DEEJAY

40°

DJUCED™

REFERENCE MANUAL

DJUCED 40° overview 2
1. Browser area 3
a) Definition 3
b) Organization 3
c) Folder browser 3
d) Files browser 4
e) Search area 6
f) Extended browser 7
2. Deck (A = left or B = right) 9
a) Definition 9
b) Organization 9
c) Loop area 9
d) Play & Cue 11
e) Hot Cue area = Cue Point setting area 11
f) Pitch area 13
g) Platter area 15
h) Effects rack 16
i) Waveform area 20
j) Text information area 21
k) Sampler 22
l) Step sequencer 26
m) External source 28
3. Mixer area 29
a) Definition 29
b) Organization 29
c) Headphones commands 30
d) EQ commands 31
e) Gain & Main Volume 31
f) Key 31
g) Filter 32
h) Volume and crossfader commands 32
4. Settings 33
a) Audio 33
b) Keyboard 35
c) General 35
d) Mixer 36
e) Browser 38
f) About 38
B. Mixing in DJUCED 40° 39
1. Preliminary operations 39
a) Locate your songs 39
b) Analyze all songs 39
c) Place cue points (= bookmarks) in your tracks 40
d) Create playlists 40
2. Mixing 42
a) Finding a track 42
b) Loading the track 42
c) Browsing within the track 42
d) Previewing the track 43
e) Synchronizing the track 44
f) Playing the track for the audience 46
g) Automix = Automatic mixing 48
3. Scratching and effects 49
a) Scratching 49
b) Effects 49
c) Samples 50
4. Recording 51
d) Loops 53
C. Frequently asked questions 53
a) Is DJUCED 40° a time-limited version? 53
b) Is DJUCED 40° compatible with DJ controllers other than the controller with which it is bundled? 53
c) Is DJUCED 40° compatible with other DJ audio interfaces than the audio interface built into your controller? 53
d) Is DJUCED 40° compatible with ASIO and WDM (Windows Driver Model) drivers in Windows? 53
e) Which audio formats is DJUCED 40° compatible with? 54
f) What should I do if I don't hear any sound when DJUCED 40° is playing music? 54
g) What should I do if I hear crackling sounds in DJUCED 40°? 54

Manual version 1.1

Introduction
DJUCED 40° is a DJ tool adding beauty to the power of mixing audio tracks, scratching and recording your music creations.
DJUCED 40° is designed to make mixing user-friendly, thanks to a unique graphic interface and user-friendly features.

DJUCED 40° overview

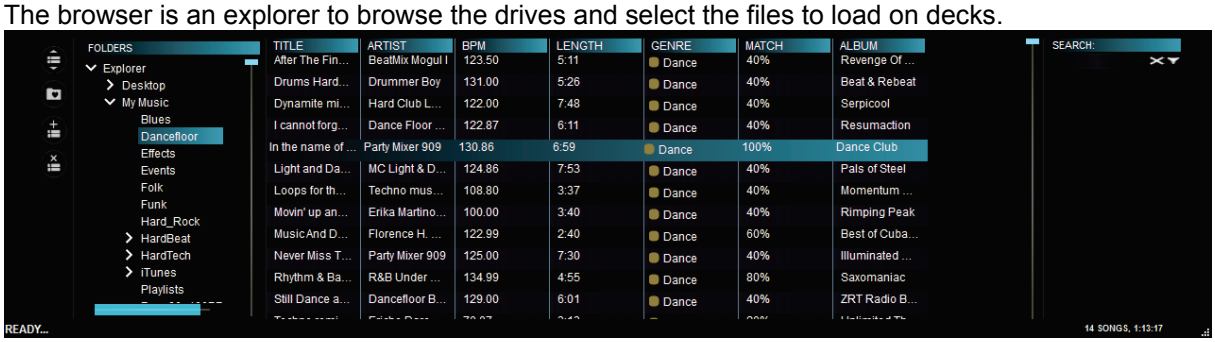
DJUCED 40° can be split into 4 main sections:

- Browser area (bottom area): track library = where tracks are stored
- Left deck area = deck A: where you can load a track, play and control playback
- Right deck area = deck B: where you can load another track, play and control playback
- Mixer area (central area): to mix the left and right decks, with crossfader, volume and equalization controls

1. Browser area

a) Definition

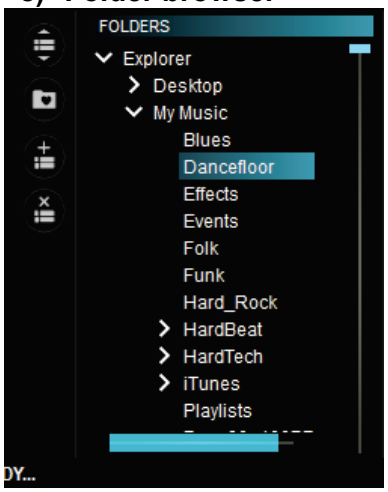
The browser is an explorer to browse the drives and select the files to load on decks.



b) Organization

To the left: folder browser
In the middle: files browser
To the right: search area

c) Folder browser



(1) Definition

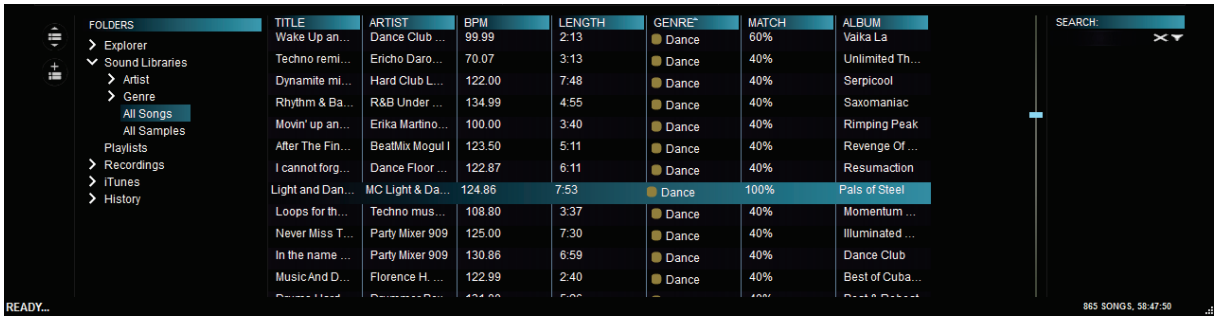
Folder browser = area to explore the folders, playlists and drives tree structure of the computer.

