DIGITAL DJ 2

MAGIX

English language manual

Copyright

Table of Contents

Support

Dear MAGIX customer,

Our aim is to provide fast, convenient, solution-focused support at all times. To this end, we offer a wide range of services:

- **Unlimited web support:**
  As a registered MAGIX customer, you have unlimited access to web support offered via the convenient MAGIX service portal on http://support.magix.net, including an intelligent help assistant, high-quality FAQs, patches and user reports that are constantly updated.
  The only requirement for use is product registration at www.magix.com
- **The online community, on-the-spot support and a platform for exchange:**
  MAGIX customers have free and unlimited access to the online community at www.magix.info, which includes approx. 120,000 members and offers the opportunity to ask members questions concerning MAGIX products as well as use the search function to search for specific topics or answers. In addition to questions & answers, the knowledge pool includes a glossary, video tutorials and a discussion forum. The multiple experts, found round-the-clock at www.magix.info guarantee quick answers, which sometimes come within minutes of a question being posted.
- **Email support for MAGIX products:**
  For every new MAGIX product you will receive, as of date purchase, 12 months of email based customer service.
  Premium email support:
  For priority support, or if you want the MAGIX support team to help with non-MAGIX related hardware problems you can purchase a Premium email support ticket. Log in at http://support.magix.net and click on "Purchase access code", the ticket is for a specific problem, and is valid until it is solved, it is not restricted to an email.

Please note: To be able to use the Premium email support and free product email support via the Internet, you have to register your MAGIX product using the serial number provided. This can be found on the CD case of your installation CD or on the inside of the DVD box.

- **Additional telephone service:**
  Besides the large number of free customer service offers, we also offer a fee-based telephone customer service.

Here you can find a summary of our technical support telephone numbers: http://support.magix.net/

Mail (Europe): MAGIX Development Support, P.O. Box 20 09 14, 01194 Dresden, Germany

Mail (North America): MAGIX Customer Service, 1105 Terminal Way #302, Reno, NV 89502, USA

Please make sure you have the following information at hand:
- Program version
- Configuration details (operating system, processor, memory, hard drive, etc.), sound card configuration (type, driver)
- Information regarding other audio software installed

MAGIX Sales Department

You can reach the MAGIX Sales Department workdays for help with the following questions and problems:

- Orders
- Product consulting (pre-purchase)
- Upgrade requests
- Returns

Europe

Monday - Friday, 09:00-16:00 GMT

U.K.: 0203 3189218
Denmark: 45 699 18763
Sweden: 46 852 500713
Finland: 35 89 42419023
Norway: 47 210 35843

North America

9 am to 4 pm EST Mon-Fri
Phone: 1-305-722-5810

Uninstalling the program

If you would like to uninstall MAGIX Digital DJ 2, you can do so via the control panel under "Software". Or go to "Programs > MAGIX > MAGIX Digital DJ 2 > Service and Support > Uninstall MAGIX Digital DJ 2".

MAGIX Digital DJ 2 user interface

DIGITAL DJ 2 is powered by

Welcome to MAGIX Digital DJ 2, powered by Deckadance, the well-known reference product for DJ software by Image Line!

MAGIX Digital DJ 2 was developed by DJs and for DJs. Real DJs were asked about their wishes and requirements for such a program, and the lead developer of MAGIX Digital DJ 2, L.S.D.　(Luis Serrano), has significant experience as a DJ. MAGIX Digital DJ 2 is the DJ software that offers you everything to take your DJ performance to the next level.

Here you can see the MAGIX Digital DJ 2 user interface. Clicking on one of the areas on the user interface will lead you to the topic associated with it.

The tool window and function windows will change their display depending on the switches associated with them. The function window switches are

located toward the top of the interface (as shown) while the Tool window switches run along the top of the window itself.

> **Note**: Pay attention to the tooltips! They will display a short description of the interface features as your mouse is placed over them.

Quick start 1,2 3...

We know: No one likes to read the manual. So here are 8 easy steps to DJ fame!

1. Load the 2 demo tracks from the file browser in the top right (only visible when maximized), by dragging and dropping them onto Decks A and B (**1A** and **1B**).
2. Note: Deck A may be playing at a different BPM to Deck B (**2**).
3. Click the SYNC button (**3**) on Deck B to adjust the tempo to match Deck A.
4. Slide the crossfader (**4**) left to hear only Deck A.
5. Press Play (**5**) to start Deck A.
6. Wait until the two beat-indicators are in time (**6**, Deck A top, Deck B bottom).
7. Right-click (or Crtl+click) Deck B's Play button (**7**). You can't hear Deck B because the fader isn't pushed all the way to the left.
8. Move the crossfader (**8**) and hear both songs perfectly beat matched.

It's that easy with MAGIX Digital DJ 2, but there is still lot of power hidden away behind the interface, so we encourage you to read the manual so that you get the most out of the program and take your DJing to the next level.

This is how MAGIX Digital DJ 2 starts...

At the heart of MAGIX Digital DJ 2 are the Decks, A and B as shown below. The framed areas are constant and will remain unchanged by various settings.

All other areas & panels are dynamic changing to reflect the mode or settings chosen.

Note: The multicolored spectral display of wave forms can be switched on and off during playback by using the shortcut Ctrl + C. Low frequencies are displayed in red, highs in blue. The yellow and green graduated colors will help you to recognize the frequency height.

Cue either deck by clicking and dragging on the wave displays. The center of each display shows the playback position, so you can cue decks visually if you don't have a separate monitor mix set up. Beneath each wave display is a song-length preview. You can click on the lower preview to jump to any point in the track. The **Play button** beneath each deck will start playback of the track. We will consider the transport functions in more detail later.

What's new in MAGIX Digital DJ 2?

- **Improved beat recognition** for even more perfect mixing. Beat recognition has been completely revamped and now works more quickly and efficiently.
- **Snap** and **Quant**. There are two new play control functions: **Snap** guarantees perfectly beat-matched loops and precisely placed cues, **Quant** enables seamless skipping between cue points, it works in the Wave overview too.
- **Song Manager**. The new Song Manager enables quick and efficient access to your music collection. In addition to the integrated databank function, multiple playlists, real-time search and revised iTunes connection there are also Smart Playlists and cover (artwork) display features.
- **More formats**As well as MP3, WAV and OGG the following formats are also supported: AAC (*.m4a), FLAC, AIFF and   WMA. (Note: only DRM free WMA and AAC files are supported)

- Record your own mix: With the extra Windows Software **MAGIX Music Editor 3** you can do much more than just record your mix, you can edit it with songs or samples and compress audio files and master them.
- **Native DJ-MIDI controller support**: Just connect it up and off you go. Use defined presets on the device for a genuine DJ feeling.
- **More loops** in the Sampler Section.

Features

- Two decks for playback of MP3 (ID3 V1 and V2), M4A, WAV, AIFF, WMA, FLAC, M4A and OGG files
- 64-bit high-end signal processing
- Song Manager with database function, real-time search, multiple playlists with an unlimited number of entries, Smart Playlists and Autoplay list, CD cover display, iTunes library integration.
- Native support for MIDI controllers for remote control of almost all program functions.
- Integrated browser with favorites and search function.
- Drag & drop from external application to decks and playlist.
- Automix function including crossfades and automatic beat-synchronized transitions (DJ style).
- Twelve outputs (6x stereo, only after Upgrade (view page 10)): master mix, monitor, deck A + B and others. Monitoring via headphones for the decks and samplers. Flexible monitoring options, for example, pre-fader listener level, phone split. Flexible crossfader settings and bass crossfader
- Precise pitch control (faster/slower) in each deck
- Automatic beat recognition, beat grid and beat mix, auto sync for perfect synchronization with seamless loops and beatwise jumping inside the track.
- mufin technology: sound-based analysis of all songs on the hard drive, find similar songs with one click; quick insertion into the playlist or to the decks.
- Included effects (view page 26) (equalizer, filter, bit reduction, phaser/flanger, etc.) and 3-band EQ with 3-band killer buttons, level controls for each band -36dB +12dB, band killer -48dB.
- Relooper (view page 43) beat-slicing performance sampler.
- 8 Slot sampler with built-in samples

Upgrade MAGIX Digital DJ 2

MAGIX Digital DJ 2 – powered by Deckadance, does more! You can upgrade MAGIX Digital DJ 2 to "bigger" versions: **Deckadance House Edition** or **Club Edition**.

By upgrading to **Deckadance House Edition**, you will receive the following additional functions:

- User configured MIDI Mapping/Remapping.
- Editable relooper (view page 43) patterns
- In addition to a being free-standing program, Deckadance may be loaded as a VST instrument in any VST compatible host (such as MAGIX Music Maker).
- VSTi plug-in hosts for up to 8 VST effects or instruments, MIDI file playback via VST instruments (hundreds of MIDI loops are included), VST host MIDI-IN / THRU, to play loaded VST instruments using a controller.
- Load your own samples into the sampler (hundreds of samples and MIDIs are included). Sample songs and trigger loops in time with the beat.
- ReCorder (view page 44) – record your DJ performance in realtime to your hard drive!.

By upgrading to **Deckadance Club Edition**, in addition to the above-mentioned functions, you will also receive:

- External control via the record player (view page 37) (timecode vinyl) or CDJ decks
- Supports all common timecode vinyl formats (Final Scratch, Torq,...), learn-mode for total compatibility.
- Deckadance ultra accurate Control CDJ format.
- 6 inputs: 2x stereo input for decks for looping through and sampling of analog sources.

You can find the link to upgrade options in the MAGIX Digital DJ 2 "Help" menu.

System requirements

Operating system
- Windows XP/Vista/7
- Mac OSX v10.4 (UB)

Minimum hardware requirements
- **PC:** Intel Pentium III (or similar), Athlon XP with DirectSound or ASIO compatible sound card
- **Mac:** Intel Mac or G4 (1.25 GHz) with sound card with CoreAudio drivers,
- 512 MB RAM, 200 MB hard disk space.
- Graphics card with min. resolution 1024 x 768

Don't lose the beat!

If you regularly DJ, your ears will be coping with some pretty harsh treatment, so there is nothing wussy about protecting your valuable hearing. If you have experienced ringing in your ears after a gig, then that is a sign you have pushed your ears too far. Fortunately, you can buy **earplugs specifically designed for DJs** (search Google for 'music earplugs').

These attenuate all frequencies evenly, so they don't affect your ability to hear the mix (as it sounds). In fact, you will find it easier to hear the music wearing a pair of these. Take advice from thousands of musicians and DJs who have gone before you and protect your most valuable asset - don't lose the beat!

