

# DJUCED Manual

by DJUCED

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## 1. Welcome to DJUCED

Welcome and thank for using DJUCED.

DJUCED is a powerful but simple to use DJ software.

It offers audio track mix, remix, PAD performance, scratch and music recording features.

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

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

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

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

## 2. DJUCED Version 4 brings the following new features

### 2.1. New Graphical Interface: simpler, ergonomic and intuitive

1. Choice of the displayed elements (FX, MIXER, REC)
2. New full-screen waveforms
3. Vertical waveforms
4. Display high and down beats on waveforms
5. Measure counter on waveforms
6. CUE start button with warning if CUE START can be changed

### 2.2. The new browser more intuitive and made to help you

1. Simplified playlist creation. Add music to the last playlist, to an existing playlist, create a new playlist.
2. SmartPlaylist: Smart playlist based on the criteria of your choice.
3. Fast, intuitive and reversible playlist sorting.
4. Adjustable text size
5. Preview waveforms
6. Preview of the state of music (loaded, analyzed)
7. Select the iTunes library
8. Hide the browser for a minimal display

### 2.3. Save information in music files to simply move files

BPM, key, HOTCUES and other information are stored into files tags

### 2.4. Simplified startup

Step-by-step guide to connect a controller, speakers, headphones

## **2.5. Integrated DJ Academy**

DJ lessons in DJUCED

## **2.6. My DJUCED**

Direct access to important information

## **2.7. Built-in help**

Interactive help on DJUCED features

## **2.8. Intelligent Music Assistant**

Immediately see a list of the best songs to mix.

## **2.9. Energy**

Compute the music danceability for an even more efficient assistant

## **2.10. New sampler modes**

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

## **2.11. Simplified slicer**

Simplified slicer gliding over the track

## **2.12. CUE TONE**

Playing CUE points with different tones

## **2.13. CUE LOOP**

Point CUE with loop creation

## **2.14. LOOP ROLL**

Loop with automatic SLIP

## **2.15. BEAT JUMP**

BEAT JUMP in direct access



## 2.16. LOAD PROTECTION

Setting to allow music to be loaded on a playing deck

## 2.17. Vinyl mode

Vinyl mode per deck

## 2.18. SLIP mode

SLIP mode per deck

## 3. DJUCED Interface

By default DJUCED displays a simplified interface

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



If you turn on all DJUCED modules on the interface.

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



## 4. SYSTEM BAR

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

It displays from left to right:

### 4.1. Layout selection

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



- 2 Deck Horizontal: The Waveforms are displayed horizontally on top of the Virtual Decks.
- 2 Deck Vertical: The Waveforms are displayed vertically between the Virtual Decks.
- 2 Deck Horizontal + 2 Samplers: 2 Multilayer Samplers Decks are added to the 2Deck Horizontal.
- 2 Deck Vertical + 2 Samplers: 2 Multilayer Samplers Decks are added to the 2Deck Vertical.
- 4 Deck Horizontal: The Waveforms are displayed horizontally on top of the Virtual Decks.
- 4 Deck Vertical: The Waveforms are displayed vertically between the Virtual Decks.
- Extends the browser to help for a better track preparation and navigation.

### 4.2. FX PANEL SWITCH



Display or Hide the Effects Panel

### 4.3. MIXER PANEL SWITCH



Display or Hide the Mixer and the Crossfader Panel

### 4.4. RECORD PANEL SWITCH



Display or Hide the Recording Panel

### 4.5. ABLETON LINK

Click to Enable or Disable DJUCED from the Link network.

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

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

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

## 4.6. MASTER LEVEL OUTPUT



Adjusts the Master Level Output of DJUCED.

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

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

## 4.7. MIDI CONTROL



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

## 4.8. BATTERY LEVEL STATUS



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

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

## 4.9. SYSTEM CLOCK



Display the system clock

## 4.10. AUDIO CPU LOAD METER



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

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

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

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

## 4.11. FULL SCREEN



Turn DJUCED to full screen display

## 4.12. SETTINGS



Opens the Settings configuration panel.

## 4.13. HELP MODE

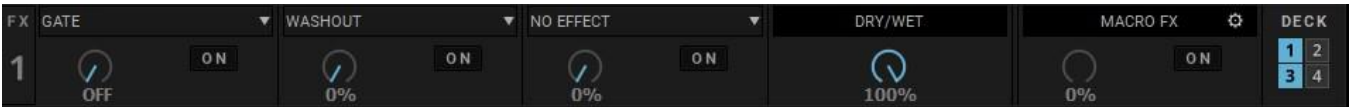


Enable or Disable Help Mode.

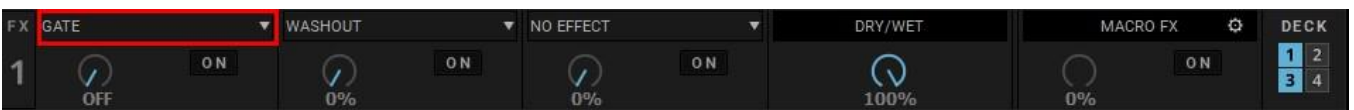
## 5. EFFECTS RACK

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

Each effect can be switched ON and modulated independently.



### 5.1. FX Name



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

### 5.2. ON Button



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

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

### 5.3. Parameter Knob



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

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

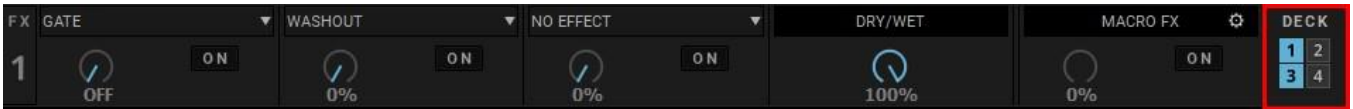
### 5.4. MacroFX



The MacroFX function controls the range of multiple effects.

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

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



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

## 6. HIGH RESOLUTION WAVEFORMS

Visually represents a localized view of the loaded track.



### 6.1. Colors

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

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

### 6.2. Beat grid

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



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

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

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

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

### 6.3. Play head

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

Each Track have its own play head superimposed with others.

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

### 6.4. Waveform's Overlays

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

### 6.5. Keyboard Shortcuts

<Arrows> to navigate in the browser.

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

## 7. DECK

The deck represents the media to be played.

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

### 7.1. DECK SELECTION



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

- Track Player: Switches to a normal Track Player
- Grid: Switch the pads area of the Track Player to the Beat Grid editor
- Multilayer Sampler: Switches the Track Player to a Multiplayer Sampler Deck"
- External Source: Switches the deck to the external source defined in the audio settings preferences

## 7.2. DECK HEADING



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

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

### 7.2.1. MUSICAL KEY



Displays the Key of the currently loaded track.

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

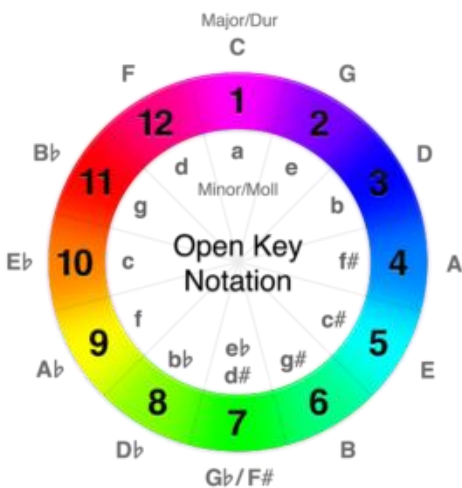
By Default, the Key is displayed in Open Key Notation.

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

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

The letter m is for <minor>, the letter d for <Dur/Major>.

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



#### 7.2.1.1. Key Changing Arrows

Changes the Key of the track by clicking the arrows.



## 7.2.2. SYNCHRONIZATION AREA



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

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

## 7.3. TRACK DECK

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



### 7.3.1. GLOBAL WAVEFORM



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

CUE, HOTCUES and CUE LOOP are also displayed.

