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djayPRO AI
User Manual (iPhone)

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Introduction

1 Introduction

Welcome to **djay Pro AI for iOS**!

Building on a user interface that has won multiple **Apple Design Awards** for excellence in design and ease of use, the new djay Pro AI offers the most intuitive yet powerful interface we've ever made. A classic turntable and a mixer setup, immersive Automix view with gorgeous album cover display, all-new 2 deck PRO mode to view high resolution waveforms and your library side by side, live music production tools, and so much more. Whether you are a beginner or a seasoned professional, **djay Pro AI for iOS** offers everything you need to mix music on your iPhone or iPad.

The **FREE** version of **djay Pro AI** includes the following features:

- The 2 deck Classic Mode layout, with on-screen vinyl control, a mixer, Scrolling detail waveforms, looping, EQ, filter, and five FX
- TIDAL, Beatport/Beatsource and SoundCloud integration, with Playlists, Browse, Match, Search, and more
- 100+ free streaming djay music tracks from genres such as hip hop, techno, drum & bass, disco, and more...
- iTunes/Music integration, with filtering by Artist, Album, Genre
- Ableton Link tempo syncing
- Plug and play support for all official djay Pro AI controllers from Pioneer DJ, Reloop, Casio, ION, Numark, Phillips, and Vestax; including their built-in audio interfaces

The **PRO** subscription has all the above, plus the following:

- Custom playlists, including smart playlist filtering
- Pre-cueing with headphones
- Digital Vinyl System record emulation
- 2 deck Pro layout: view decks and library side by side

- 4 deck Pro layout: mix up to four music tracks at once with full control and library
- Single deck preparation layout
- Automix AI: Automatic DJ mixes based on machine learning
- VJ video mixing view with support for external monitors
- Advanced MIDI learn system to map each control on users' hardware individually
- Support for 50+ controllers from Pioneer DJ, Reloop, Numark, Denon DJ, and others out-of-the-box
- Support for multi-channel audio interfaces
- Looper music performance mode lets you play up to eight quantized audio and video loops out of a possible 48 loaded
- PLUS, over 1 GB of high quality samples, loops, FX and visuals, with much more added in the future
- 40+ state-of-the-art Neural Mix audio effects that can be assigned to the whole track or to individual components of songs
- Four Neural Mix channel configurations for different genres and mixing styles
- Neural Mix looping: loop vocals/melodies/beats independently from the rest of the track
- Isolator EQ
- Learn how to DJ with respected tutors DJ Angelo and DJ Hapa

1.1 Minimum requirements

You can run **djay Pro AI for iOS** on any **iPhone** or **iPad** running iOS 12.2 or later. The minimum install size for the software is around 100 MB, plus any space for any music, videos, and loop and sample packs.

> **TIP:** Make sure you have space on your device for all your music and any other media such as official packs!

1.2 Interface tour

Need to know what everything is when you first load **djay Pro AI for iOS**? Here's an at-a-glance tour of the interface.
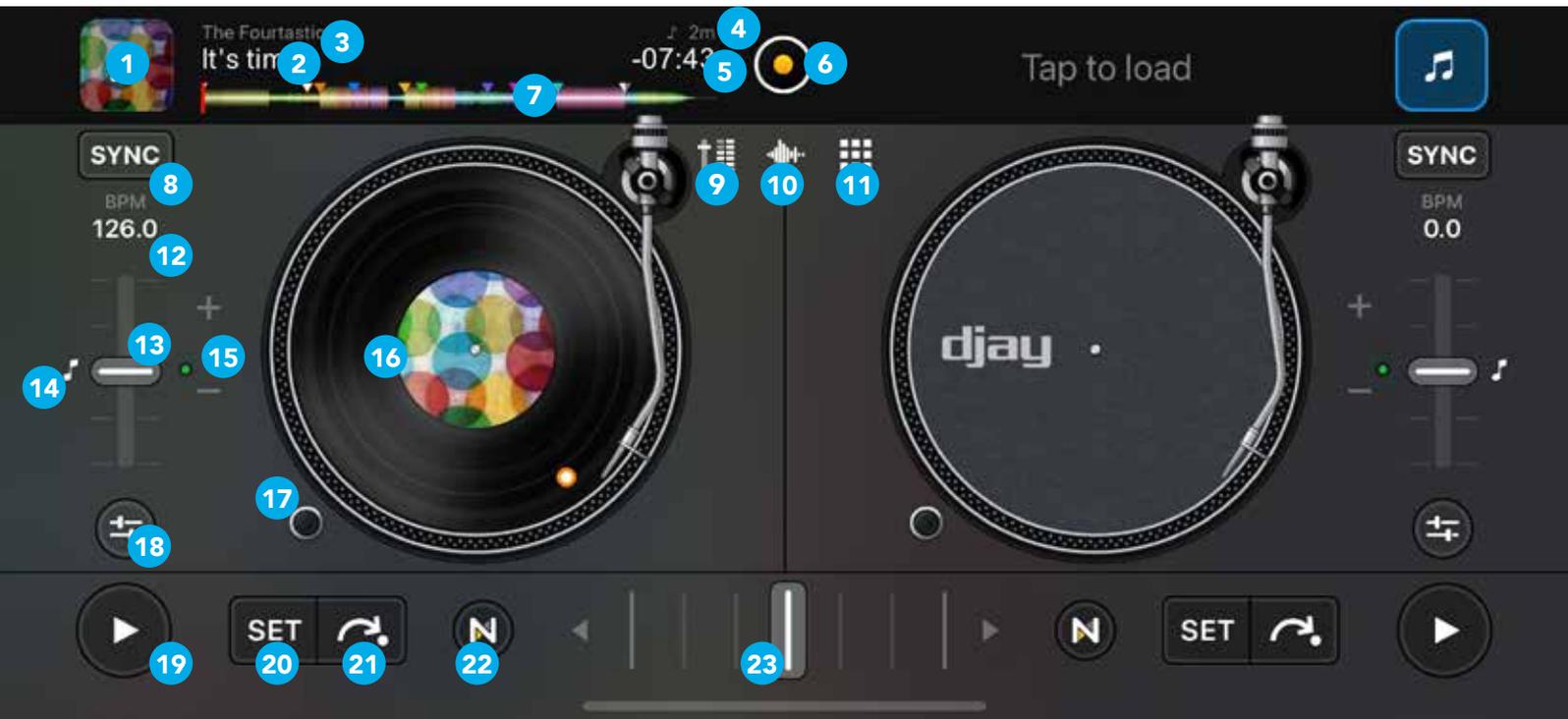
1.   **Label artwork and track load.** Displays cover artwork and tap to load track selection browser.
2.   **Track name.** Displays the track name metadata.
3.   **Artist name.** Displays the artist(s) name metadata.
4.   **Musical key.** Displays the current track root key.
5.   **Time remain/elapsed.** Tap to toggle between time remaining to end, and time elapsed from beginning.
6.   **Dashboard button.** Opens user menu, with layout switcher, mix recorder panel, Shazam button, Automix settings, and app settings.
7.   **Track overview waveform.** Visual representation of the full track audio with progress indicator. Tap anywhere to jump to that point.
8.   **Sync button.** When a track is playing, tap to match BPM.
9.   **Mixer toggle.** Displays the mixer section between the turntables, with volume faders, EQs, and filter.

10. **Scrolling detail waveform panel toggle.** Enables/disables a zoomed in, scrolling visual of track audio, that follows your current progress.
11. **Looper-sampler toggle.** Enables/disables the looper-sampler panel.
12. **BPM/Tempo panel.** Displays current BPM. Tap to open BPM/tempo pop-up.
13. **Tempo fader.** Increases and decreases the tempo of the track.
14. **Key lock.** Prevents tempo changes from altering the musical key of the playing track.
15. **Tempo bend +/-.** Progressively speeds up and slows down the playing track to nudge while beatmatching.
16. **Virtual turntable.** Emulates the behavior of the classic turntable controls, including needle drop, and scratch control.
17. **Turntable start/stop.** Turns the deck platter on/off.
18. **NM/FX/loop/cue/EQ panel toggle.** Opens and closes the controls for deck Neural Mix, audio effects, loops, hot cues, and high/mid/low EQs.
19. **Play/pause.** Starts and stops the track playing, from the current location of the progress bar.
20. **Cue set.** Sets a temporary cue point at the current location of the progress indicator.
21. **Cue jump.** Returns the deck to the existing cue point, plays audio from the cue point if held down, or returns you to the start of the track if no cue point is set.
22. **Neural Mix filter.** Toggles displaying a fader that mixes between isolated Neural Mix components in the track.
23. **Crossfader.** Horizontal linear fader to blend audio between two channels.

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Glossary of terms

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2 Glossary of terms

There are many common technical and DJ terms used throughout this manual. Below is a quick list of some of these words along with a short definition.

BPM (beats per minute)
The standard unit of measuring the tempo of music.

Channel
An individual input route for audio on the mixer. A channel can output either video or audio.

Cue point
Markers that can be set along the timeline of the track and jumped to instantly. Up to eight can be created per track.

Deck
Like its physical counterpart, this is where your individual tracks are played and controlled. You can change the tempo, view track progress and overall waveforms, and emulate the behavior of CDJs and turntables.

Downbeat
The first beat of a bar/measure.

Digital Vinyl System (DVS)
Technology that emulates vinyl record control on a turntable using a special timecode record while playing digital music in **djay Pro AI**.

Effect
A method of applying alterations to the audio of a track or mix. You can chain up to three audio effects, and two video effects per channel.

EQ (equalization)

A filtering of the audio to cut out specific frequencies. **djay Pro AI** features the standard DJ mixer High, Mid, and Low EQs.

Fader/slider

A control method which uses a sliding action to fade between amounts. DJ mixers tend to feature vertical faders and a crossfader.

Force Touch

An addition to touch technology that allows for detecting different pressures of touch on some touchpads and touchscreens.

Jog wheel

A round platter used for controlling music. They are designed to emulate the feel of a turntable and usually come in pairs on DJ controllers.

Library

The section of **djay Pro AI** where you can quickly browse, search and prepare your music and videos to mix with.

Loop

A segment of a track that's repeated. The size and location of the loop can be determined by the user.

Measure

Also known as a bar, a measure is the number of beats corresponding to the timing of the music. For example, most dance music is 4/4 timing, so one measure is four beats.

Mixer

The hub of your equipment that controls the output of music by changing channel volume, gain, EQs, filters, and crossfade.

Multi-touch

Technology such as the Apple trackpad or touchscreens that allows for more than one touch point and multiple point gestures.

Playlist

A saved list of tracks within your library. You can use these to prepare your mixes and Automix queue.

Quantize

The act of ensuring music is precisely set to a rhythm. Quantized music will stay in time with a set tempo, and will always launch at a selected interval of this tempo, even if it's off the beat.

Sample

A short clip of audio or video taken from another source that can be quickly played back.

Sync

The act of automatically ensuring tracks stay in time, either by simply matching the tempo, or quantizing the beats to stay together.

Tempo

The speed at which music is played. This is usually measured in beats per minute.

Transport

The buttons used to control a track. These include start/stop, cue start, and sometimes rewind and fast forward.

UI (user interface)

The system of screen elements the user interacts with, such as buttons, menus, scrolling lists, or waveforms.

Waveform

The visual representation of the music, displaying audio volume, and sometimes showing frequencies in different colors.

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Getting started

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3 Getting started

Rebuilt from the ground up, **djay Pro AI for iOS**, has all the features you need to get mixing for free. Just bring the music, whether your iTunes/Music collection, tracks on your device, Algoriddim's djay music, or your TIDAL/Beatport/Beatsource/SoundCloud streaming account.

3.1 Installing djay Pro AI for iOS

You can download the app via the **iOS App Store**. Should you start a PRO subscription, it will be tied to your Apple ID, which means you will be able to use the subscription on up to 10 compatible iOS devices that share the account.

3.1.1 Restoring your subscription and purchases

If you already have a PRO subscription, and want to use it on a new app installation or device, you will need to restore your purchases via the **Subscription sign-up** page. Scroll to the bottom and tap the **Restore Purchases** link above the terms and conditions.
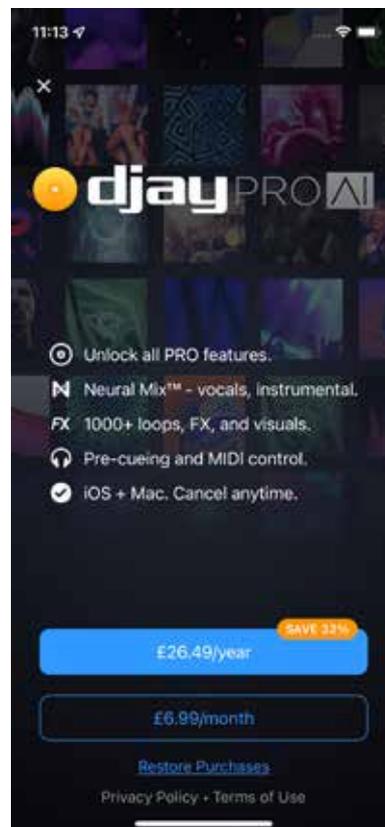
TIP: The PRO subscription works with both **djay Pro AI for iOS** on **iPhone** and **iPad**, and **djay Pro AI for Mac**. You can access all the PRO features and content, including Neural Mix, Sampler/Looper packs, and supported controller mappings.

3.2 Finding your music

All your music is shown in the library browser, which can be found by tapping the track artwork window on one of the empty decks. You can access all your music – from your own collection as well as the **TIDAL**, **Beatport/Beatsource** and **SoundCloud** streaming services – by using the drop-down menu in the top left of the browser.

1. **djay music tracks.** 100+ free-to-use streaming tracks across a wide range of genres.
2. **iTunes/Music playlists.** You can browse the playlists on your iPhone by tapping the **iTunes/Music** icon in the collection drop-down at the top-left of the browser. The browser will then display your iTunes/Music playlists.
3. **TIDAL, Beatport/Beatsource and SoundCloud.** To access your music streaming libraries, you'll need to be logged into your account within **djay Pro AI for iOS**.
4. **Videos.** When switched to the **Videos** browser, you will see all video content added to your iOS device in the iTunes/Music collection, TIDAL subscription, and saved to your Camera Roll and other device folders.
5. **Files.** Navigate **local** and **network** folders accessible in the Files app.
6. **My Collection.** The **My Collection** section is the built-in **djay Pro AI for iOS** music library, which lets you edit, sort and filter your music collection. PRO subscription required. See **section 5.11 Library management** for more information.
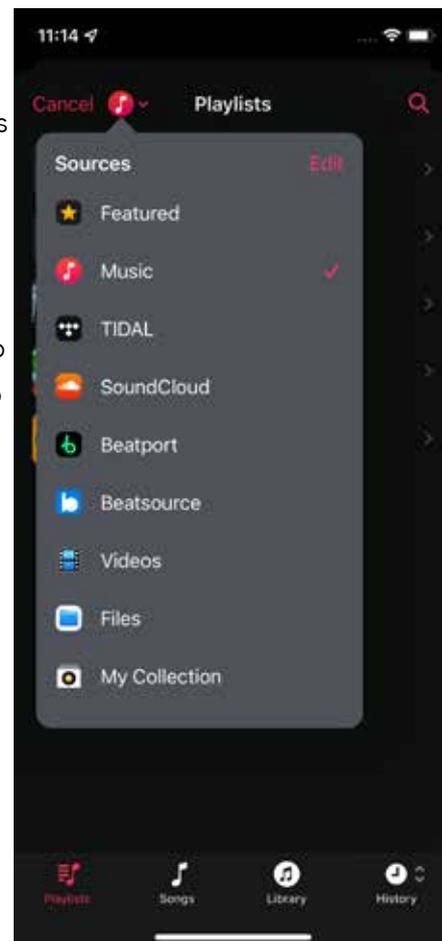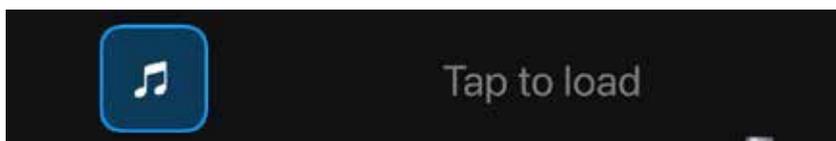
3.3 Loading a track

Move the crossfader at the middle-bottom of the screen all the way to the left, by touching and dragging it.

Next, add a track to **Deck 1** by tapping on the **Tap to load** or **track load** button to open the **library browser** and tap a track to load it. The track will start to play automatically once it is loaded.

3.3.1 Deck and scratch tools

Long-pressing on the track artwork gives you access to extra scratching and deck functions via a pop-up menu, including the **DJ Qbert Skratch Tools** audio file.

Eject. Unloads the track and leaves an empty deck.
Load Next. Swaps the current track for the next one in the current playlist.
Double. Loads the track into the other deck at the exact same timestamp for 'instant double' scratch performance tricks.
Scratch Tools. Loads the **DJ Qbert Skratch Tools** audio file into the deck which contains a series of iconic scratch samples you can use to practice.
Shazam. Analyzes music heard by the microphone to find out the track and recommend matching music. See **section 4.7 Shazam track match** for more information.
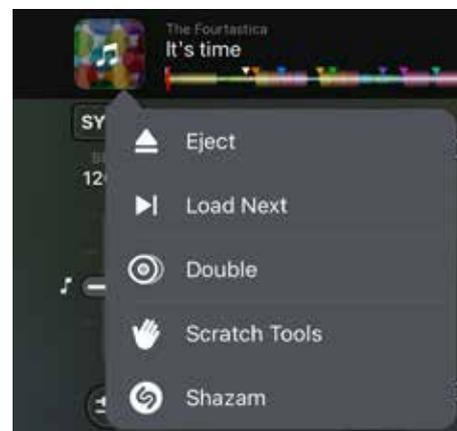
> **TIP:** You can use two finger scratching to automatically create a rhythmic crossfader (auto-cut) action while you move the record, for some quick and interesting cuts!

3.4 Mixing your tracks

Add a new music track from iTunes/Music, TIDAL, Beatport/Beatsource, or SoundCloud to **Deck 2** then make sure it isn't playing (if it is, use the **PLAY button** to stop playback).

Tap the **SYNC** button to match the new track's BPM with the first track.

Restart the track by either **tap-dragging** across the track overview waveform above the deck all the way to the left, or dragging the turntable tonearm to the outside of the virtual record. Ensure the **red deck playhead line** is set to the start of the track on the waveform.

Press **PLAY** at the start of a measure on the first track to play both in time. Move the crossfader across to the middle to hear both tracks playing at once.

If you find that the beats sound a bit out of time, use the **+ and — symbols (1)** to the bottom right of the turntable platter on **deck 2** to nudge the track in time. Keep practicing this until you get it right and you will have learned the fundamentals of beatmatching, one of the cornerstones of DJing!

Congratulations! You've just done a mix!

3.5 Adding hardware

You can see the full list of supported MIDI controllers on the Algoriddim website. The listed hardware is plug-and-play, meaning **djay Pro AI for iOS** will recognize it's connected and all your controls will work without any extra settings. For more detailed information please read **section 5.17 Using hardware**.

3.6 DJ School with Angelo and Hapa

If you want to take your mixing skills further, join DJ tutors **Angelo** and **Hapa** with a series of video tutorials tailored specifically for djay on the iPhone.

To access the courses:

1. Open the **dashboard** using the button at the top of the screen.
2. Tap the **DJ School button** below the layout switcher.
3. Choose which tutor you want to learn with.
4. Tap a lesson in the list on the right to watch it.

Both video courses are designed to cover the basics along with different advanced skills, with Angelo focusing on scratching and performance, and Hapa focusing on traditional digital mixing skills and mashups.

> **NOTE:** You will need a PRO subscription to access the full courses. djay FREE users can get a taster with the first episode.

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Core features

4 Core features

A fresh install of **djay Pro AI for iOS** will present you with the default **Classic Mode** view, a familiar layout of two virtual turntables and a crossfader, but many of the core features are better accessed from the **2 deck pro** view. The core features of the software are all at your fingertips from the moment you open the software.

4.1 Layout

The main PRO **djay Pro AI for iOS** interface consists of two virtual music decks, crossfader, transport controls, and a music library browser. If you're familiar with modern DJ paradigms or equipment, you will recognize many of these functions.

1. **Library browser.** Access all your music and videos from here (see **section 4.2 Media library browser** and **section 5.11 Library management** for more details).
2. **Dashboard button.** Switch deck modes and change settings from here.
3. **Decks.** The music players used to play and control your audio and video.
4. **Transport.** Your basic controls for your decks.
5. **Neural Mix controls.** Accesses the **Neural Mix filter** and menu. See **section 5.16 Neural Mix**.
6. **Mixer toggle.** See **section 4.4 Mixer** for more information
7. **Looper-sampler toggle.** Access up to 16 samples to spice up your set. You can choose from official sample packs, or add your own saved samples from your music collection, as well as switch to the Looper. See **section 5.15 Looper & sampler** for more information.

4.2 Media library browser

The library browser is a powerful tool to help organize your music and prepare your sets. The browser consists of two main views: the **Playlist Tree** and the **Tracklist**, and includes music searching, track filtering and access to **My Collection**, **iTunes/Music**, **TIDAL, Beatport/ Beatsource**, or **SoundCloud** music streaming services.
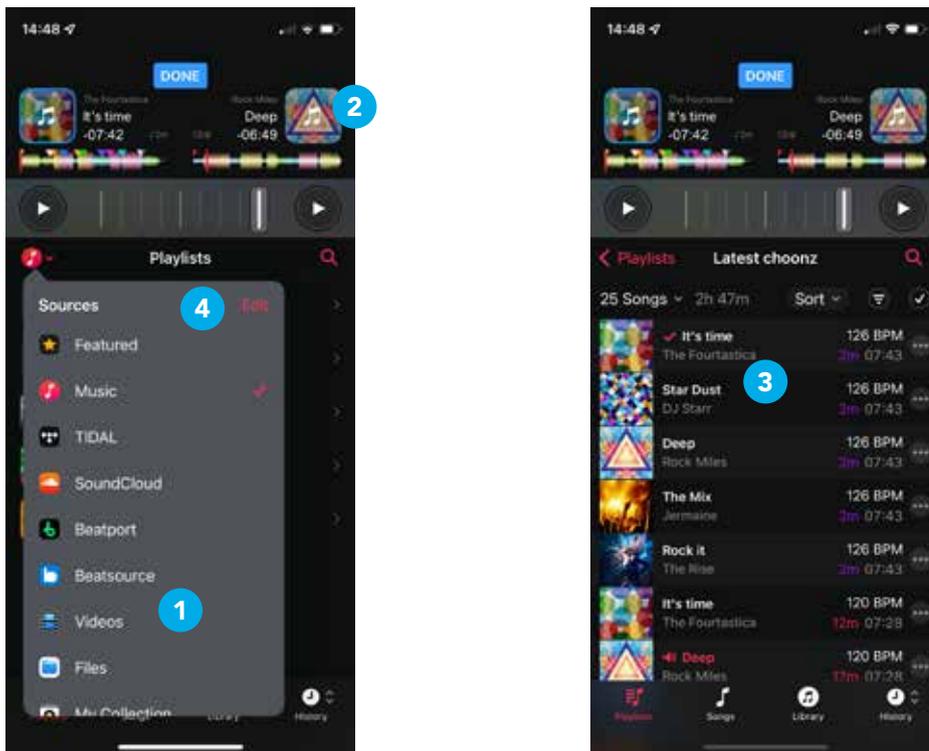
1. **Playlist tree.** Displays all your playlists, smart playlists, and playlist folders. Selecting a playlist will display tracks added to the list.
2. **Search.** The **search** box allows you to quickly find tracks within your current collection (**My Collection**, **Music**, **TIDAL, Beatport/Beatsource**, **SoundCloud**, **Videos**) by searching within track metadata.
3. **Tracklist.** Shows a list of all the tracks in the currently selected playlist or folder.
4. **Library tab buttons.** Easily switch between your different collections using the buttons on the left of the browser. You can switch between **My Collection, iTunes/ Music**, **TIDAL, Beatport/Beatsource**, **SoundCloud**, **Files**, **djay Music**, and **Videos**.