(2) Use

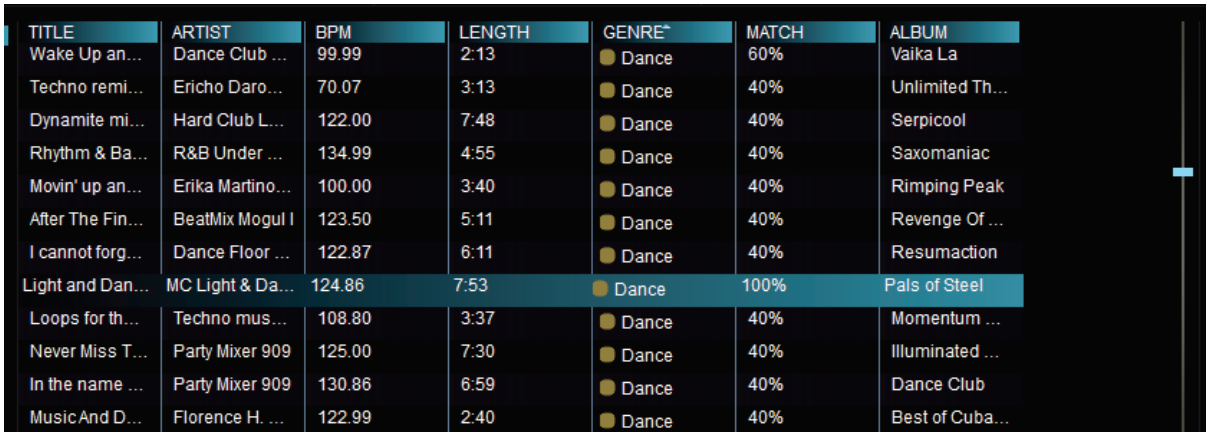
In the Folders area, double-click on the arrow to expand a folder's tree structure (that is to say, to display its sub-folders).
Click on the target folder to display its contents in the files browser.

(3) See all tracks stored on the computer

To see all tracks from folders you have already visited, go to **Sound Libraries** > **All Songs** with the folder browser.



d) Files browser



TITLE	ARTIST	BPM	LENGTH	GENRE	MATCH	ALBUM
Wake Up an...	Dance Club ...	99.99	2:13	Dance	60%	Vaika La
Techno remi...	Ericho Daro...	70.07	3:13	Dance	40%	Unlimited Th...
Dynamite mi...	Hard Club L...	122.00	7:48	Dance	40%	Serpicool
Rhythm & Ba...	R&B Under ...	134.99	4:55	Dance	40%	Saxomaniac
Movin' up an...	Erika Martino...	100.00	3:40	Dance	40%	Rimping Peak
After The Fin...	BeatMix Mogul I	123.50	5:11	Dance	40%	Revenge Of ...
I cannot forg...	Dance Floor ...	122.87	6:11	Dance	40%	Resumaction
Light and Dan...	MC Light & Da...	124.86	7:53	Dance	100%	Pals of Steel
Loops for th...	Techno mus...	108.80	3:37	Dance	40%	Momentum ...
Never Miss T...	Party Mixer 909	125.00	7:30	Dance	40%	Illuminated ...
In the name ...	Party Mixer 909	130.86	6:59	Dance	40%	Dance Club
Music And D...	Florence H. ...	122.99	2:40	Dance	40%	Best of Cuba...

(1) Definitions

a) Files browser

The files folder is the area where you can explore the list of tracks included in a folder or a playlist.

b) BPM (Beats Per Minute)

The beat is an audible and short peak in sound, the succession of which creates the rhythm of the music. The beat is generally easier to identify in drums or bass, but can be played by any instrument, including guitar or the human voice, or by a combination of several instruments.
Once you hear the beat, counting its repetition per minute gives you the BPM (Beats Per Minute) rate.
If you hear no beat in the music, dancers will find it difficult to dance, as dancers naturally align their pace to the beat of the music, in the same was as a jogger naturally aligns his or her pace to the beat of music (that is why so many joggers run with an MP3 player).

(2) Use

In the Folders area, you must click on the target folder to display its contents in the files browser.
To find a track, click on a track title in the folder, and type the first letter of the track's title on the computer keyboard to find the track.
Once you have accessed the target track, load the track on a deck by dragging and dropping the track on the platter of the virtual deck.

(3) Right-click menu

(a) BPM analyzis (Beats Per Minute)

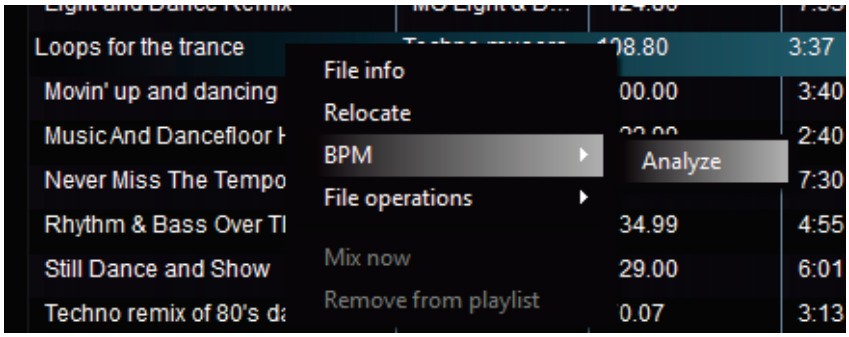
Before you start mixing with DJUCED 40°, analyze the BPM of all tracks, since the BPM rate

- tells you which tracks can be mixed together (mixing tracks whose BPM rates are close is better than mixing tracks with very different BPM rates: for example, mixing tracks within 15% of difference is acceptable; DJUCED 40° lets you mix tracks with larger BPM differences, but the higher the BPM difference, the more you change the original track when synchronizing it with the BPM of another track, and so the lower the audio fidelity),
- helps synchronizing tracks.

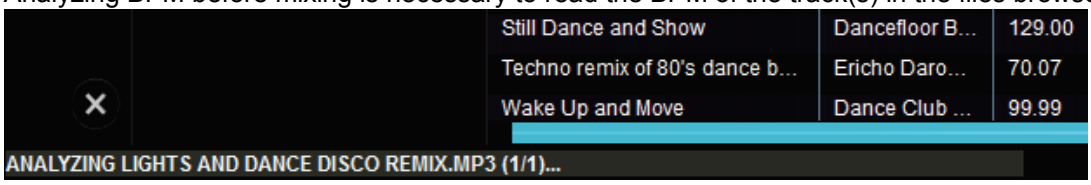
BPM analyzis is CPU-intensive: you should analyze all your tracks before mixing, as analyzing BPM while mixing slows down the computer and reduces the audio quality.
To analyze the BPM of one or more tracks or a list of tracks:

- Select the tracks to be analyzed using your mouse/pad.
- In Windows: right-click to display the BPM menu.
- On Mac, either right-click, click with 2 fingers, or click+Ctrl to display the BPM menu.

Then click **Analyze**.