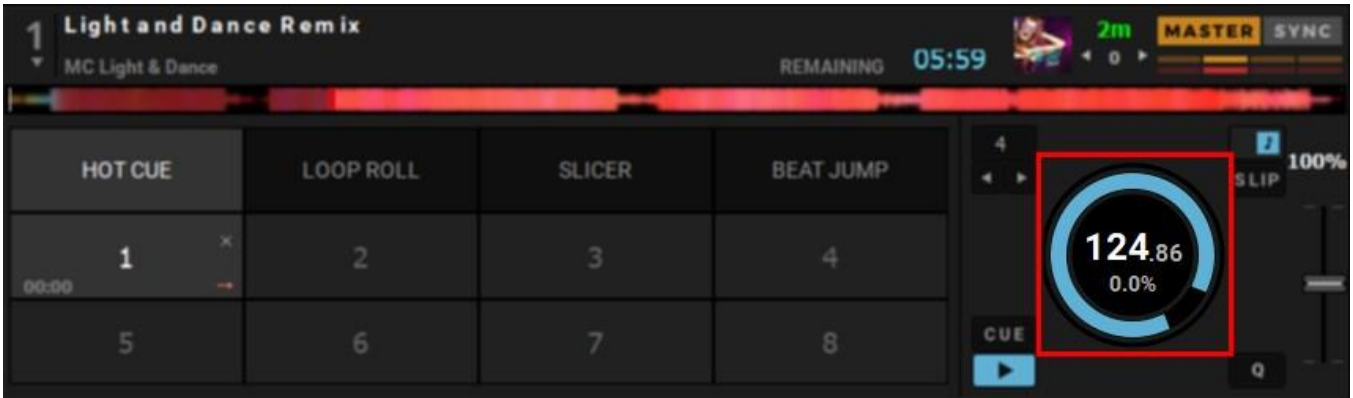
Click on this waveform to move the play head to the desired track position.

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

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

Big Amplitude means the part of the track is loud.

### 7.3.2. VIRTUAL JOG



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

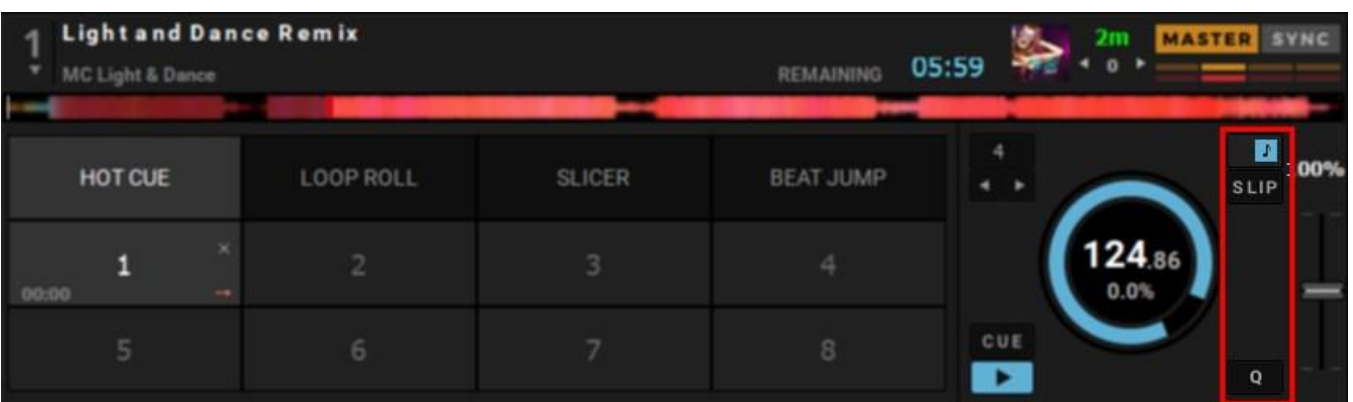
One rotation of the Ring corresponds of one Jogwheel platter rotation.

In Slip Mode, the Ring Color is inverted.

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

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

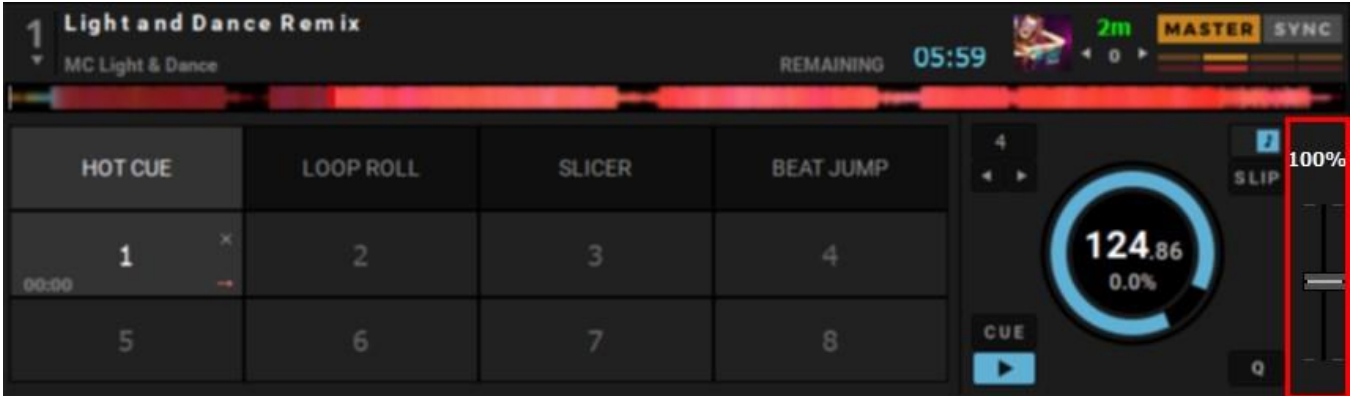
### 7.3.3. KEYLOCK - SLIP – QUANTIZE



- Keylock: When Keylock is enabled, the song will keep its original key when Tempo is changed. When Keylock is disabled, the song will change the pitch of the song when Tempo is changed. The Keylock algorithm of DJUCED allows extreme tempo changes, without losing the original tone.

- Slip: Slip mode enables scratching, looping and hot cueing without breaking the rhythm of the track.
- Quantize: Quantize enables CUE, LOOP and HOTTIE position automatically adjusted exactly to the beat position.

## 7.3.4. TEMPO FADER



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

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

### 7.3.4.1. Tempo Fader

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

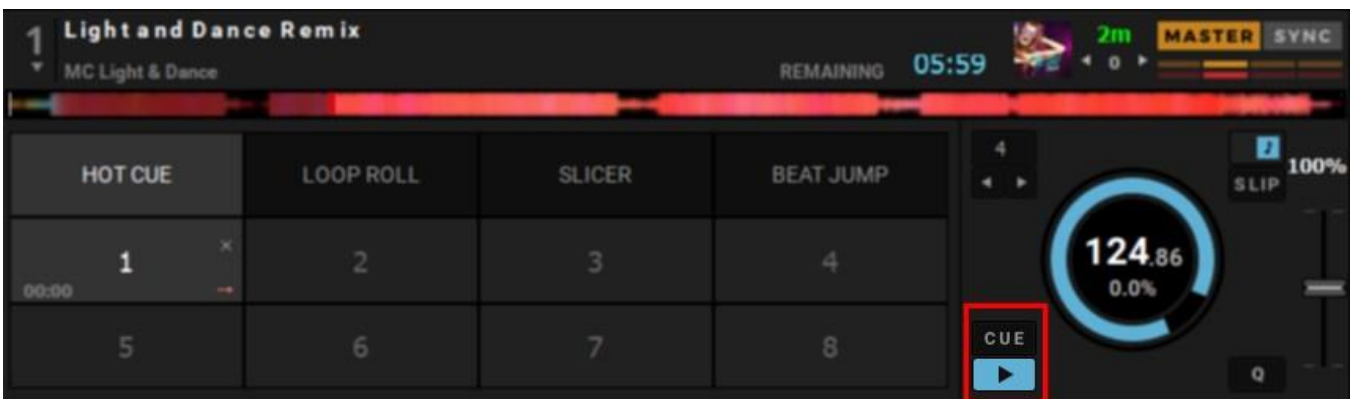
### 7.3.4.2. Tempo Range

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

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

Applying a -100% stops the track.

## 7.3.5. TRANSPORT



Transport section includes Play/Pause and CUE Buttons.

- Play/Pause: Click the Button to Play/Pause the loaded track.