Tooltips
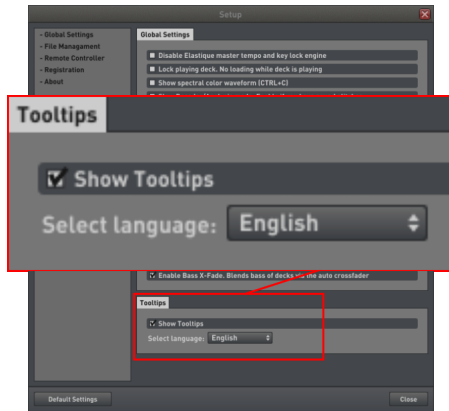
MAGIX Digital DJ 2 offers realtime help functions: To see the Help panel, click on the HELP button just below the master cross-fader and hold your mouse cursor over anything that looks like a control, including some that don't. The tooltips will explain the function of each control element in short.

To activate or deactivate tooltips, click on **Show tooltips**below in the Setup dialog (view page 52). There, you can set the correct language for Tooltips.

Please note that control elements for left and right-clicking (Ctrl + Click) often have different functions. Therefore, you should also try clicking on everything you clicked on with the left mouse button using the right mouse button to see what might happen.

You will see that a lot of things work automatically with a right-click, such as right-clicking the play button on the second deck play while the first is playing, that the second with be played synchronously.

Note: Trying out left and right clicks shouldn't be done during a live set. But right-click functions of the relooper, the play button and the sampler play button (when you know exactly what they do) are especially useful for live sets.

Toolbar

At the top in the Toolbar you will find a range of settings:

- **Audio** - Opens the **audio setup dialog** (view page 46). Here you can set the outputs and sound card drivers.
- **TAP** - Tap tempo. Tap this button 4 to 8 times and the average tapping speed will be set in the BPM window.
- **Tempo** - Displayed in BPM (32 to 256). Double-click the number display to enter a specific BPM. The tempo can also be changed with the TAP button or click on the 'fine-tune' +/- switches and drag up/down for fast changes. By **right clicking** on the +/- buttons in **Acceleration mode** you can change the velocity sensitivity i.e how the speed of the mouse affects tempo change.
- **Help** – Opens a menu with access to the help, the electronic manual and various online functions.
    - **Help/product manual (PDF)** - Since you are reading this, you've obviously already know what this is good for:)

    - **Online tutorial video**   opens an Internet page with tutorial videos for the program

    - **Online update / Online registration / Online upgrade** This menu will lead you to the MAGIX Internet page for program updates, registration and upgrades.

    - **magix.info - the Multimedia Community**   connects you with magix.info

    - **About MAGIX Digital DJ 2**   Displays copyright info and version number of MAGIX Digital DJ 2.

You can access the other settings (file and general options) by using the [Setup] button among the Function switches on the main interface.

Browser...

Note: In version 2 of   you can access the Song Manager, a music database with real-time search, playlists etc using the **Playlist** (view page 29) button. The file browser is only really required if you want to load a file, which is no longer in your music collection's folder (e.g. in your download folder).
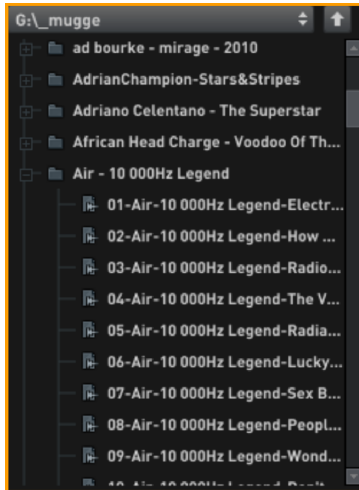
Display files on the computer The file browser displays a drive's complete folder structure. With the usual +/- symbols you can open and close subfolders, double clicking takes you into the folder. The current path is displayed in the title bar, by clicking on this bar you can select another drive. You can go up one level higher by using the up arrow button next to it.

Dragging & dropping files and folders - You can load individual song by dragging a file from the Browser and dropping it onto the Track Window of the desired deck.

MAGIX Digital DJ 2 will start beat-detection automatically when a song is loaded. You can start playing the song before the beat detection process is completed. Songs and the whole folder (inc subfolders) can be dragged and dropped into playlists or the Song Manager (view page 32)'s Automix list (view page 29).

Preview player   - To preview a file right click on the item and select "Preview". A preview player window will open (as shown below) and the file will play on the Headphone (monitor output) channel as selected in the Audio Settings (view page 46).

Close

Position slider

Track Window and Transport Controls

The track window contains a waveform display, which shows a part of the track, together with beat and cue markers in high magnification. A lower 'Track Overview' window that displays the entire song (this can be clicked to jump to the specified location). Below these windows are several different controls for playback, cueing and mixing:

Track Display Colors

Ctrl+C will activate/deactivate the spectral analysis and display mode.
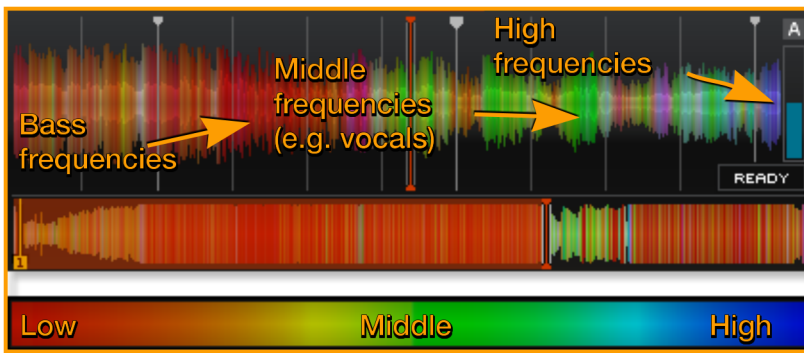
Beat analysis also includes frequency content, displaying the most prominent frequencies in the mix. Red indicates low frequencies (bass, drums etc), yellow

through to green are mid frequencies (often associated with vocals), while blue shades are high frequencies (cymbals, hats etc). With some practice, these colors will help you identify breaks, vocals, bass, drums and other common sounds in your tracks.

Upper controls

- **Artist, Title & Album** - Displays track information (if stored in meta data).
- **Tempo** – The song's tempo.
- **Pitch** - The difference between the song's analyzed BPM and the song's playback tempo in percent. This value also represents the position of the Pitch fader (view page 19). Just like turntables the pitch is linked to the playback speed.
- **Lock (symbol)** - Locks the pitch of the track. If the pitch is locked you can change the playback speed with the pitch fader, without affecting the pitch of the track. Be aware that moving the pitch fader drastically results in clearly audible sound degradations.
- **Key** - When the tempo is locked (see below) you can change the deck pitch by dragging vertically, (+/- 12 semi-tones) without affecting the tempo.

Above it the current playback position is displayed and beneath it the remaining time.

Waveform & Track Overview Windows

The waveform display and scaled-down track overview help for cueing certain song positions. The current **play position** is displayed by the red vertical line in the middle of the Waveform window.

Cueing

"Cueing" means choosing a specific point to begin playback from.

Left-click inside the Waveform Display window and move your mouse (or transport controller) left-and right to move the Playback Position marker to the desired part of the track.

The **track overview display** beneath the waveform display shows the entire track, regardless of its length. By left clicking in this field you can jump to the desired position quicker, it is not as accurate however. The **QUANT** and **SNAP** (see below (view page 19)) functions can help out by ensuring the the tracks remained beat matched.

Cue-Marker

The cue marker is used to skip to specific positions. Four cue markers can be set per song, these will be saved along with the analysis data from the song and will thus be available the next time you load the song.

The control elements for cue markers function in different ways depending on they are used during playback or when the track is paused.

When playback is paused the cue markers are set: first select the desired cue marker with the small number button 1 to 4 which are next to the CUE button, then position the play cursor with the mouse (see above) at the desired position in the song and click on the CUE button. (You can also just play the song and stop it at the desired point with the CUE button.)

Tip: If the SNAP button is activated, the cue markers will always be placed on whole beats.

If you now click on the CUE button the song will always be played from this point, and stopped when you release it. By doing this you can create a "Stutter" effect.

If the CUE button is clicked during playback, it will stop and the cue marker will jump to the set point. By clicking on the marker buttons 1 - 4 you can jump to the various cue markers, without interrupting playback.

This results in the following workflow:

1.   When preparing tracks you will be looking for interesting parts in the track and setting cue markers at these points.
2.   During the set you can load tracks onto the inactive deck and begin playback over the monitor.
3.   Now you can quickly listen to the different cue markers, from 1 -4.
4.   If you have found a good cue point click on the CUE button, now the track will be stopped and ready for the perfect transition.

Tip: If the QUANT button is activated, leaps between cue points will be in time, perfect for real-time remixing.

Note: A cue marker cannot be moved as such, instead you have to place it afresh. This only works when stopped, during playback it will skip to the saved position.

Deck-Gain

On the inside of the waveform display of the corresponding deck you will find the gain control for the individual track. There are two options here:

- **Track Gain** - The level of individual tracks can be corrected using the extra manual gain trim control. Click and drag vertically.
- **A** (Auto-gain button) - The button above the 'Deck gain' slider, activates the auto-gain control engine. This automatically adjusts the track level in such a way that the perceived track volume is consistently loud. If Auto gain is activated, manual gain control is hidden.

Lower Controls

- **Play** - Left-click to start the song playing. Right-click to start in sync with the other deck.

Note: When Automix (view page 32) is selected, the Play button for the active deck is disabled.

- **CUE** Stops the deck and skips the selected cue position to (1..4), see Cue-Marker (view page 18)
- **Load** - To the right of the Play button is the quick-load button, which will open a file browser and dump the selected track into the deck.
- **LOOP (Loop and continue)** - Loops a section of the song when clicked. Select the loop length using the arrows immediately to the right of the LEAP button. On release, the song will continue playing from the end of the loop.
- **LEAP (Leap after loop)** - Loops a section of the song when clicked. Select the loop length using the arrows immediately to the right of the LEAP button. On release, the song will resume from the point it would have reached if looping had not occurred. Keep an eye on the playback marker in the Track Window and you will notice the leap position is shown as a dashed line moving forward while the LEAP loop plays.
- **Length Indicator & +/- buttons** - To the right of the LOOP/LEAP buttons there are three buttons. The length indicator (above) can be clicked so that loops/leaps are synced to the nearest beat/bar. Loops/Leaps can be lengthened or shortened using the +/- buttons.
- **Pitch Slider** - Move the slider to change the speed of the song (down is faster and up slower). The range can be adjusted on the General Settings page

between +/- 6% and +/-50%. More below on BPM, Speed and Pitch (view page 22).

NOTE: Hold down the [CTRL] key while moving the pitch fader to get a finer resolution of 0.01%.

- **EDIT** - Opens a sub-window containing a number of tools to aid in resolving beat-sync & analysis issues:

Shift+
click & drag
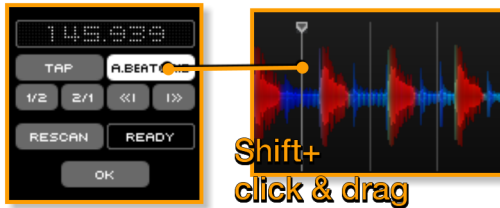
- **TAP** - Tap the button in time with the song to set the tempo.
- **1/2 & 2/1** -   Halves or Doubles the detected tempo (as selected).
- **<<| & |>>** – Nudge the beat-markers forward or backward as selected.