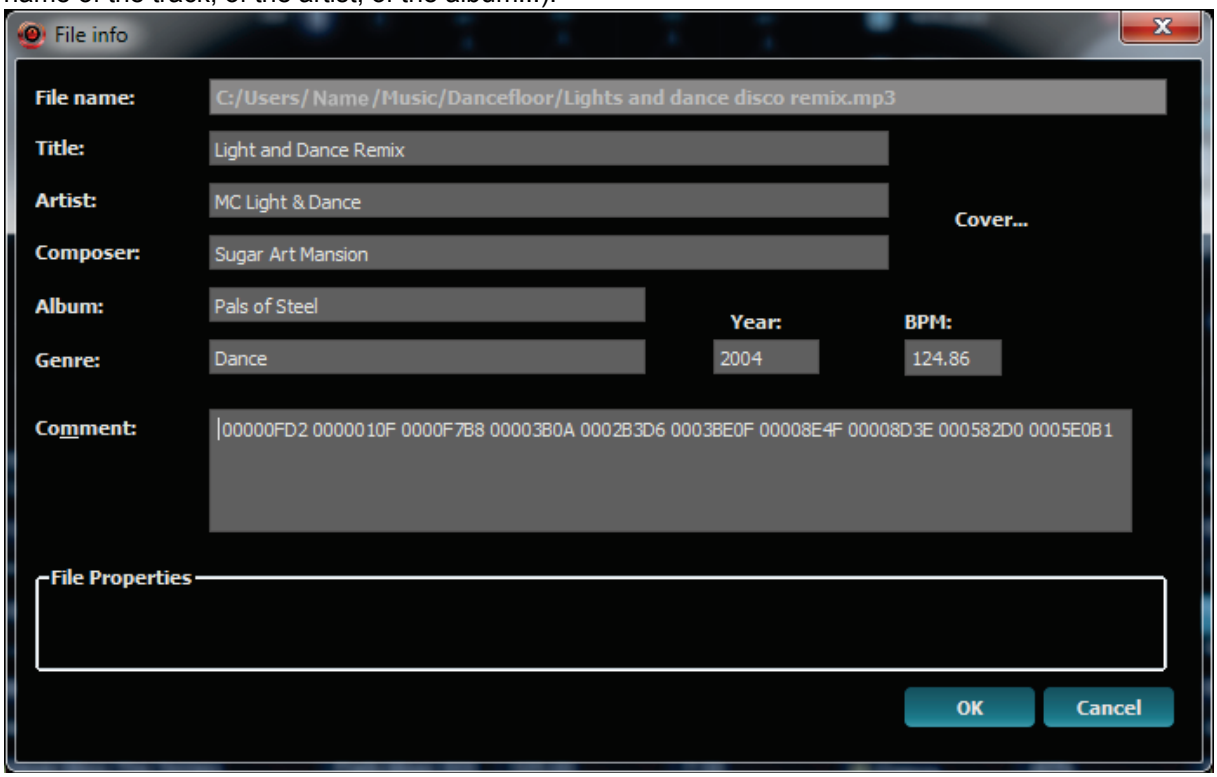


Analyzing BPM before mixing is necessary to read the BPM of the track(s) in the files browser.



c) File info

Editing the file info lets you manually update the tag of an audio file (the tag is the text which lists the name of the track, of the artist, of the album...).



d) Relocate

Relocate is an option to update your tracks' location if:

- You have moved/renamed the folder where the tracks are stored; or
- The driver letter of the storage unit has changed.

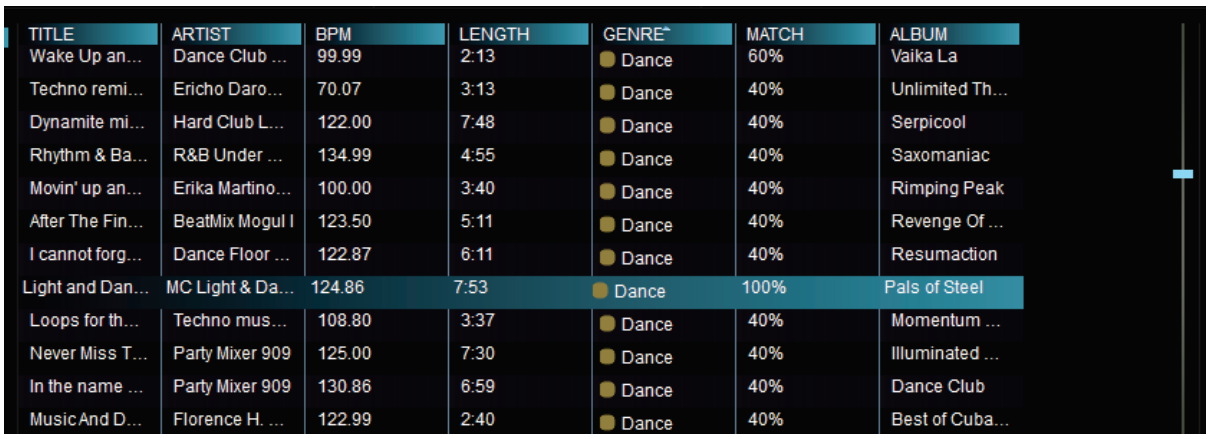
e) File operations

The operations that you perform on a file in an explorer: delete, rename, copy or move the file.

(4) Files browser fields

Title: song name
Artist: artist playing the song (generally the group or singer name)
BPM: Beats Per Minute rate, a critical piece of info in DJing

Length: track duration, in minutes and seconds
Genre: music style
Match: percentage of match between this file and the last file loaded
Album: album containing the song



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Rhythm & Ba...	R&B Under ...	134.99	4:55	Dance	40%	Saxomaniac
Movin' up an...	Erika Martino...	100.00	3:40	Dance	40%	Rimping Peak
After The Fin...	BeatMix Mogul I	123.50	5:11	Dance	40%	Revenge Of ...
I cannot forg...	Dance Floor ...	122.87	6:11	Dance	40%	Resumaction
Light and Dan...	MC Light & Da...	124.86	7:53	Dance	100%	Pals of Steel
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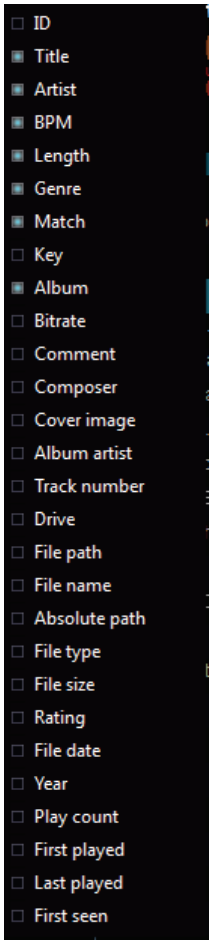
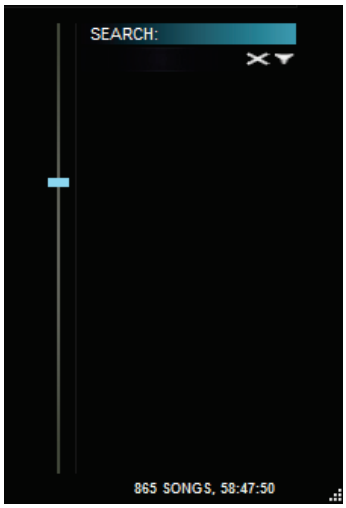
In the files browser, you can:

- Choose the fields to display, by right-clicking (or Ctrl+click on a Mac touchpad), with fields such as: Title, Artist, Album, BPM, Genre, Length, File size, Year, Comment, File Path, Key...
- Drag and drop the fields to change their display order.
- Sort the tracks by field by clicking on the title of any field.
- Access a track by clicking inside a field and typing the first letter that you're looking for.

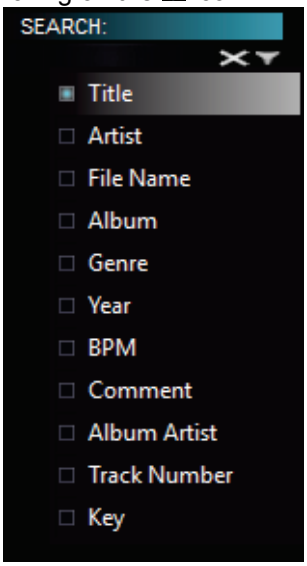


e) Search area

In the **SEARCH** field, type the title of the song or the artist whose track you want to look for.