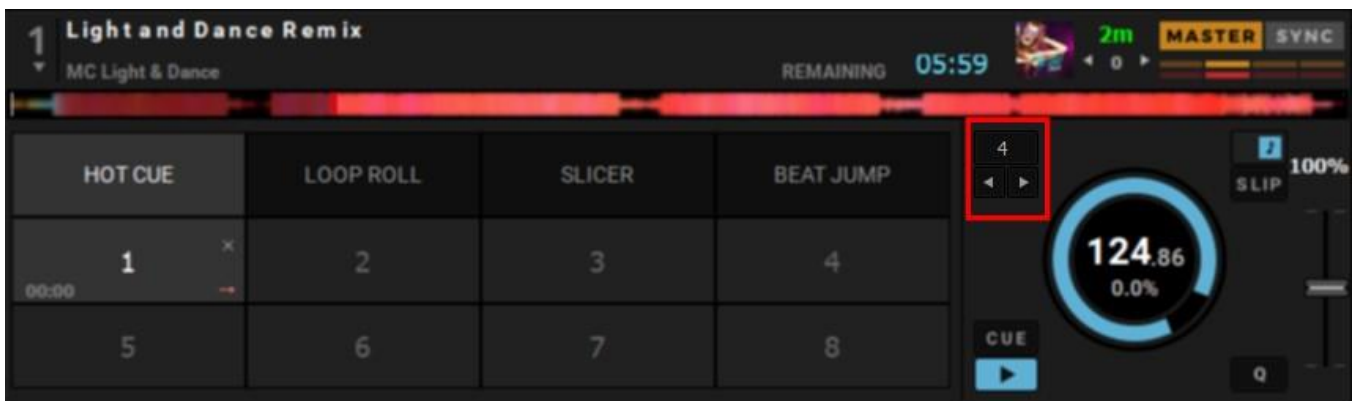
## CUE

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

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

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

## 7.3.6. LOOPS



DJUCED integrates 2 Loops Behaviors

### 7.3.6.1. Automatic Loop

Default loop mode.

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

Automatic Loops allow perfect loop length.

### 7.3.6.2. Manual Loop

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

Snap ON (in the Settings): the loop points are automatically set to the nearest beat grid markers.

## 7.3.7. PERFORMANCE MODES

DJUCED integrates 4 Performance modes to enhance your mix.

### 7.3.7.1. HOTCUE

HOT CUE	LOOP ROLL	SLICER	BEAT JUMP
1 00:00	2 00:36	3	4
5	6	7	8

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

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

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

### 7.3.7.2. LOOP ROLL

HOT CUE	LOOP ROLL	SLICER	BEAT JUMP
1/16	1/8	1/4	1/2
1	2	4	8

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

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

### 7.3.7.3. SLICER

HOT CUE	LOOP ROLL	SLICER	BEAT JUMP
1	2	3	4
5	6	7	8

The Slicer Mode divides an active loop into 8 Slices.

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

### 7.3.7.4. BEATJUMP

HOT CUE	LOOP ROLL	SLICER	BEAT JUMP
1 ◀ ▶	1	2 ◀ ▶	2
4 ◀ ▶	4	8 ◀ ▶	8

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

## 7.4. MULTILAYER SAMPLER

DJUCED multilayer sampler extends the creativity.

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

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

Each sampler can be volume controlled.

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

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



### 7.4.1. Playback modes:

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

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

### 7.4.2. Quantization

Quantization (Q): choose between 1/4 to 32 Beats quantization value for the whole deck, or deactivate. (default 1 beat)

### 7.4.3. Keylock

Enable/Disable Keylock.

### 7.4.4. Sample Pack Editor

Opens a window to organize, change colors, rename samples and adjust BPM.

### 7.4.5. Save/Export

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

## 7.5. GRID MODE



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

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

Grid mode allows to correct a mis-detected beat grid manually.

### 7.5.1. SET FIRST BEAT

Sets the first beat grid at current playback position.

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

### 7.5.2. MOVE BEATGRID

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

### 7.5.3. SHRINK/EXPAND BEATGRID

- Buttons: Shrink or Expand the Beatgrid from the FirstBeat position. BPM Window: Enter a BPM value manually.

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

Shrink/Expand changes the Tempo by 1 BPM steps.

### 7.5.4. TAP BPM - HALF/DOUBLE

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

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

### 7.5.5. REANALYZE - UNDO

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

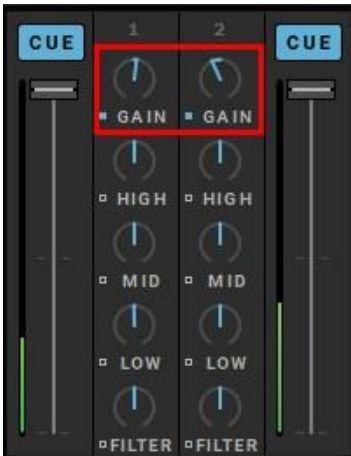
## 8. MIXER

The mixer is the center of DJUCED.

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



### 8.1. GAIN



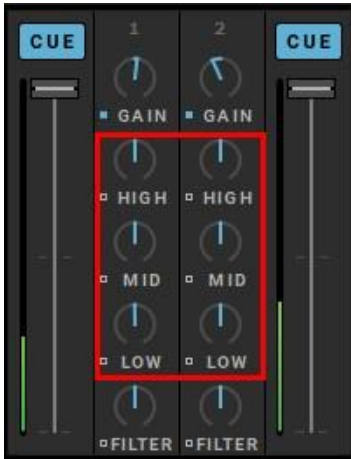
Controls the pre-fader level of the selected channel.

DJUCED offers a powerful Autogain function enabled by default.

Deactivate Autogain by clicking the button.

### 8.2. 3- BAND EQUALIZER





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

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

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

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

### 8.3. DUAL FILTER

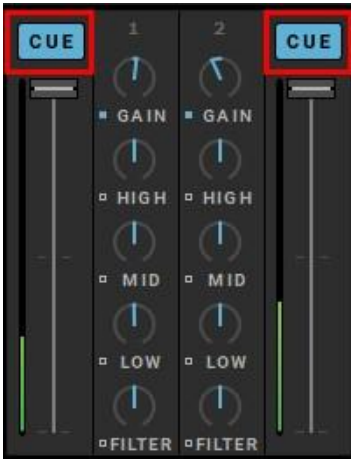


In Middle position the Filter is inactive.

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

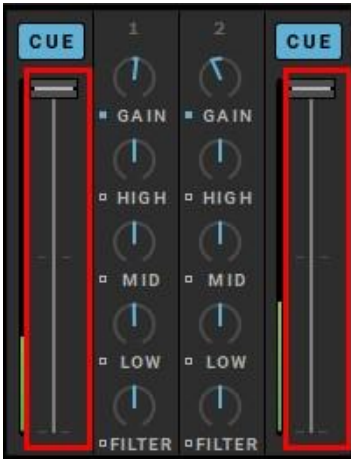
Turning the knob to the left activate a low-pass filter (cutting the high and middle frequencies).

### 8.4. CUE BUTTON



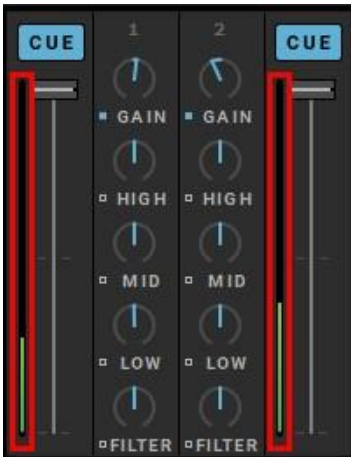
Select which channel to Pre-Listen to your headphones.

## 8.5. CHANNEL VOLUME FADER



Controls the volume of the channel.

## 8.6. LEVEL METER



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

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

## 8.7. CROSSFADER

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

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

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

Crossfader curves can be changed in the settings

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



## 8.8. HEADPHONE CONTROLS

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

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

## 8.9. RECORDING PANEL

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

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

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

## 9. BROWSER

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

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

- Media sources
- Folders
- Files

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

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

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

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

## 9.1. Media sources

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

### 9.1.1. Song Library

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

### 9.1.2. Playlist

Manage your playlists.

#### 9.1.2.1. My Party

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

Share your playlist and get your guests to vote.

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

#### 9.1.2.2. Smart playlist

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

### 9.1.3. Explorer/Finder

Browse your disks.

### 9.1.4. Sampler

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

### 9.1.5. iTunes

Browse your iTunes library.

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

### 9.1.6. Qobuz

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

Search for files on [Qobuz](#) streaming service.

## 9.1.7. Recording

Browse recorded tracks and samples

## 9.1.8. History

Find played tracks by year/month/day

## 9.1.9. Favorites

Show your favorite locations.

Can be either folder on your disks or playlists.