- **A.BEATGRID** - Auto beatgrid. The Beatgrid is used to sync all tempo sensitive functions (sampler loops, beat-mixing etc) to the song's tempo
  - **Auto ON (button white)** - MAGIX Digital DJ 2 will set the Beat marks automatically.

  - **Auto OFF (button grey)** - Manual beat-grid settings is possible. Hold **Shift + Click** anywhere on the waveform and drag **OR** click on the **nudge** buttons below the A.BEATGRID button.
- **Rescan** - Forces a rescan of the beat and frequency analysis.
- **Ready** - Shows the progress of the analysis.
- **OK** - Accept settings and return to the standard interface controls.

- **SYNC** - Syncs the beat to the other Deck or to the master tempo. Left-click is for momentary change, right-click is for permanent change. More below on BPM, Speed and Pitch (view page 22).

Note: The Pitch slider will be deactivated in Sync mode.

- **Left and Right Pitch Seek Arrows** - Nudge the track pitch in the direction of the arrow (right is faster, left slower) to jog the track forward or backward. Use these arrows in connection with theBeat phase display (view page 22).
- **DOWNBEAT** - Left-click to set the downbeat position of a cued track. This setting is critically important when the beat is supposed to be automatically in time with the other deck, samplers, VST MIDI players.
- **START** - Left-click to set the track start position. Note that this will prevent cueing to positions before that marker.

- **QUANT** - When Quantization is activated all jumps using manual cueing or by cue marker (view page 17) will be in time with the beat, i.e. seamless. If your song is going to end too soon just click on the middle of the track in the track overview and give yourself some precious extra time.
- **SNAP** - When snap is activated, the loop start and cue markers will always be placed on whole beats.
- **VST** - Activates any VST plugins loaded into the **VST Plugins page** and associated with the deck.Not in MAGIX Digital DJ 2, requires upgrade.
- (headphones) - Monitor the selected deck through the headphone buss. This routing is selected in the Toolbar, Audio setup (view page 46).

Faders & Beat-phase Display
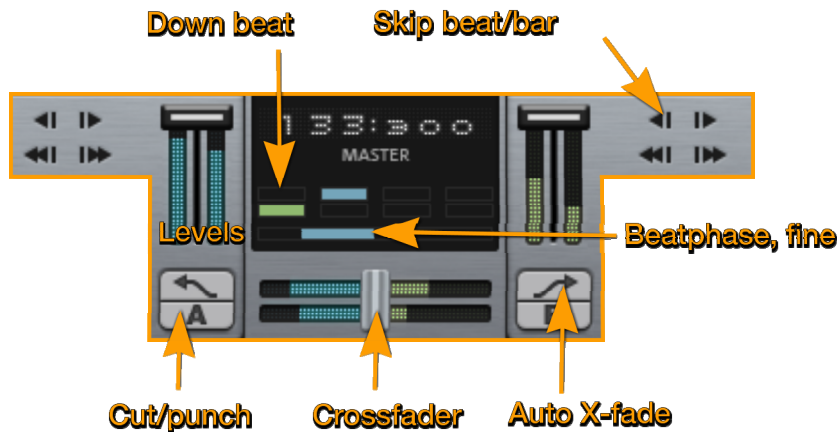
Controls

This section is important for manual mixing/beatmixing of your tracks.

- **<| & |>**- Jump phase one beat.

Note: these buttons also jump the LOOP & LEAP (view page 19) functions.

- **<<| & |>>** - Jump phase one beat.

Note: these buttons also jump the LOOP & LEAP (view page 19) functions.

- **Level** - Individual deck A & B level faders.
- **Beat-phase LEDs** - Show the 4 beats of a bar (assuming the track is in 4/4).

- **Fine beat-phase** - A bar will grow toward the leading deck. No bar = perfect phase.
- **<- & ->** - Auto-XFade start buttons.
- **A & B** - Transform deck A and B. Depending on the current state of the X-Fader the switches will **Punch / LMB** (left-click) a faded/muted track or **Cut / RMB** (right-click) a playing track. The transformation is immediate.
- **X-Fade** - Master cross-fader control.

Beat-phase display

Beat-phase - Above the main X-fader is a set of 4 LEDs. The LEDs blink on to show beat currently playing in each deck. Deck A upper Deck B lower. The down-beat is indicated below (1st LED as noted). It is important to pay attention that the decks are in step, playing the same beat of each bar (they aren't in this example). Mixing tracks that are out of step often ends in tears. The **nudge buttons** allow you to skip forward/backward a beat (top) or bar (bottom), use these buttons to get the decks in phase.

Fine phase - Below the phase LEDs is a bar-display (shown above, 'Fine–phase') that grows in the direction of the leading deck (A left, B right). When the bar disappears (or is small) in the middle, the decks are perfectly aligned.

BPM, Speed and Pitch

MAGIX Digital DJ 2 has a number of options for changing the speed and pitch of a deck.

Each deck has several pitch options. By default the pitch of a deck is controlled by the Deck pitch slider (as shown above).

- Selecting the **SYNC** button (right-click/Ctrl+click, to lock it in) will cause the Deck pitch slider to become transparent and the pitch of the deck will now be controlled by the opposite decks pitch slider.
- By clicking on **MASTER** in the middle both decks (when sync is active) will be controlled by the master tempo. (click on the Master tempo +/- buttons and move your mouse vertically for fast-change control OR double-click on the BPM number to enter a manual value).

Use the Pitch-lock function to change playback speed and pitch independently. Speed is altered by any of the above, pitch is now controlled by the **Key** tuning control. Click on the +000 display and drag your mouse up/down to change pitch.

Crossfader

Auto X-fade is very useful to free your hands during a routine X-fade, leaving you to   concentrate on more important matters (your hair for instance). The **auto X-fade buttons** are the bent-arrow switches either side of the X-fade slider (left shown). Pressing the **arrows** will start an automatic fade toward the selected deck.

Note: **The crossfade speed** is set in the Automix settings in Global settings (view page 52) (Setup). You can select a time between 0 to 100 seconds.

The **Transformator Buttons** (**A**&**B**) are the punch in buttons for Deck A and B. There are two options: **Left click** sets a deck's volume straight to 100%, right click (Ctrl + click) temporarily mutes the respective Deck, regardless of crossfader position.

Track selection for the perfect X-fade - Advice mode ON. You will find it a lot easier to pull of perfect X-fades on tracks with long lead in/lead-outs. Those are the start and end portions of tracks that have a beat and not much else going on. This means there won't be any discordant melodies or sounds producing negative interactions. Many songs are available in 'club mix' or 'dance mix' versions for this very reason. Seek them out. Another handy tool is the Bass crossfade option. This fades the bass along with the deck volume

and at the 50% mix point drops the bass on both decks to compensate for the added energy of the two tracks. This will keep the perceived volume smooth and perhaps save a few speakers splattering all over your audience. The **BASS X-FADE** option can be found on the Global settings page (view page 52) in the settings dialog.

Additional settings for the master crossfader on the Vinyl / Extended Control (view page 37) Window in the Crossfader Control section include:

- **CURVATURE SLIDER** - Adjusts between a very narrow/quick curve (left), useful for turntablism/scratching and a more gradual X fade (right).
- **REVERSED** - Reverses the crossfader curve, i.e. Deck B is silenced when the crossfader is set to the right.
- **LINEAR MODE** - Bypasses the default fade curve and engages a simple linear fade curve. Most commonly used mode by DJs.

Tool window

Peakscope

The **Peakscope** shows Deck A peaks in the upper half and Deck B peaks in the lower half. This arrangement of peaks is perfect for visual beatmatching of the decks.

Beat align decks

Left-click in the top or bottom half of the scope (resisting the temptation to follow the moving peaks with your pointer if the tracks are playing) and move your mouse to the left or right so that the upper and lower peaks are aligned. When the peaks and or tick-marks are aligned the decks are beat matched. In order to maintain perfect alignment, the tracks have to be the same BPM, or one deck be slaved to the other.

Spectroscope
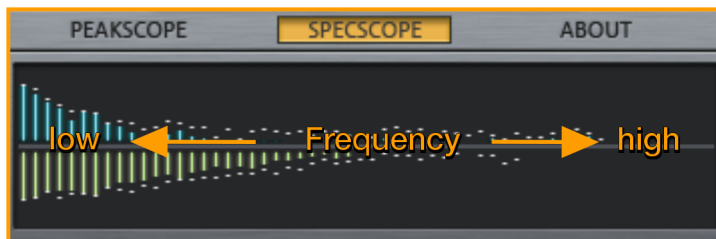
The **Spectroscope** displays the distribution of low to high frequency energy (left to right) for the Decks (A top / B bottom). Use this to gauge the relative bass/treble mix of two tracks.

About
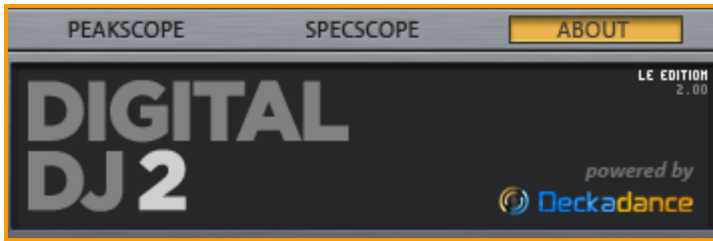
The **About** menu displays your version and MAGIX Digital DJ 2 build-number information.

Effects

MAGIX Digital DJ 2 comes with several high quality built-in effects which may be particularly useful when mixing dissimilar tracks. For example, removing the bass from a pair of tracks will cut the drums, which can be beneficial if the tracks have very different beats. As always, experimentation and practice are required.

Controls

MAGIX Digital DJ 2 also has a number of advanced filtering options, optimized for DJ applications. The levels of these effects are controlled by the XY control pad. You have the choice of:

- **BASS, MID, TREB** 3-band Equalizer - The effects section contains a 3-band equalizer, Bass, Midrange and Treble frequencies. The BASS slider can be linked automatically to the Crossfader using the 'BASS X-Fade' switch on the left side of the Playlist Window.

Note: when in Bass X-Fade mode, the Bass EQ slider is disabled.