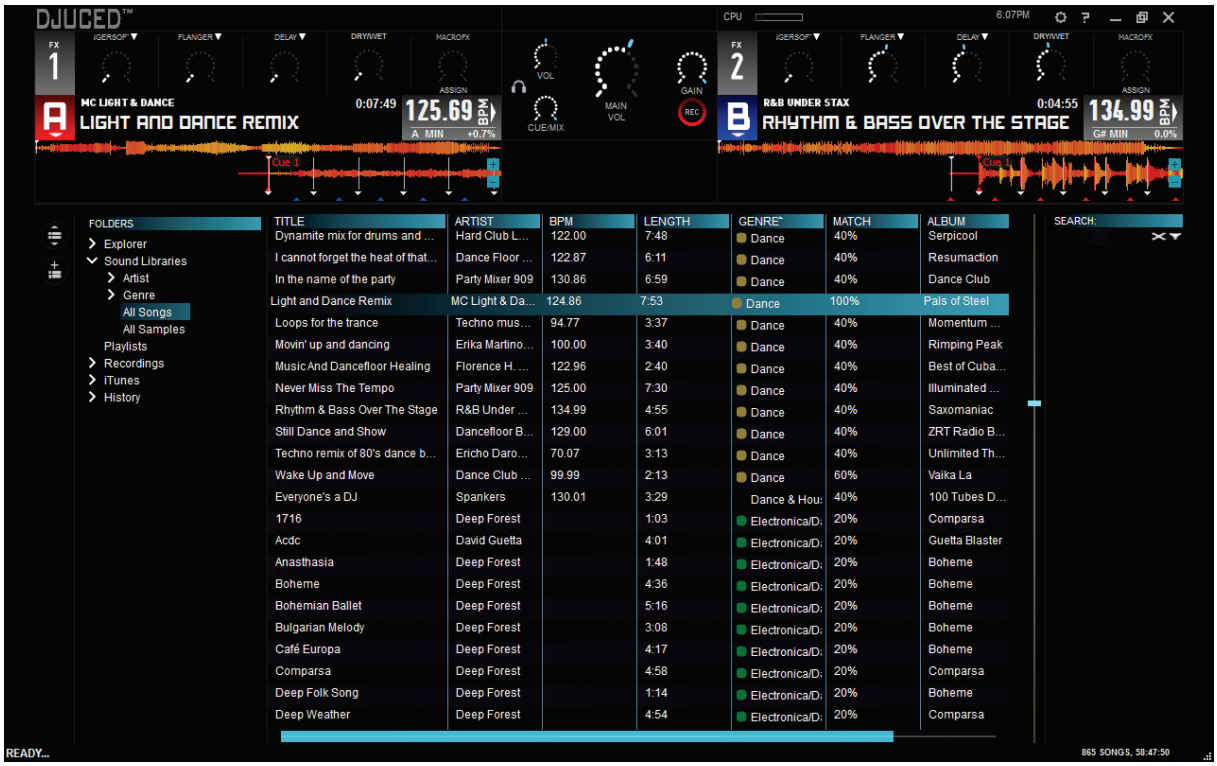


You can reset the search by clicking on the icon.
You can select the search criteria by clicking on the icon.



f) Extended browser

You can extend the browser by clicking on the button (on the left of the folder browser and clicking on again restores the standard browser display.


DJUCED™
FX 1
IGERSOF
FLANGER
DELAY
DRY/WET
MACROFX
ASSIGN
MC LIGHT & DANCE
LIGHT AND DANCE REMIX
0:07:49
125.69 BPM
A MIN +0.7%
Cue 1
VOL
CUE/MIX
MAIN VOL
GAIN
REC
CPU
6:07PM
FX 2
R&B UNDER STAX
RHYTHM & BASS OVER THE STAGE
0:04:55
134.99 BPM
G# MIN 0.0%
FOLDERS
Explorer
Sound Libraries
Artist
Genre
All Songs
All Samples
Playlists
Recordings
iTunes
History
TITLE
ARTIST
BPM
LENGTH
GENRE
MATCH
ALBUM
SEARCH:
Dynamite mix for drums and ... Hard Club L... 122.00 7:48 Dance 40% Serpicool
I cannot forget the heat of that... Dance Floor ... 122.87 6:11 Dance 40% Resumaction
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Loops for the trance Techno mus... 94.77 3:37 Dance 40% Momentum ...
Movin' up and dancing Erika Martino... 100.00 3:40 Dance 40% Rimping Peak
Music And Dancefloor Healing Florence H. ... 122.96 2:40 Dance 40% Best of Cuba...
Never Miss The Tempo Party Mixer 909 125.00 7:30 Dance 40% Illuminated ...
Rhythm & Bass Over The Stage R&B Under ... 134.99 4:55 Dance 40% Saxomaniac
Still Dance and Show Dancefloor B... 129.00 6:01 Dance 40% ZRT Radio B...
Techno remix of 80's dance b... Ericho Daro... 70.07 3:13 Dance 40% Unlimited Th...
Wake Up and Move Dance Club ... 99.99 2:13 Dance 60% Vaika La
Everyone's a DJ Spankers 130.01 3:29 Dance & Hou 40% 100 Tubes D...
1716 Deep Forest 1:03 Electronica/D 20% Comparsa
Acdc David Guetta 4:01 Electronica/D 20% Guetta Blaster
Anasthasia Deep Forest 1:48 Electronica/D 20% Boheme
Boheme Deep Forest 4:36 Electronica/D 20% Boheme
Bohemian Ballet Deep Forest 5:16 Electronica/D 20% Boheme
Bulgarian Melody Deep Forest 3:08 Electronica/D 20% Boheme
Café Europa Deep Forest 4:17 Electronica/D 20% Boheme
Comparsa Deep Forest 4:58 Electronica/D 20% Comparsa
Deep Folk Song Deep Forest 1:14 Electronica/D 20% Boheme
Deep Weather Deep Forest 4:54 Electronica/D 20% Comparsa
READY...
865 SONGS, 58:47:50

2. Deck (A = left or B = right)

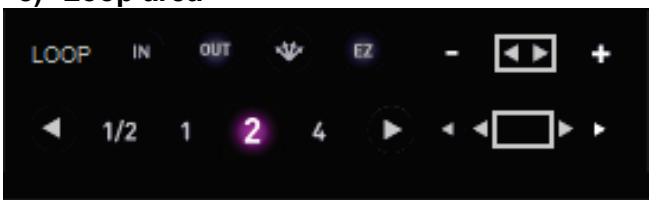
a) Definition

The virtual deck gathers the controls of the track's playback, similar to the controls on a CD player.

b) Organization

Bottom: the Pitch area, the Loop area and the Hot Cue area.
Center: pitch, platter, and Play/Cue area.
Over the platter: waveform area.
On top: text information area.
Over the text information: effect rack area.

c) Loop area



(1) Definition

Loop: a portion of an audio track that is played repeatedly.

(2) Use

Looping, or making a loop, is a way for the DJ to make a rhythm last longer.
The DJ can either:

- Manually set the start and the end of the loop; or
- Set the length of the loop in beats.