## 10. SMARTMIX

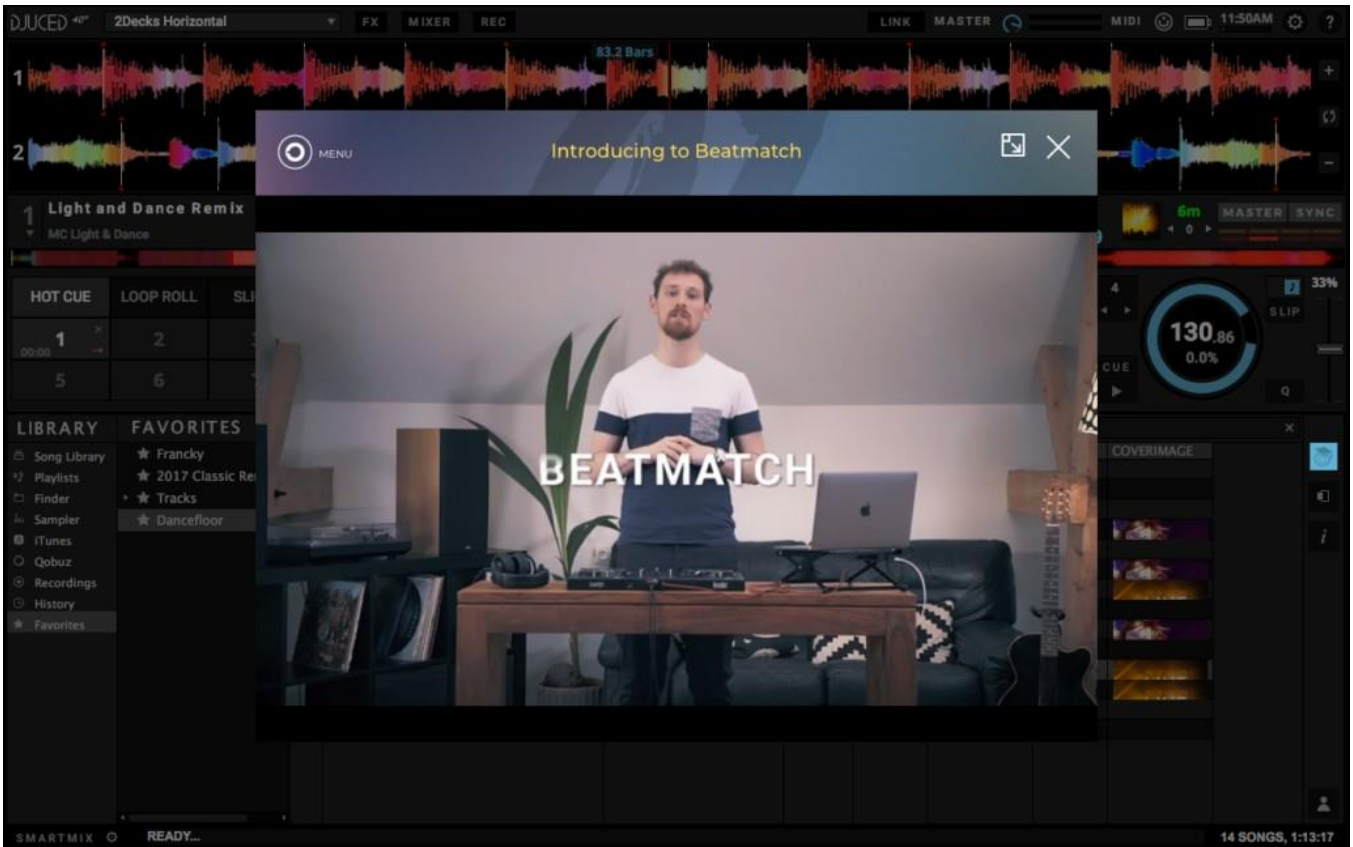
Atomically mixes songs, one after the other.

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

## 11. FAST ACCESS BUTTONS

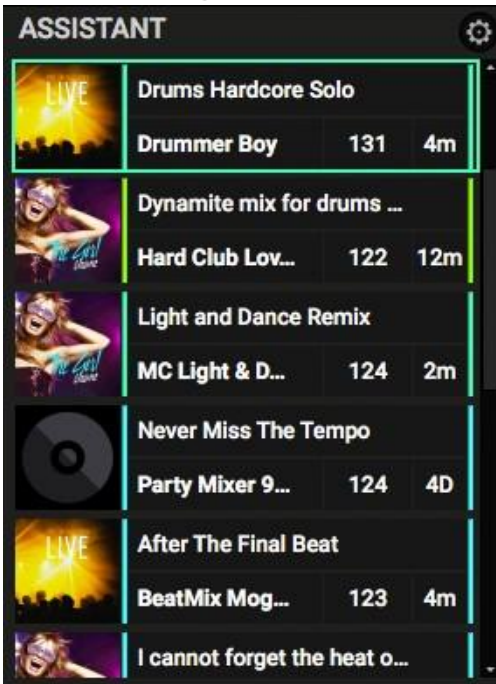
Direct access to essential ingredients.

### 11.1. DJ Academy



Integrated DJ Academy to discover your DJ controller and software. Get DJ lessons in DJUCED.

## 11.2. Intelligent Music Assistant



Immediately see a list of the best songs to mix.

## 11.3. Track Info

Display and edit selected track information.

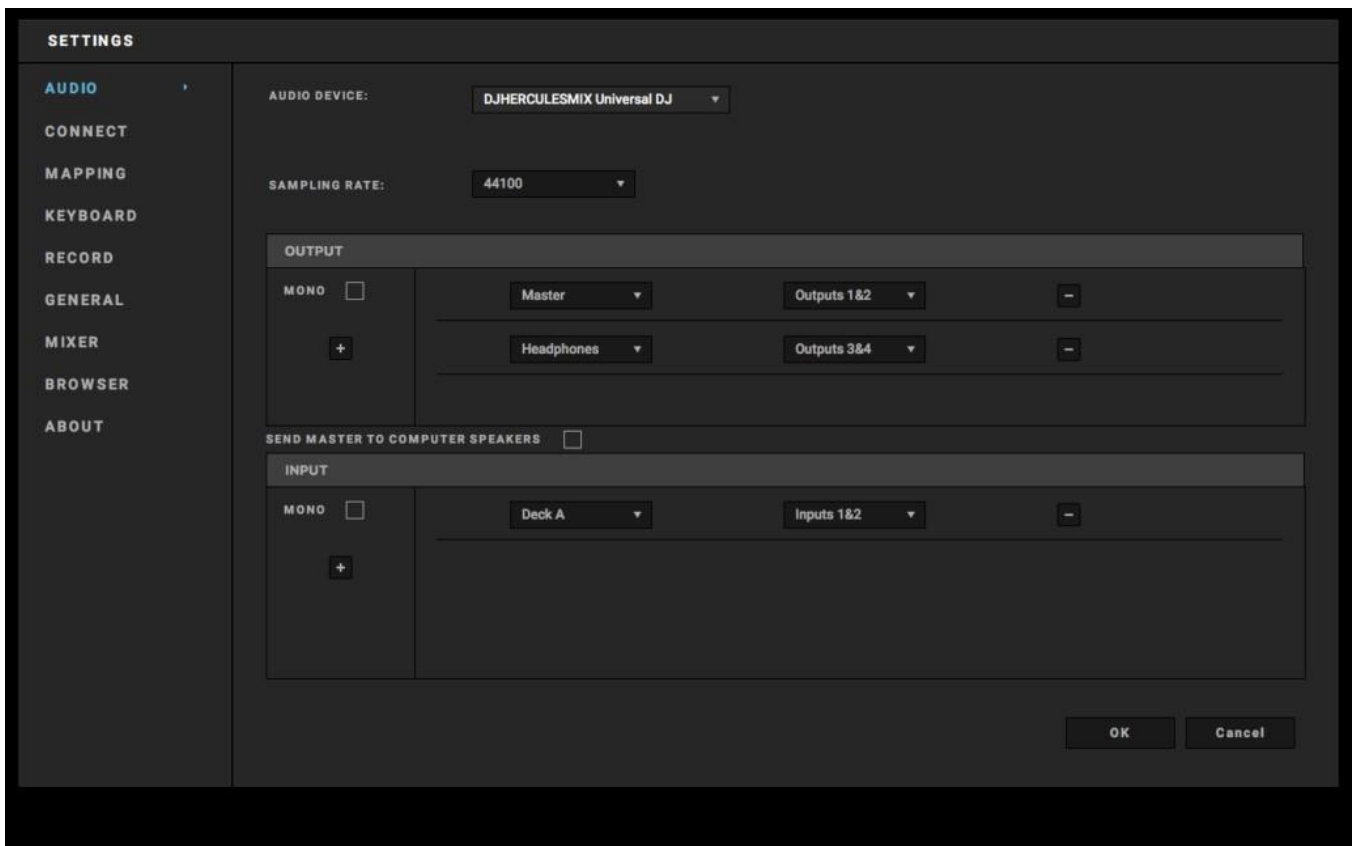
## 11.4. My DJUCED

Access to your essential information.