- **Frequency CUT mode** - Left-click on the BASS/MID/TREB buttons to momentarily cut that frequency band, right-click locks the cut state on.
- **RELOOPER 1, 2 & 3** - These switches activate the Relooper (view page 43) function. Left-click the Relooper buttons for momentary effects. Right-click (or Alt+Click) to lockthe mode on. Left or right-click to disengage the re-loop.
- **LOWPASS FILTER** - Cuts the treble frequencies above the cutoff value. X/Y control Vertical (Y) changes the cutoff value. Horizontal (X) changes the resonance. A narrow band of boosted frequencies at the cutoff point creates a more pronounced 'sweeping' effect.
- **HIGHPASS FILTER** - Cuts the bass frequencies above the cutoff value. X/Y control Vertical (Y) changes the cutoff value. Horizontal (X) changes the resonance. A narrow band of boosted frequencies at the cutoff point creates a more pronounced 'sweeping' effect.
- **BANDPASS FILTER** Allows a narrow band of frequencies through.
- **BANDREJECT FILTER** - Cuts a narrow band of frequencies. Good for 'sweeping' effects.
- **8 TAP 3D PHASER** - Creates a phasing effect - not a great description, we know. OK, let's just say it sounds like plunging your head into a bucket of water - is that better? X/Y control - Vertical (Y) changes the phaser depth. Horizontal (X) - Changes the speed.
- **ECHO** - Left/right stereo bounce effect. X/Y control Vertical (Y) changes the delay volume. Horizontal (X) changes the delay speed (left is faster).
- **LO FI** - A sample rate reducing effect. X/Y control Vertical (Y) is the lo-fi mix amount. Horizontal (X) is the amount of sample rate reduction.

VST - If the inbuilt effects are not enough, MAGIX Digital DJ 2 can also host VST plug-ins, as described in the 'VST Plug-ins' section. Also included is a bank of 8 samplers/reloopers. These allow you to record audio from either deck, complete with beat-sync start whereby the sampling starts on the beatmark to give you a beat-matched sample.

Note: The functions record, sampler record, VST plugin/host, vinyl/external control and adjustment for personal MIDI controllers are not included in MAGIX Digital DJ 2. To activate these functions, you must upgrade your version to Deckadance Home or Club Edition.

Function Window

The large lower panel in MAGIX Digital DJ 2 displays a variety of functions in response to the 'Function Switches' as indicated on the screenshot above. For more information on each function, click on the links below:

- **PLAYLIST** (view page 29) – Opens the Song Manager. This is the central database view for finding songs in your collection, it is also used to manage playlists that organize songs for future playback and/or to log played tracks.
- **SAMPLER** – Load samples into one of the 8 integrated sampler slots and play them back as beat-synchronized loops or individual samples.
- **CONTROL** – Scratch the player and various mixer settings. Calibration of vinyl and CDs. Not in MAGIX Digital DJ 2, requires upgrade.
- **RELOOPER** - Slice and stuttering effects.
- **SETUP** – General settings

  After upgrading to Deckadance Home or Club Edition, additional options are available.

- **VST HOST** - Load instruments and effects.
- **MIDI** - MIDI configuration. Assign controller knobs, sliders and features to target MAGIX Digital DJ 2 controls.
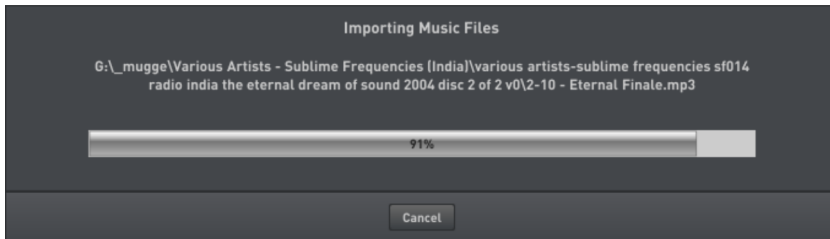
Song Manager

The Song manager is the management and navigation center for MAGIX Digital DJ 2. Here you can find songs from your music collection and create playlists.
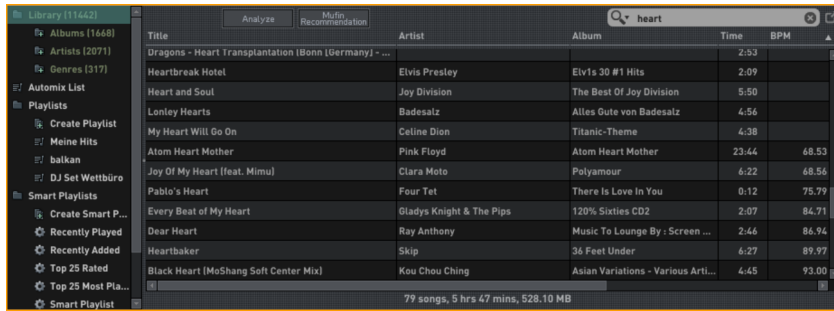
Preparation

You need to load your music into the Song manager's database so that it can find your music. To do so right click on the **Library** in the top left and select **Import Music Folders**.

sections

In the Song manager on the left hand side you will find six sections: **Library**,**iTunes**,**Automix (view page 32)List**, **Playlists**, **Smart Playlists** and **Recommendation list**.

Some of these sections can be opened up by clicking on them, the last thing left to do is to select a list from here (e. g. songs by an artist, an album or saved playlist), whose contents will then be displayed on the right hand side.

Library   The complete music collection. This area is selected by default. By opening it up you can search specifically for artists or albums.

iTunes Library	The iTunes library. If you have iTunes installed and your library does not show here, manually set the path to the iTunes library file (iTunes Music Library.xml) from the Setup > File Management > iTunes library (view page 54).
Automix-List	There is a special playlist available for the Automix function (view page 32).
Playlists	can save any number of playlists in its database. Use this to organize your music by your own categories (like in a record bag) or by prepared DJ sets. NB: Songs can be moved from one playlist to another easily, and can be present in multiple playlists simultaneously.
Smart Playlists	The "intelligent playlists" allow complex databank scans.

Right clicking on this section opens a context menu, in which there are various functions for importing and exporting playlists and backing up etc.

Controls & Options
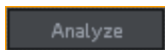
Analyze - beat and mufin analysis Force beat analysis on the files selected in the playlist.

Pre-analyzing files is useful as it lowers the CPU overhead and load times during a live set. To select multiple files select the first file of a group (click on it) then Shift+click on the last OR Ctrl + Click on individual files. The beat-analysis files are stored in the installation folder (PC: ..\MAGIX\Digital_DJ\beatmarks*.mrk; MAC: ../Library/Application Support/MAGIX/Digital_DJ/beatmarks/*.mrk) and will be remembered permanently (it is important that the name of the source audio file remains unaltered, the file name and size are used to match beatmark and audio files). Every use of the mufin recommendation function requires a previous analysis of your music files.

Note: Beatmark files also store cue points, detected bpm etc.

mufin recommendation – recommends similar-sounding titles from the database. See below for more information.

You can choose from three different heights for Song Manager. In case there's not enough space the Song Manager window separates from the rest of the program and can then be sized freely.

Mit der Suchfunktion kann dann die Liste noch weiter eingeschränkt werden. This is particularly useful in the **library** view, if the list of your entire music collection is displayed.   the search can be realtime i.e. the list begins filtering from the first letter you type. A click on the magnifying glass opens a menu ("Search in:"), where you can set which characteristics the search should include.

Once you have found the song you need, you can load it on a Deck, to a playlist or Automix playlist using Drag & Drop. Multiple selections can be made using Ctrl or Shift, Ctrl + A selects all songs on a list.

Hinweis: Drag&Drop auf eine Playlist bedeutet Ziehen und Fallen lassen auf dem Listennamen links.

These actions are also available using a context menu (right click). You can also find other useful actions there such as resetting the "played" status or removing songs from the database. The preview player (see browser) can be accessed using the context menu (preview).

A double click on an entry opens a input window, where you can quickly correct any wrong tags.

Index, Artist, Title, Album, Comments - Click on the headings to sort by that field. Right clicking on the column heading allows you to choose how the columns should be organized.

mufin recommendation
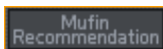
The recommendation function based on the mufin technology allows you to find similar-sounding titles in the database to the song selected from the Song manager. If you suddenly don't have an idea what to play next in your DJ set or can't remember the name of a song, you can quickly "dig out" the next track from the database.

In order to get recommendations, select a title in the playlist and click on **mufin Recommendation**. The **Recommendation List** with similar titles wi´ll be displayed afterwards in the Song manager. The list is ordered according to similarity in %, starting from the most similar at the top.

Prerequisite for good recommendations is a comprehensive analysis of your music collection. The more titles available for the recommendation algorithm, the better the recommended titles will fit, since only previously analyzed titles are taken into account when generating recommendations. It is advisable that you analyze your entire music folder after installing the program. Enter the correct path in program settings (view page 54).

Automix

Toilet breaks and other emergencies are not a problem with the Automix function. You can set it so the upcoming tracks are automatically blended. This is achieved using a special playlist, the Automix list.

If you select the **Automix** list in the Song manager, you will the extra Automix button above.

If this is activated all songs in this list will be played one after another.

Note: When selected the Play buttons for Decks A and B are disabled.

The Automix list can be added to in the same way as with a normal playlist i.e. using Drag & Drop or using the context menu ("Append to Automix list"), this applies even if the Automix list is being played.

In the general program settings section Automix (view page 52) there are even more useful functions (crossfade time, autobeat mix, bass eq).

Tip: If you want to skip a song when Automix is activated use the Auto-crossfade buttons.

Smart Playlists

With intelligent playlists you can formulate complex queries for the database. For example display all songs that you have added in the last three weeks, that you haven't played thee time yet or all songs with a rating of 3 stars or more which was released pre 1985.

Create a new Smart Playlist, by clicking on **Create Smart Playlist**. With **Edit Smart Playlist** in the context menu you can open a dialog in which you can set the playlist settings.
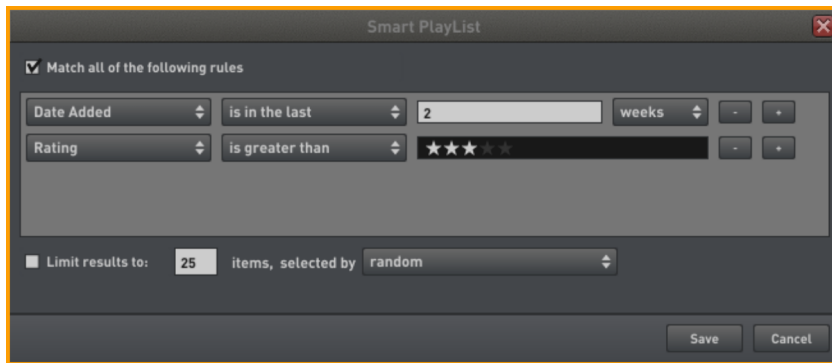
A smart playlist is understood as a playlist which makes the database multiples requests. The option **Match all of the following rules** determines whether songs should match all the search queries or just one of them.

A database field is selected from the list (e.g. "Play count") in the middle list an operator (e.g- less than) and right a value are entered (e. g. 3, the rule then shows all songs that have been played fewer than three times).

With the **+** button at the end of the row you can add another category, **-** deletes the category.

The number of songs in the list can be limited (**Limit results to items**), in the list field you can enter a criteria to specify which song will be selected, default is "Random", however, other criteria such as rating or play count are also possible.

