currently selected list.
- **Show hints –** this acts as a guide in the program, showing details about any button/feature/ function that your mouse is on.
- **Use slow speed/pitch reset -** if enabled, after you press the pitch reset button on a deck, the pitch/speed will gradually (instead of immediately) reset to 0.
- **Remember History –** whenever you load a song into a deck, the software copies/adds the track to the special History list. If the Remember History setting is active, the software will remember all the songs played between sessions (software restarts). Otherwise, only songs played in the current session will be shown in the History list.
- **Remember Song Equalizer Settings –** when activated, the software remembers any alterations/changes to the High/Mid/Low frequencies of an individual song/any song.

- **Use Perceptual Automatic Gain –** this enables DEX to automatically alter the gain of the song so that both tracks will match in volume. This uses a very advanced psycho-acoustically (perceptual) algorithm to determine the exact gain that will be applied to each song.
 - **Disable Automatic Cueing –** if this is enabled, DEX 2 will not attempt to cue up to a mix in point in the song. With it off, DEX 2 will attempt to find the best mix in point for automix – which doesn't always occur at or near the start of the song. Most of the time users leave this disabled.

- **Search All Lists/Database –** if this is enabled, DEX 2 searches all lists. If this is not enabled, search will only search the list you're currently in.
- **Auto-Mix fade time –** when the software automatically mixes two songs, it moves the crossfader to actually do the mix. This parameter controls how long it takes for the crossfader to move from one deck to the other.
- **Pitch/Tempo range –** the pitch slider allows 4, 8, 16, 24, 32 or 50% pitch change for a smooth manual mix.
- **Cutoff Filter mode –** lets you choose the type of cut-off filter that you prefer. You can select between Low Pass, High Pass and a combined Low Pass & High Pass filter mode. If the filter mode is changed, the two cut-off filters are set to Filter OFF.
- **Load songs in RAM –** you can select when to load a song completely into the system memory (RAM). Loading into RAM has many advantages, but at the same time it requires that your computer has enough memory for it.
- **Crossfader curve –** this controls the way the crossfader is modifying the volume of the 2 decks. If this is set to hard, the volume will jump abruptly from mute to full volume (or from full volume to mute). If the curve is soft, the volume will change smoothly.

Preferences / Configuration

- **Select MIDI In device** – apart from a DJ hardware controller, you can still use an additional MIDI device. It can be a second controller or even a MIDI keyboard or some other device that will help you have a more hands-on approach on the PCDJ DEX 2.

- **Select audio device** – selects the audio output where the Master signal comes out. Usually, you will select the sound card / audio device where your speakers are connected. If you have internal speakers, the device is usually called "Built-in", "Internal Speakers" or has a similar name. Optionally, if you have a multichannel sound device you can also use this to output the Monitor signal as well.

- **Output Routing Section** – This section allows you to select the outputs for each deck output, sampler output, headphone out (if using built in virtual mixer) and all input routing (for timecode input control) Normally when using an external mixer you would select your ASIO sound card or core audio sound card driver from the **select audio device** drop down menu. Then select 1+2 Out ½ for Deck A, and 3+4 Out ¾ for Deck B.   You have full flexibility to route any deck output to independent outputs on any professional multichannel sound card or DJ controller with built in sound card.   For internal mixer, the normal configuration would be Deck A 1+2 Out ½ and Deck B the exact same – and for headphones you would select 3+4 Out ¾. If you're using the built in mixer (virtual mixer) and are using a two sound card setup, you can select the main output sound card for select audio device and leave both Deck A and Deck B on output ½.   For additional audio device for previewing/monitoring select the secondary sound card you will use for your headphone cue channel.   Various DJ controllers route differently, so please see our FAQ at PCDJ.com for more info or put in a support ticket if you're struggling with setting up the audio routing.

- **Latency** – this is the amount of time from giving/issuing a command to its actual execution. For example, if the latency is 100ms (0.1 seconds), after you press the Play button it will take another 100ms until the sound is actually heard in the speakers / headphones. A lower latency will increase the interactivity by making the program respond faster to the commands (e.g. more natural sounding scratch, etc.); on slower systems, sound dropouts and glitches tend to occur.

- **Reverse Master and Monitor audio output channels** – enable this in case you have a multichannel sound card or controller and you want to swap the speakers' signal with the headphones' signal.

- **Use an External Mixer** – if you don't want to use PCDJ DEX 2's internal mixer, you have the option of using an external mixer. If your sound card has enough outputs you can have independent outputs for Deck A, Deck B, Sampler + Mic, Monitor. You can then mix these as you see fit on your external mixer. Please note that mix recording will not work in this case, since the software doesn't do the actual mix itself.

- **Select an additional audio device for previewing / monitoring** – in case you don't have a multichannel sound device you can still connect your headphones to a secondary output by selecting it here. It is, however, recommended that you have one sound device or hardware controller with multiple audio outputs (multichannel) than to have two different audio devices (sync problems may occur in this scenario).

- **Select the time-coded vinyl/CD type -** You can use different types / brands / marks of time-coded vinyls/CD's. Here, you can choose the desired time-coded disk that you want to use.

CONCLUSION:

Thanks for reviewing our start guide, we hope by the time you reach this section you're already in the mix with PCDJ DEX.   If you need more assistance, please visit www.pcdj.com and review our FAQ and tutorial videos.   If you need technical assistance with PCDJ DEX 2, please put in a support ticket using this form: www.pcdj.com/contactsupport

For any sales related inquiry, call us at 877-999-7235 or visit www.pcdj.com

We hope you enjoy the software as much as we have enjoyed creating it!