## 12. SETTINGS

Edit DJUCED settings

### 12.1. Audio



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

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

#### 12.1.1. Audio device

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

#### 12.1.2. Settings

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

### 12.1.3. Sampling Rate

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

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

### 12.1.4. Input and output channels

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

Outputs

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

Inputs

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

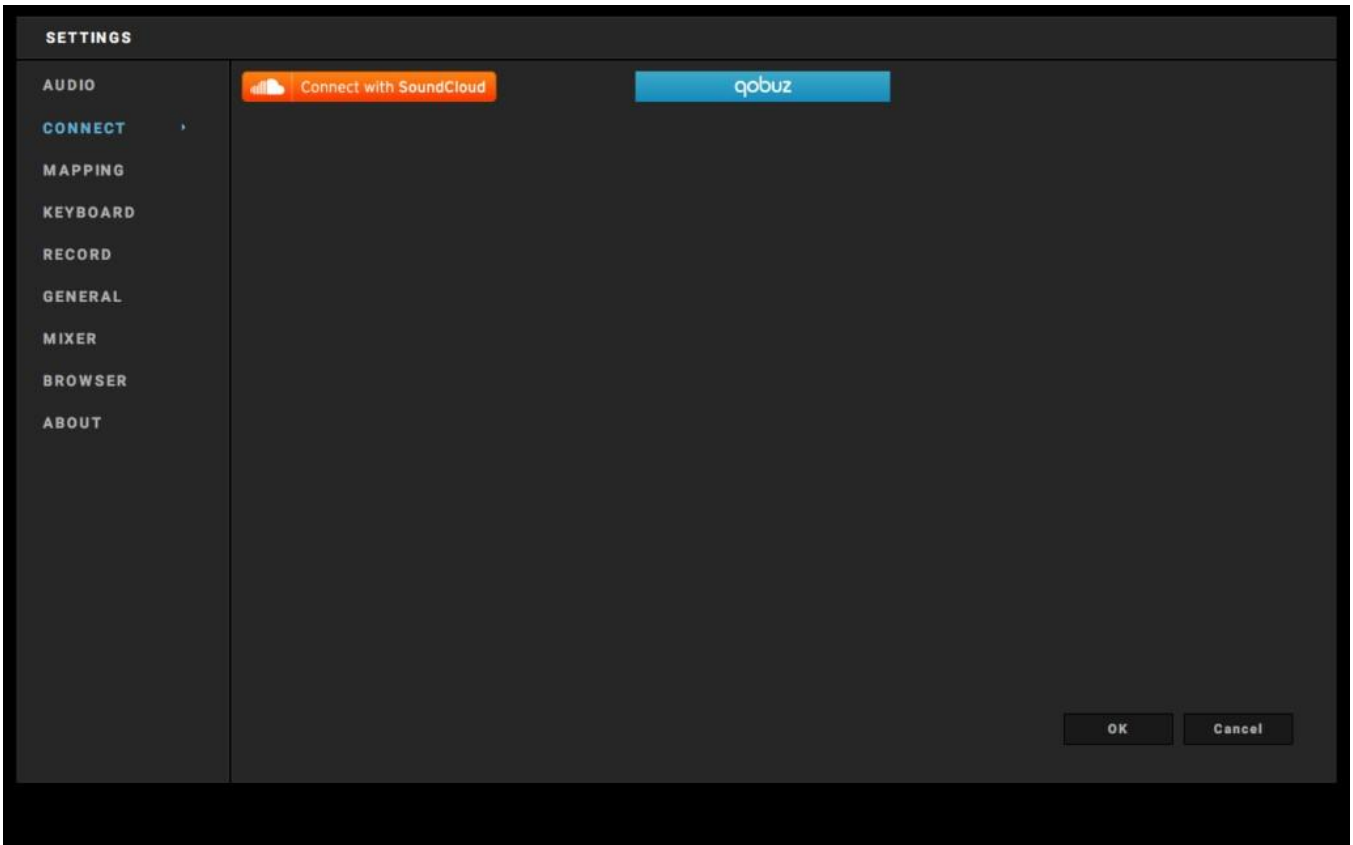
### 12.1.5. Send MASTER to computer speakers

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

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

## 12.2. Connect

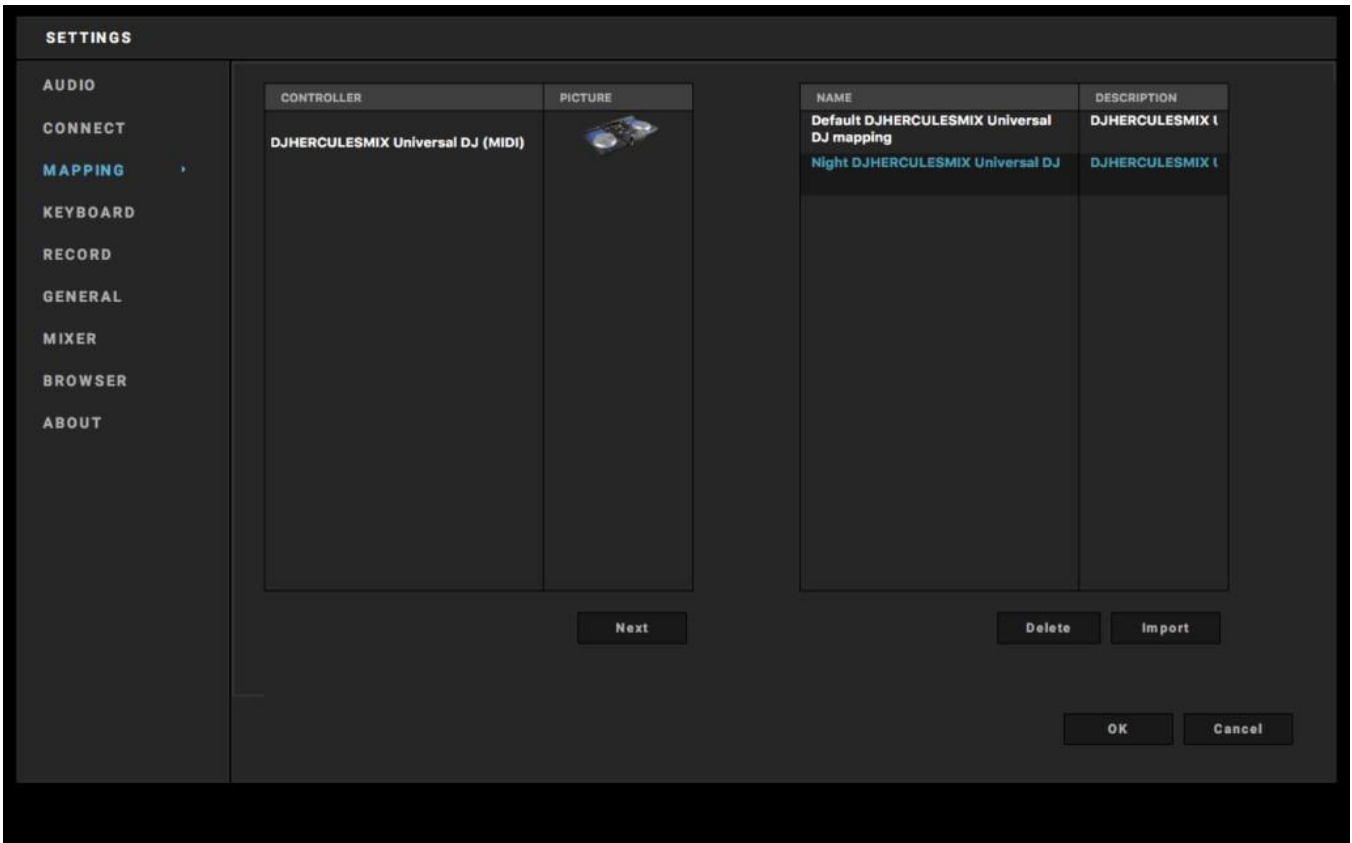




The connect menu allows you to log in to third-party services.

- SoundCloud allows you to share the mixes you record in DJUCED.
- Qobuz allows you to mix more than 40 million titles in the best possible quality.