Tip: Some Smart Playlists are already available, look at the search criteria used and you will soon realize how Smart Playlists work. The sky's the limit to your imagination!

Sampler

You can add sound effects and additional loops to your DJ performance using the sampler. Load samples into one of the 8 integrated sampler slots and play them back as beat-synchronized loops or individual samples.

Hint: You can load included samples into the MAGIX Digital DJ 2 sampler. In order to be able to edit relooper patterns, you must upgrade your version to Deckadance Home or Club Edition.

Controls

- **LOAD WAV** - Loads wave files from disk.
- **SAVE WAV** - Saves the current sample to disk as a WAV file. Not in MAGIX Digital DJ 2, requires upgrade.
- **< >** Arrows right/left – next/previous sample in catalog
- **Arrows up/down** – sample pitch higher/lower   Not in MAGIX Digital DJ 2, requires upgrade.
- **Volume** (Vertical Fader) - Controls the output level of the sampler slot.
- **Play button** - Left-click for momentary playback, right-click for continuous playback.
- **REC. LOOP** - Records the current output from the associated deck. The length of the recorded loop is set by the Loop/Leap (view page 19) length switches on the deck being recorded. Not in MAGIX Digital DJ 2, requires upgrade.
- **BEAT SYNC** - Select to play samples on-cue and in time with the current track (if a beat is detected). The beat phase and playback speed of the assigned deck (A/B, see below) will be used.

NOTE: The Pitch Up/Down buttons (to the right of the Rec Loop &amp Beat Sync buttons) won't function if this function is selected.

- **A / B** - Assigns the sampler to deck A or B.
- **(Headphones)** - Sends the output to the headphone mix bus.
- **Effects (Horizontal Fader)** - Left: Low Pass filter. Right: High Pass filter.

VST Host

Note: The functions record, sampler record, VST plugin/host, vinyl/external control and adjustment for personal MIDI controllers are not included in MAGIX Digital DJ 2. To activate these functions, you must upgrade your version to Deckadance Home or Club Edition.

MAGIX Digital DJ 2 VST slots accept both Instrument and Effect plug-ins. VST (Virtual Studio Technology) plug-ins such are a great addition to the inbuilt effects. VSTs can be controlled using MIDI files, turning MAGIX Digital DJ 2 into an 8 track sequencer with endless possibilities.

The VST is inserted in the signal path between the output of the Deck and the program outputs. This allows you to add your own sounds or effect those passing through the VST slot.
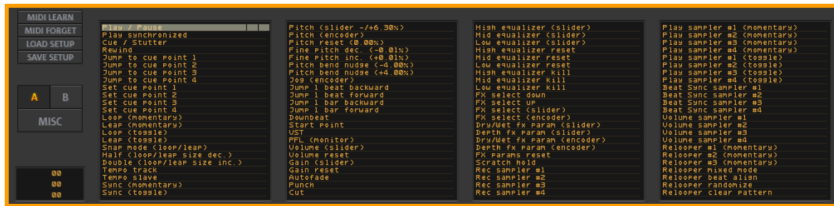
Controls

- **LOAD VST** - Opens a browse window where you can locate and load a VST plug-in. The VST search directory is selected in the 'Setup' (view page 54) Function Window.
- **E** (Expand) - Opens the VST interface.
- **X** - Deletes the VST.
- **LOAD MIDI** - Load a MIDI file to control the VST.
- **< > (arrows)** - Step forward/backward through MIDI files in the load directory.
- **Loop** – Plays back the MIDI file as a loop
- **BEAT SYNC** - Select to play MIDI files in time with the current track (if a beat is detected). The beat phase and playback speed of the assigned deck (A/B, see below) will be used.
- **Vertical Fader** - plug-in volume.
- **Play button** - Playback MIDI file.
- **A / B** - Assign the VST to deck A or B.
- **(Headphones)** - Sends the output to the headphone mix bus.

- **MIDI IN THRU** - Activate the slot to receive MIDI/Controller input. If you PC is connected to a MIDI keyboard, you can play live to your DJ set using the VST instrument.

Note about 3rd Party VST plug-ins: The Internet is bursting with 3rd party plug-ins, a great place to start looking is KVR. However, be careful not to go on-stage before thoroughly testing any VST you use – remember, they are independent programs not controlled by Image Line and can crash, bringing your computer down with them.

MIDI settings

Note: The functions record, sampler record, VST plugin/host, vinyl/external control and adjustment for personal MIDI controllers are not included in MAGIX Digital DJ 2. To activate these functions, you must upgrade your version to Deckadance Home or Club Edition.

MAGIX Digital DJ 2 comes with a range of configurations (view page 55) for any controller models. If your controller is not listed or if you don't own a controller but want to control MAGIX Digital DJ 2 with another MIDI device (e.g. keyboard) you can assign buttons, knobs, faders and functions of certain MAGIX Digital DJ 2 control elements. In the same way you can add further functions or change the controller assignment.

Note: Before MIDI devices can be linked to controls they must be selected in the settings dialog (Remote control) (view page 54). Only one controller device can be used to control MAGIX Digital DJ 2 at a time.

Controls & Options

- **MIDI LEARN** - Activates the MIDI LEARN function to link controllers to MAGIX Digital DJ 2 controls, see below. Any physical knob/slider/jog on your

controller moved when this button is activated will link to the item selected
from the target list to the right.

TIP: Double click the function in the list to activate 'learn mode' in a single
step.

- **MIDI Forget** Select a MAGIX Digital DJ 2 target command in the list to the
  left, click MIDI FORGET to forget the target link.
- **Load setup** Saves a controller setup.
- **Save setup**
- **A / B** - Select the Deck that the MIDI functions relate to.
- **MISC** - MIDI functions not related to any specific deck.
- **MONITOR** - Shows MIDI data from the controller.

NOTE: To select a pre-configured controller use the Settings Function Window

Create/ delete MIDI links

- To create a **MIDI link with your controller**:

1. **Click** one of the functions in the list.
2. **Press** the **[MIDI LEARN]** button.
3. **Move** the hardware controller target control.

or

1. **Double-click** one of the functions in the list.
2. **Move** the hardware controller target control.

- To remove a **MIDI link** just select it and press the **[MIDI FORGET]** button or
  the backspace key.

Vinyl/External Control

Note: The Vinyl/external control is not available in MAGIX Digital DJ 2, so all input settings have no noticeable effect. To activate these functions, you must upgrade your version to Deckadance Home or Club Edition.

In MAGIX Digital DJ 2 you'll also find additional mixer settings (see below).

Controls

Pitch control and tempo variation are achieved by tracking the pitch and phase of a signal from a record or CD. Select the input for decks A and B using the **[Audio]** options dialog opened from the top main Menu Bar (see the screenshot below).

- **Scopes** - The oscilloscopes provide a display for the quality of the tracking signal. A good signal is indicated by a clean circle that fits inside the scope window (50-75% of the diameter).
- **Tracking mode** - The images of   turntables and laptop to the left of the oscilloscopes allow you to select:
    - **Absolute tracking** (top deck) - The absolute tracking mode will locate a position in the track automatically, depending on the position the needle is placed in the vinyl (or CDJ track position).

    - **Relative tracking** (middle deck) - Relative mode changes only the playback speed and direction based on Vinyl input (or CDJ track input).

    - **Internal tracking** (bottom PC) - MAGIX Digital DJ 2 transport is controlled internally, external timecode control is disabled.
- **INVERT PHASE** Inverst the phase of the input signal. Try this button if the **absolute mode doesn't work**. This control is only visible if MAGIX Digital DJ 2 Control CD has been selected.
- **Timecode source** - Use the left/right arrow controls to select your timecode source format:
    - **Timecoded CD (CDJ)** - Select 'MAGIX Digital DJ 2 Control CD'. To create a MAGIX Digital DJ 2 Control CD use the Global Options > CONTROL CD CREATOR (view page 42). This will create a 26-minute .wav file ready to be burned to CD for use in your CDJ. Deckadance's timecode is **ultra-accurate** with twice the 'control frames' per-second compared to other leading control CD formats and so is designed to work with Deckadance to deliver the **tightest control possible**. In addition, it includes time-controlled auto-correction, so that the CDJ and time displayed in MAGIX Digital DJ 2 are always in perfect sync.

MAGIX Digital DJ 2 will behave as if the music was coming from a CD in the CDJ itself.

- **Vinyl** - Select ms PINKY gen 1,2,3,4 or CD, Torq or Reflex PCDJ. If you have any other brand of timecoded vinyl, set mspinky generation to "4" and use the LEARN TIMECODE function as described below. **Supported formats** - Fully tested and supported formats include: Final Scratch, MixVibes, ms PINKY (Gen 1 to 4), Serato Scratch Live and Torq timecodes. All other control sources are supported through the vinyl control record speed 'LEARN TIMECODE' system.

- **INPUT THRU** - Passes audio inputs through to MAGIX Digital DJ 2 output. Use this to play regular vinyl records (make sure that the associated deck is set to 'Internal tracking' so that the turntable input is not treated as a control signal). If you are using a control vinyl when INPUT THRU is "on" you'll hear the tracking signal "whistle" in the mix. Useful when setting up your rig, but your audience probably won't like it if you forget to turn in off :)

- **LEARN TIMECODE** - Calibrate Deckadance to the default speed of your timecoded vinyl (if you are using a CD see the section on Timecoded CD (CDJ) above). To obtain the most accurate **vinyl calibration**:

  1. Ensure your setup is correct and that you have a 'healthy' tracking signal on the input, at approximately 50%-70% amplitude.
  2. Play the record or CD at normal speed (important with normal/reset pitch in your turntable!).
  3. Press 'learn' and hold for 3 to 4 seconds.
  4. Release 'learn' and you're done!

- **GAIN** - Adjusts the input level for the associated deck. Tips to obtain an accurate lock on the tracking signal on the record. The signal level from your turntable is important, it should be set to about 50-70% from the center of the oscilloscope window to the edge. A signal that is too loud will clip and degrade the tracking signal. A signal that is too low can lead to phase ambiguity and so affect spin direction detection.

- **RUMBLE** - Rumble Threshold, ignores input audio signals below the threshold level. Use Right Mouse Button to reset to -50.0 dB.

- **LEAD IN** - Coming soon.

Setting the input control signal

Use the **Gain** knob to set the amplitude so that a circle is formed about 50-75% of the maximum diameter that will fit in the window. Use the **Rumble** knob to clean up scatter or noise in the signal – compare the screenshot above to the one below to note the cleaner-looking circle below.