(3) Commands in the software

Loop commands are:

- In / Out = Loop In / Loop Out: Loop In

places the starting point of the loop, and, Loop Out

places the end point of the loop (and clicking on Loop Out again exits the loop playback).
- 1/32, 1/16, 1/8, ¼, ½, 1, 2, 4, 8, 16, 32: beats per loop.
- Move the loop ,
- Change the loop length
- Loop split function splits the loop into 4 samples.
- Easy loops (EZ)

function sets the Loop In/Loop Out function to match a fixed beat number, so that the even if the track plays 4.4 beats (for example) between the moment you enter Loop In and the moment you enter Loop Out, the EZ setting fixes your loop on exactly 4 beats.

(4) Display

If you are in a loop, the loop is visible in 2 areas:
- In the waveform display: the part of the track outside of the loop is greyed out.

- In the loop area: the loop is highlighted in pink.

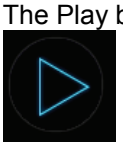
(5) Loops in the sampler bank

To split a loop in the sampler: click the Loop split button . This button cuts the loop into 4 parts of equal length, and stores these 4 parts on the 4 sample players

d) Play & Cue

On each deck:

- The Play button switches between playback and pause on the deck:


Play button with a black background = Not currently playing

- Pause stops playback at the current position in the track)

Play button with a blue background = currently playing

-

CUE button
  - If the track is not playing: set a Cue Point at the current position in the track
  - If the track is playing and no Cue Point was formerly set: set a Cue point and stop the playback
  - If the track is playing and a Cue Point was formerly set: go to the Cue point and stop the playback

-

CUP button = CUE Play
  - If the track is not playing: set a Cue Point at the current position in the track and play
  - If the track is playing and no Cue Point was formerly set: set a Cue point and continue playback of the track
  - If the track is playing a Cue Point was formerly set: go to the Cue point and continue playback of the track

e) Hot Cue area = Cue Point setting area

(1) Definition

Cue point: a bookmark that you place in a track, allowing you to instantly access this exact point.

(2) Use

Cue points are necessary for DJs, allowing them to:

- Instantly access a point in the track where the beat is audible, to avoid a slow start and instantly go to an audible rhythm.
- Instantly access different points in the track, if the beat changes.

(3) Commands

In DJUCED 40°, clicking on Cue buttons 1, 2, 3 or more:

- Sets cue point 1, 2 or 3 at the current position in the track, if there was no such cue point already set in this track.
- Moves to cue point 1, 2 or 3, if this cue point is already set

If the cue point is already set, the cue point number has a red background:

If the cue point is not set, the cue point number has a black background:

The ◂ ▸ arrows let you go to other Hot Cue points (up to 5 Cue points

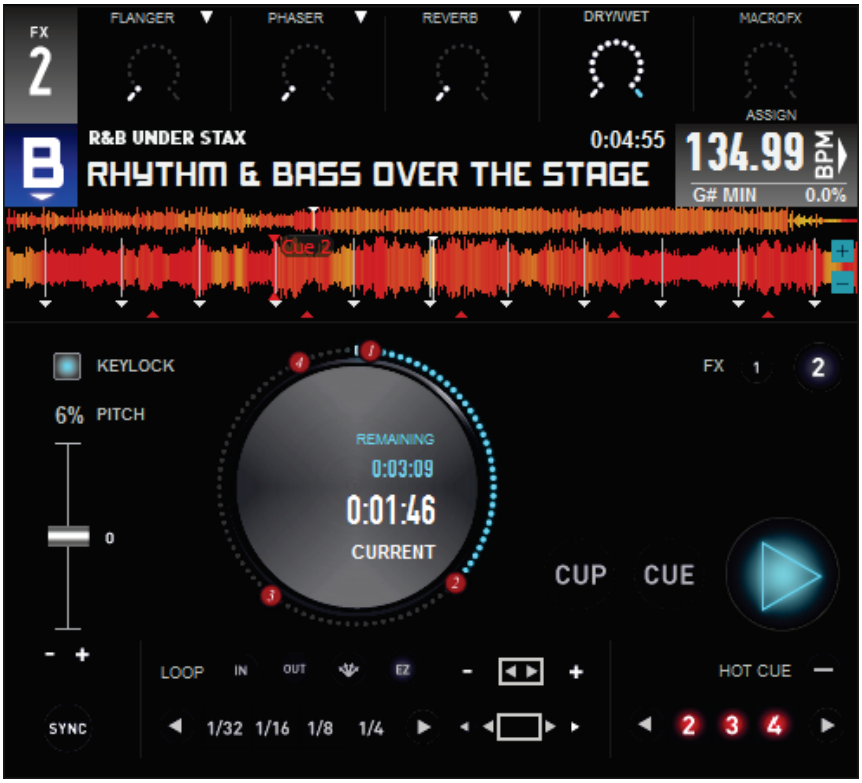
- Clicking on the button deletes the last cue point you have used.
- Clicking on the CUE or CUP buttons moves playback to the last cue point set in the Hot Cue area.

(4) Display

(a) Around the platter

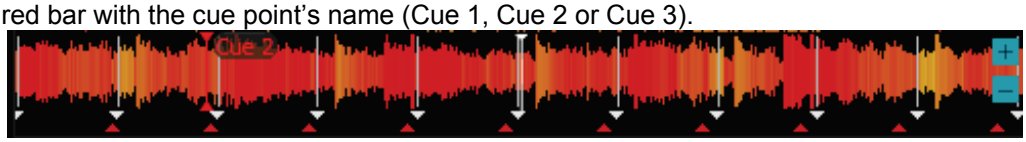
The cue points are displayed in the track overview around the platter.
The full track length is represented as the ring of small circles around the platter, so:

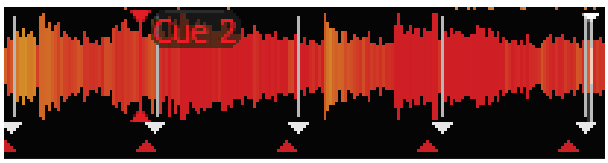
- Cue point 1 in red (close to the first small circle) means that cue point 1 is located close to the track start.
- Cue point 2 in red (at around 1/3 of the complete ring) means that cue point 2 is set at around 1/3 of the track's length: so for a track of 4'55, this means cue point 2 is set at around 1"40.



f) On the instant waveform

The largest waveform display, showing the current position in a track, shows the cue point as a vertical red bar with the cue point's name (Cue 1, Cue 2 or Cue 3).





f) Pitch area

(1) Definitions

(a) Pitch

Pitch is the control of the playback speed:

- A -6% pitch means slowing down the track by 6% compared to its default playback speed.
- A 0% pitch means that the track is played at its original speed.
- A 15% pitch means that the track is played 15% faster than its original speed.

g) BPM

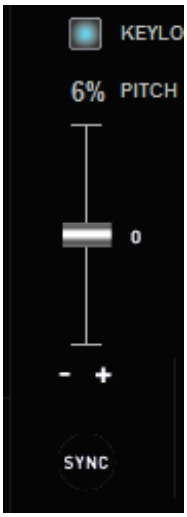
The BPM rate is the Beats Per Minute rate, i.e. how many beats you can hear within 60 seconds of music:

- 80 BPM is a slow beat.
- 100-120 BPM is a standard range for most pop and rock music.
- 140 BPM or higher is fast.