4.3 View modes

You can switch to different deck views, depending on your preference, using the dashboard when you tap the dashboard button center-top of the screen. More details for the one, two, and 4 deck layouts in **section 5.1 Advanced deck layouts**.

4.3.1 Classic view

The default layout for **djay Pro AI for iOS** displays your decks as virtual jog wheels, emulating the look and feel of their real counterparts to help familiarity.

4.4 Mixer

The mixer section controls which deck plays out to the main. There are also filter controls, as well as loop and transport buttons across this strip.

1. **Crossfader section.** The crossfader can be found in the center of the screen. The left/right arrow buttons on either side automate a crossfade in the direction of the arrow. The speed of the fade can be set in the Automix settings (see **section 5.2.1 Adapting Automix**).

2. **Neural Mix filters.** Either side of the crossfader, you can find dedicated deck **Neural Mix filter** buttons. These controls use Algoriddim's Neural Mix AI to swap between two isolated track components. For more information, see **section 5.16.1 Neural Mix filters**.

3. **Channel faders, level meters, and gain.** Accessed via the mixer toggle button. Control the volume of individual channels using the line faders, and monitor volume levels using the LED volume meters. Use the channel gain knobs to trim and accurately adjust the volume of all your audio channels to ensure they all output at the same level.

4. **EQ toggle.** Displays the 3-band DJ EQs for both channels, along with a drop-down menu for **Neural Mix EQ** and **Neural Mix Crossfaders**. See **section 5.16.5 Neural Mix EQ** and **section 5.16.4 Neural Mix crossfaders**.

5. **Transport controls.** The transport section consists of three controls: the PLAY button, **CUE SET**, and **CUE JUMP**. The PLAY button starts and stops the track based on the start and stop times (see **section 4.5.2 General** settings). The CUE SET button sets a temporary cue point which can be recalled while the deck is playing music. When the deck is stopped, the CUE SET button sets a new cue point.

4.5 Settings

The **djay Pro AI for iOS Settings** can be accessed via the **Dashboard** button, then the Cog icon button.

4.5.1 Volume and sync

Main volume

Set the **main volume output**, and choose a wireless device to **cast** your audio to (e.g. AirPlay or Bluetooth audio devices).

Audio device setup

Configure the outputs of any audio interface hardware connected to djay.

Output to iPad speaker. While active, this toggle forces djay to bypass the available audio interface to play audio through the built-in iPad speakers or headphones.

> **TIP:** With this toggled on, you can run **Split Output** to pre-cue using an audio splitter cable.

> **NOTE:** While connected to a **Bluetooth** audio device, pre-cueing is not available.

Mixer mode. Toggle between Internal and External mixer modes. Internal mode is designed for controllers with built-in audio interfaces that have one main out stereo channel and one pre-cue stereo channel. External mode is for connecting to a mixer or controller with separate analog outputs to each mixer channel.

> **TIP:** If you've set up your audio as internal mixer mode and only get sound on one of the hardware channels, you might need to switch to external mode and route audio to each deck.

Internal mode allows you to select the output channels for:

- Main output
- Pre-cueing
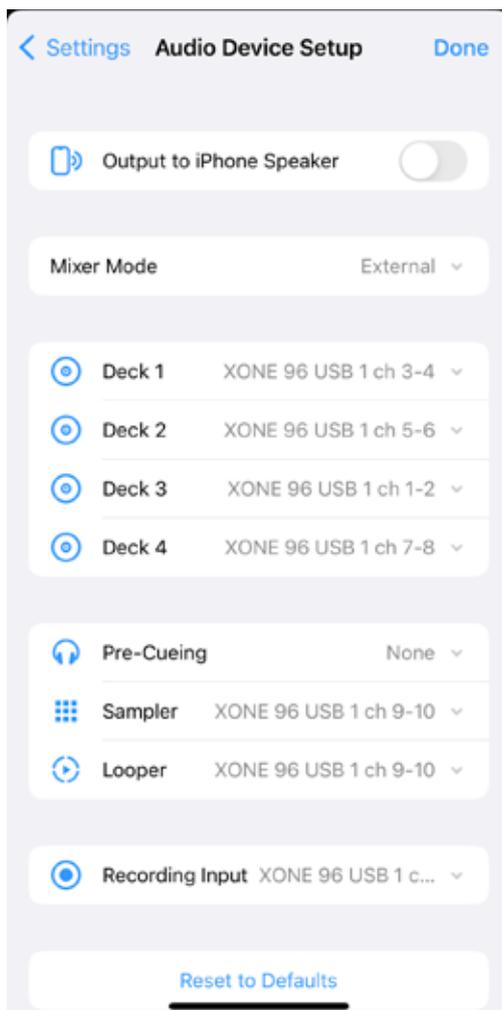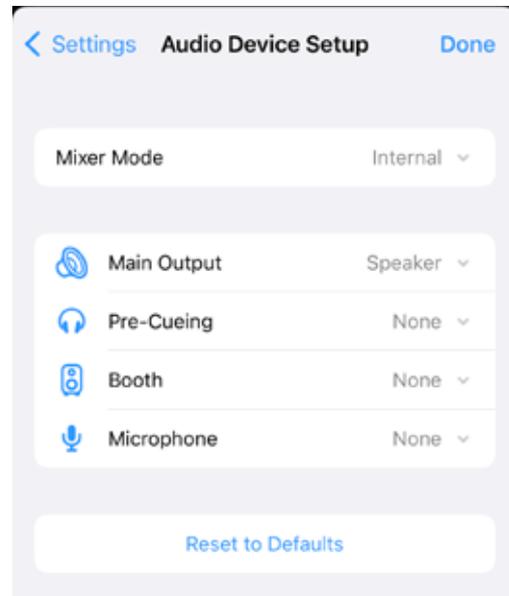
External mode routes to:

- Deck 1
- Deck 2
- Deck 3
- Deck 4
- Pre-cueing
- Sampler
- Looper

Pre-cueing

When the option is available (for example on a controller with built-in audio interface), you can control the volume of your **headphone pre-cueing**, as well as the cue/main mix in your headphones.

Split output

If you are using a **DJ splitter cable** rather than a multi-channel audio interface, you can split the stereo output of your iOS device so the left and right outputs send **mono main and cue out**.

Ableton Link

Toggle active to have djay Pro AI for iOS find and
sync with compatible apps on the same network.

Main out effect

Audio Units (AUs) are Apple audio plug-ins, similar
to VSTs (Virtual Studio Technology), that can be run
in music software. These plug-ins can range from
effects, to synths to drum machines. With **djay Pro AI**, you can run effects plug-ins on your
main output, on top of the built-in effects within the software.

Select an Audio Unit effect plugin from the list to activate it on the main channel. The Audio
Unit effects will be applied to the main output, and effect parameters can be changed by
tapping the effect in the list.

NOTE: Main effects are ignored while in external mixer mode.

TIP: You can download Audio Units from the **iOS App Store** which will be added to
the list of built-in plugins. See this page for some of the available choices.

Booth out

When in a live environment, there is often a separate speaker setup for the DJ booth, so the dance floor and booth volumes can be set at different levels depending on the needs of the DJ and the crowd. With the booth out function in djay Pro AI, the main output can be duplicated to a second output in the booth, via the device audio settings (see **section 4.5.4 Sound** settings).

> **NOTE:** Using a microphone booth speakers can cause audio feedback. Check your booth volume levels if you're using the microphone.

> **NOTE:** Booth out is only available while in internal mixer mode. Many DJ mixers offer their own booth output controls.

4.5.2 General

Song loading
Start playback. Automatically have songs begin playing as soon as they load into a deck.
Reset EQ, FX, tempo. Sets your deck settings back to defaults upon loading a new track.
Protect active deck. Locks all your decks while they have a track playing to prevent you accidentally replacing a loaded track.
Activate saved loop 1. If toggled **on**, loading a track will automatically set the first saved loop to **armed**, and once the playhead reaches the loop, it will repeat the section.
Jump to cue point. Loads the track at the first cue point set with the **CUE SET** action.

Sync mode
Sync type. Choose between tempo (**BPM Only**) or beat sync (**BPM and Beats**).
**Beat sync interval.** Quantizes beat sync to either 1 beat or 4 beats (1 measure/bar).
Maintain on song load. Sync on that deck stays active when a new track is loaded.
Turn off on pause, scratch, or cue jump. Sync stays active while track is not playing. Sync will attempt to quantize the music when it is playing.

Tempo slider
Range. Changes the **+/-** maximum percentage of the deck pitch slider. You can choose from **8%**, **10%**, **25%**, **50%**, or **75%**.
Invert. The **+/-** on both software and hardware layouts can be reversed.
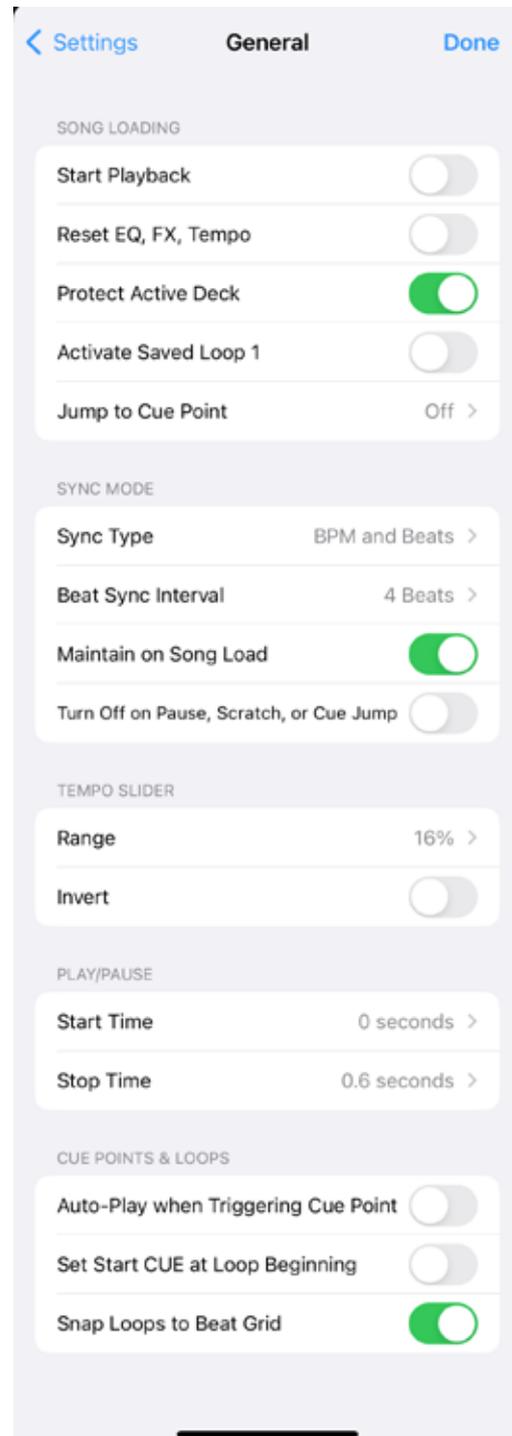
PLAY/PAUSE

Start time. Sets how long it takes for a track to gain full speed from when you hit PLAY. This effect is similar to the torque adjust on a turntable.

Stop time. Sets how long it takes for a track to stop playing. This effect is similar to adjusting the brake when stopping a track on a turntable.

Cue Points & Loops

Auto-play when triggering cue point. When active, cue points will play music from cue markers. Otherwise, music will only play from cue point while button is pressed.

Set start cue at loop beginning. When a loop is created, the start cue is moved to the loop start point.

Snap loops to beat grid. When active, this setting snaps user-made loops to the beat grid, ensuring correct sync.

4.5.3 DVS

Enable digital vinyl control. Activates DVS within the software, and adds DVS controls to the user interface. Keep this disabled unless using the feature.

Setup & Calibration

Assign the audio device and stereo channels for the turntable inputs. Tap each input to display the calibration DVS scope for active decks, and the DVS calibration buttons for each deck. See **section 5.20 Digital Vinyl System** for how to get DVS working.

You can also switch between **phono** and **line** level inputs with supported hardware.
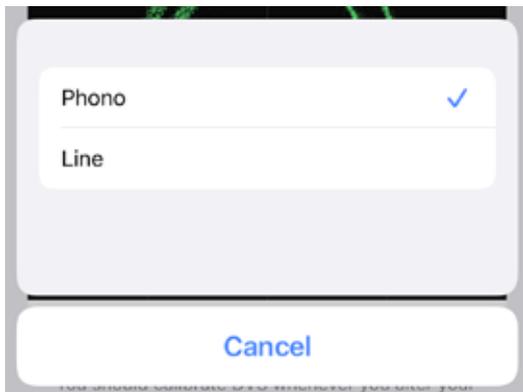
> **NOTE:** Many mixers/controllers will already have a hardware toggle to choose phono or line input.
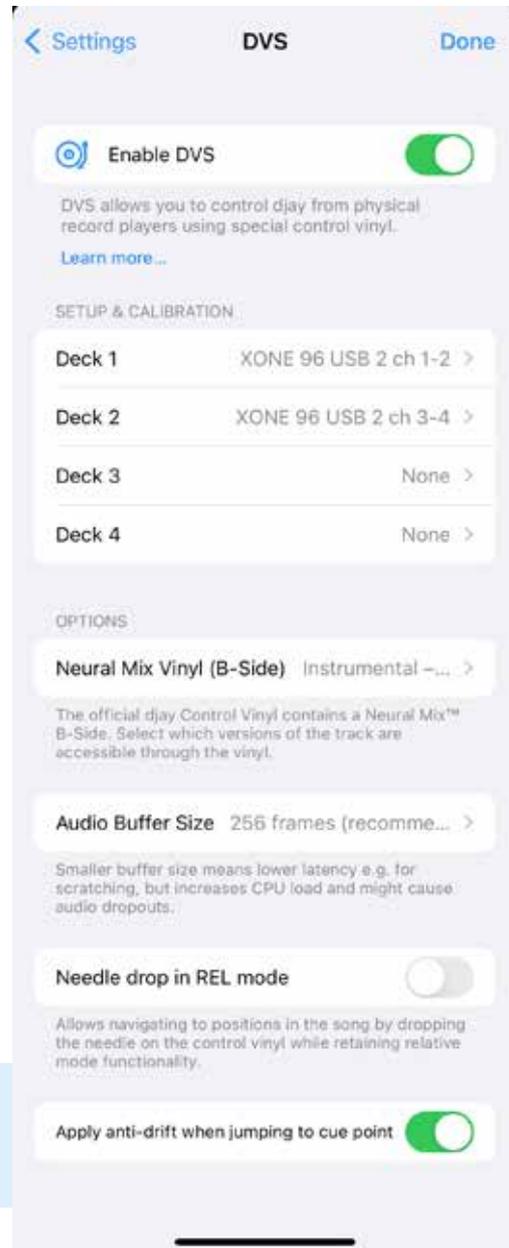
Options

Neural Mix vinyl (b-side). Toggle the two b-side timecode tracks between **Instrumental/Acappella**, or **Percussive/Tonal** Neural Mix audio separation.
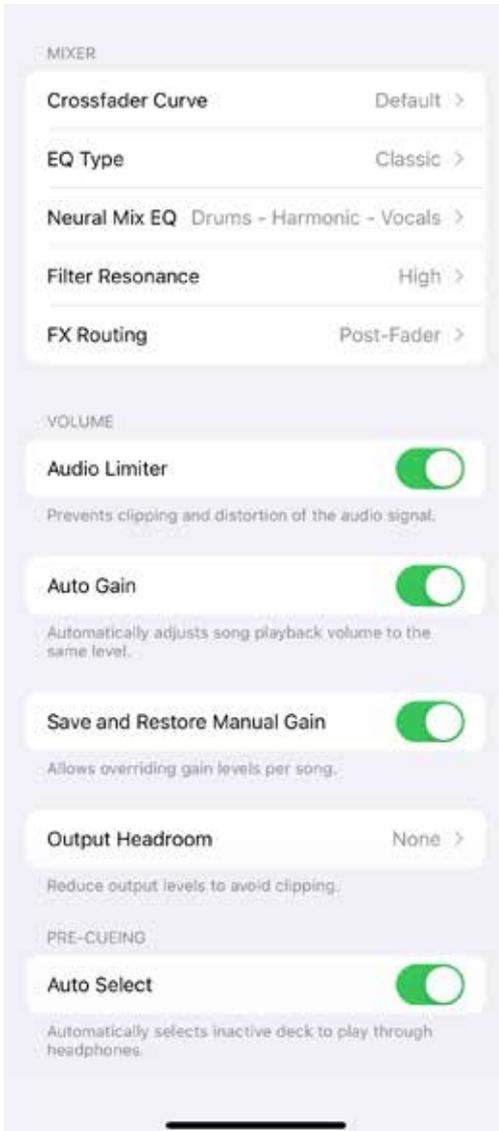
Audio buffer size. Changes the size of the audio data packages between the software and CPU. Choose between **64/128/256** frames. Lower buffer offers better responsiveness but strains the CPU and can cause audio dropouts.

Needle drop in REL mode. When active, allows the needle to drop at the correct track location while in relative timecode mode.

Apply anti-drift when jumping to cue point. When **active**, the timecode will track from the last known position. Jumping to a new cue point will need the timecode position to be re-adjusted manually via playing (or scratching) the record. When **disabled**, **djay Pro AI** will track to the next read position on the timecode record, allowing you to move the stylus and then jump to a cue point, but the timecode may drift with intensive scratching.

> **NOTE:** Anti-drift works automatically in most scenarios regardless of this setting, and ensures your music sticks to the same position on the vinyl, even if the control signal is deteriorated by needle skips/dirt or other noise. Keep the setting active for scratch heavy mixing, and disable for cue juggling routines while using timecode records.

4.5.4 Sound

MIXER

Crossfader Curve	Default >
EQ Type	Classic >
Neural Mix EQ	Drums – Harmonic – Vocals >
Filter Resonance	High >
FX Routing	Post-Fader >

VOLUME

Audio Limiter ⬤

Prevents clipping and distortion of the audio signal.

Auto Gain ⬤

Automatically adjusts song playback volume to the same level.

Save and Restore Manual Gain ⬤

Allows overriding gain levels per song.

Output Headroom None >

Reduce output levels to avoid clipping.

PRE-CUEING

Auto Select ⬤

Automatically selects inactive deck to play through headphones.

Crossfader curve. Changes how the crossfader fades between tracks. Choose from Default, Linear, Constant power, or Cut.

EQ type. Toggle between **Classic**/**Isolator** EQ controls.

Neural Mix EQ. Switch the three band EQ controls between **drums**/**harmonic**/**vocals** and **drums**/**bass**/**melodic** while in **Neural Mix EQ** mode.

Filter resonance. Switch between **Low**/**Medium**/**High** filter resonance. Lower resonance sounds smoother, and higher resonance adds character to the filter's sound.

FX routing. Switch between applying **Pre-Fader** or **Post-Fader** effects. This will determine if the deck volume fader controls the input or output of the effect.

TIP: When set to **post-fader**, the effect will have a tail when you turn down the volume in the mixer, whereas **pre-fader**, the mixer channel will also control the volume of the effects output.

Volume

Audio limiter. Toggles the audio limiter to help reduce distortion and other artifacts related to clipping sound.

Auto gain. Toggles whether **djay Pro AI for iOS** automatically sets the channel gain when a track is loaded to match the rest of your mix. Disable this to manually adjust the gain of each track.

Save and restore manual gain. Toggle this for **djay Pro AI** to remember the manually set gain of a track.

Output headroom. Reduces the volume headroom of the main output by **None** (disabled), **-6dB**, **-9dB**, or **-12dB**.

Pre-Cueing

Auto select. When active, **djay Pro AI** automatically switches headphone pre-cueing to the inactive deck.

4.5.5 Library

Options
Remove songs when played. With this active, songs will be removed from the queue after they've been played. Otherwise, your queue will remain.
Hide songs in the cloud. Show or hide tracks that are unavailable offline.

Appearance
Show artwork. Toggles whether album art is displayed in the tracklist of the library browser.

Key
Format. Toggle between **Musical Key**, **Musical Key with major/minor** keys, or **Open Key (Numerical)** harmonic system.
Show keys in different colors. When active, key metadata will be displayed in a color spectrum to illustrate how far up/down the scale it is.
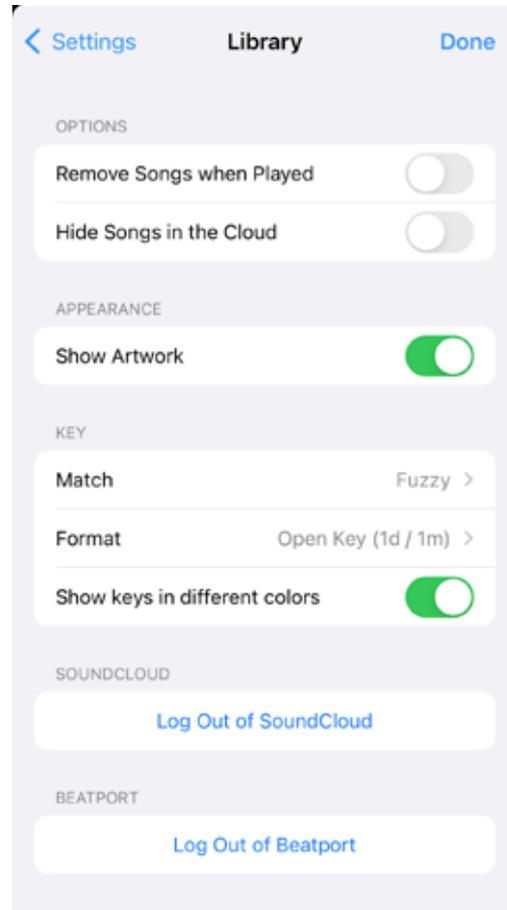
TIDAL
Streaming quality. Switch between **Normal** (recommended) (96 kbps), **High** (320 kbps), and **HiFi** (1411 kbps, CD quality) audio when streaming music from TIDAL.
Video quality. Switch between **Low**, **Medium**, **High**, and **HD**.
Log out of TIDAL. Resets your TIDAL tab to the log-in prompt.

SoundCloud
Log out of SoundCloud. Resets your SoundCloud tab to the log-in prompt.

Beatport
Log out of Beatport. Resets your Beatport tab to the log-in prompt.

Beatsource
Log out of Beatsource. Resets your Beatsource tab to the log-in prompt.

4.5.6 Appearance

Cue points

Style. Displays the user interface cue pads as just a colored triangle (**low contrast**) or a full color button (**high contrast**).
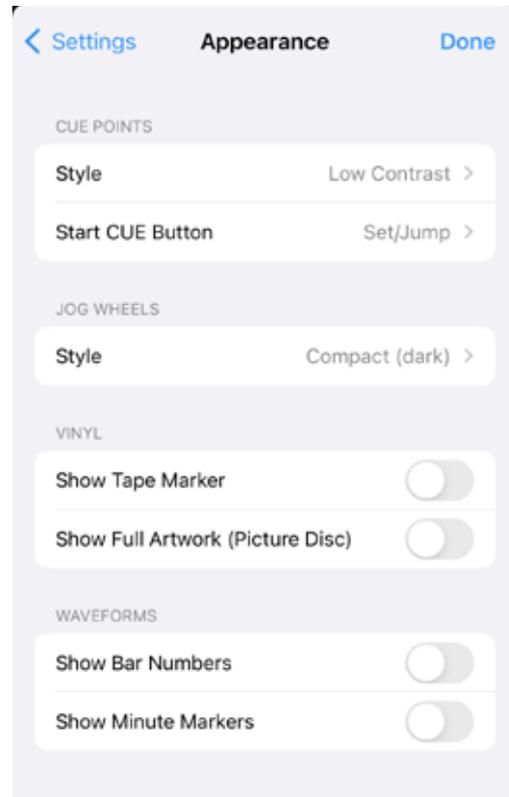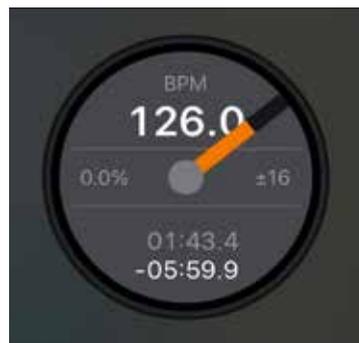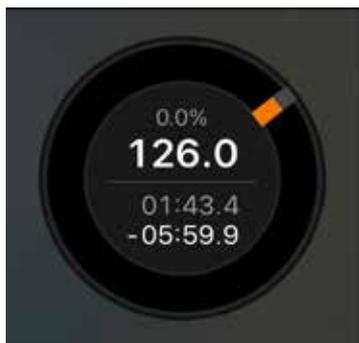

Start CUE button. Displays transport cue buttons as separate **Set**/**Jump** buttons or a CDJ-style **CUE** button.
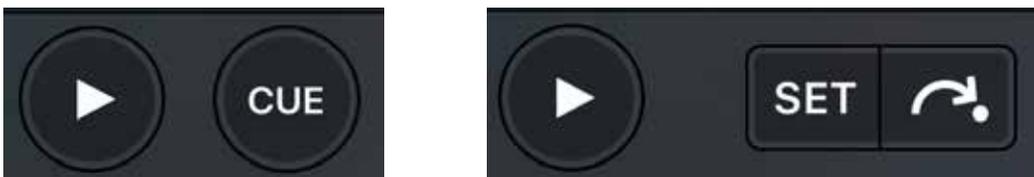
Jog wheels

Style. Choose between **compact (dark)**, **compact (light)**, or **extended** jog wheels in the user interface. Compact styles display the same information and extended displays extra information such as pitch percentage and indication of upcoming cue points.