Setting Control Deck A/B inputs

Audio INPUTS are used to receive the control signals from external Vinyl or CDJ decks. INPUTS are selected and set in the Audio Settings (view page 46) page.
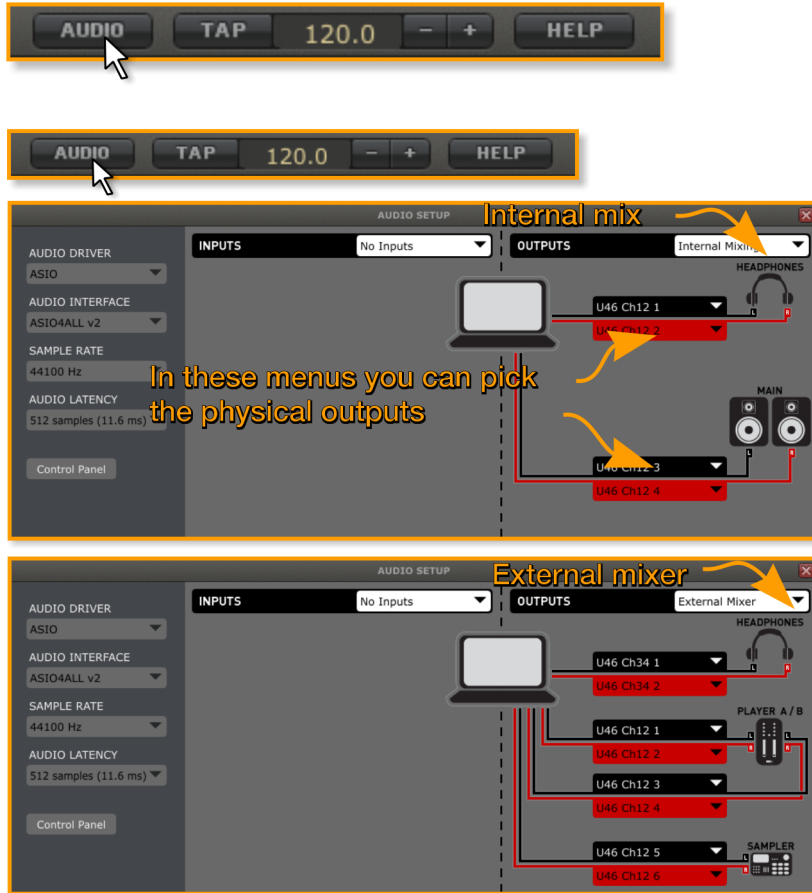
Additional settings

Between the Vinyl / Extended Controls for Decks A and B are several additional settings:

MONITOR CONTROL

- **Monitor Mix Fader** - An independent monitor fader that blends between Main and PFL on the phones.
- **Monitor Level** - Use to adjust the global monitoring level.

- **PHONE SPLIT** - L/R monitoring. When selected, you will hear PFL in your left headphone and Master in the right one, assuming that your monitor setup is routed to your headphones and you have them on the correct way around. Perhaps we assume too much?!
- **OVERDRIVE** - Colors the monitor signal and boots levels to make it easier to distinguish from the PA. Watch your ears!

Note: Consider investing in a good set of 'in-ear' monitors, which effectively reduce the noise from the club PA, allowing you to monitor at levels significantly lower than normal, sparing your hearing while keeping you on top of the beat.

MASTER CONTROL

- **MASTER LEVEL** - Main output levels from the program, usually this is the feed to the club's PA.

CROSSFADER CONTROL

- **CURVATURE SLIDER** - Adjusts between a very narrow/quick curve (left), useful for turntablism/scratching, and a more gradual X fade (right).
- **REVERSED** - Reverses the crossfader curve, i.e. Deck B is silenced when the crossfader is set to the right.
- **LINEAR MODE** - Bypasses the default fade curve and engages a simple linear fade curve. Most commonly used mode by DJs.

SAMPLER

8-BIT MICROSAMPLER - **Record** (right click to lock) and **Play** (right-click to lock) buttons. A simple inline master sampler with two basic functions: Record and Trigger. It is possible to record the master output mix (what you hear is what you sample) and then trigger it later in the mix.

Note: Record time is limited to ~10 seconds. There is a hard disk-recorder (view page 44) located on the central main display above the Function Window switches.Not in MAGIX Digital DJ 2, requires upgrade.

Control CD Creator

MAGIX Digital DJ 2 has the ability to generate an ultra-accurate timecode file, to be burned to CD and used with the **Timecode source** Deckadance CONTROL CD (view page 37) option so you can control MAGIX Digital DJ 2 from a CDJ.

To create a Deckadance CONTROL CD:

- Click the **START** button. The' **Deckadance_Control_CD.wav**' file will be generated. Press **CANCEL** at any time to create a shorter file.
- The file will be saved in the **Deckadance installation directory** in a folder titled **control_cd**. To specify an alternative location click in the directory field and browse to the desired save location.
- Burn the file to an Audio CD and you are ready to use it in your CDJ, remember to select 'Deckadance CONTROL CD' in the Vinyl / External Control options. DOn't forget to select **Deckadance CONTROL CD** in the Vinyl/external controller options (view page 37). To learn more about MAGIX Digital DJ 2's unique and ultra-accurate timecode technology see the **Timecoded CD (CDJ)** section on the Vinyl / External Control page.

Relooper

Relooper Editors

The Relooper works by slicing and re-arranging the sample currently in the playback buffer for the associated deck. The region to be re-looped is defined by the beat markers bounding the playback marker (center of the Beat Window). Relooper patterns can be used on any track and on the bar that is currently playing.

Note: In MAGIX Digital DJ 2, relooper patterns cannot be changed, and for this reason editing and RANDOMIZE functions are not available. In order to be able to edit relooper patterns, you must upgrade your version to Deckadance Home or Club Edition.

Note: The Reloopers are randomized on MAGIX Digital DJ 2 start-up, but if you want other 'random' patterns, just hit the 'randomize' button.

- **Mute and Re-trigger** - Right-click on the pattern blocks to cycle through Mute and 1, 1/2, 1/4th note re-trigger options. Useful for 'stutter' effects.
- **To activate pattern 1 to 3** - Left-click the 'Relooper 1, 2 or 3' buttons in the Effects panel (view page 26) for momentary effects. Right-click to engage permanently. Left or right-click to disengage the re-loop.
- PATTERNS 1, 2 & 3 - Click to edit the pattern. There are three patterns per deck.
- **CLEAR PATTERN** - Clears the pattern and creates a straight playback pattern.
- **RANDOMIZE** - Creates a random Relooper pattern.
- **BEAT ALIGN** – The Relooper pattern will be matched to the beat of the right deck and will start exactly at the next beat.
- **MIXED MODE** - The pattern will play back as a 50:50 mix of the Relooper and original track output.
- **SWAP** - Swaps the patterns between the Decks.

Master Relooper Effects

Master Effects won't work when <Pregrammname> is used multiple output mode, ie: Deck A in one stereo out and Deck B in another. The Master Effects will only work on a Master Output.

- **Wah-Wah Filter**Wah wha effect. House/Daft punk style wah wah doubled (parallel) bandpass filter effect with lo-fi decimation.
- **PANORAMIC LFO** - Left/Right   LFO modulated autopanner with some 3d effect phasing effects.
- **RING-MODULATOR** - Amplitude driven ring modulator (it's 'cool!').
- **TRACK-CODER**Lo-Fi distortion effect combining low order vocoder (16 bands), pitch tracking with sawtooth waveform synthesis and fold-back distortion mixed with the original signal.

Recording
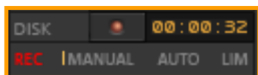
Note: The functions record, sampler record, VST plugin/host, vinyl/external control and adjustment for personal MIDI controllers are not included in MAGIX Digital DJ 2. To activate these functions, you must upgrade your version to Deckadance Home or Club Edition.

You can use the Record function to record your DJ performance as a live WAV file; including all effects and fades.

Recording starts immediately if you click on the Record button in the middle. The timeline informs you of the relative length of the current playlist. **MANUAL** and **AUTO** indicate whether **AUTOMIX** (see Playlist (view page 29)) is active or not.

Everything exiting the main output will be recorded. A limiter prevents overmodulation. This limiter cannot be adjusted further. The **LIM** indicator is active when it is in use. You should then reduce the output level.

The default file location path is present in the **disk_recorder** folder in the MAGIX Digital DJ 2 program directory, but you can change it in the settings window (view page 52). Every recording will be saved as a new file, named using date and time. This way, you can easily find your files again.

Settings

To open the Setup Function Window, click on the [SETUP] button located in the Function switch area at the upper middleof the main interface.

NOTE: Audio Settings (view page 46) are accessed from the Tool Bar.

Audio settings

Audio settings page may be opened via the **Audio** button in the menu bar. In order to get the best out of MAGIX Digital DJ 2, you may need to take some time to familiarize yourself with the Audio and General, File & MIDI Settings (view page 52)on another page.
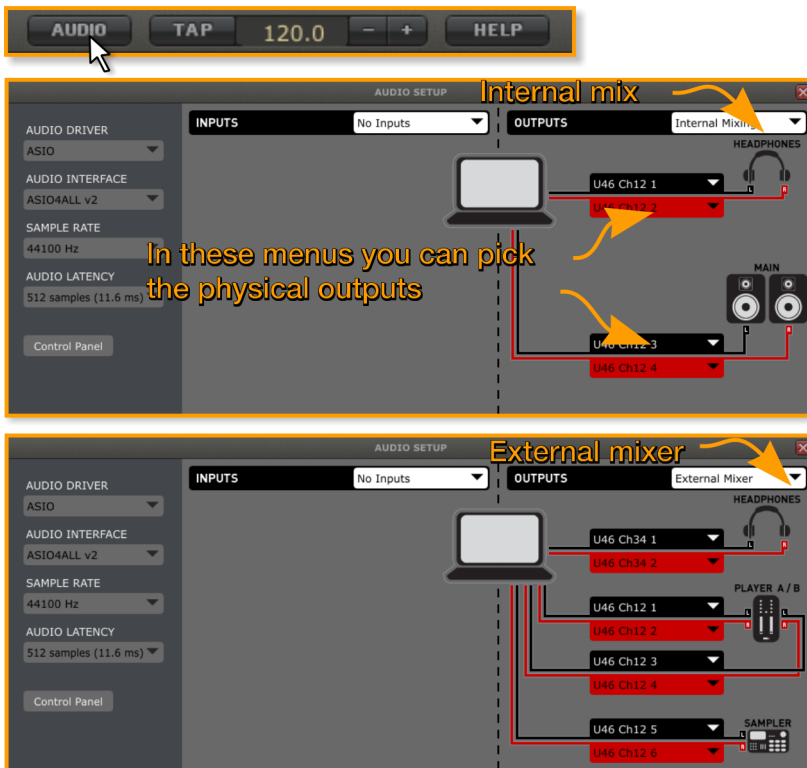
It is **strongly recommended** that you select an ASIO driver (ASIO4ALL for example) as MAGIX Digital DJ 2 will run more smoothly using ASIO drivers.