The BPM rate measures a track's rhythm.

h) Pitch fader

The pitch fader is a slider that lets you speed up or slow down playback of the track:



- You slow down playback by moving the pitch fader up.
- You speed up playback by moving the pitch fader down.
- You set playback at its default speed by setting pitch fader at the center.

The pitch fader amplitude is displayed, in %, over the pitch fader in DJUCED 40°.
The pitch fader amplitude can be changed (6%, 8%, 10%, 12%, 16%, 20%, 25%, 50%, 100%):

- The larger the pitch fader amplitude, the larger the BPM change you set on the pitch fader.
- The smaller the pitch fader amplitude, the more precise the pitch fader is to set a precise BPM.
- You can click on the % figure to change the amplitude.

i) Pitch bend

The pitch bend buttons are below the pitch fader in DJUCED 40°. The pitch bend – and + buttons below the pitch fader let you TEMPORARILY slow down or speed up playback: when you release the pitch bend button, the track returns to its previous speed.

j) Pitch reset

The pitch reset command lets you set the track's playback at its original speed, and cancels the previous actions on the pitch fader.

You can reset the pitch by clicking on the **0** label located close to the center of the pitch fader in DJUCED 40°.

k) Sync = Synchronize

Sync = Synchronize, which means setting:

- 2 audio tracks at the same speed, with the same BPM.
- Both tracks with the beat occurring at the same instant.

You can manually synchronize with the pitch fader and the pitch bend buttons, or you can synchronize automatically by clicking the Sync button.
The Sync buttons are located below the pitch fader and the pitch bend buttons.

Pressing the Sync button on one deck aligns its BPM with the BPM of the other deck.

(2) Use

A DJ needs to control the track's playback speed, to play the track:

- at the same speed as the previous track, and
- with the beats of both tracks occurring at the same moment,

for the dancers to hear both tracks at the same beat during the transition between these 2 tracks:

- so that the dancers' pace fits in one rhythm, with no rhythm conflict between the 2 tracks, and
- so that the dancers don't need to jump one step to adjust to the new track.

(3) Commands

There are 6 commands related to the pitch.

(a) Pitch fader

Pitch fader = DJUCED 40° vertical slider that lets you change the playback speed.
You can move the pitch fader on Djuced 40° graphic user interface with the pointer:

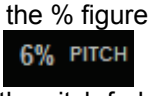
- Moving the pitch fader down speeds up the music.
- Moving the pitch fader up slows down the music.

l) Pitch scale

The pitch scale is a % value (for example, 6%) displayed on top of the fader in the DJUCED 40° graphic interface. This % is the maximum speed change that you can achieve by moving the pitch fader up or down. For example, a 6% pitch scale means:

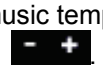
- Setting the pitch fader at its top position slows down the music by 6%.
- Setting the pitch fader at its bottom position speeds up the music by 6%.

You can change the pitch scale by clicking on the % figure with your mouse.



The smaller the pitch scale, the more precise the pitch fader will be, but the smaller the pitch change you can achieve; and vice versa.

m) Pitch bend - / +

Once you have set a track at the same speed as the other track with the pitch fader, you may still have to fix its beat on the same beat as the other track:
Push on the pitch bend – or pitch bend + buttons to slow down/speed up the music temporarily, and release it as soon as you hear the beat of both tracks playing at the same time 

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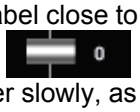
n) Pitch reset

You can reset the pitch:

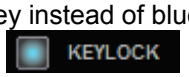
- Either by gradually moving the pitch fader to its central position (on the controller); or
- By clicking with the pointer on the **0** label close to the center of the pitch fader.



Take care to move the pitch fader to the center slowly, as it is a very common mistake for beginner DJs, after a perfectly smooth transition, to reset the track to its original speed too fast so that the dancers really feel it.

o) Keylock

The keylock function “locks” the tonality of a music track, to keep the current tonality while the pitch fader or pitch bend controls change the playback speed (without changing the tonality).
- To set keylock on (so that the tonality doesn’t change while you change the pitch): set the square area close to the note icon to blue: if it is grey instead of blue, click on the square to set it to blue.



- To set keylock off (so that the tonality changes while you change the pitch): set the square area close to the note icon to grey: if it is blue instead of grey, click on the square to set it to grey.

p) Sync

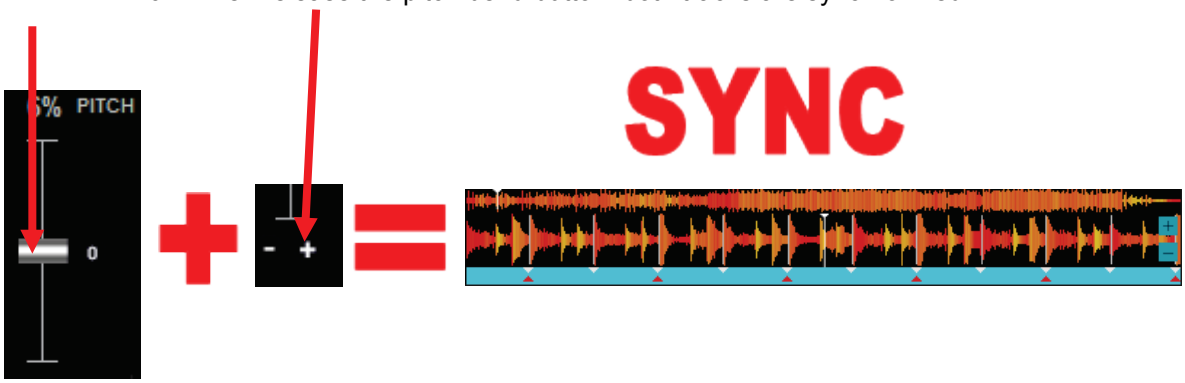
The Sync command adjusts:
- the BPM of one deck to match the BPM of the other deck.
- The beat of one deck at the same moment as the beat of the other deck.

So if you play tracks on decks A and B, and click the Sync button on deck B:
1) It instantly changes the playback speed of deck A to match the playback speed of deck B.
2) It instantly sets the beat of deck A to play at the same moment as the beat of deck B.

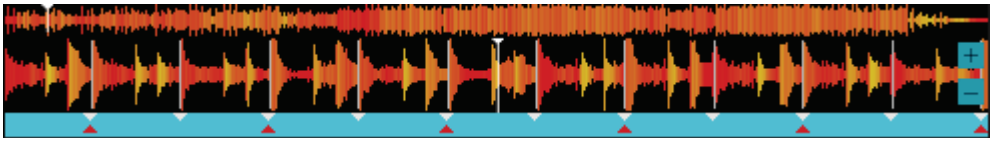
Synchronizing a music track with another track can be achieved:

- Either automatically, by clicking the Sync button

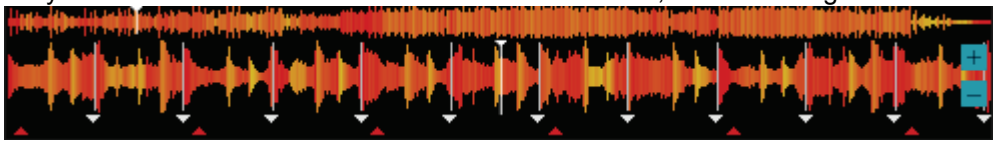
; or
- Manually, generally via 3 steps:
  - First: set the same BPM as on the reference deck with the pitch fader.
  - Slow down/speed up the track with pitch bend-/+, until both beats play at the same time,
  - Then release the pitch bend button: both tracks are synchronized.