Vinyl

Show tape marker. Adds a white sticker strip to mark your place on the record.

Show artwork on label. Switch between a **Real vinyl** look and a **Picture disc** using the track artwork.

Waveforms

Show bar markers. Displays the measure count on the scrolling detail waveforms with number 1 on the first downbeat.

Show minute markers. Displays a white dot at every minute on the Track overview waveform.

4.5.7 Advanced

Recording
Format. Switch between recording using compressed **AAC** (approximately 1 MB per minute) and uncompressed **WAV** (approximately 10 MB per minute) formats.

Video
Size to fit. Change how video clips are displayed while in video mode. **Fill** will zoom in so there are no borders, **Fit** displays the whole frame, and **Auto** lets **djay** decide.

Syncing

iCloud. Check the status of iCloud backups of library metadata and cue points.
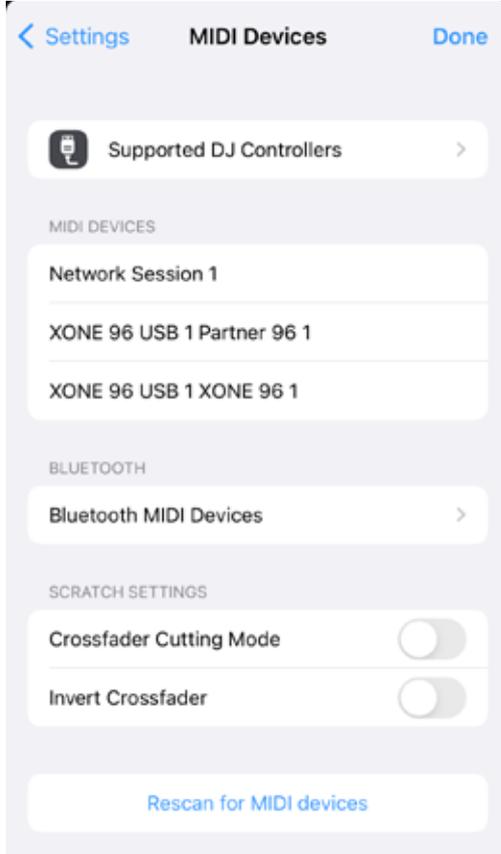
4.5.8 MIDI devices

Supported controllers
Check the up-to-date list of official and plug-and-play MIDI controllers on the Algoriddim site.

MIDI devices
Lists your currently connected MIDI devices. For information on MIDI mapping, see **Section 5.17.2 MIDI mapping**.

Bluetooth
Bluetooth MIDI devices. Allows pairing with Bluetooth MIDI devices.

Scratch settings
Crossfader cutting mode. Toggles hardware crossfader between normal fader behavior and instant-cut mode.

Invert crossfader. Swaps the crossfader from left to right.

Rescan for MIDI devices
Tap this link if your connected MIDI device doesn't show in the controller list.

4.6 Mix recorder

Recording your mixes is as easy as tapping a couple of buttons. You can set up **djay Pro AI for iOS** to save recorded audio files as **AAC** (compressed, lossy) or **WAV** (uncompressed audio). Pressing the **REC** button at the bottom-left of the dashboard menu brings up the mix recorder menu. You can choose to record either just the audio output, or video and audio. While 'on air', the **REC** button icon will turn red and show the elapsed recording time.
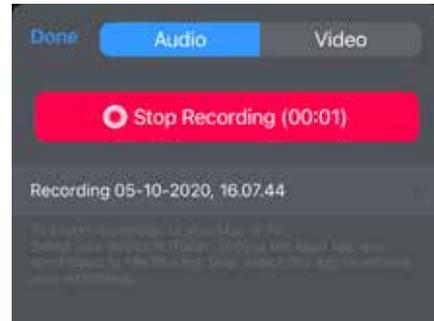
4.6.1 Audio

The Audio tab lets you record your music sets and manage your recordings in one place. Simply hit **Start New Audio Recording** to record your mix. You can manage your saved mixes by tapping a saved mix. From this menu, you can rename the file by tapping it, listen to the recording, **Share...**, or **Delete** it.

4.6.2 Video

Selecting the **Video** tab switches the recorder to video mode. Like the audio tab, you can manage all your recorded video sets from here. When a video recording is selected, you can rename, view, **Share...**, or **Delete** it.

4.6.3 External mixers

When using an external mixer, the main output cannot be recorded internally, since each deck's audio output is routed outside of the software. With mixers that have a separate stereo **RECORD OUT**, you can route it back into an input channel of your choice. This is done the same way you select any other audio channel, via the **Devices** tab in the settings.

1. Open **Settings**.
2. Switch to the **Devices** tab.
3. Select **External mixer mode** at the top of the tab.
4. Change the **Recording Input** to one of the free inputs on your mixer.
5. Save and close the settings.

NOTE: Depending on its routing features, you may have to use an audio cable from your REC-OUT to the correct input on the back of the mixer.

4.7 Shazam track match

The **Shazam button** on the menu below the layout switcher integrates music detection and matching directly within **djay Pro AI**. Tap the **Shazam logo** to start listening to the music playing nearby.
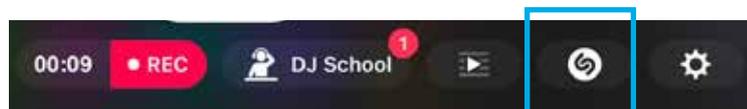
When Shazam has identified the music, you will have the choice of either loading the track into a deck from the point at which the track was heard via the **Mix Now** button, or loading the track from the start and browse a playlist of related music via djay's track **Match**.

NOTE: You will need to give **djay Pro AI** the correct permissions to access your microphone in order to record and upload the audio needed to use **Shazam**. This should be automatic when you first use the feature, or can be accessed from the **Settings app**.

NOTE: You must be logged into any of the supported streaming services to match a track using Shazam.

4.8 PRO Subscription

You can start subscribing to the **djay Pro AI for iOS** PRO features at any time using the free trial sign-up banner on the dashboard, accessed via the dashboard button. While you are subscribed, you can use PRO on all your iOS devices (iPhone and iPad) and iOS devices sharing the same Apple ID.

4.8.1 Managing your subscription

You can cancel or change your **djay Pro AI for iOS** subscription at any time by tapping this link to manage your subscriptions, or through the App Store on your iOS device.

1. On your iOS device go to the **App Store** app > [your profile image] > Subscriptions.
2. Tap the **djay Pro AI** subscription.
3. Use the options to manage your subscription.

NOTE: If you are on the paid subscription, you will continue to have access to the fully unlocked **djay Pro AI for iOS** until the end of your subscription cycle, after which all features and content will be disabled and you will only be able to use the free app features.

djay PRO AI | User Manual (iPhone)

Advanced features

algoriddim

5 Advanced features

While the FREE version of **djay Pro AI for iOS** has everything you need to create a mix, the PRO subscription offers powerful tools and content to take your sets even further. From having four decks of music, to improving your library management or using the powerful Looper-Sampler, the **djay Pro AI for iOS** subscription offers more features to grow your DJing skills.

5.1 Advanced deck layouts

Along with the default 2 deck layout, you can run up to four separate decks of audio at once, or video decks, the Looper-Sampler, or Automix. Much like with the classic layout, you can present the track overview waveforms scrolling vertically or horizontally.

5.1.1 2 deck

Designed to present more information than **Classic Mode**, the **2 deck** mode is a much more traditional DJ software layout which features wider scrolling horizontal waveforms, and a compact view with a full library section.

Horizontal waveforms

With horizontal scrolling waveforms, the visuals scroll from right to left, in parallel. See **section 5.10.2 Waveform orientation and zoom** for more information.

Vertical waveforms

You can set your scrolling waveforms to flow from top to bottom, in parallel. See **section 5.10.2 Waveform orientation and zoom** for more information.
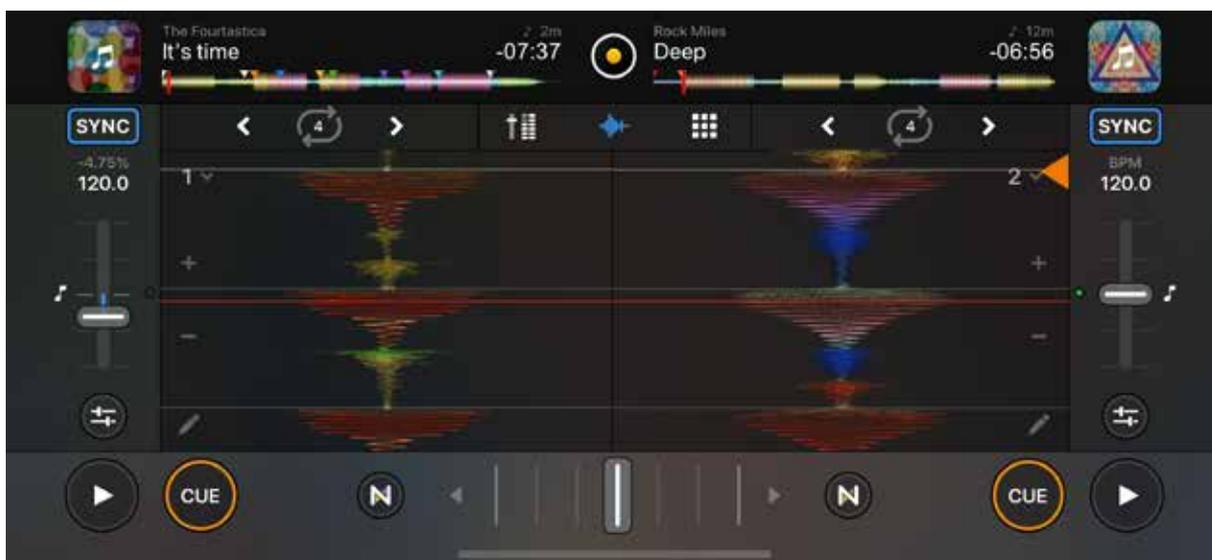
5.1.2 Looper

Choosing the **Looper** mode activates the powerful looper-sampler feature with two minimized music decks at the top. This mode lets you create new music on the fly using perfectly quantized loops in an 8x6 grid format, or 4x4 sampler pads with built-in sequencer recorder. See **section 5.15 Looper and Sampler** for a detailed explanation of the Looper and Sampler modes view.

5.1.3 4 deck

The **4 deck** mode can be activated using the **layout switcher** accessed via the **dashboard button** at the top of the app. While similar to the default 2 deck view, some parts of the user interface will be different to accommodate the extra controls.
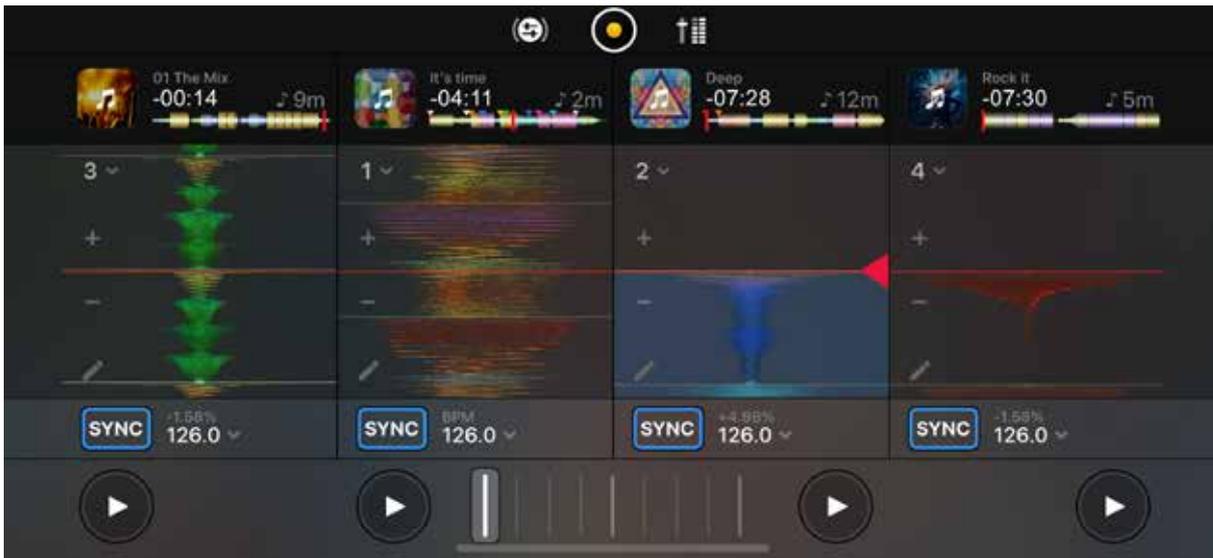
Like its 2 deck counterparts, **vertical waveform view** in 4 deck mode has the music scrolling from top to bottom.

5.1.4 Video

Video mixing differs from mixing audio-only in several ways. Firstly, you will be able to output both audio and video. Secondly, you will have access to effects for both the audio and video. Thirdly, you can add images and text to your output.

1. Deck video output

Each deck has a video output screen to show you what effects and text are applied.

2. Main video output

This screen will show the output that will appear on external screens, including all text, images, video and effects.

3. Watermarks

You can add custom images and text to your video mixes as watermarks. These watermarks can either feed to one of the decks, or to the mix output. The **Text Overlay** dashboard button can be found at the bottom left of the video output window, and the **Image Overlay** dashboard button can be found at the bottom right of the video output window.
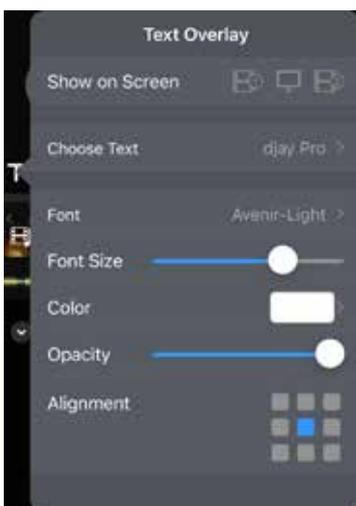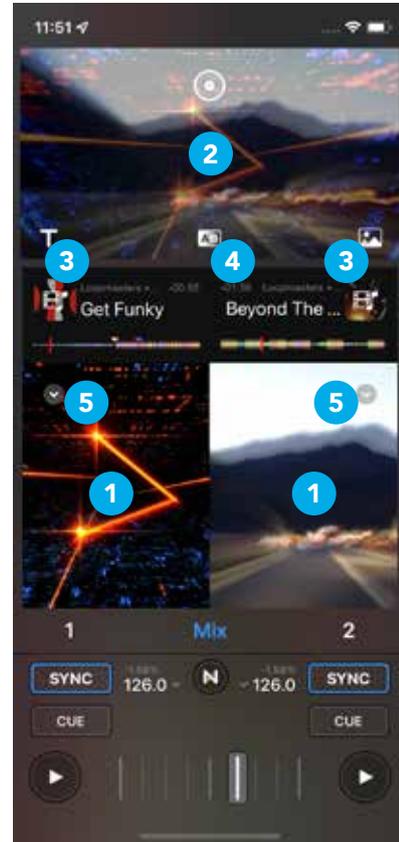
Adding a text overlay

To add text to the **djay Pro AI for iOS** text overlay library tap the **Text Overlay** button then tap **Choose Text**, then the **plus (+) symbol** below the text overlay list and type in your chosen phrase. You can also remove text from the list using the **minus (−) symbol** while in **Edit** mode.

Show on screen. Select whether the text will appear on deck 1, deck 2, or the main video output.

Choose text. Add, remove and pick your text overlays.

Font. Choose your font, typeface and font size.

Color. Select a color for your text.

Opacity. Choose how see-through the text is.

**Alignment.** Tap the sector of the screen you want the image to appear on using the grid. The active sector will be in blue.

Adding an image overlay

To add an image to the **djay Pro AI for iOS** image overlay library, tap the **Image Overlay** button then tap **Choose Image**, then the **plus (+) symbol** below the image overlay list and navigate to your image in your files. You can also remove images from the list using the **minus (–) symbol** while in **Edit** mode.
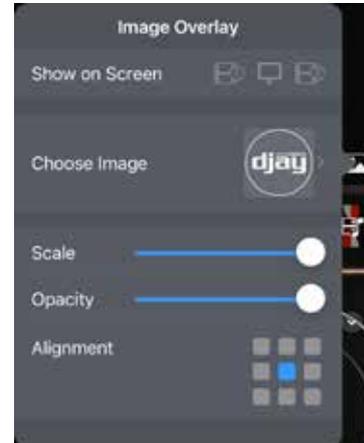
Show on screen. Choose whether the image will appear on deck 1, deck 2, or the main video output.

Scale. A slider to change the size of the image on the screen. Left for smaller, right for bigger.

Opacity. Choose how see-through the image is.

Alignment. Tap the sector of the screen you want the image to appear on using the grid. The active sector will be in blue.

4. Crossfader transitions

Along with all the extra effects for video, you can also change how the crossfader transitions video between decks. To change the transition type, select one from the drop-down at the bottom of the video output window.

You can choose from:

- **Blend.** A basic fade between two videos
- **Luma.** An alternate fade style
- **Cube.** Two sides of a cube rotating
- **Swap.** Full screens pulling back and forward
- **Grid.** A grid of screens replacing one another
- **Mosaic.** A mosaic of screens spinning into view
- **Push.** One screen pushing the other from the left or the right
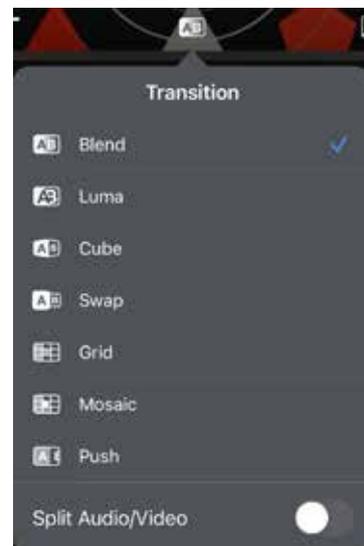
5. Visualizer

The visualizer button that will appear on the deck screen **(1)**, to show the visualizer options menu.

Dropping audio onto a deck in **video mode** gives you the option of a black screen for that deck, or you can turn on the visualizer, which provides colorful visuals that react to the music. First, load the audio track into the deck via a dropzone. Once the track is loaded, tap the visualizer button that will appear on the deck screen **(a)**, to show the visualizer options menu. To change the visualizer, choose your visualization **(b)**. You can also disable the visualizer altogether using the toggle **(c)**.
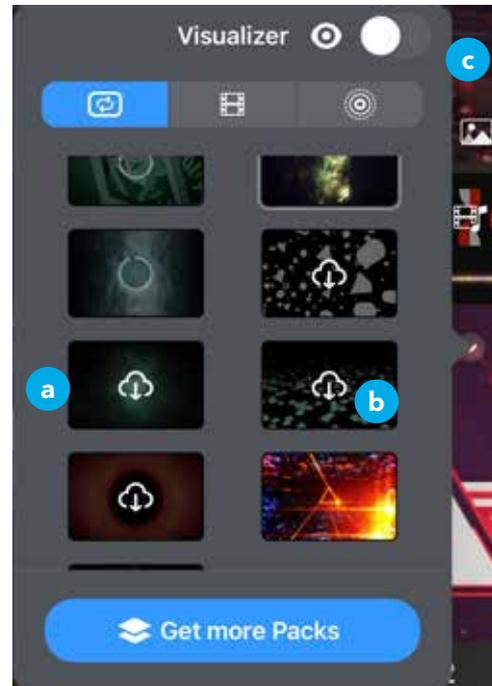
5.1.5 Hardware mode

Using a MIDI controller or mixer with djay offers better access to the controls essential to mixing efficiently, as well as tactile and visual feedback. Many of these controls are illustrated in the djay Pro AI user interface, and may be duplicated when a controller is connected.

With the hardware mode user interface, djay Pro AI will automatically switch to a layout that focuses on only the information needed when you're using physical controls. Large, tap-friendly transport controls, various sliders and knobs are hidden to present the information at a glance.

While MIDI/mixer hardware is detected, you can **enable** and **disable** the UI via a toggle in the top right of the window, next to the Waveforms toggle button. The button is context dependent, and will not be available unless you have a MIDI controller, or an external mixer plugged in.
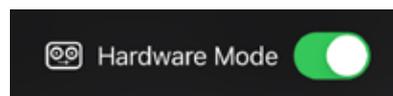
> **NOTE:** You can also activate this view by setting your audio device to external and saving the preference.

5.2 Automix mode

Switch to Automix mode to let **djay Pro AI for iOS** take control of your mixing. When active, tracks from the chosen playlist will be mixed together based on the user settings you've set.
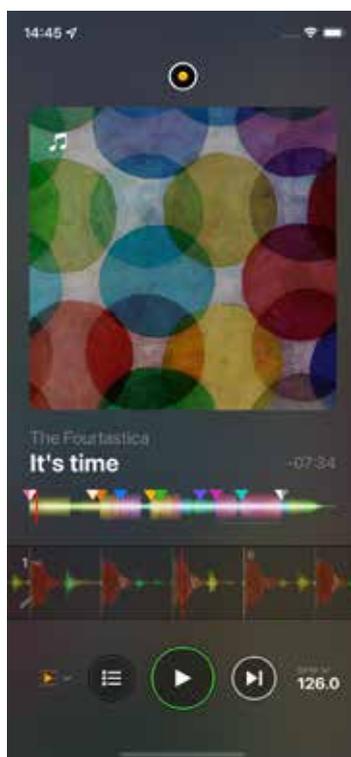
To start using Automix:

1. Tap the **playlist button** (1) at the bottom of the app to open the browser section if this is hidden.
2. Load a first track onto the Currently Playing deck by choosing either **Select Playlist...** (2) to play tracks from one playlist, or **Add Songs...** (3) to curate your own playlist using the **Automix queue**.
3. The music can be controlled using the **PLAY/PAUSE** (4) and **Next Track** (5) buttons at the bottom of the app.
4. Once the music has started playing, Automix will play tracks from the list until they run out (see **section 5.11.10 Automix playlist**).
5. When the current track nears the end, the incoming track will start to move to replace it.
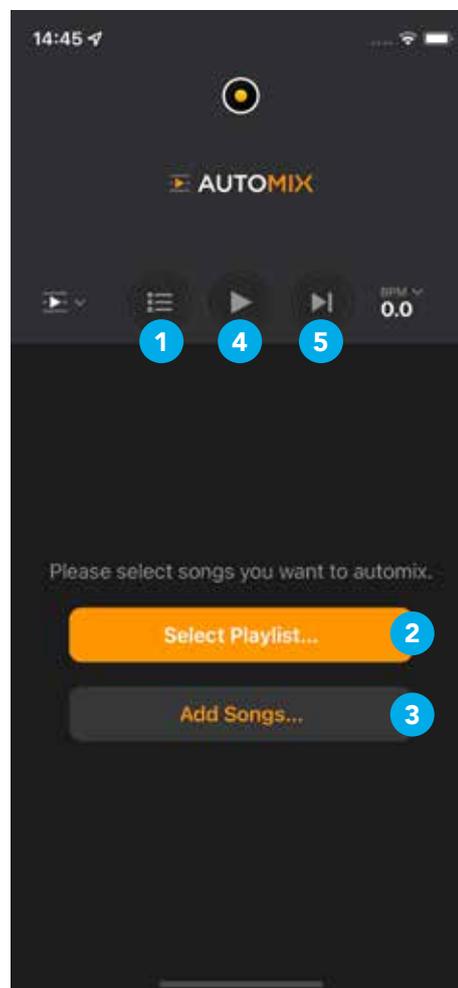
5.2.1 Adapting Automix

Add start/end points
Similar to cue points, the start/end points let you decide where Automix transitions between tracks.
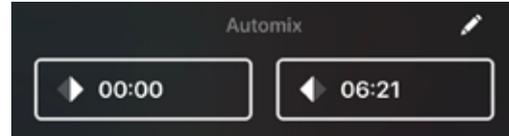
NOTE: To add start/end points, use the **Skip** tab of the **cue point panel** in classic, 2, and 4 deck view (see **section 5.14.2 Beat skip** for more information). Move to the location in the audio where you want to place the point, then tap **Set Start** or **Set End**.