## 12.3. Mapping

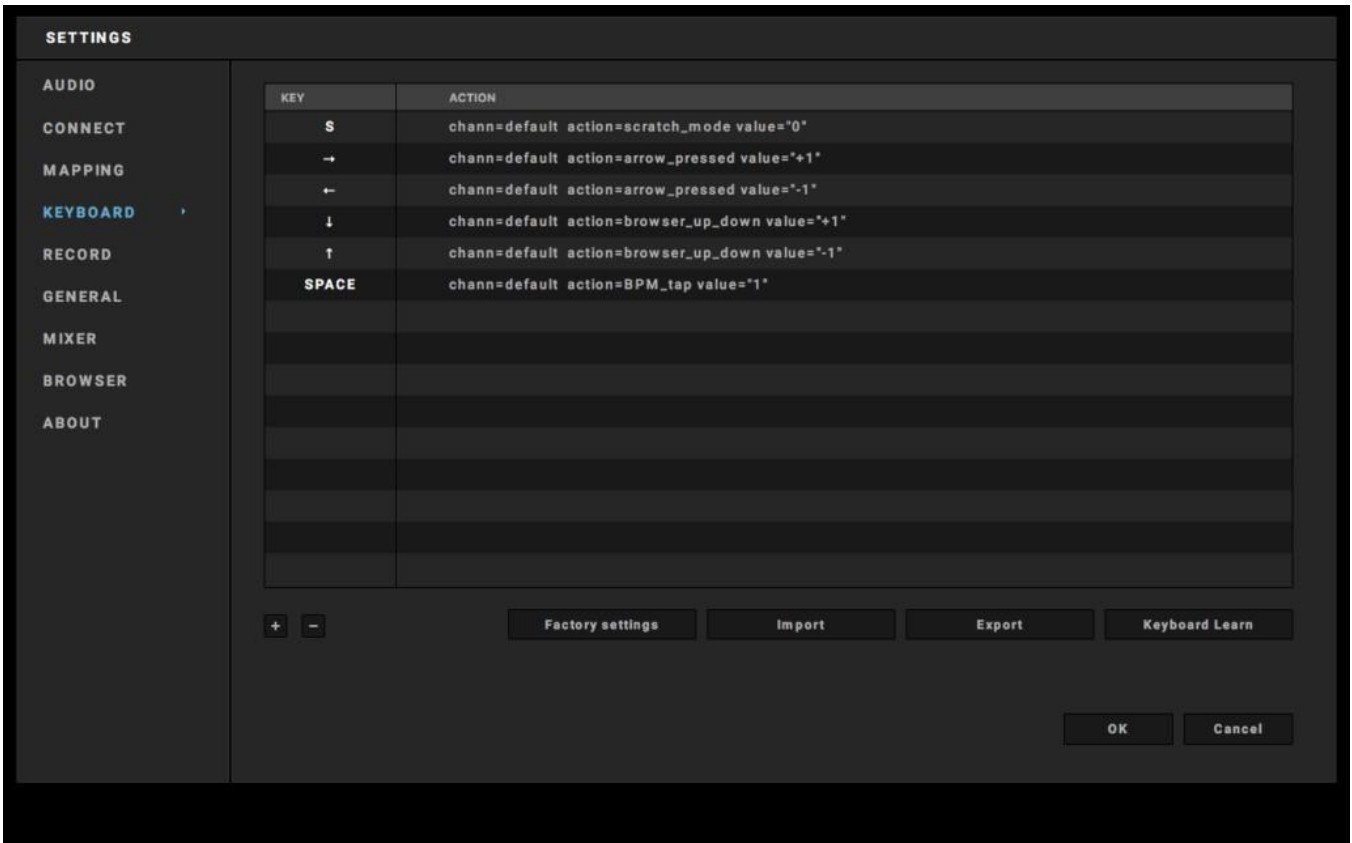


This tab allows you to select the mapping used for your controller. You can also import new mappings by clicking on the corresponding button at the bottom of the window.

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

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

## 12.4. Keyboard



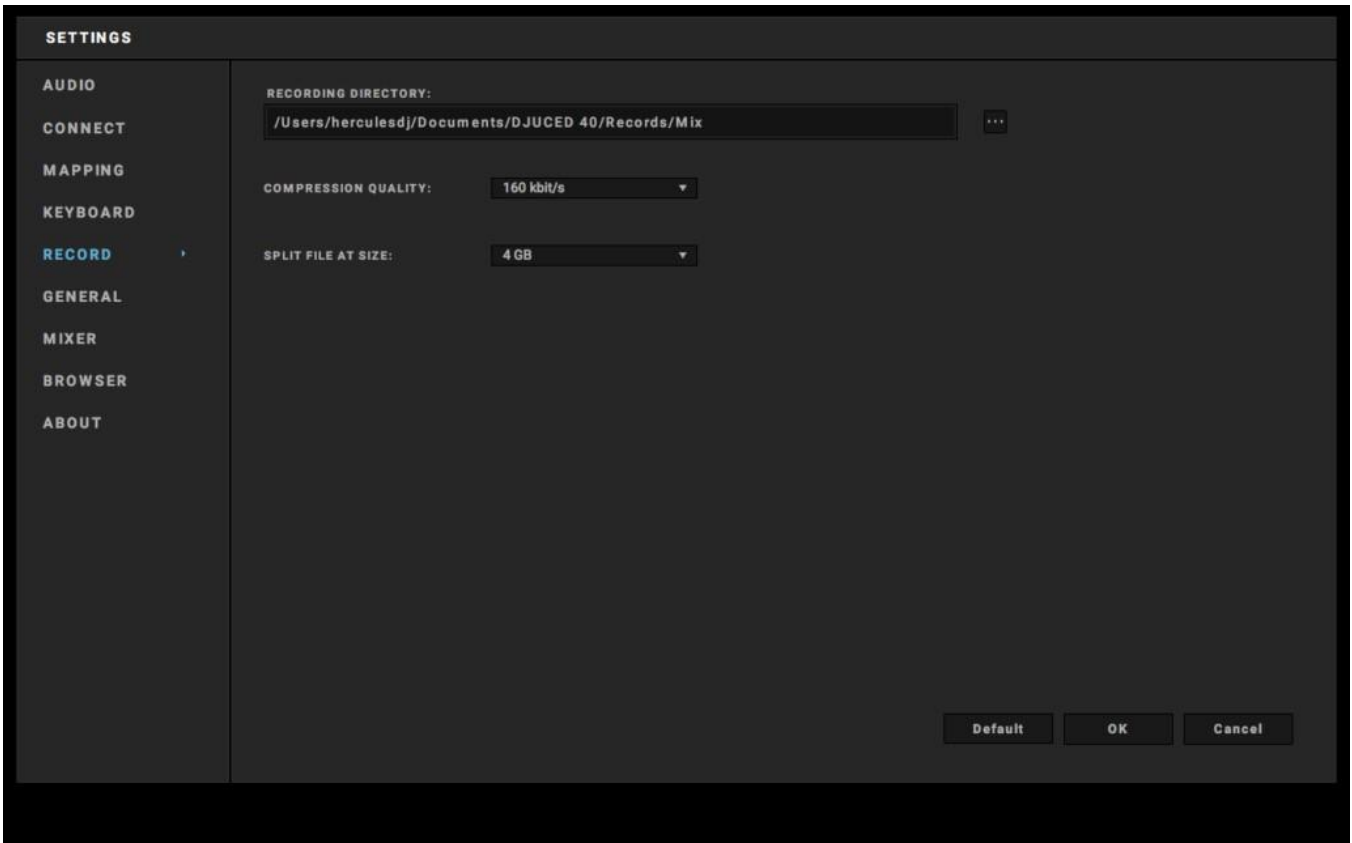
The Keyboard settings allow you to define keyboard shortcuts to control your software using your computer keyboard.

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

Press the relevant key.