Once the 2 decks are synchronized, the background of the beat marks turns to blue.
Blue = synchronized = beat marks of both decks on the same columns.



Black = not synchronized = beat marks not on the same columns, no blue background.



Note: if the BPMs of 2 tracks are very far, you can synchronize both tracks by setting the BPM of 1 track at half of the BPM of the other track.

g) Platter area

(1) Definition

The platter of a turntable is the rotating platform where you place the disc.

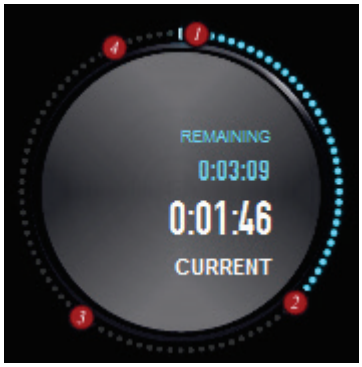
DJUCED 40° platter provides on each deck

- Information on the track
- Fast browsing on the track.

(2) Use

The platter is used to provide 2 types of information:

- Time
- Cue points



(a) Time information

In its center, the platter shows:

- The current position = how far playback is from the track's start = here, at 1:46
  The current playback position is also illustrated as a dot light ring in blue.
- The remaining time = how far playback is from the track's end = here, at 3:09

q) Cue points

The cue points are the red dots displayed on the ring of small blue dots around the platter.
As the 360° ring around the platter represents the full length of the track (4'55), we can see that:

- Cue Point number 1, close to the start = beginning of the track.
- Cue Point number 2 slightly after 1/3 of the track = close to 1'40.
- Cue Point number 3 slightly before 2/3 of the track = close to 3'20.
- Cue Point number 4, around 9/10 of the track = close to 4'25

(3) Commands

The platter area helps you to process 2 commands with your mouse:

- Browse within the track: click on one of the small blue dots on the ring around the platter to instantly access this position within the track.
- Reach a cue point by clicking on one of the cue point's red dots.

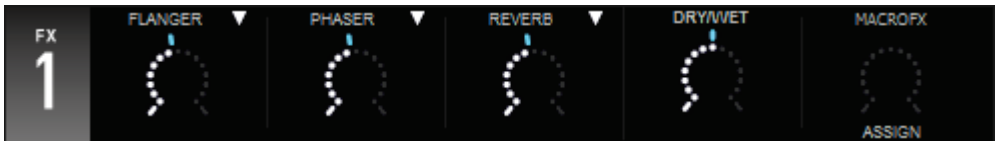
Note: you cannot scratch in the DJUCED 40° platter area. To scratch with your mouse (without using a DJ controller jog wheel), you must left-click on the waveform, keep the mouse button pressed down, and move the mouse.

h) Effects rack

(1) Definition

(a) Effect

An effect is a filter or a combination of filters applied to the music to change the way it sounds.
The effect rack is located above the text information on the track.



In DJUCED 40°, the effects are:

- Flanger
- Phaser
- Reverb
- Peakfilter
- Bitcrusher
- Resonator
- Chorus
- LPFilter
- HPFilter
- Noise Gate

r) Definition of each effect

Flanger
Flanger is a filter which combines to the original audio signal the same signal played with a small delay (up to 10ms). Flanger is often used in guitar.

Phaser
Phaser is a filter which combines to the original effect the same signal played with a differentiate delay between left and right. A phaser is different from a flanger as it uses the stereo by modulating differently the left and right channel.

Reverb
Reverb emulates the reflection of the sound in a big room, a hall, a cathedral.

Peakfilter
Peakfilter adds a peak to the signal at a specific frequency.

Bitcrusher
Bitcrusher emulates the sound distortion resulting from a reduction of the sound bandwidth or the audio resolution.

Resonator
Resonator increases the resonance on a part of the sound to create a sort of hollow effect.

Chorus
Chorus is a filter making sounds as if they were playing in unison or from a single source.

LPFilter = Low Pass Filter
Low pass filter is a filter passing low frequencies while attenuating high frequencies.

HPFilter = High Pass Filter
High pass filter passes high frequencies while attenuating low frequencies.

Noise Gate
Sound level below which the sound is cut, mainly used to filter microphone or guitar input.

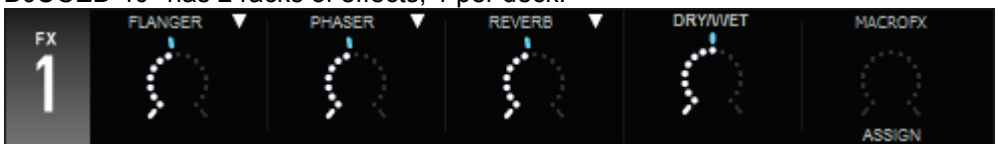
(2) Use

Effects are added to the music to customize, enhance, or tweak the sound.
You can apply an effect temporarily to a track to make it sound nicer or closer to the sound of another track that you want to mix with this track.

(3) Commands

(a) Rack effects

DJUCED 40° has 2 racks of effects, 1 per deck.

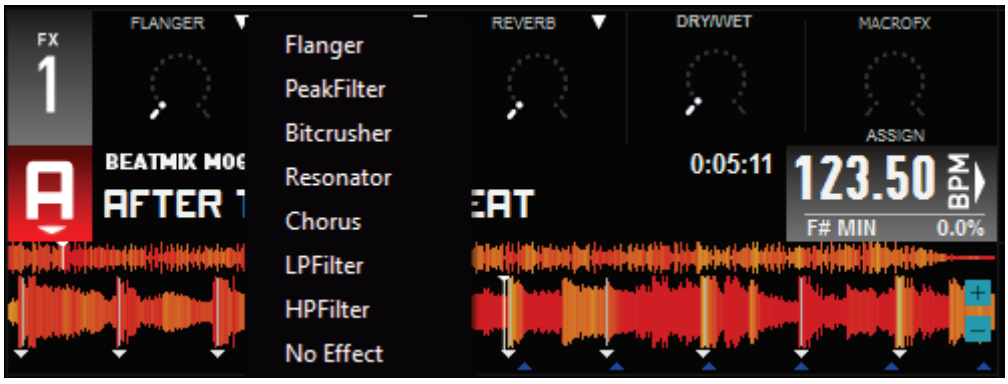


Each rack has

- 3 slots for 1 effect = apply up to 3 effects simultaneously to the track,
- 1 dry / wet control = control the quantity of the 3 effects in the track playback
  - Dry = 100 % original track + 0% track with effect
  - Wet = 0% original track + 100% track with effect
- 1 Macro-Fx = control the effects amplitude

s) Load an effect on a slot

Click on the down arrow close to the effect name to select an effect in the list.



t) Modulate the effect

Turn the rotating knob of the effect.

u) Apply the effect

Click on the effect name.