Automix options
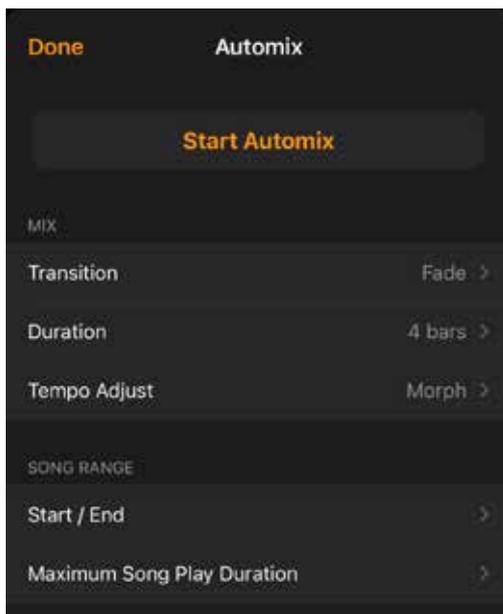
Start/Stop Automix
Plays the music in the **Up Next** and the selected Automix play queue.

Mix
These settings alter the behavior of how Automix blends between tracks while active. You can change how tracks transition, how tempo changes are handled, and how long blends take.

Transition. Automatic, Neural Mix, Dissolve, Riser, Echo, EQ, Filter, Fade.

Duration. Use **Automatic** to let djay choose, or set the length in either **Seconds** or **Bars**.

Tempo Adjust. Switch between **Off**, **Sync** to keep a constant tempo and beatmatch, or **Morph** to slowly match the tempo of the incoming track while keeping the beat in time.

Off plays the tracks at their original tempo, ignoring any sort of beatmatching.

Sync will play all tracks at the set tempo. This is usually the BPM of the first track played but can be changed (see below, **Automix BPM**).

Morph dynamically changes the tempo during the transition to match the incoming track.

> **TIP:** Different genres have different mixing techniques. Play with these settings to try to match your favorite DJs and their styles.

Song Range

Control where tracks should be mixed and how long the tracks should play before mixes are triggered with these settings.

Start/End. Control when Automix starts to mix in and out of your music. This can be time based, or using the start/end points manually set on the track overview waveform.
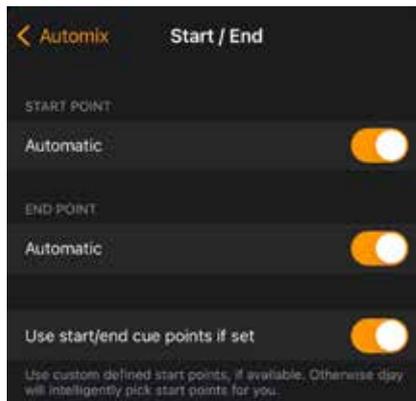
Automatic/timed start point. Toggles whether Automix chooses when to start a track or a user-set time in seconds.

Automatic/timed end point. Toggles whether Automix chooses when to end a track or a user-set time in seconds.

Use start/end cue points. If set, checks if a track has start and/or end points set on the waveform, and overrides the previous two options.

Automix BPM

The BPM drop-down menu lets you control the tempo of the currently playing track, and activate key lock for better harmonic mixing.
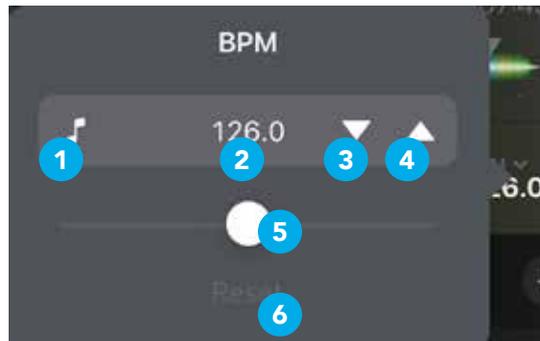
1. Key lock
2. Current tempo
3. Decrease BPM
4. Increase BPM
5. Tempo slider
6. Reset to current track original tempo

Organizing your Automix queue

When you select a playlist or add songs to Automix, it adds the music to your queue. Individual or group-selected tracks will be in the Up Next. Playlists will be added in their entirety below the Up Next section.

Up Next (1)

Tracks in this list will be prioritized and played after the current track. You can have more than one track in this list, which will be your active queue. These tracks can be reordered using the drag handles on the right side of the list.

Add individual tracks to either the start or the end of the queue using the **+** button at the top right of the browser.

Queued playlist (2)

You can add entire playlists, matching songs, the djay queue or disable the queued playlist. The next track in this list will move to the Up Next section, and you can change this list on-the-fly.
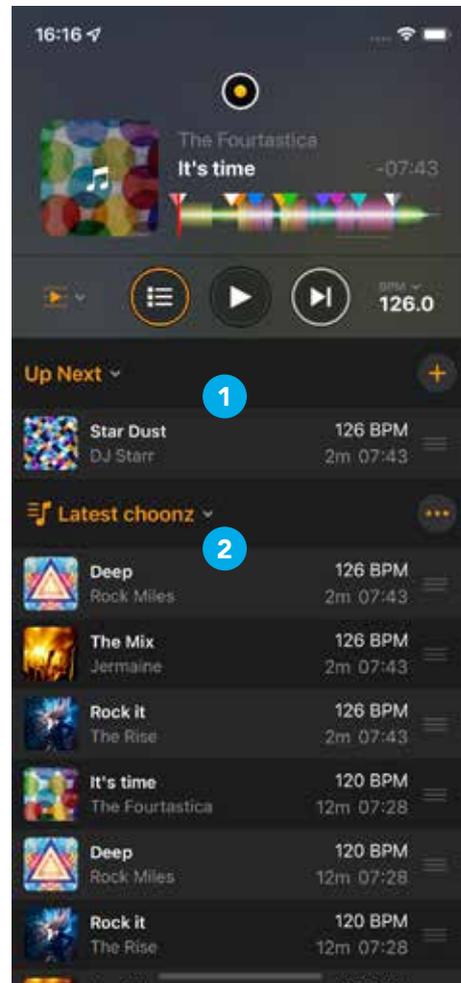
5.3 Waveforms

Glancing at a waveform in **djay Pro AI for iOS** can give you critical information very quickly. In 2 deck and 4 deck modes, each deck has both a full **track overview waveform** and **scrolling detail waveform** to provide all the information you need. Both views are color coded to show which audio frequency is playing at that point in the track: **RED** represents bass, **YELLOW** for low-mid, **GREEN** for high-mid, and **BLUE** is for high frequencies.

5.3.1 Track overview waveforms

The **track overview waveform** displays the full visual representation of the audio file, from start to finish. This view also shows your colored cue points **(1)** (see **section 5.14 Cue points**) and a red track progress marker **(2)**.
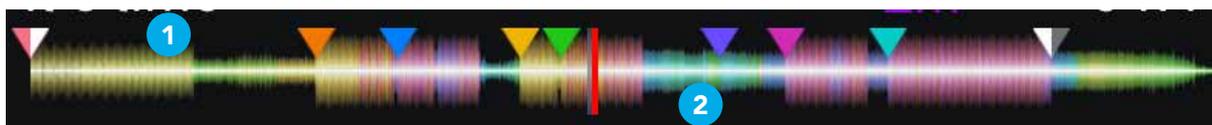
> **TIP:** You can quickly jump to any part of the loaded track by either tapping the location or swiping across the waveform.

5.3.2 Scrolling detail waveforms

This is a zoomed-in visualization showing your current location that scrolls along as the music progresses. Since this view follows the music, it will move or jump backwards and forwards should you manipulate the sound with scratching, scrubbing or jumping to cue points. In this view, you can see your cue points **(1)** as they scroll past, the red progress marker **(2)** showing the exact location in the music and the beat markers **(3)**, including the downbeat of each measure **(4)**.
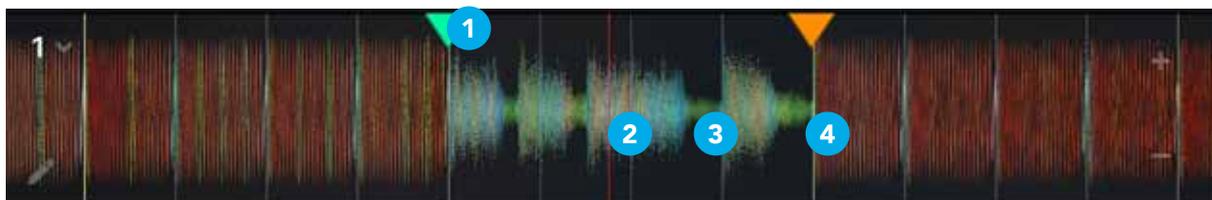
> **TIP:** You can also change the zoom level of the scrolling detail waveform to suit your needs. See **section 5.10.2 Waveform orientation and zoom**.

5.4 Beat grids

5.4.1 What are beat grids?

Track beat grids are a grid of regular markers overlaid on top of a track, to ensure the BPM of the music is consistent. In practice, beat grids are used by DJ software to make sure that tracks are synced in time (either quantized to the beats, or just tempo synced) and that the timings of effects and samples are accurate.

5.4.2 Setting a beat grid

When you first load a track into a deck, **djay Pro AI for iOS** analyzes the file to create the visual representation of the music, along with what it estimates is the correct beat grid for the music. This beat grid is based on two things: the starting downbeat (i.e. the first beat of the track), and the tempo (i.e. beats per minute) of the track.

5.4.3 Adjusting incorrect beat grids

Occasionally, **djay Pro AI for iOS** will analyze a track's beat grid incorrectly, and might need manual editing. This is simple to do.

1. Make sure the offending track is loaded in a deck and that the track has finished analyzing.
2. Tap the little **pencil icon** on the waveform to open up the beat grid editor.
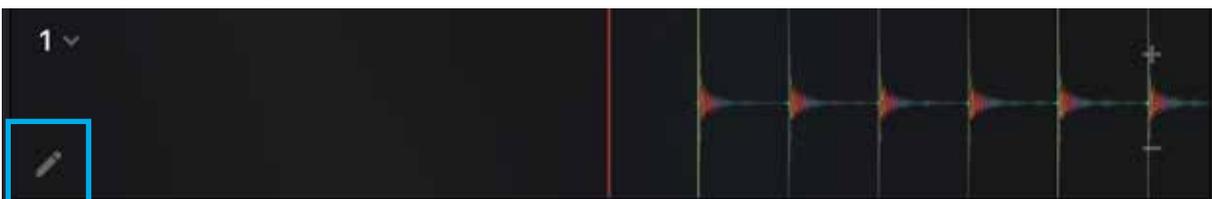
3. If the downbeat is incorrectly placed, set the progress marker to the right location, and in the **Downbeat tab**, tap **Set Grid Start** to reset it.
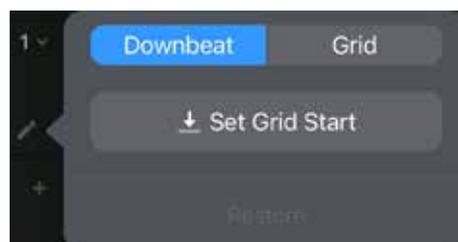
4. You can also adjust the grid itself to further tweak your beat grid by going to the Grid tab and using the **back/forward Grid Shift** arrows.


5. If, at any time, you need to roll back to the original beat grid created by **djay Pro AI for iOS**, you can use the **Restore** button on either tab.

TIP: Use the waveform zoom function to more accurately see how the beat grid lines up with the music.

5.5 BPM and tempo

5.5.1 Adjusting BPM

Occasionally, **djay Pro AI for iOS** analyzes a track and guesses the wrong **BPM**, causing the beat grid to be set incorrectly, or guesses the **BPM** at half or double the actual **tempo** of the track. Using the BPM tab in the **BPM and tempo** pop-up, you can change the BPM, should you need to.
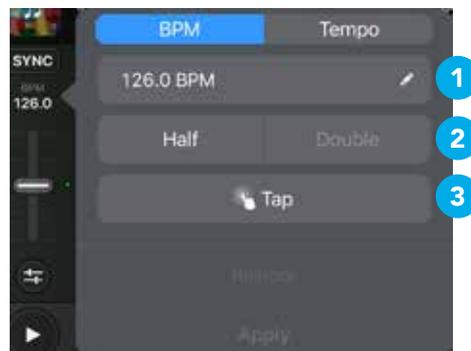
1. **Manual adjust.** If you know the correct BPM, type it in after tapping the **EDIT** pencil icon and hit **ENTER**.
2. **Half/Double BPM.** Use these buttons if you find the BPM is half or double the correct tempo.
3. **Tap.** You can approximate the correct BPM by using the Tap button. While the track is playing, tap the Tap button in time with the beat until a BPM reading displays.

Once you've adjusted the BPM, you can tap **Apply** to save, or **Reset** to go back to previous settings.

> **TIP:** Many modern electronic productions will have a rounded off **BPM** which should be easy to fix manually should **djay Pro AI for iOS** not analyze correctly.

5.5.2 Tempo sensitivity

Use the **Tempo** tab of the **BPM and tempo** pop-up to tweak your tempo slider sensitivity and settings. From here, you can change the percentage increase/decrease **Range** the slider can change **(1)**, as well as **Invert** the slider **(2)**, like many turntables feature.
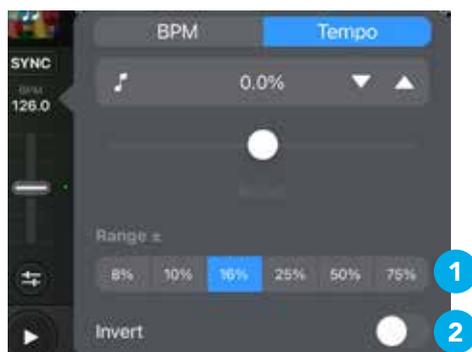
> **NOTE: djay Pro AI for iOS** determines the main deck based on where the mix transitioned to. For example, if the crossfader is moved all the way to the left, deck 1 will be selected as the main deck. While this is all done 'behind the scenes', it will help to be aware of how it works. The main deck helps maintain track sync, as well as determine key match (see **section 5.6 Key lock and changing key**).

5.6 Key lock and changing key

In **djay Pro AI for iOS**, you can keep your music from changing pitch as you increase or decrease the tempo by using **Key lock**. To activate **Key lock**, tap the **musical note** button to the outside edge of the deck tempo slider. You can also map the command to a MIDI controller button (see **section 5.17.2 MIDI mapping**).
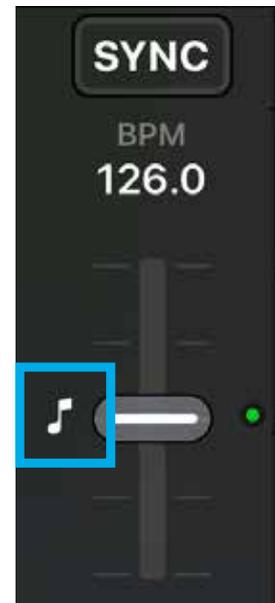
> **TIP: Key lock** can sometimes affect audio quality, particularly with big tempo changes.

You can also match the key of tracks using the **key match** feature, as well as transpose the key by semitones, all using the **key options panel**. To access the panel, tap on the track key display in the deck info (see **section 1.2 Interface tour**).
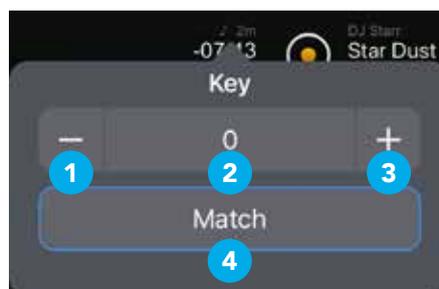
1. **Down semitone.** Transposes the audio down a semitone.
2. **Key transpose activate.** Toggle on/off the key transpose of the deck audio.
3. **Up semitone.** Transposes the audio up a semitone.
4. **Key match.** Matches the key of the audio to that of the main deck.

5.7 Syncing

There are two ways to sync music in **djay Pro AI for iOS**: **tempo sync**, and **beat sync**. Both can be accessed using the **deck sync buttons** (see **section 1.2 Interface tour**). For a more detailed explanation of syncing music, see **section 2 Glossary of terms**.
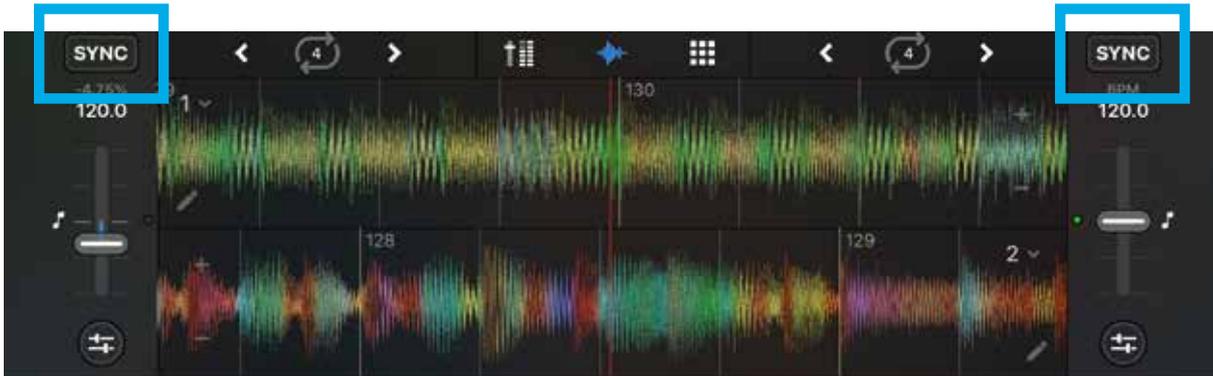
5.7.1 Tempo sync

Tempo sync simply matches the **BPM** of a deck track to the current main deck, but allows decks to play independently. To activate tempo sync, select **BPM only** from the **sync type** in the **General settings** and press the **SYNC button** once on the deck you would like to match to the playing audio. A deck that is tempo matched will have a **blue text**.

5.7.2 Beat sync

Beat sync takes it a step further and quantizes the beats to ensure they stay in time, by matching the downbeat. To activate beat sync in **djay Pro AI for iOS**, make sure that you already have a song playing, and press the **SYNC button** on both decks with a track loaded and ready. When the decks are beat synced, the sync button will be solid blue. While active, your tracks will snap to the nearest beat of the current track when you press play.

You can also change the **beat sync interval** between **1 beat** and **4 beat** quantization in the **General settings** tab. This will mean the tracks will match to the exact measure/phrase, or just to the beat.

5.8 Slicer mode

Slicer mode helps you to quickly juggle hotcues on the fly while playing your tracks. As the audio progresses, the slicer tracks the current four or eight beat measure and 'slices' it, creating a virtual hotcue for each beat, which can be mapped to buttons or pads on a MIDI controller (see **section 5.17.2 MIDI mapping**).
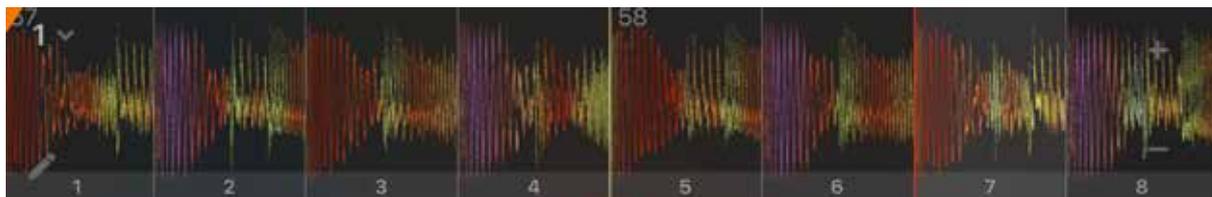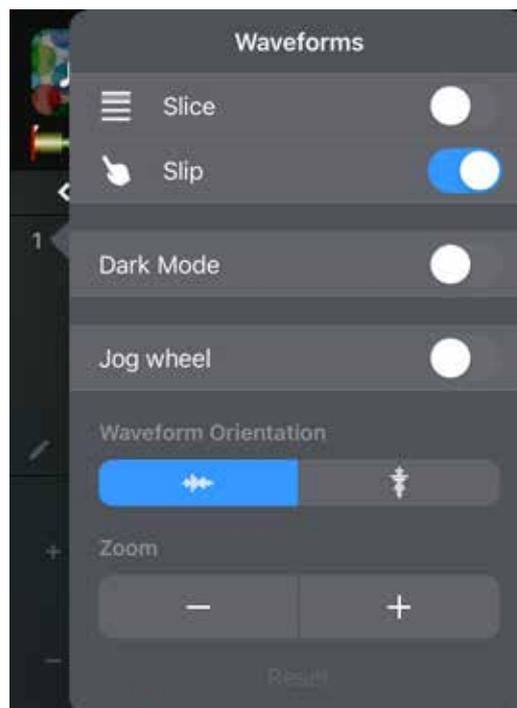

To activate the **Slicer**, use the waveform pop-up on your preferred deck, and activate the **Slice** option.
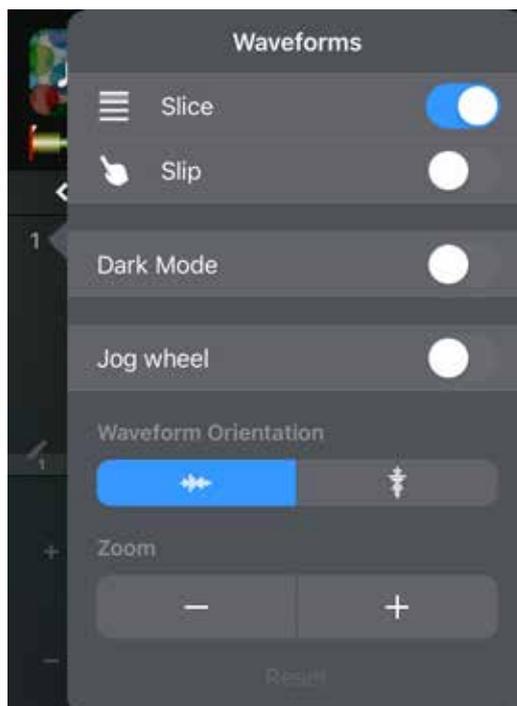
To disable the **Slicer**, reverse the process.

5.9 Slip mode

djay Pro AI for iOS has a **Slip mode** for scratching. While enabled, Slip mode continues playing audio when the jog wheel is used. This works for both virtual (software) and hardware jog wheels (for example, see **section 5.17.3 Mapping jog wheels**).


To enable **Slip mode**, activate the option within the waveform pop-up. Reverse the steps to disable the feature. You can also start deck playback with slip mode automatically activated by using ⌘ + **PLAY button**.

5.10 Other deck options

The deck drop-downs also have other options to change the behavior and look of scrolling detail waveforms.