- **AUDIO INTERFACE** - Selects your soundcard/audio & driver. PC users: We recommend using an ASIO driver, Deckadance installer includes the ASIO4ALL.
- **SAMPLE RATE** - Select the play-back frequency of your audio interface. 44100 Hz (44.1 kHz) is most common although some interfacces use 48000 Hz (48 kHz).
- **AUDIO LATENCY** - This is a working buffer (breathing space) used by Deckadance to avoid CPU overload. As the latency is increased the delay between moving a MIDI/interface control and hearing/seeing the result is at least equal to this setting (in ms). The ideal buffer is the smallest your computer can manage without causing glitches. Notes:
    - **Generally** - For most DJ work there is no need to set a latency below 512 samples (~11 ms @ 44.1 kHz).
    - **Elastique** - When Elastique master tempo engine is active, a minimum suggested latency is 128 samples. We also recommend multiples of this latency in case longer latencies are required: 256, 512, 1024, 2048.
    - **DVS** - For DVS 'scratching' we suggest that you disable the master tempo engine and reduce the latency as low as possible around (88 samples for an average computer and soundcard with ASIO drivers).
- **CONTROL PANEL** - Opens the soundcard driver interface. **PC users:** If your audio interface does not have native ASIO drivers we recommend using ASIO4ALL soundcard driver. This allows you to use more than one audio input/output device.

Hint: The audioendine can handle both audio inputs and outputs. Inputs are used to accept control signals from vinyl/CDJs and from microphones for PA (Public Address). Audio input are NOT not available in MAGIX Digital DJ 2, so all input settings have no noticeable effect. To activate these functions, you must upgrade your version to Deckadance Home or Club Edition.

- **INPUTS** - Select audio input configuration. Your ability to use the options below will depend on the number of inputs your audio interface has:
    - **No inputs** - Using only MAGIX Digital DJ 2 internal audio sources.
    - **Mic** - You are using a single microphone input. Must we listen to your voice?
    - **One deck** - You have a single deck, Vinyl or CDJ. Cheapskate!
    - **Two decks** - You have two decks, Vinyl and or CDJ. You rock!
    - **Two decks and a mic** - You have two decks, Vinyl and or CDJ plus a mic. Playing with the big league now...

- **OUTPUTS** - Select audio output configuration for internal or external audio mixing. Your ability to use the options below will depend on the number of outputs your audio interface has:
    - **Internal mixing** - In this configuration you can select 2 stereo audio outputs. 1. Headphones (Monitor) and 2. Main outputs (Speakers/Mixing desk).
    - **External mixing** - In this configuration you have the option to configure 4 stereo audio outputs. 1. Headphones (Monitor) and 2. & 3. Two stereo channels feeding the A and B inputs to the Mixer x-fader and 4. Auxiliary output to a sampler or recorder.

NOTE: If you have a 'surround-sound' (5.1 or 7.1) audio interface, you can use the rear speaker outputs as a second audio out for headphones for example.

Audio (ASIO4ALL) PC Only

Mac users can skip this step.

For PC users the Deckadance installation includes a 3rd party ASIO driver ASIO4ALL. This has **two benefits:**

- **Speed:** ASIO drivers (in general) allow lower CPU overhead and shorter **buffer length** than the standard Windows (DirectSound, WDM Driver). If your audio interface has a native ASIO driver then we recommend you use that.
- **Multiple audio devices**: Specific to the ASIO4ALL driver, you to select inputs and outputs from **separate sound cards/audio devices**, something that is not possible with standard ASIO drivers. This is how you can use a **USB microphone** with your regular soundcard (see point 6 below).

NOTE: ASIO4ALL is a generic ASIO driver that works with most soundcards, your experience may be different, including long periods of silence and head-scratching.   If ASIO4ALL doesn't produce any sound we recommend that you work through all the steps below including the Troubleshooting section.

Using the ASIO4ALL Advanced Settings

This section explains how to use the ASIO4ALL settings.

1. Open the Press the Audio settings (view page 46) and select '**ASIO4ALL v2**' from the **AUDIO INTERFACE** list.
2. Click the **[Control Panel]** button on Audio settings to open the ASIO4ALL driver settings (as shown below).

1. **ASIO Buffer Size** - As shown above, the ASIO4ALL window allows you to adjust the **ASIO Buffer Size** (Buffer length) settings to fine-tune **Buffer underrun** issues (audio clicks, pops or glitches). You can adjust the buffer length for each selected device (in this case the Creative SB X-Fi is selected, highlighted dark-blue). It is a good idea to set all devices you plan to use to the same Buffer Size. Select each device by clicking on the name so it becomes highlighted and then change the Buffer Size slider. The Buffer Size is displayed in samples, to convert from samples to milliseconds (ms) divide the Buffer length in samples by 44.1 (if your sound card is using 44100 Hz) or 48 (if it is at 48000 Hz). In this case,the sound card is set to 44100 Hz so the Buffer length of 448 samples = 10 ms (approximately).
2. **WDM Device List** - The screenshot also shows 2 devices in the **WDM Device List** (Creative SB X-Fi and Plantronics Headset). The devices that appear in your list will probably be different and are those audio devices that have sound card drivers correctly installed and registered with the Windows operating system. If your sound is working correctly under Windows, there should be at least one device listed (something with **Realtek** or **AC97** in the title are common for motherboard-based sound cards). If nothing is showing in this list, re-install the soundcard drivers for your PC, reboot and look here again.

3. **Advanced settings** - Make sure you are in Advanced mode as shown below. Click the Spanner (lower-right) to change between 'Simple' and 'Advanced' modes.

1. **Active devices** - Only active devices (and their active Inputs/Outputs) can be used by Deckadance, i.e show in the INPUT / OUTPUT ROUTING options. **This is the step that is required to use a USB microphone with your sound card. To activate a device** click the button in front of the device name, the blue button & arrow will light to indicate the device is active. You must also ensure that the device's Inputs (In:) and Outputs (Out:) are also activated. Click on any [+] squares in front of the device to expand the list of Inputs and Outputs and click on the activate buttons. NOTE: activating a device at the highest level does not necessarily mean it's inputs and outputs are activated. For example, in the screenshot above the Plantronics Headset Output is not activated and so won't be available in Deckadance.
2. **Latency compensation In/Out** - sliders. Leave these at the default settings. The ASIO4ALL driver reports to Deckadance the latency it adds to the audio stream, and this is taken into account by the program where appropriate. However, if you have measured the input/output latency of your sound card using a loop-back cable, and know what you are doing, then set the 'Latency compensation' sliders according to you measured results.
3. **Use hardware Buffer** - Can reduce Buffer underruns (audio clicks, pops or glitches). Whether or not it helps will depend on the design of your soundcard's design and drivers.
4. **Always resample 44.1 kHz <> 48 kHz** -   This option fixes a no sound issue on SigmaTel C-Major Audio devices. If everything else seems to be correct on your sound card settings and you are not hearing anything you can give this option a try.
5. **Force WDM Driver to 16-Bit** - This option fixes a no sound issue on **SoundMax Digital Audio devices**. If everything else seems to be correct

on your sound card settings and you are not hearing anything you can give this option a try.

6.   When you are done, close the ASIO4ALL options with the [X] window control in the top-right corner.

Troubleshooting

1.   Make sure you are using the latest version of ASIO4ALL, install it and try again. The latest ASIO4ALL driver will be available at www.asio4all.com. Don't be afraid to try the latest Beta (if there is one).

2.   ❌ **Unavailable** - If any of the inputs/outputs of the devices in the 'WDM Device List' have a RED X through them, it means they are probably being used by another audio application. For example, programs such as 'MSN Messenger', 'Skype', media players etc. can tie up inputs/outputs so, close Deckadance, close any program that may use your sound card and re-open Deckadance and the ASIO4ALL options.

3.   **Nothing shows** - If your sound card or its IN/OUTputs don't show in advanced mode, try downloading the latest driver for your soundcard. This happens when the driver for your soundcard hasn't registered itself correctly with Windows.

4.   No sound -   Check the following:

   -   **Select all Outputs** - In 'Advanced view' expand your Soundcard Inputs/Outputs and **ensure all Outputs are active**. In the example above, the Creative SB X-Fi has its main analog output selected ('Out: 8x 44.1 1-192kHz, 32Bits') but the 'SPDIF' Output and 'Plantronics Head' set Output ('Out: 2x 6 4-48 kHz, 16 bits') are both deselected and so would not be available in the Audio settings (view page 46).

   -   **Main Outputs** - Make sure your ASIO Output is selected in the Master OUT Audio settings.

   -   **Switches** - Try the 4 possible combinations of the '**Always resample 44.1 kHz <> 48 kHz**' and '**Force WDM Driver to 16-Bi**t' switches (Off/Off, On/Off, Off/On, On/On).

   -   **Any sound?** - If there is still no sound, make sure you can hear sound from other Windows programs. If not then your problem isn't related to ASIO4ALL (try re-installing your soundcard drivers).

   -   Output Errors? - Make sure the Outputs are not showing **Unavailable** or **Beyond logic** as described elsewhere in this section.

5.   **Crackling noises without the underrun count increasing** - Check the following:

   -   Switches - Try the 4 possible combinations of the '**Always resample 44.1 kHz <> 48 kHz**' and '**Force WDM Driver to 16-Bi**t' switches (Off/Off, On/Off, Off/On, On/On).

- Hardware buffer switch - Try On/Off.

6. 🏁 **Beyond Logic** – similar to "Unavailable".   If the control panel of your card provides the option to lock the sample rate deselect it, a known cause of 'Beyond Logic' errors. Also try closing and re-opening the control panel, unplugging/re-inserting USB audio devices and/or reinstalling the Windows (WDM) driver for the sound card.

7. Check the ASIO4ALL Manual in the installation directory ..:\Program Files\ASIO4ALL v2\ASIO4ALL v2 Instruction Manual.pdf, FAQ at www.asio4all.com or try the ASIO4ALL forums.