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

## 12.5. Record



The Record menu allows you to define the following options:

### 12.5.1. Recording directory

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

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

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

### 12.5.2. Compression Quality

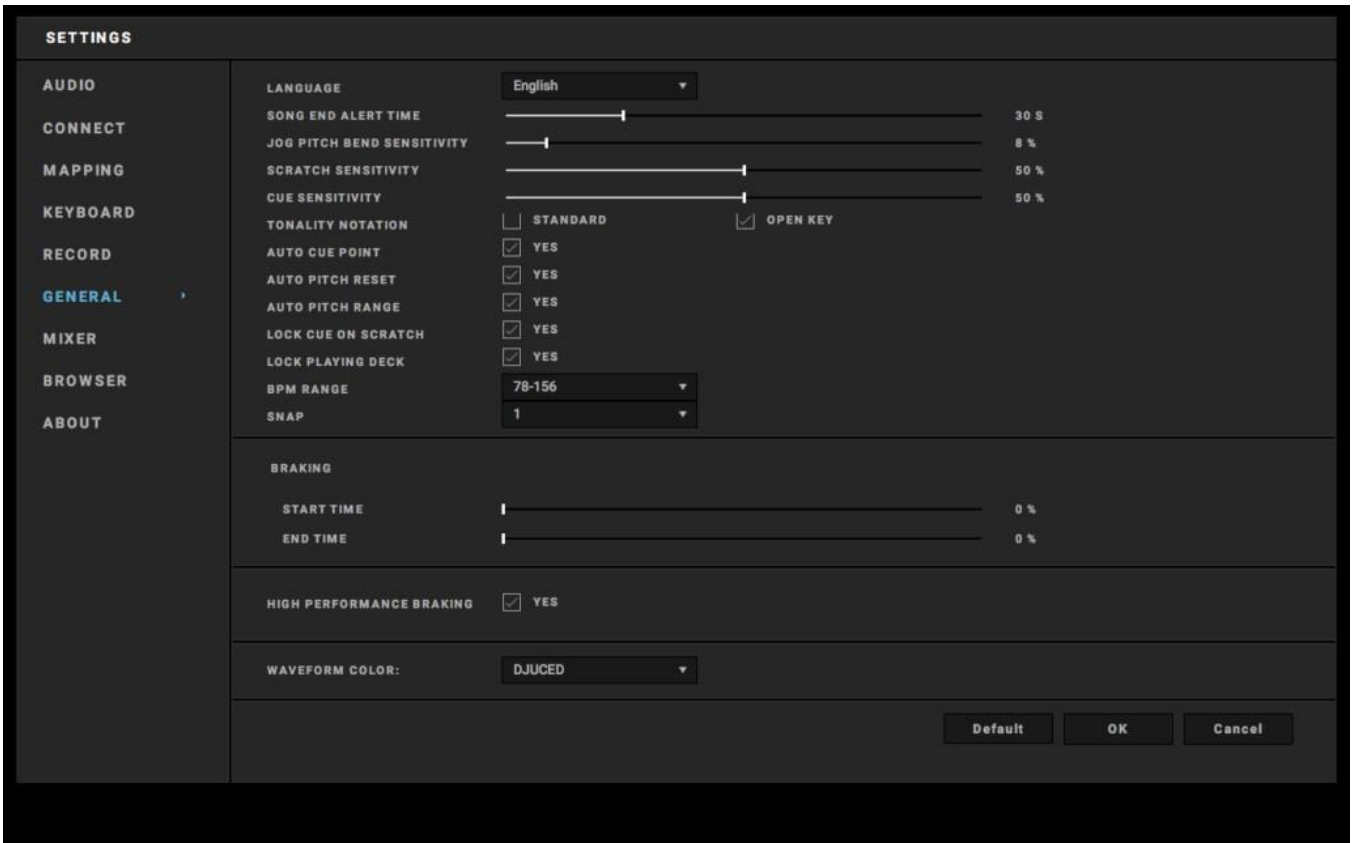
You are able to modify the compression quality when you save a compressed mix.

DJUCED uses Ogg Vorbis compression.

### 12.5.3. Split file at size

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

## 12.6. General



The General menu allows you to define the following settings:

### 12.6.1. Language

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

### 12.6.2. Song end alert time

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

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

### 12.6.3. Jog Pitch Bend Sensitivity

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

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

### 12.6.4. Scratch Sensitivity

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

### 12.6.5. Cue Sensitivity

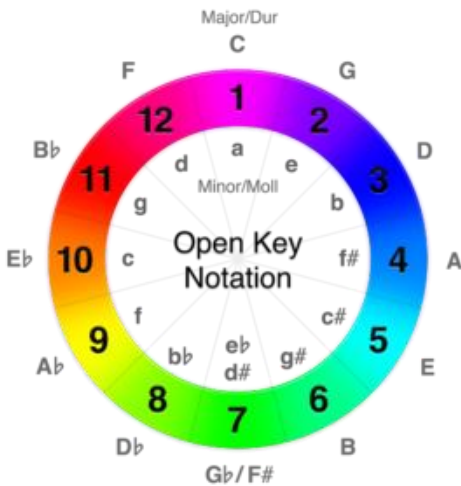
This setting specifies the sensitivity of the jog wheels when Cue points are added to tracks (no track is playing on the corresponding deck). It applies:

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

### 12.6.6. Tonality notation

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

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



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

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

### 12.6.7. Auto Cue Point

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

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

### 12.6.8. Auto Pitch Reset

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

### **12.6.9. Lock CUE on scratch**

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

### **12.6.10. Lock playing deck**

Prevent loading a track on a playing deck.

### **12.6.11. SNAP**

Set the SNAP size in beat.

Set to OFF to disable SNAP.

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

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

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

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

### **12.6.12. BPM range**

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

### **12.6.13. Braking**

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

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

### **12.6.14. High performance**

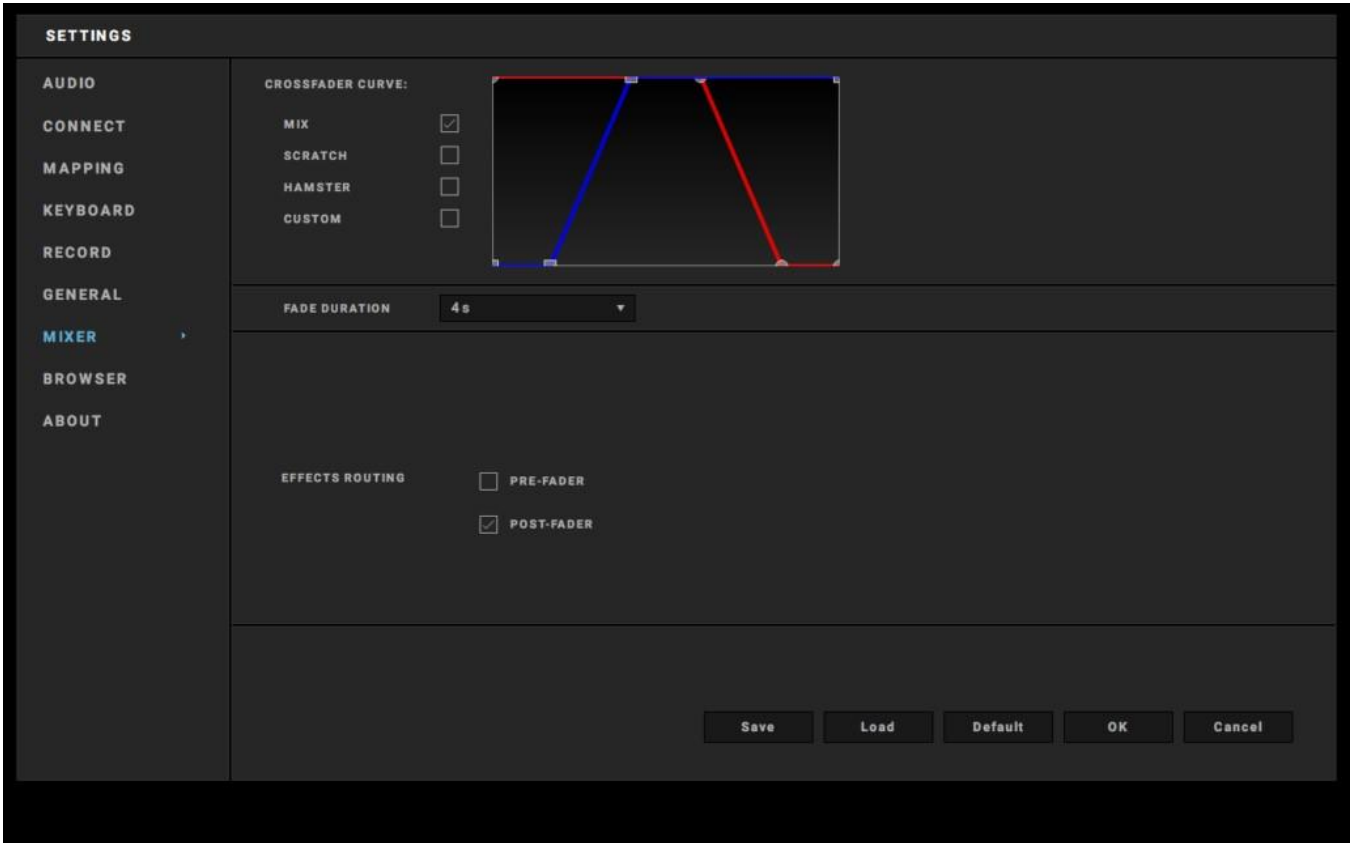
Enables all DJUCED functionalities. When this option is disabled, the quality of the filters and limiter is restricted, in order to reduce CPU usage.

### **12.6.15. Waveform color**

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

After selecting a theme, the waveform colors are updated.