5.10.1 Dark Mode

Toggle Dark Mode to make the waveform background black **(1)** and increase contrast.
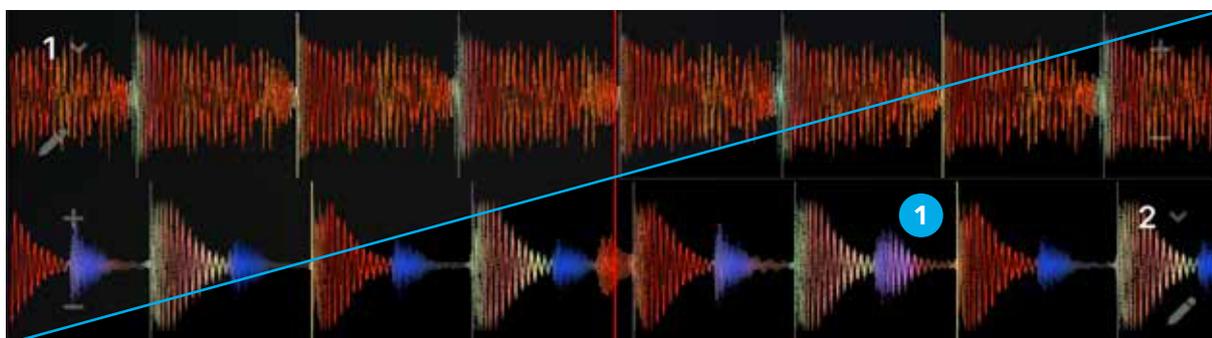
5.10.2 Waveform orientation and zoom

The waveform pop-up also lets you adjust both the zoom level, and orientation of the scrolling detail waveform, as well as reset the waveform settings. Zoom in and out using the **-** and **+** buttons **(1)**, and switch between horizontal and vertical using the **orientation buttons** (2). You can revert the zoom level to default by tapping **Reset (3)**.

5.11 Library management

With today's DJs carrying thousands of tracks in their collections, managing your music has become as important a skill as any. With **djay Pro AI for iOS**, not only can you use iTunes/Music playlists, TIDAL, Beatport/Beatsource or SoundCloud, you have access to a powerful and flexible built-in library browser, with features such as filters, smart playlists, and batch analysis.

Knowing your way round your music collection not only saves you time in your workflow, it can help give you confidence while you're busy in a mix. The library browser within **djay Pro AI for iOS** offers tools to help you get the most out of your music.

5.11.1 Adding music to My Collection

When you first launch **djay Pro AI for iOS**, the **My Collection** music source will be empty as there hasn't been any music added yet. There are three ways you can add your tracks: from your other collections available within **djay Pro AI for iOS**, using the **Files** app with iOS split screen drag-and-drop, or the **Add from Files...** pop-up. To add from existing collections:

1. Navigate to the existing playlist you would like to add media from.
2. Tap the playlist track count at the top left of the tracklist window and choose **Add All to Playlist...**.
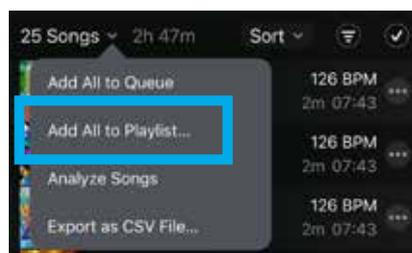

3. Either create or choose a playlist to add to.

> **TIP:** You can add media from any of your collections, including **Videos**, **TIDAL, Beatport/Beatsource**, or **SoundCloud**.

To add media from the **Files** app:

1. Navigate to, or create, the playlist you want to add music to within the **My Collection** music source.
2. Tap the playlist track count at the top left of the tracklist window and choose **Add from Files...** or tap the **Add Songs...** button and choose a source in an empty playlist to bring up the file selector pop-up.
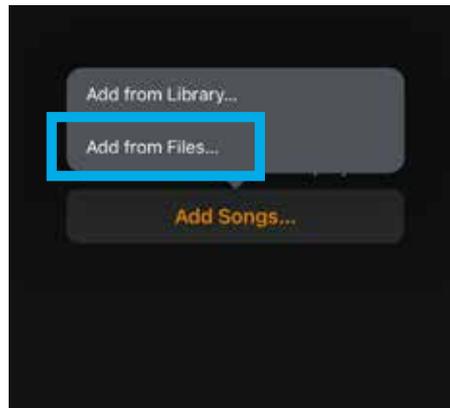

3. Pick the files you want to add from their saved location.

NOTE: Adding tracks to **djay Pro AI for iOS** only adds them to the database. It does not duplicate or move your music files.

5.11.2 Playlists

Playlists are an easy way to keep track of your music, ready for a set, or to prepare a set list for a gig. To add a playlist:

1. Make sure the **My Collection** music source is the active tab on the left side of the browser.
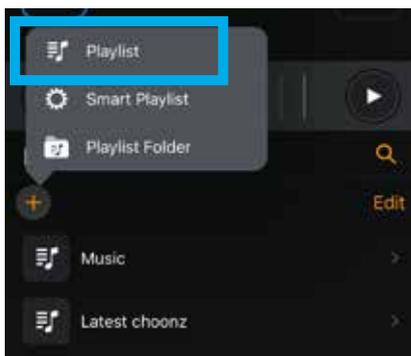

2. In the **Playlists** browser tree, navigate to the location you'd like your playlist to exist.
3. Tap on the **+ button** at the top right, and choose **Playlist** from the menu that appears.
4. Name your playlist in the textbox that appears, and tap **Add**.
5. You can now add tracks from your collections (see **Section 5.11.1 Adding music to My Collection)**.

> **TIP:** You can temporarily reorder your playlists using the **metadata sort columns**, or make more permanent changes with the **Edit** button.

5.11.3 Smart playlists

Keep your tracks in the right place without doing the work. Smart playlists sort your entire collection into playlists based on custom track metadata filter variables. As new music is added, it automatically gets sorted into any relevant smart playlist.

1. Make sure the **My Collection** music source is active.
2. In the **Playlists** browser tree, navigate to the location you'd like your smart playlist to exist.
3. Tap on the **+ button** at the top right, and choose **Smart Playlist** from the menu that appears.
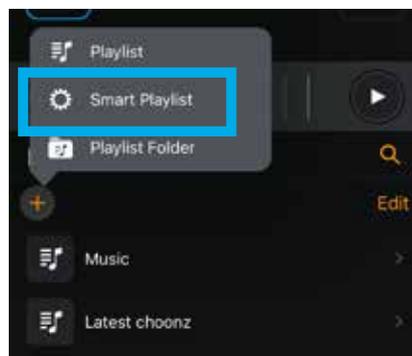
4. Name your smart playlist in the textbox that appears, and tap **Add**.
5. Tap the new smart playlist to select it.
6. Tap **Edit** at the top left of the tracklist window.
7. Tap the **+ button** just below the playlist track count in the main tracklist window to start adding rules for the playlist filtering.
8. To close the filter rules panel, tap the orange **Done** button, below the search bar.
9. You can further change your filter by tapping the **Edit** button again.

Rules can be set up based on **Album**, **Artist**, **BPM**, **Comments**, **Date Added**, **Genre**, **Grouping**, **Key**, **Rating**, **Released**, **Title**, and **Year** track metadata. With different rules, you will have different parameter options you can choose from. For example, text fields will have variables for:

- Contains
- Does not contain
- Is
- Is not
- Begins with
- Ends with

TIP: The order in which you set your rules will change how your music is filtered as each step will only filter out what is remaining.

5.11.4 Playlist folders

Playlist folders are an easy way to contain multiple playlists together for organization.

To create a playlist folder:

1. Make sure the **My Collection** music source is active.
2. In the **Playlists** browser tree, navigate to the location you'd like your playlist folder to exist.
3. Tap on the **+ button** at the top left, and choose **Playlist Folder** from the menu that appears.
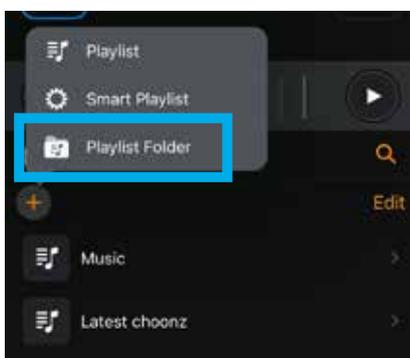

4. Name your playlist folder in the textbox that appears, and tap **Add**.

Once the folder is created, you can either add new, empty playlists or smart playlists using the **+ button**, or drag and drop existing playlists to re-home them.

> **NOTE:** To rename a playlist, smart playlist, or folder, tap **Edit** and then the **pencil icon** next to the name you want to change.

5.11.5 Analyzing your music

While **djay Pro AI for iOS** analyzes each track the first time it's loaded, this can take up computing resources and may interrupt playback. You can set up **djay Pro AI for iOS** to analyze your whole music collection, or even just parts of it, as a batch operation. Navigate to the playlist or folder you want analyzed, and choose **Analyze Songs** from the drop-down next to the track count at the top of the tracklist window.
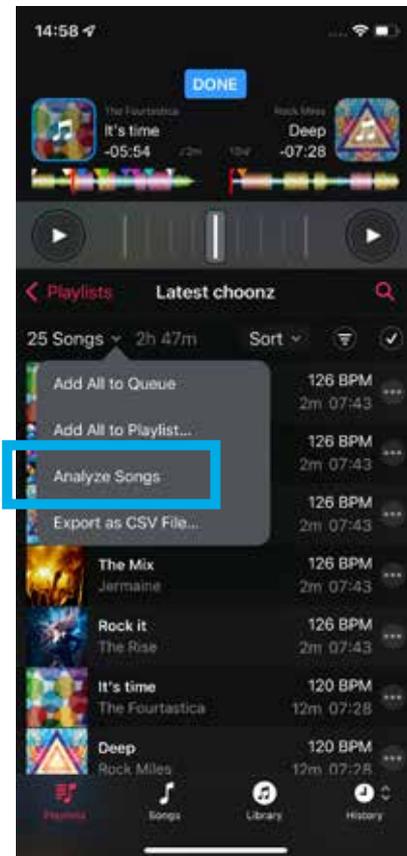

NOTE: Beatport/Beatsource tracks can not be pre-analyzed.

TIP: Batch analysis can be quite resource intensive so should be left running while your device is free from other tasks. The task might be best left overnight or while you're away from your screen.

5.11.6 Exporting playlists

Playlists from any music source can be exported as CSV files via the **Export...** option in the track playlist menu.
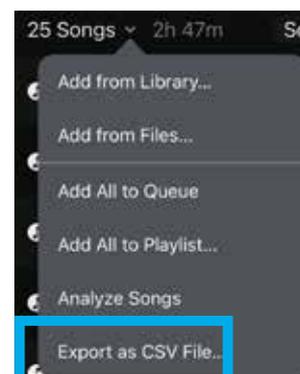
5.11.7 Previewing tracks

With **djay Pro AI for iOS**, you can preview your tracks directly from the library. Previewed tracks will play via your pre-cue channel. For example, should you have a controller with audio interface set up, you can hear your previews in your headphones.
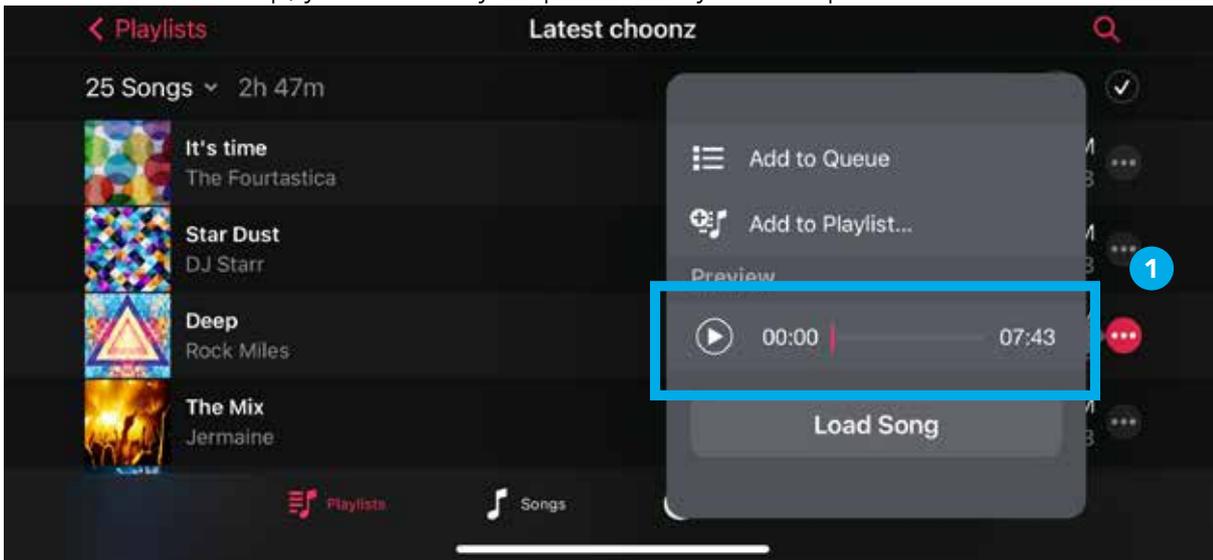
To preview a track, tap the menu button on the far right of the track in the library tracklist **(1)**, and hit the play button at the bottom of the pop-up.

5.11.8 Queue

The **Queue** acts as a playlist which can stay up to date by removing tracks that have already been played. To access the queue, switch to it via the tabs at the bottom of the library. Tap a track's menu button and choose **Add To Queue** to add the track from the playlist or search results.
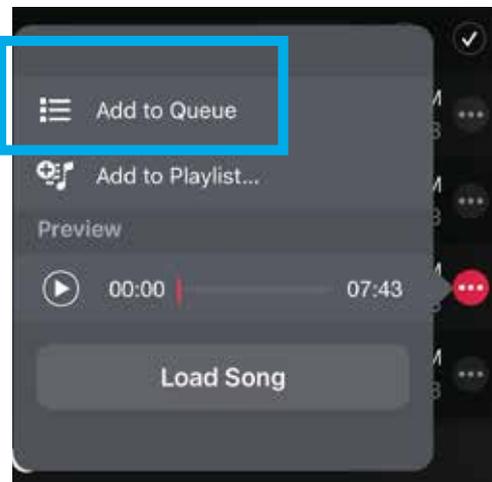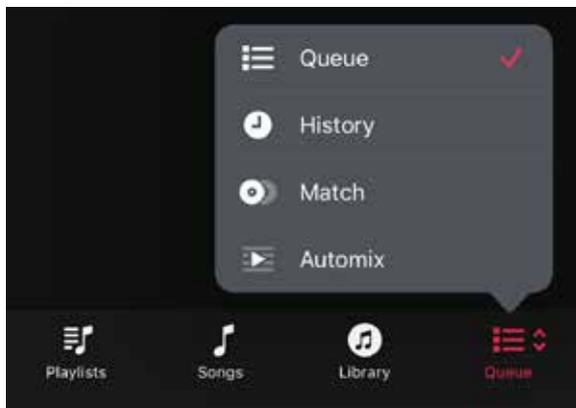
You can also swipe right on a track in the playlist to add to the queue, as well as swipe left on a queued track to remove it.

> **TIP:** You can add tracks from any of the library tabs to your play queue.

5.11.9 History

The **History** tab of the **library** shows the historical playlists of your current and previous mix sessions. Any tracks that have been played and crossfaded in a deck will show in the order they first played. You can also reset the list by tapping the **+** in the top right and choosing **New Session**.
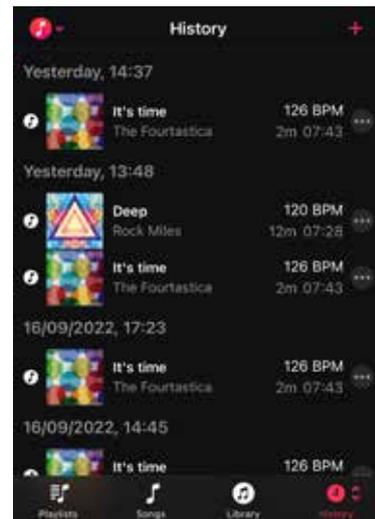
5.11.10 Match

The **Match** feature lets you find similar tracks from within **TIDAL, Beatport/Beatsource** or **SoundCloud**'s entire libraries.

> **NOTE:** You will need **djay Pro AI for iOS** to be logged into a **TIDAL, Beatport/Beatsource** or **SoundCloud** account for **Match** to search for similar music.

> **TIP:** Use **Track Match** as a guide rather than the rule. Learn to trust your ears above all else and you'll discover much more creativity.

5.11.11 Automix playlist

Let Automix take over your set, based on your settings (see **section 5.2 Automix mode**). You can use the Automix playlist panel to keep the music flowing. There are three ways to add music to the Automix playlist: **Playlist**, **Matching Songs**, and **Queue**. Switch between the different sources by using the drop-down just below the **Start/Stop Automix** button.

- **Playlist.** Loads all the tracks from the currently selected playlist, and plays through them in the order they are listed.
- **Matching Songs.** Uses the **djay Pro AI for iOS** Match feature to add tracks from **TIDAL, Beatport/Beatsource** or **SoundCloud** that work with the current track.
- **Queue.** Lets you create and manage your own playlist by adding music manually, using drag-and-drop, or the track pop-up.
- **None.** Clears the list to allow you to pick a fresh set.
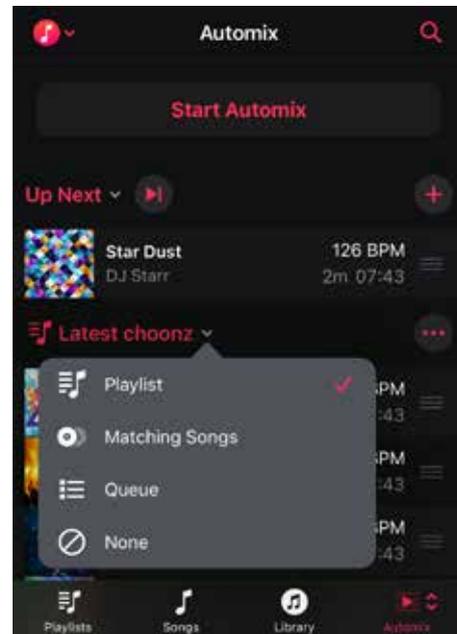
To load the next track from the Automix playlist into the queue, tap the **Start Automix** button at the top of the panel. The added music will then move up the list, with the **Up Next** slot filled with the next track in the list.
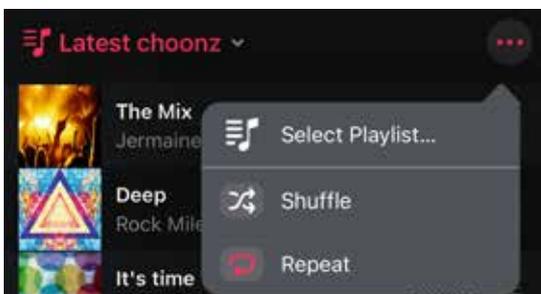
You can also set **Automix** to **Shuffle** and/or **Repeat** the playlist via the three-dot menu to the right of the playlist name. You can also change which playlist to use via the **Select Playlist...** option.

5.11.12 Metadata columns

Similar to many music players, the playlists in **djay Pro AI for iOS** display track metadata (ID3 tags) as columns within the list view. If you need to edit your track metadata, you will need to use **iTunes/Music** or some other music management application.

> **NOTE:** TIDAL, Beatport/Beatsource and SoundCloud music metadata is managed on their respective servers and isn't user-editable.

5.11.13 Sorting your music

You can use the metadata columns to sort your music quickly and easily. At the top of the playlist, tap on the **Sort** drop-down just below the search button, and select what you wish to sort by. For example, sorting by artists will make the list ordered by artist alphabetically, and sorting by BPM will order from slowest to fastest tempo and vice versa.

You can toggle the order by tapping your sort order again, and you can reset to default by tapping **Reset**.
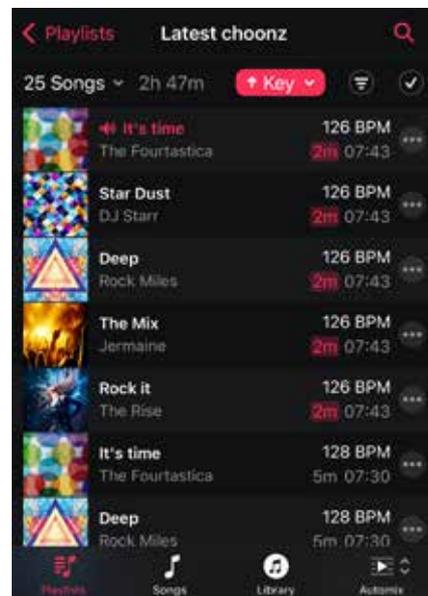
> **TIP:** Sorting by key is a great way to see what tracks work together harmonically. This is known as 'harmonic mixing'.

5.11.14 TIDAL, Beatport/Beatsource and SoundCloud

From the TIDAL, Beatport/Beatsource or SoundCloud tabs, you can access all the playlists you've previously created in the respective desktop music players, mobile apps, or websites. You can switch between these playlists and curated content using the three tabs at the bottom of the playlist tree.
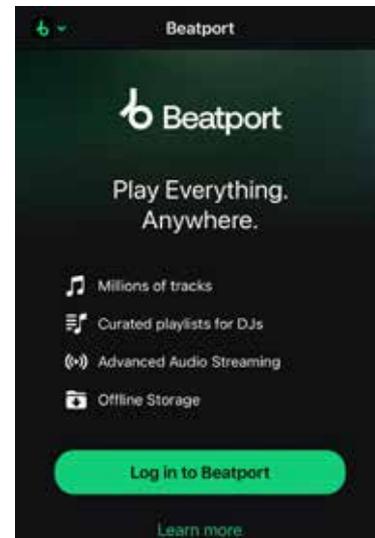
> **NOTE:** TIDAL requires at least a **Premium** account, SoundCloud requires a **SoundCloud GO+** account, and Beatport/Beatsource require a **Beatport Advanced or Professional** account.

Recording TIDAL, Beatport/Beatsource and SoundCloud

Mix recording will not work when you use tracks from **TIDAL, Beatport/Beatsource** or **SoundCloud**, due to licensing agreements. Recording a mix disables the **TIDAL, Beatport/Beatsource** and **SoundCloud** tabs and using **TIDAL, Beatport/Beatsource** and **SoundCloud** disables **the mix recorder**.

Searching TIDAL, Beatport/Beatsource, and SoundCloud

You can search for any tracks within the **TIDAL, Beatport/Beatsource** and **SoundCloud** databases via the search box, while in their respective tabs. Search results can then be expanded further using the **Show all songs...** button below each set of results. You can expand results from **Songs**, **Artists**, **Albums**, and **Playlists**.

Logging out

To log out of **TIDAL, Beatport/Beatsource** and **SoundCloud** within **djay Pro AI for iOS**, go to the **Library** settings and select **Log Out Of...**. See **section 4.5.5 Library** settings for more details.

Streaming playlist editing

Your SoundCloud and TIDAL collections can be edited directly within djay, rather than having to use their respective apps or websites. This is done the same way as with the My Collection section of the library. You can create, rename, and delete playlists, or add, move, copy, and delete tracks. See **section 5.11 Library management** for more details.

5.11.15 iTunes/Music

You can access your **iTunes/Music** collection (e.g. synced via a computer) directly from within **djay Pro AI for iOS**. This includes all your music, playlists and folders, as well as any smart playlists you have created. The collection can also be sorted by **Artists**, **Albums** and **Genres**, using the buttons in the middle of the bottom bar.