Settings
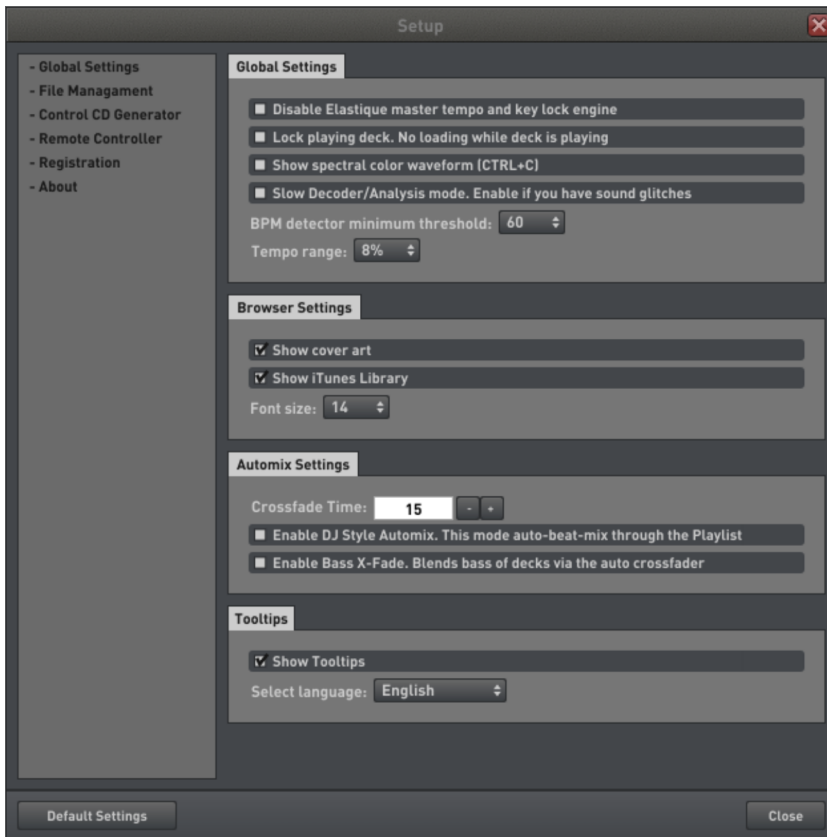
Global settings

Global settings

- **Disable master tempo/pitch engine** - Can decrease CPU load for slower computers struggling to run MAGIX Digital DJ 2 without audio glitches (don't forget to increase latency & use an ASIO driver).
- **Lock playing deck** - Stops tracks loading on the playing deck. Perhaps we should rename this 'Stupidity filter' :)
- **Spectral waveform (CTRL+C)** Waveform display in spectral colors -more than just pretty colors! Engages the spectral display for the decks. Red hues are bass/low frequencies, blue colors are treble/high frequencies.
- **Slow decoder/analysis mode.**Can decrease CPU load for slower computers struggling to run MAGIX Digital DJ 2 without audio glitches (don't forget to increase latency (view page 46) & use an ASIO driver).
- **BPM Detector Threshold** - Set the lowest BMP the tempo detector will return. This is useful to stop spurious half speed tempo detections.
- **Pitch range** - Set the maximum range in which the pitch slider operates.

Manager settings

- **Cover display:** Activates/Deactivates the cover display from the files in the Song Manager.
- **Display iTunes-Library:** Remove the tick so that the iTunes Library is hidden in the Song Manager, useful if you don't use iTunes.
- **Text size :** Set the text size for all displays in the browser and Song Manager (view page 29).

Automix (view page 32)-Settings

- **DJ-STYLE** - Mixes songs with beat-matching.
- **Crossfade time**: Length of the automatic crossfade, can be set anywhere between 1 and 100 seconds.
- **BASS X-FADE** - Crossfades the bass along with the track volume. Useful for mixing difficult parts with conflicting drums.

Note: When this option is selected, the Bass EQ slider (view page 26) is disabled.

tooltips

- Show tooltips: Display Tooltips for all control elements on the program's interface.
- **Select language:** Set the language for Tooltips and settings dialog.

File Management (Files)

This section sets the default locations for -

- **Audio Files** - Sets the location of your music tracks.
- **Sample Files**Sets the location of your sample files.
- **iTunes Library** - MAGIX Digital DJ 2 should automatically import your iTunes library at startup (making it available through the Song Manager (view page 29)). If MAGIX Digital DJ 2 does not find the library, indicate the correct location of the library by clicking in the field and browsing to your   'iTunes Music Library.xml' file. If you don't know where it is, you can perform a manual search for 'iTunes Music Library.xml' then add the directory once you locate it.

After upgrading to Deckadance Home or Club Edition, additional options are available.

- Midi Files- Sets the location of your MIDI files. These may be used to control VST plug-ins.
- **Skin-Bitmap** – Load another skin. Skins can be found in the "skin" folder in the program directory. You can also make your own skins by editing one of the defaults and saving it here.
- **VST Plugins** - Sets the location of your VST plugins.
- **Disk Rec file** - Choose the location for the disk recorder (view page 44) (located above the Function Window switches).

REMOTE CONTROLLER

DJing on a computer with a controller is twice as much fun! MAGIX Digital DJ 2 supports a wide range of controller from big manufacturers. With **Auto detect controller** the controller will be automatically detected and configured, if that doesn't work you can select the controller in **Change Selected Controller**.

The options under the MIDI Setup dialog will depend on your soundcard and attached controllers showing available MIDI inputs/outputs. Select the MIDI inputs/outputs that belong to your controller using the ON/OFF switches to the far right of the window.

If you can't find your MIDI controller in the list, configure the controller to MAGIX Digital DJ 2 interface by opening the **MIDI** function switch using the MIDI Configuration page. Not in MAGIX Digital DJ 2, requires upgrade.

Registration / About

Shows the MAGIX Digital DJ 2 Version information and your Registration code if MAGIX Digital DJ 2 is registered.

Click the **REGISTER** button to opens a dialog box where you can select and open a registration file (...to register or upgrade the current version).

About displays the complete Copyright information.

Natively supported DJ MIDI controllers

The following devices are supported:

- Allen&Heath Xone:3D
- American Audio Digital Producer 2 / DP2, VMS4
- Behringer BCD2000 & BCD3000
- DJ-Tech 101 Series, DJ For All, Mix Free, i-Mix, i-Mix MKII, i-MixReload, uSolo FX, Pocket DJ (Duo) & Kontrol One (K1 + M1)
- EKS Otus, XP10 & XP5
- Hercules - Console MK2, Control Mp3, Console RMX, Control Steel.
- iCon i-DJ
- Kontrol-DJ KDJ500
- M-Audio XSession Pro & XPonent
- Numark Omni Control
- Omnitronic MMC-1
- OpenLabs DBeat
- Reloop Digital Jockey
- Stanton SCS-1d & SCS.3d
- SYNQ PCM-1, DMC-1000, DMC-2000
- Vestax VCI-300, VCI-100, VCM-100, Typhoon

Shortcuts

Note: The functions record, sampler record, VST plugin/host, vinyl/external control and adjustment for personal MIDI controllers are not included in MAGIX Digital DJ 2. To activate these functions, you must upgrade your version to Deckadance Home or Club Edition.

Key	Action:	[Shift] Action	[Ctrl] Action
Q	Play / Pause (Deck A)	Play / Pause (Deck B)	n/a
W	Cue / Stop (Deck A)	Cue / Stop (Deck B)	Tool Window switch
A	Rewind (Deck A)	Rewind (Deck B)	Select all
Z	Sync (Deck A)	Sync (Deck B)	n/a
E	Pitch up (Deck A)	Pitch up (Deck B)	n/a
D	Pitch down (Deck A)	Pitch down (Deck B)	Disk recorder
R	Bend up (Deck A)	Bend up (Deck B)	Relooper ON (Deck A)
F	Bend down (Deck A)	Bend down (Deck B)	Relooper ON (Deck B)
T	Volume up (Deck A)	Volume up (Deck B)	n/a
G	Volume down (Deck A)	Volume down (Deck B)	n/a
Y	Jump 1 beat fwd (Deck A)	Jump 1 beat fwd. (Deck B)	n/a
H	Jump 1 beat back (Deck A)	Jump 1 beat back (Deck B)	n/a
U	Jump 1 bar fwd (Deck A)	Jump 1 bar fwd (Deck B)	n/a
J	Jump 1 bar back (Deck A)	Jump 1 bar back (Deck B)	n/a
I	Fx select up (Deck A)	Fx select up (Deck B)	Set loop IN point (Deck A)

K	Fx select down (Deck A)	Fx select down (Deck B)	Set loop IN point (Deck B)
O	Half (Deck A)	Half (Deck B)	Set loop OUT point (Deck A)
P	Double (Deck A)	Double (Deck B)	n/a
L	Loop (Deck A)	Loop (Deck B)	Set loop OUT point (Deck B)
S	Monitor (Deck A)	Monitor (Deck B)	n/a
X	Relooper 1 trigger (Deck A)	Relooper 1 trigger (Deck B)	n/a
C	Relooper 2 trigger (Deck A)	Relooper 2 trigger (Deck B)	n/a
V	Relooper 3 trigger (Deck A)	Relooper 3 trigger (Deck B)	n/a
B	Lo Eq cut (Deck A)	Lo Eq cut (Deck B)	n/a
N	Mid Eq cut (Deck A)	Mid Eq cut (Deck B)	n/a
M	Hi Eq cut (Deck A)	Hi Eq cut (Deck B)	n/a
,	Key lock (Deck A)	Key lock (Deck B)	n/a
.	Reset pitch (Deck A)	Reset pitch (Deck B)	n/a
1	Jump cue #1 (Deck A)	Set cue #1 (Deck A)	n/a
2	Jump cue #2 (Deck A)	Set cue #2 (Deck A)	n/a
3	Jump cue #3 (Deck A)	Set cue #3 (Deck A)	n/a
4	Jump cue #4 (Deck A)	Set cue #4 (Deck A)	n/a
5	Jump cue #1 (Deck B)	Set cue #1 (Deck B)	n/a
6	Jump cue #2 (Deck B)	Set cue #2 (Deck B)	n/a
7	Jump cue #3 (Deck B)	Set cue #3 (Deck B)	n/a
8	Jump cue #4 (Deck B)	Set cue #4 (Deck B)	n/a
0	Cut (Deck A)	Cut (Deck B)	n/a

F1	Sampler slot #1 play	Sampler slot #1 rec	Sampler #1 Play-lock
F2	Sampler slot #2 play	Sampler slot #2 rec	Sampler #2 Play-lock
F3	Sampler slot #3 play	Sampler slot #3 rec	Sampler #3 Play-lock
F4	Sampler slot #4 play	Sampler slot #4 rec	Sampler #4 Play-lock
F5	Sampler slot #5 play	Sampler slot #5 rec	Sampler #5 Play-lock
F6	Sampler slot #6 play	Sampler slot #6 rec	Sampler #6 Play-lock
F7	Sampler slot #7 play	Sampler slot #7 rec	Sampler #7 Play-lock
F9	Sampler slot #8 play	Sampler slot #8 rec	Sampler #8 Play-lock
F9	Playlist window	Vinyl / Ext Ctrl. window	n/a
F10	Setup window	Dmx window	n/a
F11	Sampler window	VST Host Window	n/a
F12	Relooper window	Midi window	n/a
+	Master volume up	n/a	Phones volume up
-	Master volume down	n/a	Phones volume down
*	Reset crossfader	n/a	n/a
Left Arrow	Crossfader to left	n/a	Load Deck A
Right Arrow	Crossfader to right	n/a	Load Deck B
Up Arrow	Move up playlist	n/a	Preview track
Arrow down	Move down playlist	n/a	n/a
Esc	Preview close	n/a	n/a
Backspace Key	Remove from playlist Clear MIDI learn	n/a	n/a

Note: This keyboard layout isn't affected by language configurations (QWERTY, AZERTY) of the end user.

Index