## **12.7. Mixer**



Here, you can adjust the crossfader curve and the equalization settings.

### 12.7.1. Crossfader Curve

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

There are four crossfader curves:

- Mix
- Scratch
- Hamster
- Custom: define your own curve

### 12.7.2. Fade duration

Set the duration of crossfade for Automix and Smartmix.

### 12.7.3. Effect routing

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

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

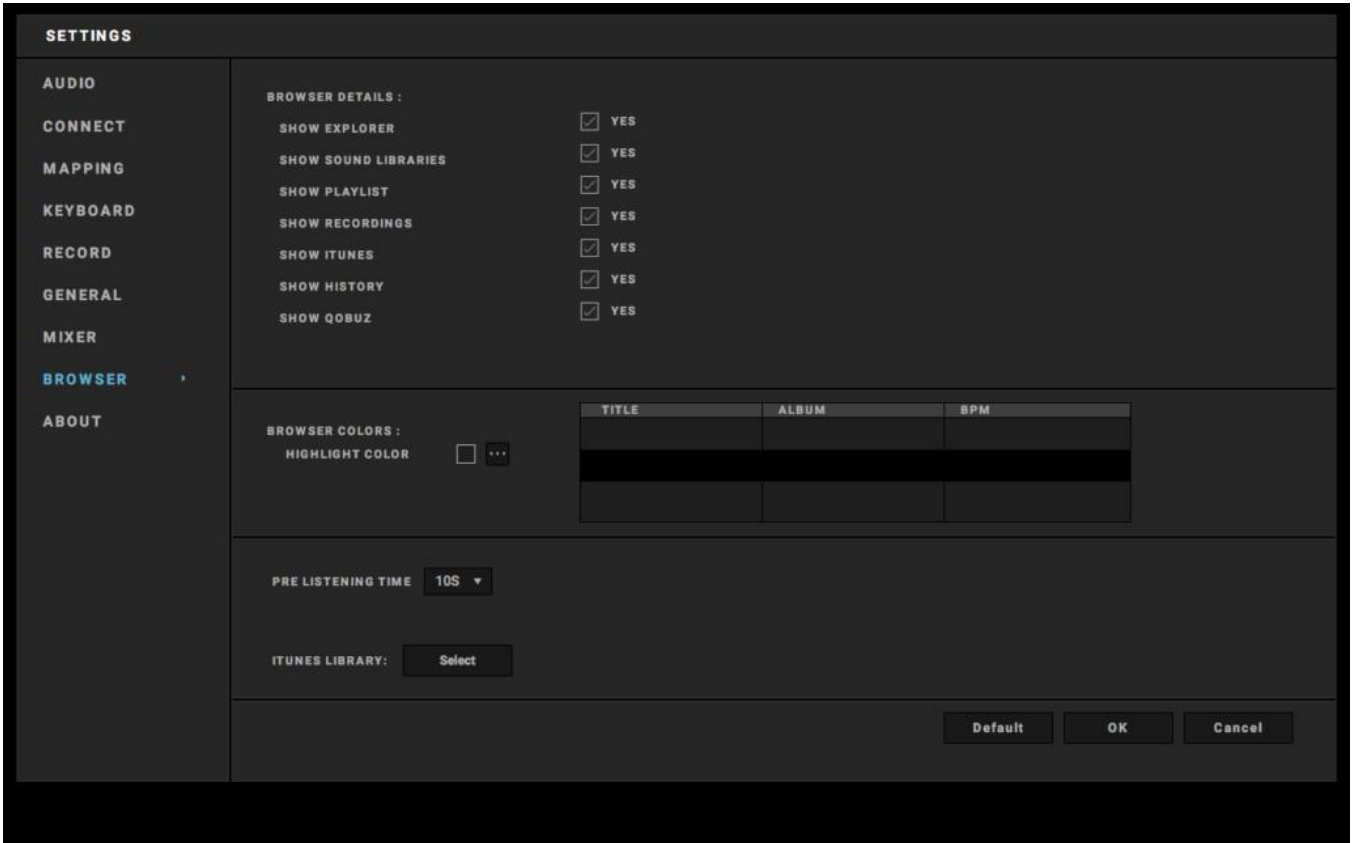
When the volume fader is down, you don’t hear anymore the track (dry signal) but still hear the effect.



## 12.7.4. Save/Load

Save or load the crossfader curve.

## 12.8. Browser



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

### 12.8.1. Browser details

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

Choose the colors and their brightness in the Browser.

### 12.8.2. Pre-listening time

Select the pre-listening time in seconds.

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

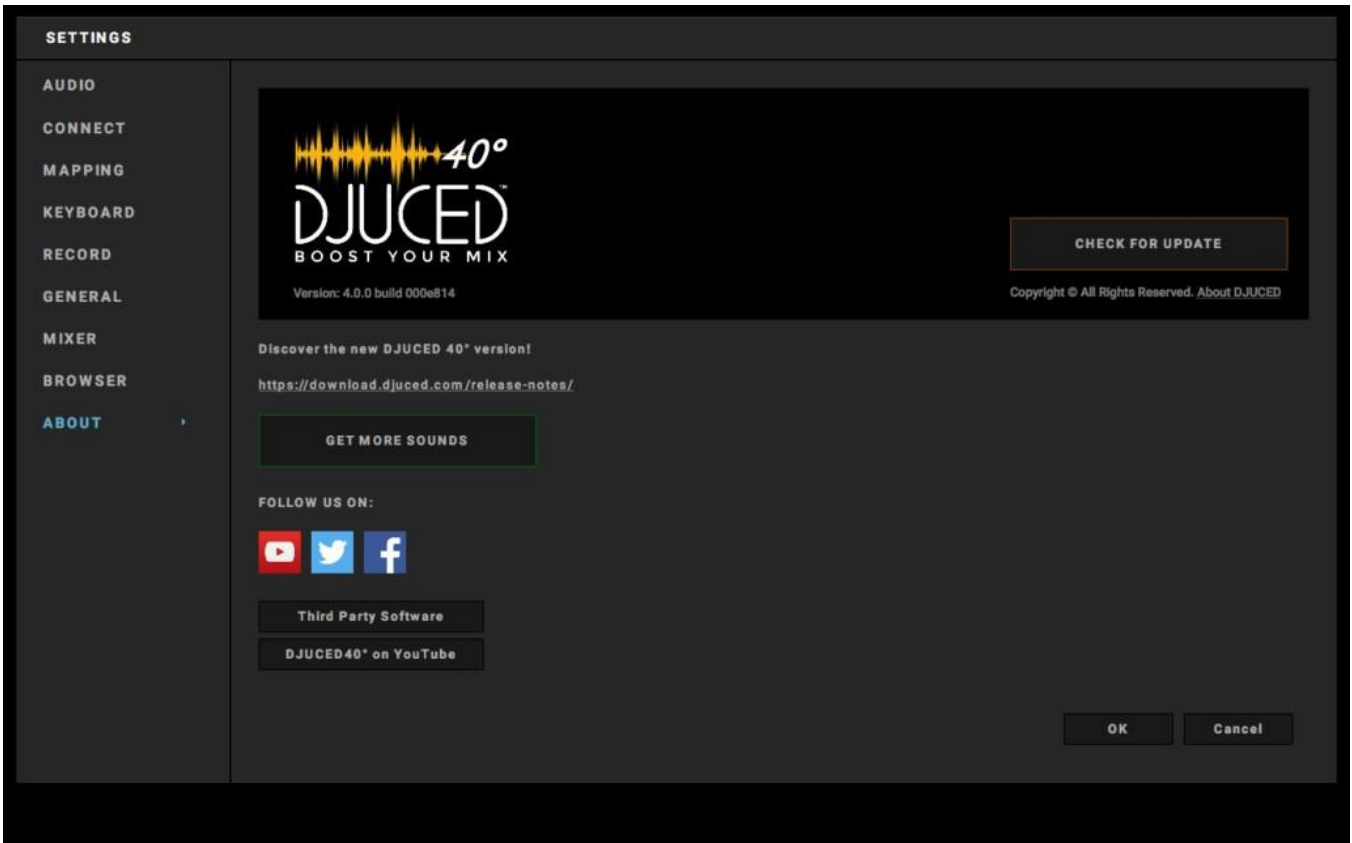
### 12.8.3. iTunes library

Allows you to select an iTunes library file.

By default DJUCED uses the library located at C:/Users/username/Music/iTunes

Don't forget to allow library sharing in iTunes settings first.

## 12.9. About



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

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Please read the License Agreement displayed during installation of DJUCED carefully.