5.11.16 djay music

The **djay music** tab of the music library offers over 100 free tracks to use with djay, from a wide range of genres, including hip hop, EDM, techno, drum & bass, disco, and more. These tracks are streamed within the djay app in both the FREE and PRO versions.
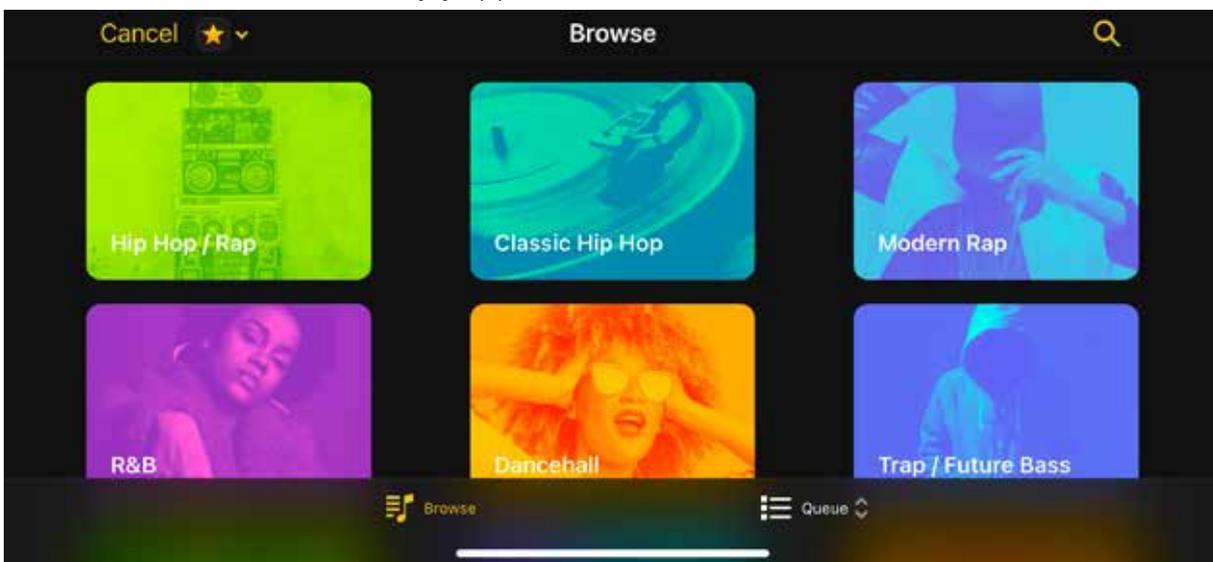
TIP: Unlike other streaming services, you can record sets using the music from the **djay music** section of the library!

5.11.17 Videos

The videos tab of the browser has three folders in the browser tree:
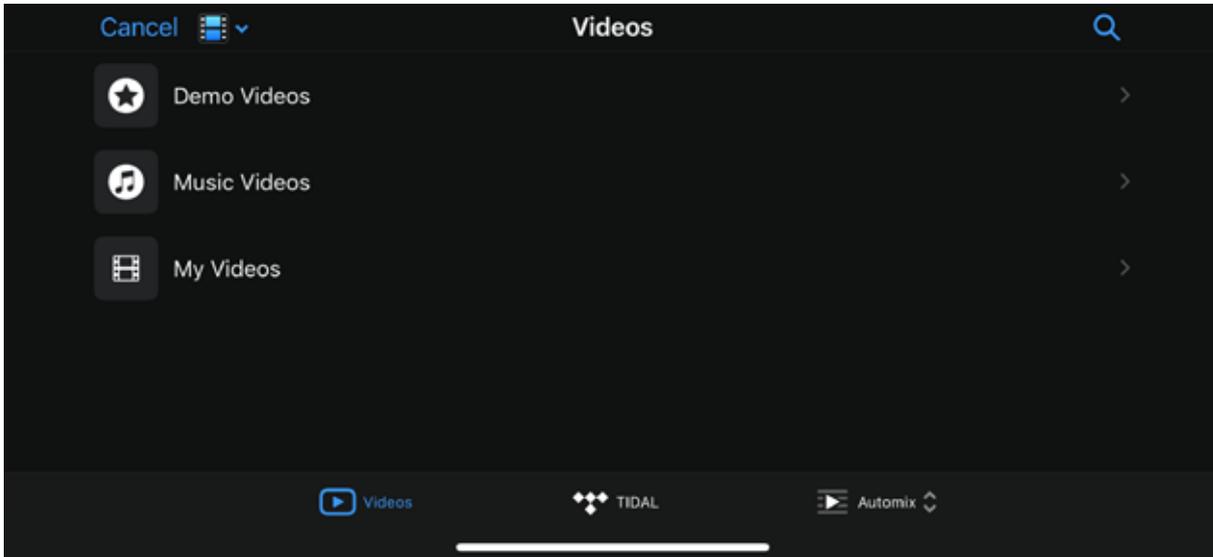
- **Demo videos.** Videos included with djay.
- **Music videos.** Any video files found in your Music collection.
- **My Videos.** Your account's Videos folder.

You can store any purchased or user-created video files in either the iTunes/Music collection or Videos folder, and videos can be added to your **My Collection** music source along with **TIDAL, Beatport/Beatsource**, **SoundCloud**, **iTunes/Music**, and local files.

> **TIP:** It can be helpful to separate your silent and audio-based videos, either in **iTunes/Music** playlists or folders on your drive.

Live Photos

With **djay Pro AI for iOS**, Live Photos can be loaded directly into **video mode** using the visualizer pop-up, by switching to the **Live Photos** tab.

5.11.18 Sessions

All your DJ sessions are automatically saved by **djay Pro AI for iOS** in the **Sessions** tab at the bottom of the **My Collection** browser tree. Saved sessions are similar to playlists and show the tracks from each session in the main browser window. You can also delete your saved sessions by either **left-swiping** them and using the **Delete** button, or tapping **Edit**.
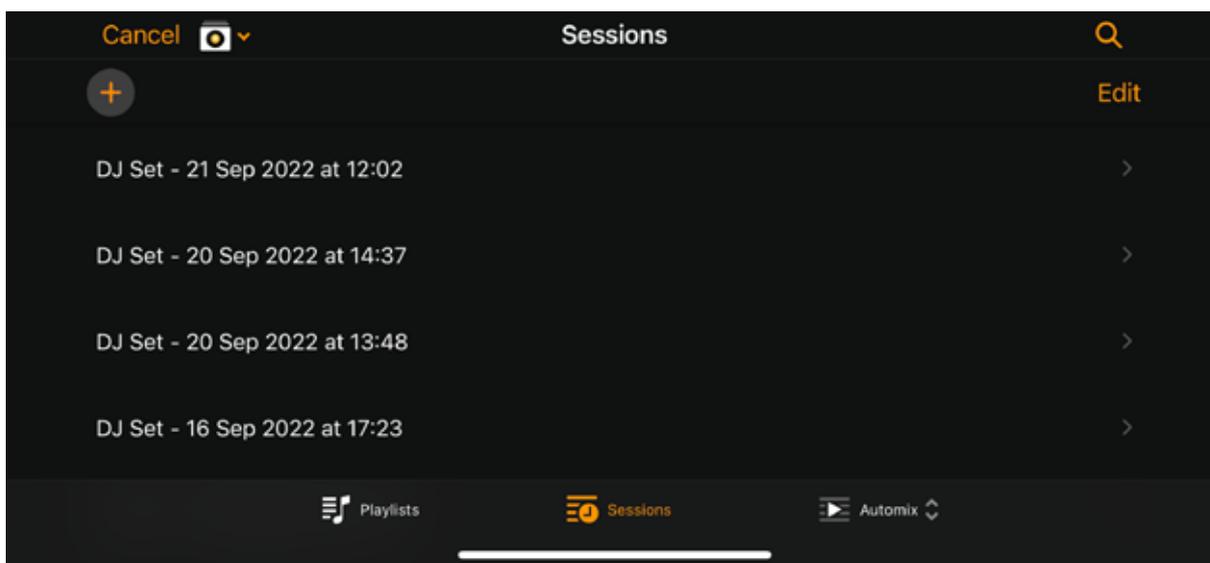
Individual sessions can also be shared as a CSV file, or a new playlist in My Collection, TIDAL, SoundCloud, or Beatport/Beatsource, using the share menu at the top right of the tracklist, next to the filter button.
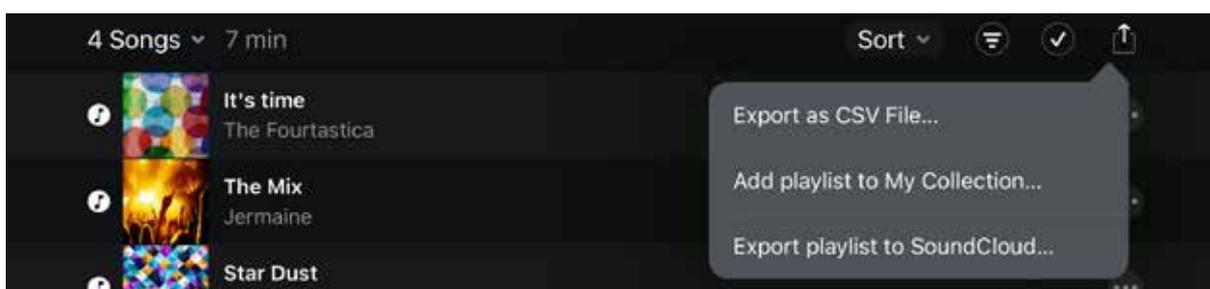
5.12 Effects

There are three different types of effects in **djay Pro AI for iOS**: **audio**, **visual**, and **A/V**. Each type of effect has a specific use, and may not be appropriate for all your collection. There are a wide range of distinctive effects built into **djay Pro AI** to help DJs push their creativity. To access the effects controls, use the **advanced deck panel** toggle button found in the Classic, 2 deck, or 4 deck modes, and switch to the **FX tab**.

5.12.1 Audio

There are over 50 different audio effects in **djay Pro AI for iOS**, with five **Essentials** included and the rest available to unlock within the app via the PRO subscription. The effects can only be applied to audio, but also work on the audio within videos.

Essentials
- Echo
- Flanger
- Phaser

- Bit crusher
- Gate

PRO subscription effects include:
- Reverb & Echo
- Noise & Sweep
- Cut
- Filter
- Sugar Bytes Resonate
- Sugar Bytes Modulate
- Sugar Bytes Warp
- Sugar Bytes Slice
- Sugar Bytes Juggle

At the bottom of the panel, the **Neural Mix FX routing** menu switches what audio the effects will alter. Choose between the deck's full audio output, and the drums/harmonic/vocals or drums/bass/melodic **Neural Mix** elements.

5.12.2 Visuals

These effects only work in video mixer mode. You can use them on videos with sound, but they will only affect the video element. In Manual, you can chain any two effects per deck, including a mix of video and audio effects.

5.12.3 Audio/visual

These A/V effects are designed to work on both audio and video at the same time, for example, music videos. You can also use them on either video-only or audio files.

5.12.4 Favorites

You can easily access your favorite effects in their own tab. To add to your favorites, just swipe the effect to the left to reveal the green **Favorite** button and tap it to add the effect. You can remove effects from the favorites list by going to the Favorites tab and left-swiping and tapping the red **Remove** button.
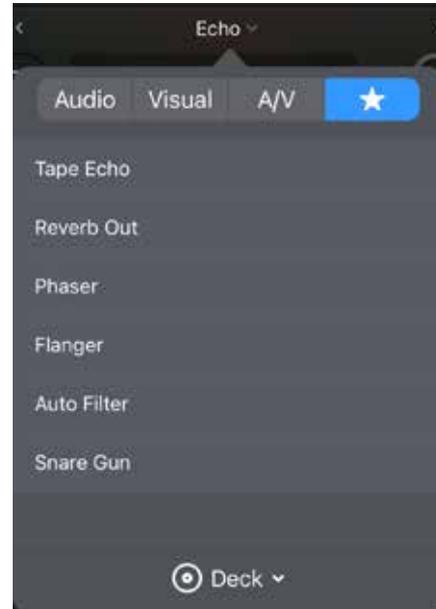

5.12.5 Using effects

Audio decks display effects in three different ways. Different deck types let you switch between them on the fly to change how you perform. Depending on whether you are using audio or video decks, you will have access to different controls, which are outlined below.

When switched to the FX section of the **advanced deck panel** via the buttons at the bottom, you can control up to three effects per deck, using three different methods: **FX Pad**, **Instant**, and **Manual**.

FX Pad

Control the effects using an **X/Y pad**, similar to those on some traditional hardware effects units and musical MIDI controllers. Using the X/Y pad automatically activates the effect.
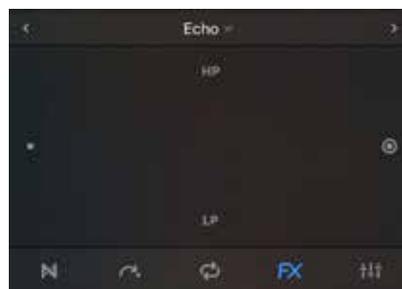
Instant

This is a panel of premade effects designed for 'instant gratification'. You can choose from **Absorb**, **Drift**, **Sway**, **Crush**, **Chop**, **Wash**, **Punch**, and **Twist**.


Manual

Decide the activation, dry/wet amount (portrait view only), as well as the effect's quantity, giving you absolute control at your fingertips.

> **TIP:** In **Manual mode**, you have three effects per deck that you can chain together for some wild sound mangling... even on four decks!

5.13 Loops

You can extend your music and create extra texture to your mix by using **Loops**. From creating vocal stabs to playing a distinctive breakbeat over a track, loops open up a world of mixing.
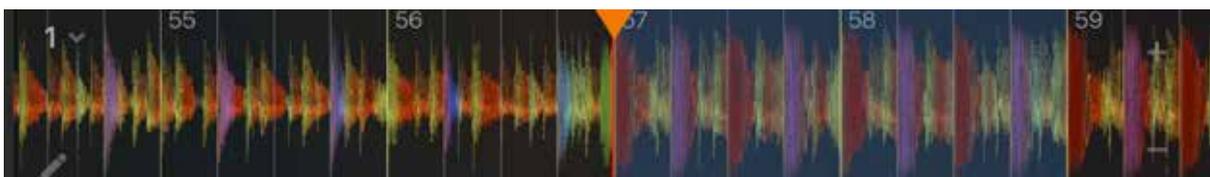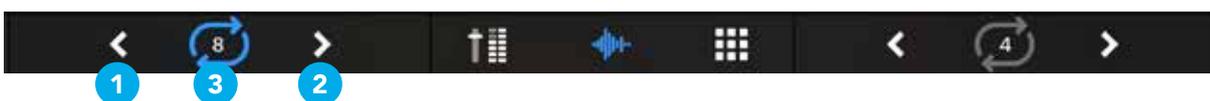

There are two ways to start a loop:

1. Using the **Auto Loop creator** within the deck transport section; or
2. using the **advanced loop panel**.

5.13.1 Auto Loops

To activate a loop using the Auto Loop creator, select the loop length using the **left/right arrow** buttons **(1 and 2)**, and at the correct point in the track, tap the middle **loop active** button **(3)**.

5.13.2 Loop panel

You can use the advanced loop panel for even more looping options. To access the panel, you will need to tap the **advanced deck panel** button, then tap the loop icon within the panel. You can then switch between **AUTO**, **MANUAL**, **GRID**, **BOUNCE, PAD**, and **SAVED** at the top of the panel.

Auto / in-out

You can manually set loop length by triggering **loop IN (1)** and setting **loop OUT (2)** when ready, or use the **loop creator (3)**. Loops are automatically quantized to ensure they're in time.

Manual/skip

You can manually set loop length by triggering **loop IN (1)** and setting **loop OUT (2)** when ready, and **turn off the loop (3)**. From this panel, you can also jump forward/backward along the beat grid (i.e. beat jump), by setting the size of the jump and using the **arrow buttons (4)**. You can increase or decrease the size of the loop using the left/right arrows. There are also two **saved loop pads** at the bottom **(6)**.
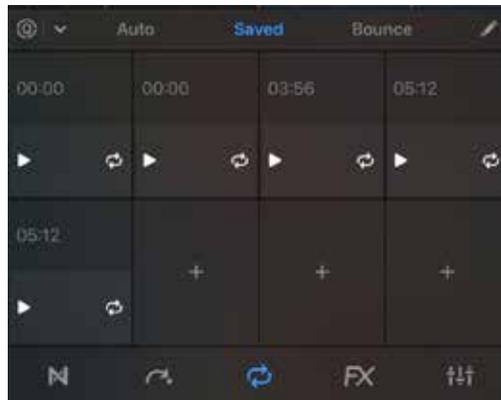
Auto

The **Loop Grid** displays a grid of buttons with loop sizes from 32 beats down to 1 beat, for quick access to the manual loops.
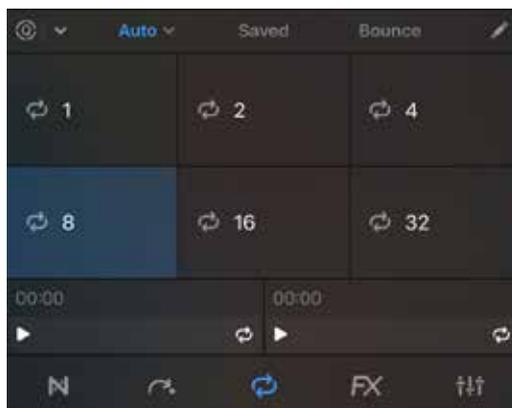

Saved loops

A bank of up to eight **hot loops** per track which can be recalled instantly. These hot loops work similarly to saved cue points. Use the **pencil icon** to delete loops.


> **TIP:** You can activate a loop without jumping to it by tapping the loop icon on each loop pad. Tapping anywhere else on the pad will jump to the activated loop.

You can control whether the loops stay 'in time' with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to **1/16**, **1/8**, **1/4**, **1/2**, **1 beat**, or **4 beats**.
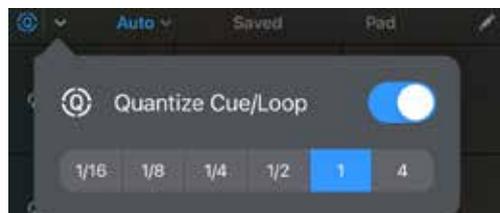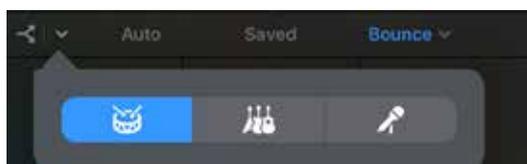
Bounce

Use six trigger pads to quickly jump between loops of different lengths. Loop length varies from **1/16th beat** to **2 beats**.
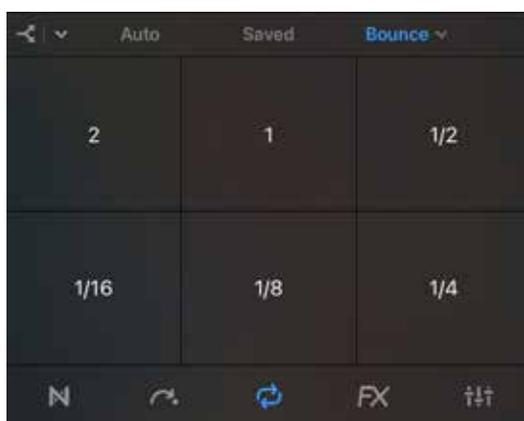
The **Bounce** pads can also be routed to individual components of the deck **Neural Mix** audio, meaning you can loop just the vocals or drums if desired. This can be accessed from the routing button at the top right of the panel.

TIP: You can choose between bouncing **vocals/harmonics/drums**, or **melodic/bass/drums** via the Neural Mix options either on the Neural Mix panel, or in the advanced panel tab.

TIP: Use the **Bounce** pads to create build up with a **beat roll** just before a drop or breakdown in the music.

Pad

Much like with effects, you can use the X/Y pad to simultaneously apply a manual loop length and high-pass/low-pass filter for an interesting effect.

> **TIP:** You can use **loops** to extend intros and outros on tracks that are too short to mix.

5.14 Cue points

You can store eight **cue points** per track in **djay Pro AI**. These **cue points** can be created on-the-fly or prepared beforehand and remain saved in your collection database.

To add a **cue point**, simply move the track marker to where you want **(1)** and tap an unassigned cue button **(2)**. Each of your cue points will be assigned its own color, and you can **rename** each cue using the drop-down **(3)** to easily identify which is set where on the waveform, or delete your cue points, via the **cue point edit button (4)** at the top right of your cue point panel. When **edit mode** is active, use the x on each button **(5)** to remove the cue point from the track.

> **TIP:** Name your cue points to give you hints about the track and where the cue point is located.

Like with loops, you can also control whether the cue points stay 'in time' with the music using the **Q** quantize button at the top left of the panel. Toggle the switch to activate, then choose if loops snap to 1/16, 1/8, 1/4, 1/2, or 1 beat.
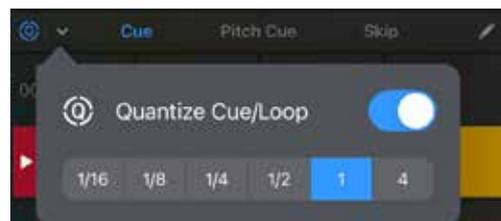
5.14.1 Beat Slice

With the Slice panel active, 8 pads are displayed which break down the track into 8 beat measures as it plays. Each pad jumps to its respective beat and repeats it while pressed.


Using the **top left drop-down (1)**, you can set the **Repeat Length (2)** between 1/8th beat and 1 beat, toggle **Quantize Jumps (3)** on or off, and switch the **Range (4)** between 4 or 8 beat slices.

5.14.2 Beat Skip

Quickly and accurately jump through your tracks via the **Skip tab** of the cue points panel with the beat jumping controls. Set the beat length of your jump using the **up/down arrows (1)**, then jump backwards and forwards by tapping the large **beat skip buttons (2)**. Use the **Start/End points (3)** at the bottom of the panel to create custom cues for **Automix** to mix from.
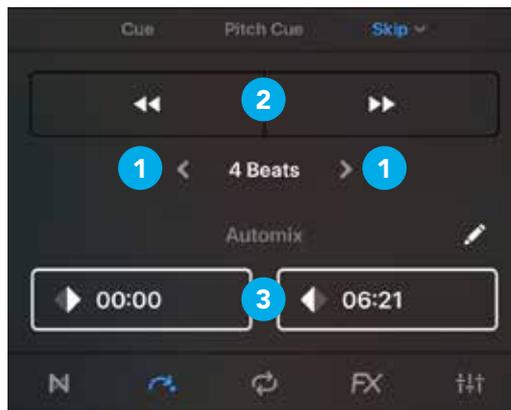
5.14.3 Cue point colors and names

When you add cue points to your tracks, djay automatically assigns them one of eight colors. These will display on the cue point panel pads, the cue point indicators on the timeline, and the cue pad matrix on supported controllers.
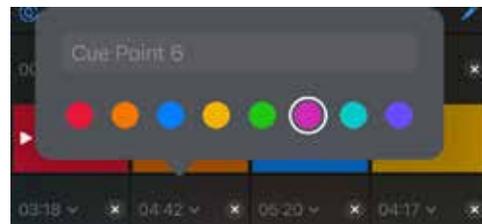
> **NOTE:** Controller cue pads will only display the correct djay cue color if they support RGB lighting.

You can also assign these colors to the cue point manually, using the eight color drops in the cue point edit menu, below the cue point name. The same menu can be used to rename the cue points.

> **TIP:** Use a consistent naming scheme and color code throughout your collection to quickly identify which section of the tracks you'll jump to. You can also rename saved loops this way.

5.14.4 Pitch cue

You can use cue points to create musical sequences using the pitch cue pad matrix like keys on a piano. Once you select a cue point to use, the pads will display the same cue point eight times, but each will be a different key within a scale. You can change these settings within the pop up menu on the right side of the panel.


Cue point select

Using the **menu drop down** at the top right of the panel, you can switch between any currently saved cue points to use for pitch cue.

Scale

You can change the musical Scale of the pad matrix, to alter which harmonic notes are played in the set between **Chromatic (-7 to 0)**, **Chromatic (-4 to 3)**, **Chromatic (-0 to 7)**, **Major**, **Minor**, or **Blues**.

Reset pitch

Use the **Reset Pitch** button to reset the key of the track to default if you've been playing with pitch cue.
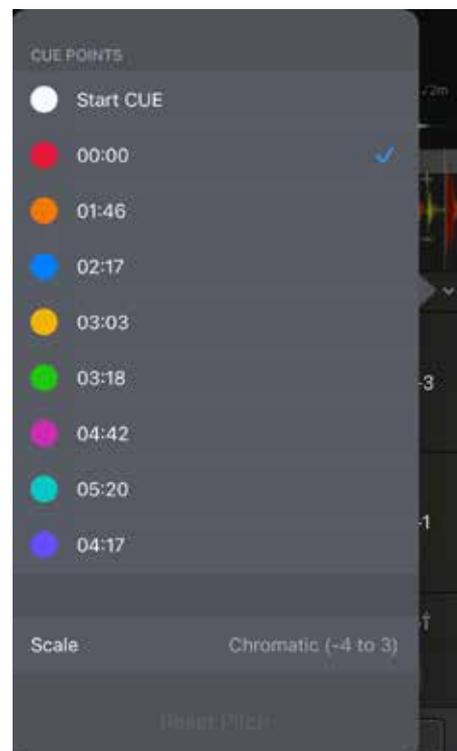
> **TIP:** Pitch cue works best when cue points are set at melodic instrumental/vocal sounds, rather than percussive drums.

5.15 Looper and sampler

With the djay Pro AI **Looper** you can feed your creativity with endless variation in building your own tracks. The simple grid layout and tight sample quantization make it easy to use. Think of it as having eight different tracks broken down into small loops that you can switch between at the tap of the screen or the press of a MIDI pad.

Choose from a constantly updated list of genres, including:

- Ambient House
- Analog Techno
- Deep Soulful House
- DnB Ultra
- EDM
- Electro House
- Electro Swing
- Hardstyle

- Hip Hop
- House
- Latin House
- Melbourne Bounce
- Progressive UK House
- Retro 80s
- Trance

NOTE: The Looper and Sampler mode are only available with a PRO subscription, which also includes all the loop and sample packs to download.

5.15.1 Interface at a glance

Designed to be intuitive, the Looper's grid interface has everything you need within a tap.

1. Play/pause
2. Looper volume
3. BPM control
4. Mixer button
5. Looper pack selector
6. Looper-sampler toggle
7. Loop Grid

5.15.2 Using the Loop Grid

The **Loop Grid** is a 6x8 button matrix which contains 48 perfectly quantized loop samples, and lets you play a sample from each of the eight columns at once in time with the music.

When you load a looper pack, each column will contain similar parts of the track. For example, kicks will be grouped together, as will percussion, or basslines, or vox samples. This is to avoid having elements clashing with each other.

1.   Select the **Looper-sampler view** from the **dashboard menu**.

2.   Choose and load a looper pack using the **Looper pack selector**.
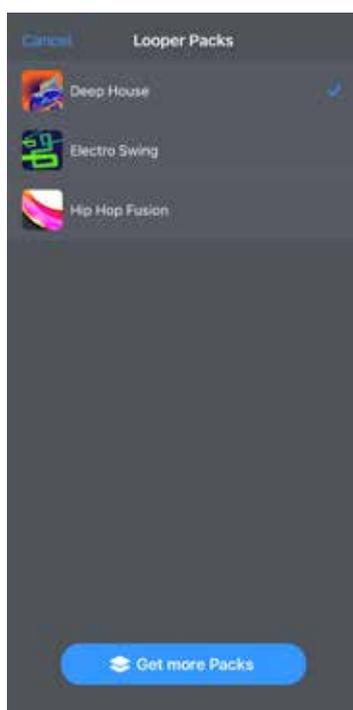
3.   To start your music, either launch a loop from the **first column (1)** by tapping it, or **press PLAY/PAUSE (2)** in the top right of the UI to instantly launch all the loops along the top row.

4.   Tap a loop from each column to play them in time with the first loop.
5.   Change the playing loop by tapping a different one in that column.
6.   Stop any currently playing loop by tapping it again. You can also stop all active loops by tapping the **PLAY/PAUSE** button.
7.   Use the **BPM control panel** to adjust the main tempo within djay, or **Reset** to the default for the loop pack.
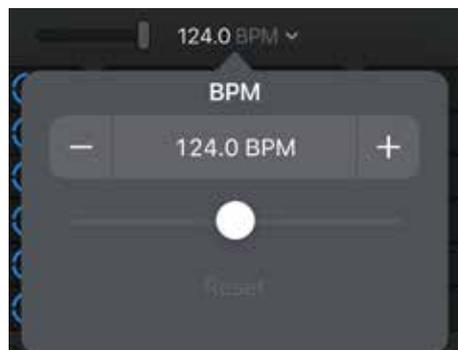

NOTE: All your loops will be quantized to a four beat measure, and will play to the end once you stop the loop playing.

8. Switch to **mixer mode** by tapping the **mixer button** in the middle of the top toolbar. You can control and monitor the volume of individual columns in this view.

5.15.3 Sampler mode

The sampler mode offers a 4x4 grid of buttons to launch one-hit samples such as vocals, drums or FX.
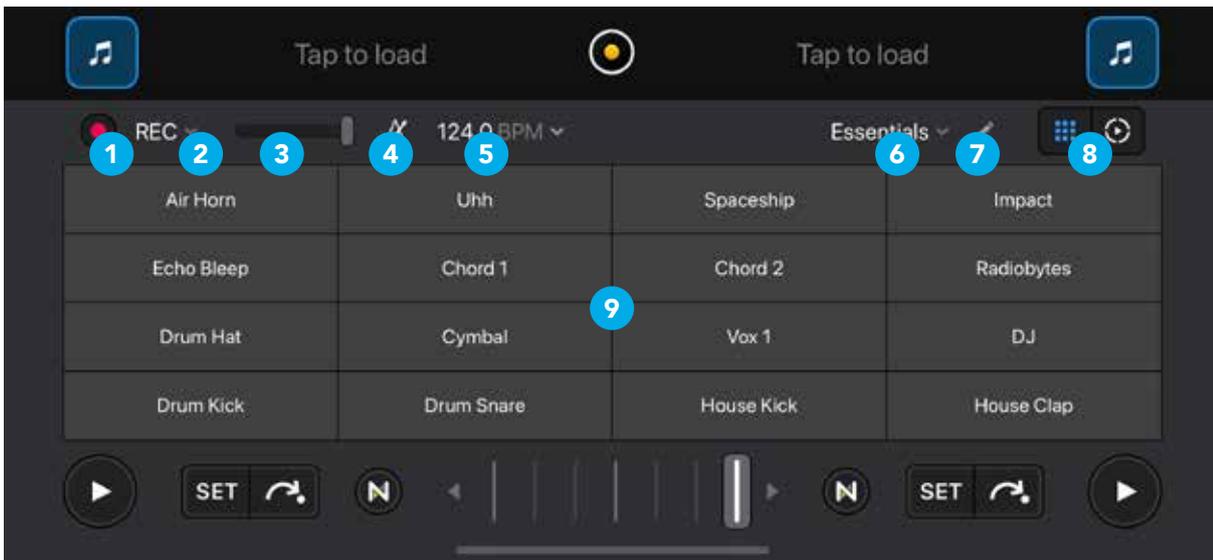
1. RECORD button
2. Sampler sequence menu
3. Sampler volume
4. Metronome on/off
5. BPM controls
6. Sample pack selector
7. Sample pack editor
8. Looper-sampler toggle
9. 4x4 sample grid

There is a growing list of sample packs available when you're subscribed to the PRO version of djay Pro AI for iOS, including:

- Deep House
- DJ Sound Effects
- DJ Vocal Drops
- Drum & Bass
- Dubstep
- EDM
- Essentials

- Funk & Breaks
- Hip Hop
- House
- Percussion Pack
- R&B
- Techno
- Trap

5.15.4 Sampler sequencer

The **sampler sequencer** lets you temporarily record short loops using the one-shot samples loaded into the sample grid. The default loop is a single four beat bar.
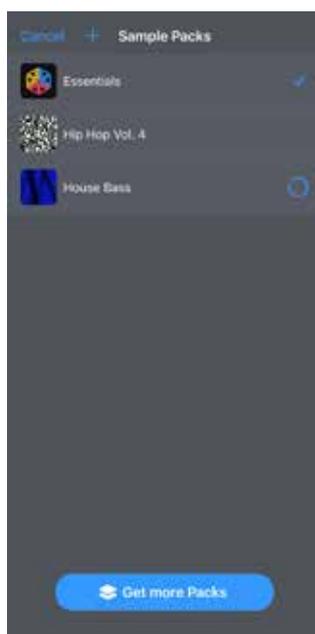
1. Make sure the **Looper-sampler view** is active using the **dashboard menu**.

2. Select the Sampler using the toggle switch to the left of the top toolbar. The 3x3 grid icon should be blue when the Sampler is selected.
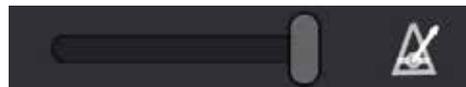

3. Select and load a sample pack using the menu at the left of the top toolbar, near the Sampler/Looper toggle switch. You can use this to download new packs as well.

4. Choose a suitable tempo via the **BPM pop-up** at the top right. When you load a pack, it will change to a suggested BPM.
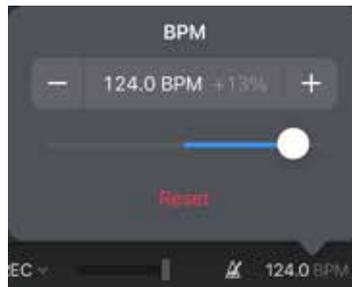
5. Start the **metronome** by tapping the icon next to the volume fader.
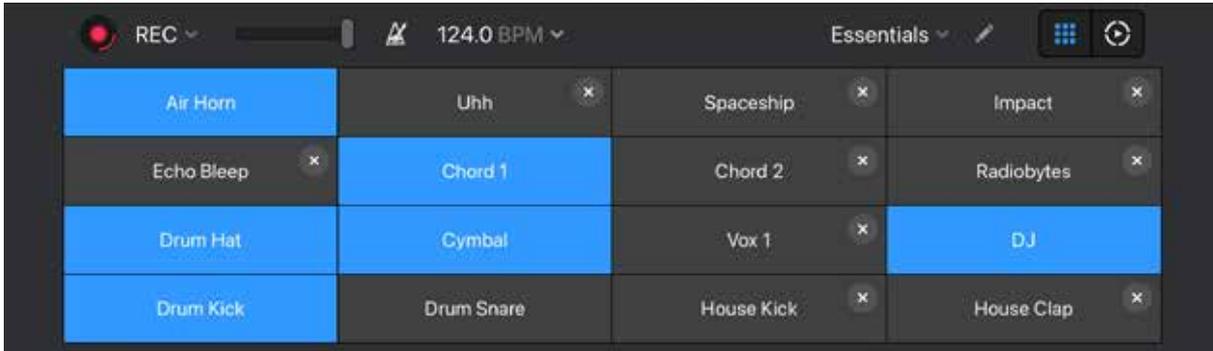

6. Tap RECORD to start your loop.

7. Listen for the downbeat of the metronome, which will have a slightly higher pitch to the other beats. There is also a visual indicator to show you where you are in the loop.

8. Start playing your rhythm from the downbeat by tapping any of the samples in the grid. You can overdub the sequence by playing the same sample over the sequence.

9. Tap REC to display the sequencer menu, with options for loop duration of 4 or 8 beats, quantization settings, and resetting the sequence via **Clear Recording** button.
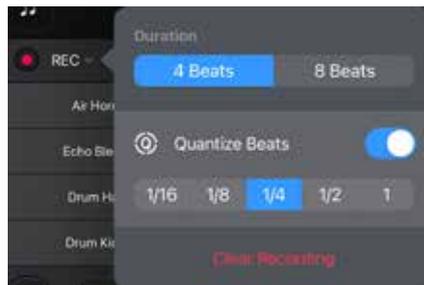
10. Use the **BPM control panel** to adjust the main tempo within djay, or **Reset** to the default for the sample pack.
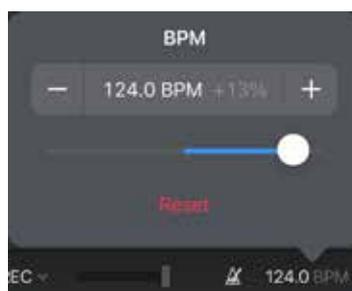
TIP: You can switch sample packs while recording to swap out sample sequences on the fly.

5.15.5 Customizing sample packs

As well as using the official **Algoriddim** sample packs, you can also create, edit, and save packs by activating the sample pack editor button. There are two choices to change the sample: using the library of included official samples, or recorded/imported samples. To create a new sample pack:

1.   Tap the **sample pack selector menu** at the left of the top toolbar.
2.   Tap the **+ icon** at the top left of the menu to add a new sample pack.
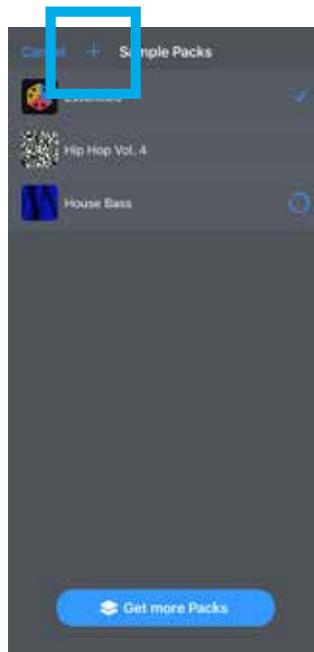
3.   Name it something you'll remember, and tap **Add**.
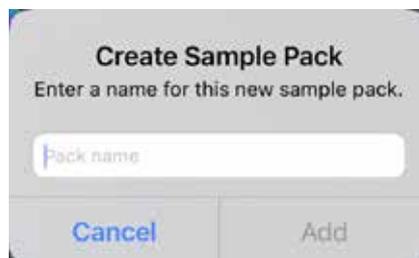
4. Each of the samples in the pad grid will now be empty and editable via their respective **three-dot menu button**. Tap one to bring up the sample selector.
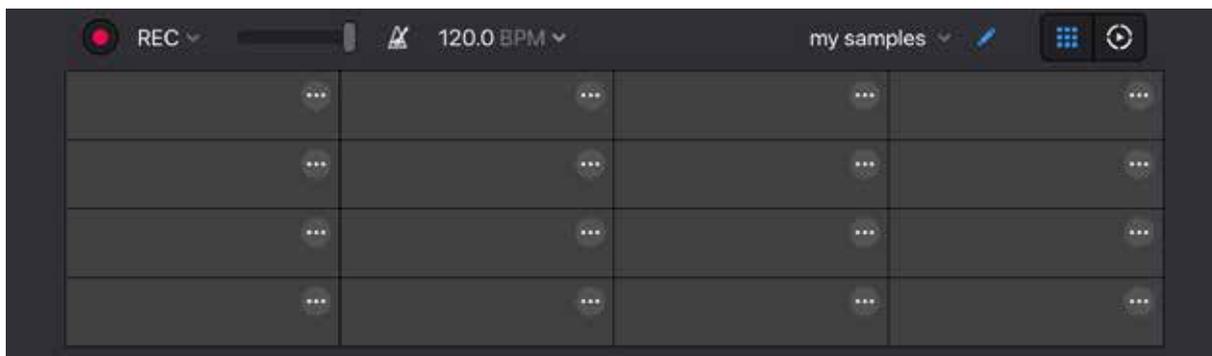
5. Add an official sample by making sure the **Sample Packs tab** is selected, and choose one from a sample pack.

To swap out official samples in an existing pack:

1. Tap the **edit button** next to the sample pack menu.
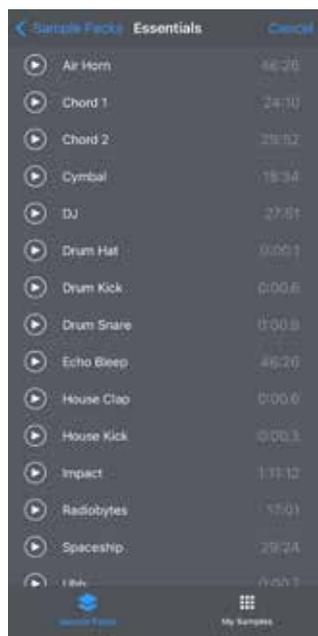

2. A pop-up will appear asking you to **Copy Sample Pack**. Rename it using a name you'll remember, and tap **Add**.

3. Each of the samples in the pad grid will now be editable via their respective **three-dot dashboard button**. Tap one to bring up the sample selector.

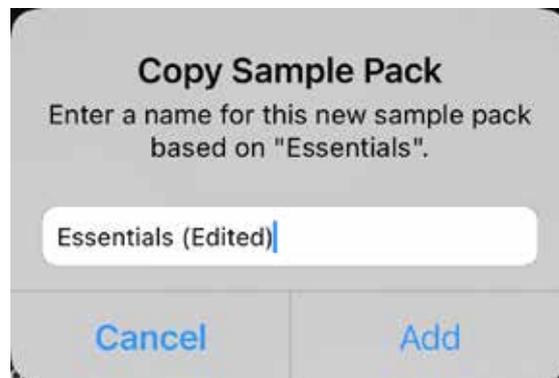4. Add an official sample by making sure the **Sample Packs tab** is selected, and either choose one from the current pack, or tap **back** to the **Sample Packs list** at the top left of the pop-up to choose a different sample pack.

Using imported and recorded samples

As well as the official samples and packs, you can add your own samples, either by importing from the **Files app**, or by recording audio from **Deck 1** or **Deck 2**. To add a user sample from the Files app:
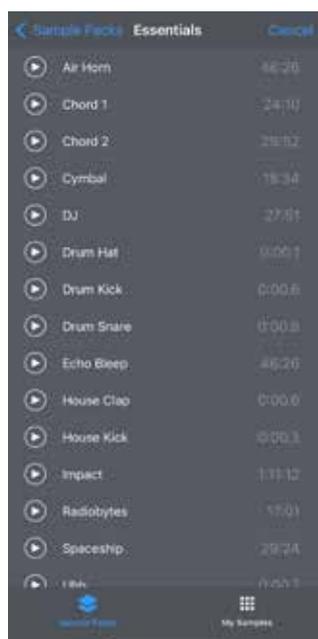
1. Tap the **edit button** next to the sample pack menu.

2. A pop-up will appear asking you to **Copy Sample Pack**. Rename it using a name you'll remember, and tap **Add**.
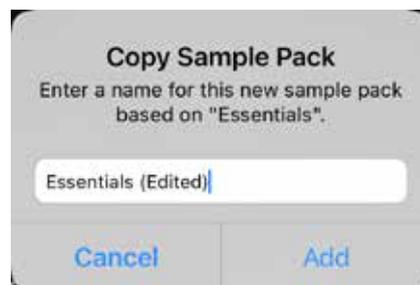
3. Each of the samples in the pad grid will now be editable via their respective **three-dot dashboard button**. Tap one to bring up the sample selector.
4. To add your own sample, make sure the **My Samples tab** is selected, and either choose one from the list of available samples **(1)**, or tap the **Add from Files button (2)** at the top left of the pop-up to navigate to the files you'd like to add.

To record a sample from Decks 1 and 2:

1.   Tap the **edit button** next to the sample pack menu.

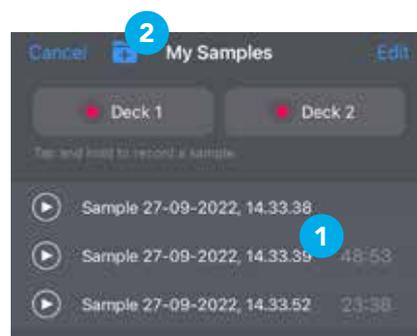2.   A pop-up will appear asking you to **Copy Sample Pack**. Rename it using a name you'll remember, and tap **Add**.

3.   Each of the samples in the pad grid will now be editable via their respective **three-dot dashboard button**. Tap one to bring up the sample selector.

4.   To record a sample, make sure the **My Samples tab** is selected, and that a track is playing in either Deck 1 or Deck 2.

5.   Tap and hold the **record button** for the playing deck at the top of the **sample selector pop-up** for the duration of the audio you want to capture.

6.   Once you release the record button, the sample will be added to your **My Samples list**, and you can select it to replace the current sample.
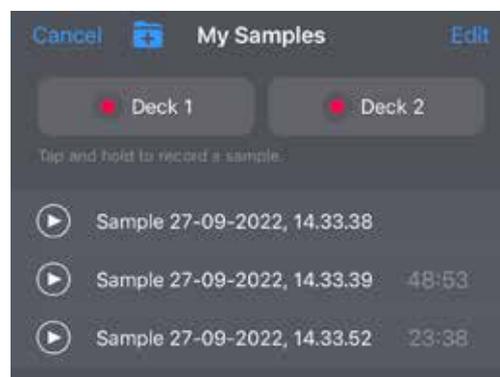
5.16 Neural Mix

djay Pro AI uses Algoriddim's Neural Mix™ real-time audio separation technology, a machine learning artificial intelligence that has been taught to recognize individual components of a music track, and how to split these into their own audio stream.

With Neural Mix, this audio separation technology is easy to use – and instant – with controls that DJs are already familiar with. You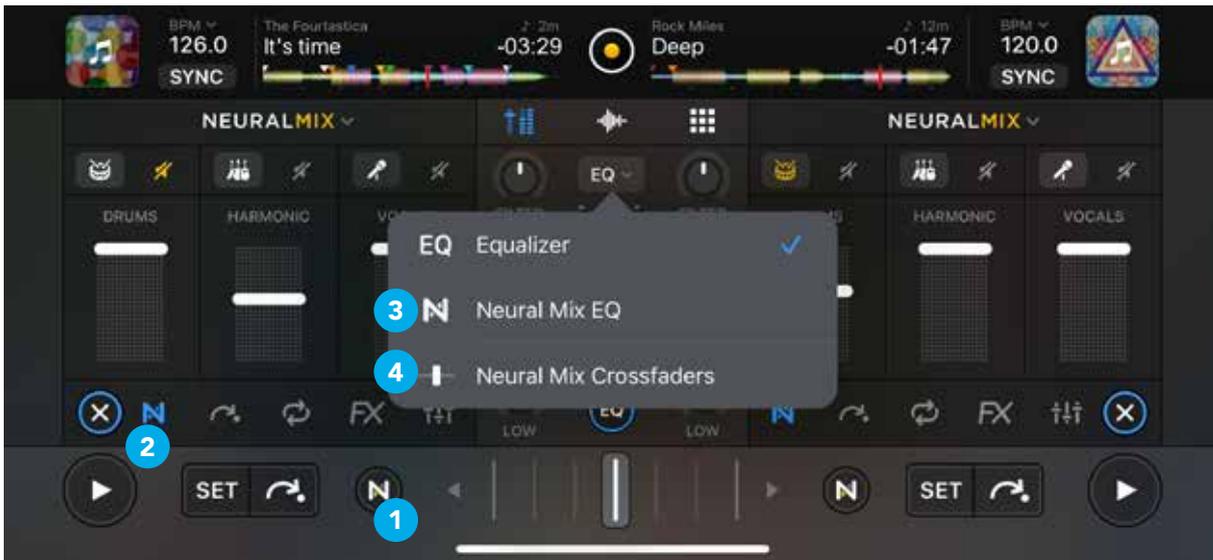 can choose between a simple **Mute toggle (1)**, **individual fader control (2)**, **Neural Mix EQ controls (3)**, or **Neural Mix crossfaders (4)** to separate your music's audio.

5.16.1 Neural Mix filters

The simplest way to start using Neural Mix is with the Neural Mix filters on the transport section of the user interface. Tapping on the **N** button reveals two buttons, letting you mute/unmute either Instrumental and Acappella, or Percussive and Tonal components of your music, via the menu arrow.
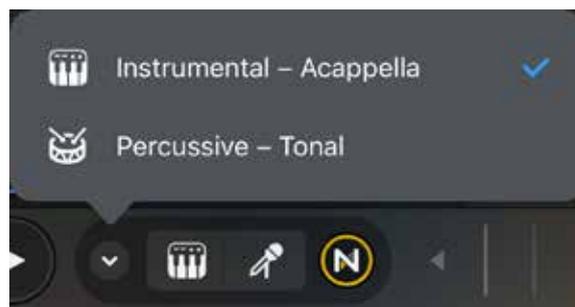
5.16.2 Neural Mix panel

You can access the more advanced Neural Mix tab of the mixer panel by tapping the **N** tab in the mixer panel. A set of faders will appear, with two to three line faders added for each deck.

5.16.3 Neural Mix settings

djay's Neural Mix can be set up to isolate between two to four components of a track, with multiple ways two or three components will be split. These options are accessed from the Neural Mix menus, either on the Neural Mix filters, or at the top of the Neural Mix panel. Since the Neural Mix isolation is in real-time, there is no need to pre-analyze or wait for files to load.
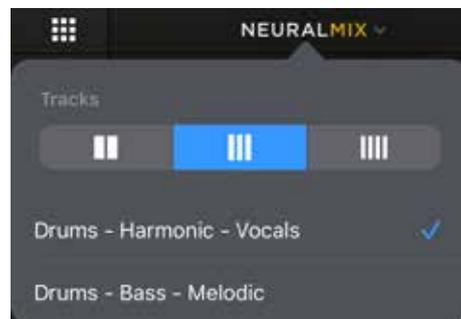
While using the Neural Mix filters, or with 2 components set in the mixer panel tab, you can switch between **Instrumental – Acappella** and **Percussive – Tonal** fader control.

When you select 3 tracks, you can control **Drums – Harmonic – Vocals** or **Drums – Bass – Melodic**. Each separated Neural Mix channel also has a **mute** and **solo** button.

> **NOTE:** The advanced **Neural Mix panel** controls differ from the **Neural Mix filters** by providing individual controls for each separated component rather than a left-right crossfader.

5.16.4 Neural Mix crossfaders

The Neural Mix crossfader splits into several crossfaders to control different aspects of the mix. This will be the currently set components between tracks, independent of the normal crossfader.

To activate the Neural Mix crossfaders, tap the **EQ button** at the bottom of the mixer panel, and select it from the EQ selection menu drop-down at the top. Depending on what Neural Mix is set to, you will see 2, or 3 separate faders appear. To tweak your settings, use the menu drop-down arrow just below the EQ selection menu.
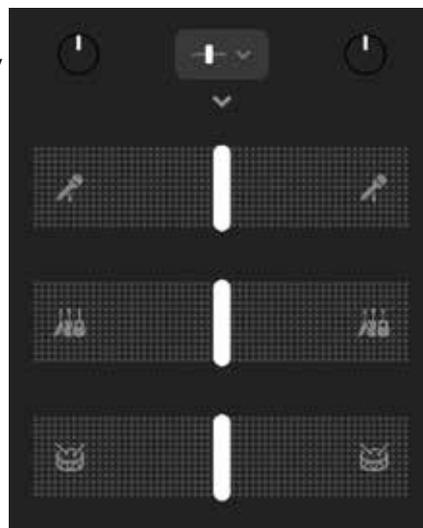
> **TIP:** In 4 deck mode, you can route all the decks to either side of the crossfaders, making for some wild Neural Mixes! These Neural Mix controls are also all available as MIDI commands to map to your controller.

5.16.5 Neural Mix EQ

Like the crossfader, the **Neural Mix EQ** can be turned on by using the drop-down at the EQs. While in normal EQ mode, the button will be marked as such, with the Neural Mix icon displayed when switched on.
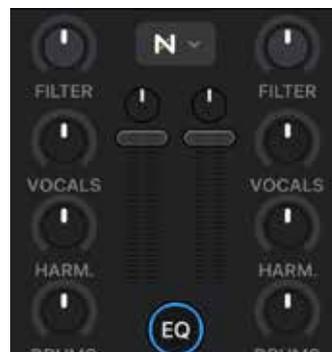
> **NOTE:** Switching from EQ to Neural Mix and vice versa will reset the EQ parameters to zero!

This lets you use the three mixer EQ knobs to control the **drums – harmonic – vocals** or **drums – bass – melodic** from your tracks via the Neural Mix settings menu.

> **TIP:** You can MIDI map the toggle switch to swap between Neural Mix EQ and the mixer EQs to quickly swap. When active, the NM EQs will always replace the mixer EQs on the MIDI controller, so there's no need to map those manually.

5.17 Using hardware

Algoriddim works closely with hardware partners to create the perfect integration of hardware and software. With big brands like Pioneer DJ, Hercules, Reloop, and Numark as partners, there's a controller to suit all styles of DJing.

5.17.1 Official and natively-supported Controllers

Although not essential, using a MIDI controller is an important factor in a good DJ workflow. You can see a full list of supported controllers on the [Algoriddim website](). Setting up an officially supported controller is straightforward plug-and-play with either a **USB cable** or via **Bluetooth MIDI**.

1. Ensure that **djay Pro AI for iOS** is fully loaded.
2. Connect your [Lightning to USB 3 Camera Adapter]() to your iPhone (if your controller doesn't have a Lightning connector).
3. Connect the power adapter for your iPhone to the USB adapter to charge your iPhone and to power your controller if required.
4. Connect your controller via a spare USB port and power it up if needed.
5. Once the controller has powered up, **djay Pro AI for iOS** should automatically load default settings for the audio interface.

You should now have control of **djay Pro AI for iOS** using your controller.

> **NOTE:** If your preferred controller isn't listed, you can always map any MIDI compatible hardware using the powerful MIDI mapping system. See **section 5.17.2 MIDI mapping** for more information.

> **TIP:** Algoriddim recommends using the official Apple Lightning to USB 3 Camera Adapter for connecting MIDI controllers via USB.

5.17.2 MIDI mapping

If you need extra control beyond supported hardware, or have an unsupported MIDI-capable controller, you can create, edit, and save your own mappings to suit your needs. The built-in MIDI mapping within **djay Pro AI for iOS** is powerful and easy to use.
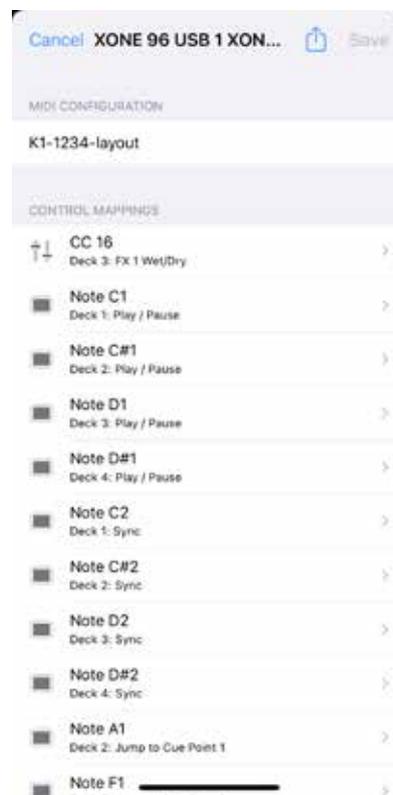
NOTE: A **djay Pro AI for iOS** PRO subscription is required to create and edit MIDI mappings, as well as use controllers from the supported list of hardware not included in the FREE version.

To start mapping a new MIDI device, follow these steps:

1. Launch **djay Pro AI for iOS** and wait for it to be fully loaded.
2. Connect your Lightning adapter to the iPhone.
3. Connect your iPhone power cable into the Lightning adapter to charge the device.
4. Connect the MIDI controller to a spare USB port on the adapter, and if needed, turn the controller on. You will then see a pop-up message asking if you want to configure the device. Tap **OK**.

5. Next, the device **MIDI Configuration** window will load, displaying a blank mapping screen.

6. Start mapping your first MIDI signal using the desired control for the editor to pick up the correct note or CC to add to the list. Activate a control on your controller to add this to the list.
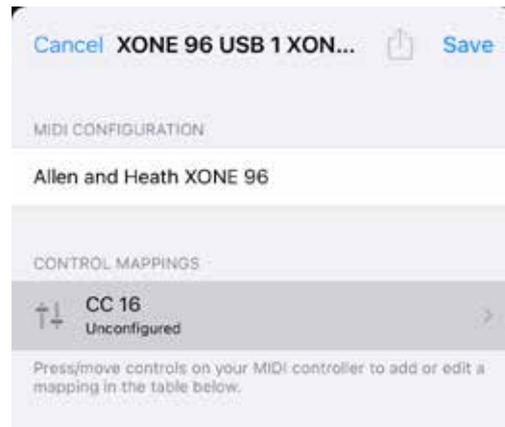
7. You then need to select the **Action** the control will perform. Tap the newly added control, choose **Deck 1** as your target, and from the **General** section, choose **Play / Pause**.

8. You have now mapped the **Deck 1 PLAY / PAUSE** button to your controller. Load a track and test it out!

9. Keep mapping controls until you have everything you need, tap **Save** in the top right of the pop-up.

10. Finally, tap on the name of the mapping, and on the next screen, tap **Edit** at the top right of the screen. From here you can **delete**, **rename**, or **duplicate** all your mappings.

NOTE: You can access and edit your controller MIDI mapping as long as the device is connected and detected, by going to your MIDI settings page. See **section 4.5.8 MIDI devices** settings.

MIDI control targets

Targets are a simple way to break down what controls your MIDI signals are "targeting". These targets are general areas of the user interface to help make it easier to find the right command to map. You can choose from **Decks 1 to 4**, **Mixer**, **Music library**, **Looper**, **Sampler**, or **General**. You can further drill down into these target sections through the target's **Actions** controls.

Advanced Configuration

The **Advanced Configuration** settings are designed to tweak how your MIDI commands respond, should they not work as you want them to.

Control type. Choose from **Button**, **Fader/Knob**, **Rotary (01h/7Fh)**, **Rotary (3Fh/41h)**, **Rotary (absolute)**.

Invert. Swaps the direction of your control.

Button Mode. Changes button behavior between **Default**, **Toggle**, **Hold**.

Pickup mode. Controls with this option checked will only start responding once they've reached ("picked up") the MIDI value they last received. This is useful when using one control for different functions (i.e. two mixer channels sharing one fader as 'layers').

Speed. Change the slider between **0%** and **300%** to alter the size of movement between steps. This is particularly useful when using endless encoders for scrolling, for example.

Reaction. Use this option to change how **0%** or **150%** you want your jog wheels to feel. The more 'responsive' this is set, the more immediate jog wheel movements will feel.

MIDI out. Activate this option for **djay Pro AI for iOS** to return MIDI signals to your controller. You can use **MIDI out** commands to let **djay Pro AI for iOS** respond with LED feedback for controls that allow it (for example, pads with backlight or LED toggles).

Channel. Change the **MIDI channel** for your MIDI signal.

Type. Choose between **Note on/off** or **Control Change (CC)**.

Control. Selects which control return messages are sent to. This can be different from the mapped control.

Value. Set the **minimum** and **maximum** value of the MIDI out signal, between 0 and 127. You can also toggle **Blend**, and/or **Invert** it.
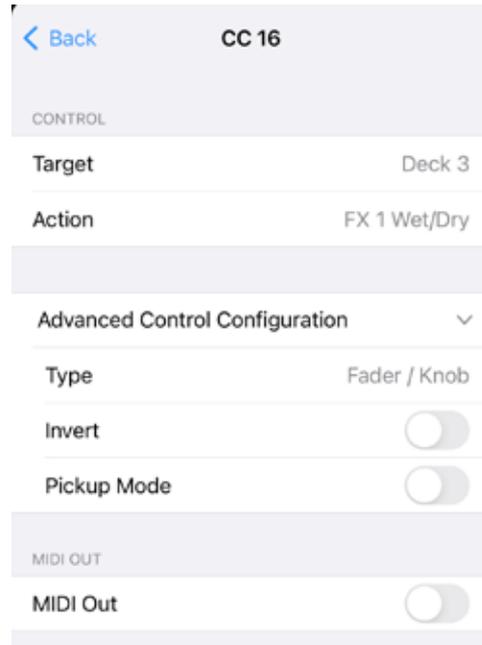
> **TIP:** Most controls should work by simply enabling the option, but some may need you to experiment with the other settings or read your controller's documentation.

5.17.3 Mapping Jog wheels

There are three essential commands that need to be mapped to get basic jog wheel functionality working on a controller: **Scratch (no touch detection)** (note), **Scratch** (CC), and **Pitch bend** (CC). Both the CCs also need their **Speed** and **Reaction** adjusted to suit user taste. You can edit your jog wheel MIDI mappings within the device **MIDI Configuration** editor.

1. The **Scratch (no touch detection)** MIDI command is designed to switch your jog wheel to be able to scratch on non-touch-sensitive platters. Touch the top of the jog wheel to add or focus on the note in the editor. Select **Deck <number>**, and **Scratch (no touch detection)** in the **Jog Wheels** section of the selected deck.

2. Touch the top of the jog wheel and move it backwards and forwards in a scratching motion to add/focus the command in the editor. Add the **Deck<number>**, **Scratch** action (from **Jog Wheels** section) to the command to add scratching capabilities to your jog wheel. If your jog wheels are touch sensitive, you can use the **Scratch** CC instead.

> **NOTE:** Check your hardware specifications to find out if your controller has touch sensitive jog wheels.

3. To add pitch bend functions, touch the side of the jog wheel and move it to add/focus the command in the editor. Choose the **Deck <number>**, **Pitch bend** action in the **Jog Wheels** section.

4. Finally, you can adjust the **Speed** and **Reaction** via the **Advanced Control Configuration** section of your MIDI actions (see **section 5.17.2 MIDI mapping**). Play with both the **Speed** and **Reaction** sliders until you are satisfied with the feel of all the jog wheel behavior.
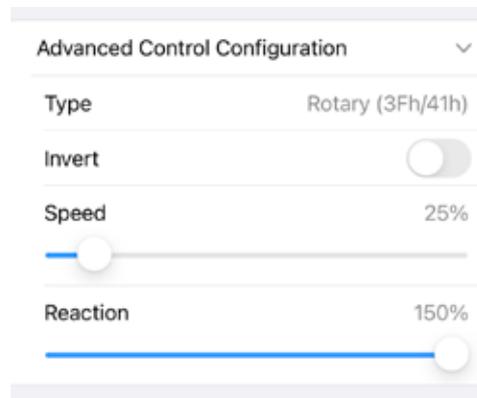
If your controller supports it, you can also add an extra layer of **SHIFT** commands to control other software features by holding down the **SHIFT button** while adding the commands in the device **MIDI Configuration** editor.

> **TIP:** The **jog wheel** is treated as any other rotary control, meaning you can also use them for controlling **effects** or even **browser** navigation!

5.17.4 Editing an existing mapping

You can also modify an existing MIDI mapping to suit your needs. Select your existing controller's **MIDI Configuration window** to access these changes. The **device MIDI editor** will already show a list of all the mapped controls. Using the guide above, you can add to or alter the commands any way you need.

> **TIP:** Sometimes you can find alternative mappings for hardware on the **Algoriddim** or manufacturer forums.

5.18 External mixing

As well as mixing using MIDI on a controller, it is also possible to use up to four decks in **djay Pro AI** with an external DJ mixer and audio interface.


1. If you're using both a mixer and separate audio interface, plug your audio interface outputs into their respective mixer channel inputs.

> **TIP:** You can route your audio into the mixer channels however you feel comfortable. Just keep track of which is which!

2. Plug the mixer or audio interface into your iPhone using a Lightning adapter with charging capability and turn the mixer on.
3. Launch **djay Pro AI** and open up the **Settings** using the cog icon on the layout switcher and tap on **Audio Device Setup**.

4. You can now change your audio to External using the **Mixer Mode** drop-down. This will let you assign stereo outputs to individual decks, pre-cue, Sampler, and Looper, allowing your audio to be routed to external mixer channels.
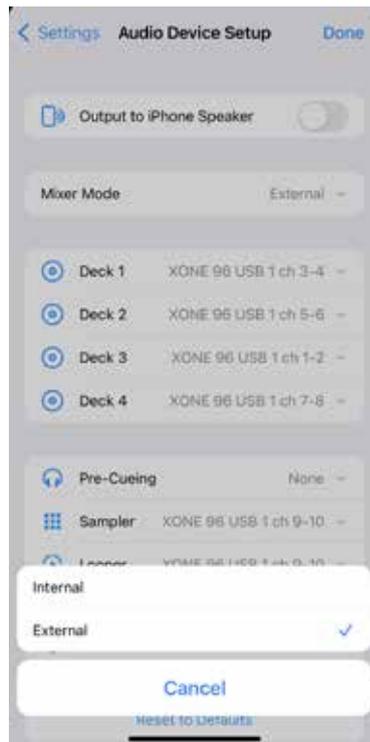
5. Tap back to the **Settings** home to save your settings… You're now ready to mix using **djay Pro AI** and an external DJ mixer!

5.20 Digital Vinyl System

The **Digital Vinyl System** (**DVS**) in **djay Pro AI** works with any timecode vinyl record with a 1kHz tone control signal track (instead of music) to manually control the audio or video in a deck using a turntable. When correctly set up, this system feels and behaves just like a record does. You can scratch, beatmatch, backspin, needle drop as you would with music vinyl.

For more detailed information and troubleshooting tips, please refer to the companion **DVS setup guide (iOS)** available alongside this manual.

5.20.1 Enabling and calibrating DVS

Once your turntables are plugged into the DVS-supported mixer, you need to perform two tasks to set up your timecode.
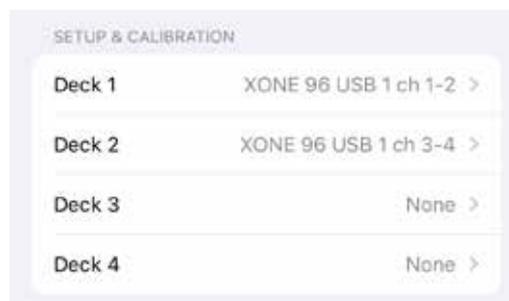
First, enable the DVS in the settings.

1. Open **Settings** via the **djay Pro AI** menu.
2. Navigate to the **DVS** tab.
3. Tap **Enable Digital Vinyl Control** at the top.
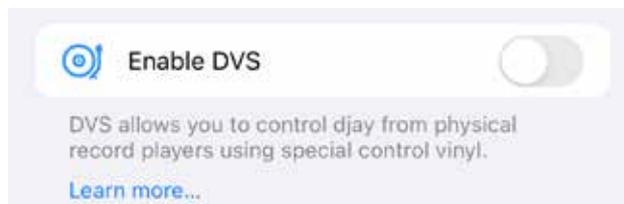
Doing this will let you configure each of your turntables within the software.

1. Choose an available input on the audio interface for each deck you'll be using DVS with.

2. Tap the **Calibrate** button to start the timecode calibration process on the first turntable.
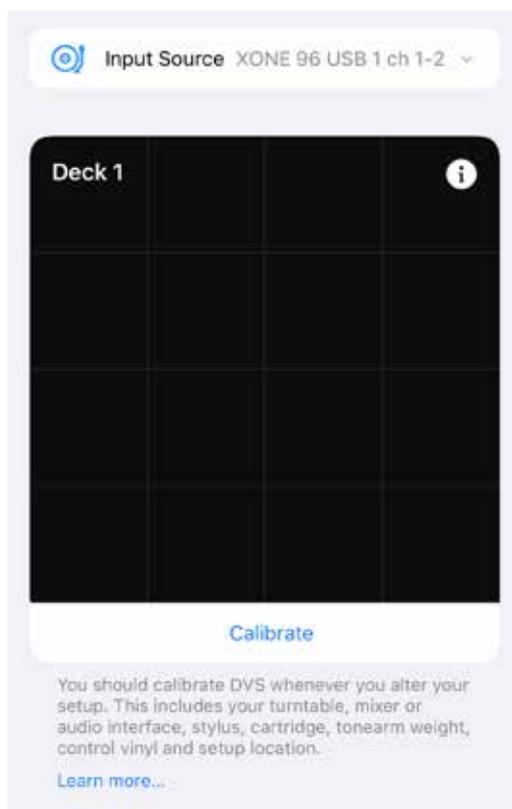
3. Follow the steps in the pop up that appears.
4. Repeat for each connected turntable.

NOTE: You will need to recalibrate your DVS each time you move to a different location. This is to ensure **djay Pro AI** is able to adapt to the ambient noise while tracking the timecode signal.

5.20.2 Neural Mix control vinyl
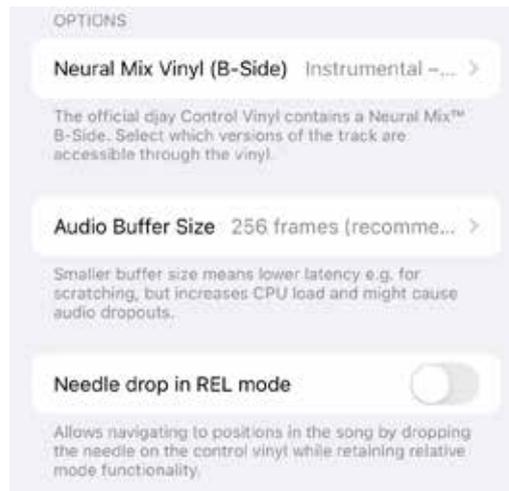
Along with standard 1kHz tone DVS records, **djay Pro AI** can make use of the Algoriddim's patented Neural Mix timecode tracks, which can be found on the b-side of the <u>djay Control Vinyl</u>.

There are three separate tracks on this side. The first is a five minute unedited version, but the last two will automatically create five minutes of either **instrumental**/**acappella**, or **tonal**/**percussive** Neural Mix isolated audio. To change which are played, please see **section 4.5.3 DVS** settings.

> **TIP:** Make sure to keep your turntables and records well maintained for the best possible performance. Check your tonearm counterweights are set up correctly, and clean your records with a carbon fiber vinyl brush or other record cleaning equipment.

Tips and support

6 Tips and support

We all need some extra tips and assistance from time to time. If you have any questions that haven't been covered so far, this section will point you in the right direction.

6.1 Special tips

A big part of being a DJ is understanding how to get the best possible quality out of your equipment, and **djay Pro AI for iOS** is an important part of that. From mixing in key to ensuring the sound stays under control, **djay Pro AI for iOS** is designed to help you achieve that perfect sound. Follow the tips below to help craft your mix and push your boundaries. Being a DJ is an ever-evolving skill set, and you can never know too much.

6.1.1 Avoid the red

It's important to get your audio levels right from the start. Making the sound too loud can result in distortion and make the music unpleasant to listen to. While everyone likes loud music, it's important to give your audio plenty of space (known as headroom) to avoid any unpleasantness.

1. First, make sure your channel gains are properly set. You want to set your channel gains as close to zero as you can (this means setting it so it just avoids the red at its loudest point).
2. Remember that each channel of audio will add extra volume to the main output and adjust accordingly. Use EQ or the volume faders to cut out extra sound while you're mixing. This becomes especially important when you're mixing with more than two decks.
3. Never push the volume too much on any one part of the audio chain. If your amplifier is at maximum, it'll start to sound bad as it pushes too hard.

You can use the **Auto Gain** and **Auto Limiter** features built-into **djay Pro AI for iOS** to assist you. For more information on this, see **section 4.5.4 Sound** settings.

6.1.2 Audio file quality

The recording and encoding quality of your music files is critical to getting the most out of your sound system. While the argument about what quality audio DJs should seek rages on, most everyone agrees that you should aim for at least **192kbps stereo MP3** quality, with **320kbps stereo MP3** ideally.

> **NOTE:** AAC/MP4 files will have a lower bitrate than MP3 due to better compression techniques.

6.1.3 Mixing in key

All music has a **root musical key**, which works with other musical keys to create pleasant harmonies. Tracks that have clashing keys can sound bad when played together (especially during 'musical' parts, rather than percussive parts). You can use **djay Pro AI for iOS**'s **key lock** and **key analysis** features to better piece your music together.

> **EXTRA TIP:** This is one of the ways the **Track Match** feature works, and is a skill many DJs find essential.

6.1.4 Know your tracks

Modern digital music might be much better mastered than in the past, and there might be better ways to be visually aware of your tracks, but there's no substitute for knowing them inside out. Not only does it help you understand your volume levels, it also gives you insight into how best to structure your mix.

6.1.5 Keep your library tip-top

It's easy to get overwhelmed with the wealth of music in your collection, so keeping it lean, and ensuring all your track metadata is accurate and up-to-date will help you stay on top of things. Resist the urge to fill your library without considering your musical tastes. DJs are known as **music selectors** for a reason.

6.1.6 Cables

Every step in the chain affects the quality of your audio. The condition, as well as quality, of any audio or digital cables is important to ensuring consistent and reliable sound. That doesn't mean you need to spend a fortune on audiophile cables, just make sure you have cables you can trust.

6.2 FAQ and Support

If you have any technical issues, or questions not answered in this manual, please visit the FAQ or contact Algoriddim email support directly by using the support portal to raise a ticket. You can also join the conversation in our community forum!