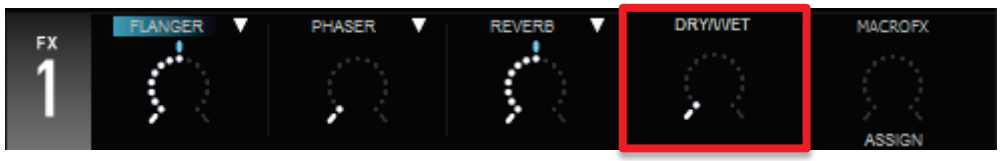
- Effect name with a blue background = effect on

- Effect name with a black background = effect off

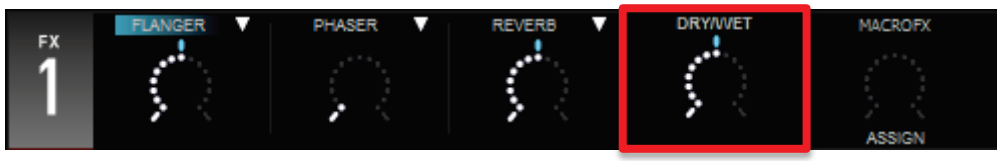
v) Dry/web knob= mix the original sound track with the track processed with effects

Use the Dry/Wet control:

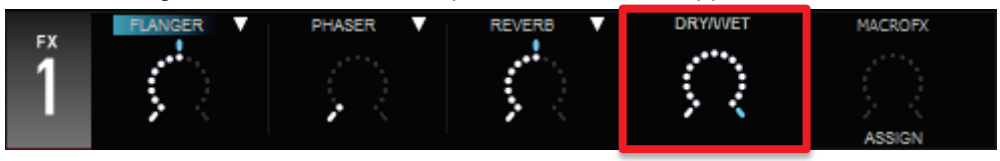
- Dry = 100% original track + 0 % track processed with the applied effect



- Middle = 50% original track + 50% track processed with the applied effect



- Wet = 0% original track + 100% track processed with the applied effect



The Dry/Wet knob controls the dry/wet level of all the effects activated on the rack simultaneously.

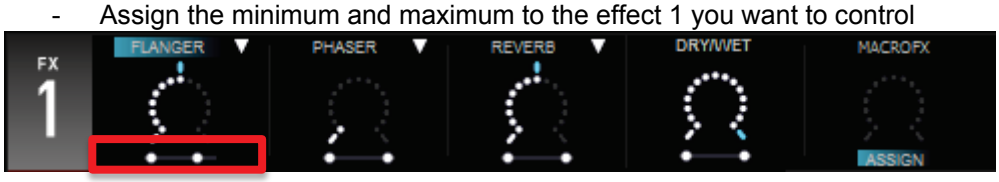
w) Macro-Fx = control several effects

Macro-Fx controls the amplitude of several effects. You don't need it if you don't use several effects simultaneously on the same track.

To use the MacroFx control:

- Click on ASSIGN below the MACROFX knob

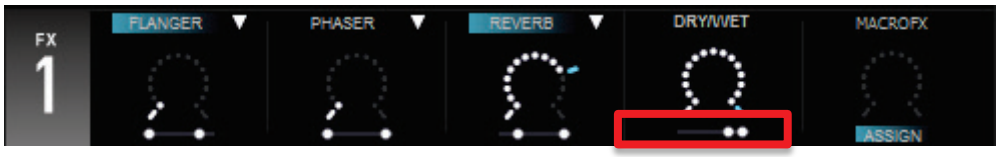
- Assign the minimum and maximum to the effect 1 you want to control

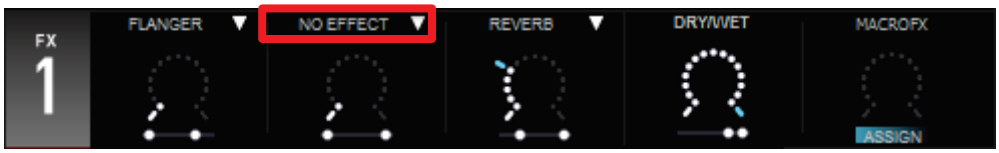


- Assign the minimum and maximum to the effect 2 you want to control

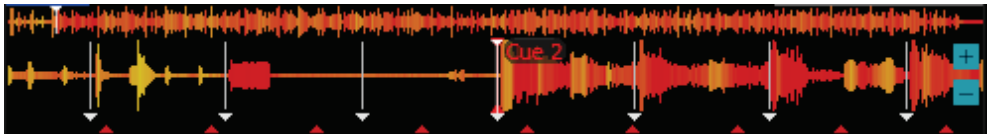
- Activate the effect 2 you want to control

-





i) Waveform area

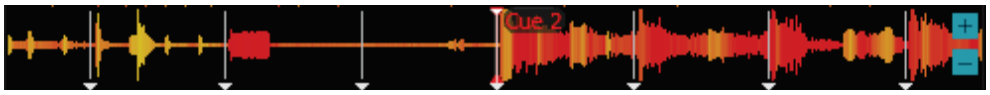


(1) Definitions

(a) Waveform

The waveform is a display of the audio signal as a wave, where:

- The signal's amplitude is the distance from the central line:
  - The closer to the central line, the weaker the sound.
  - The further from the central line, the louder the sound.
- The waveform length is the time length.
- The colors show the type of sound:
  - Red = low frequencies.
  - Orange = medium frequencies.
  - Yellow = high frequencies.

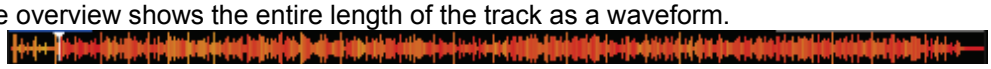


For example, the waveform shows here:

- Yellow waves = short high tones, such as the sound of a triangle,
- Red waves = lower frequencies, such as drums,
- Orange waves = medium frequencies, such as voice and guitar.

x) Wave overview

The wave overview shows the entire length of the track as a waveform.



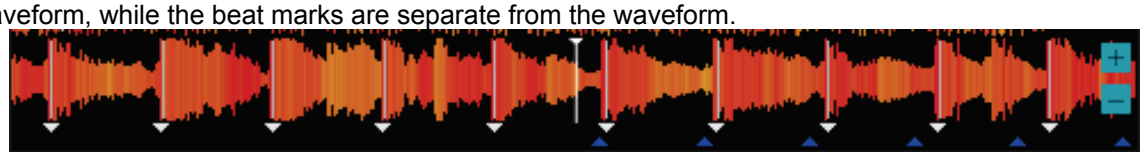
y) Beat marks

The beat marks are triangles showing the beats: they are displayed separate from the waveform.

If the tracks are synchronized, the background of the beat area becomes blue.

z) Beat grid

The beat grid is a grid of vertical white lines showing the beats over the waveform.
The beat grid shows the same information as the beat marks, but the beat grid shows it over the waveform, while the beat marks are separate from the waveform.



(2) Use

The waveform area displays the following elements:

- The large waveform shows the sound in detail, with its cue points and beat grid.
- The waveform overview shows the full track, to display silences or rhythm changes.
- The beat marks area shows the beats of both tracks, one below the other: so if the beats of both tracks are on the same column, then both tracks are synchronized, and the background of the beat area becomes blue.

(3) Commands

(a) Waveform

The waveform has 2 commands:

- Zoom In/Out: the +/- buttons zoom in or zoom out on the wave.
- Scratch: click on the waveform and move the pointer to scratch with your mouse.

(b) Wave overview

Browse within the track: click on a position of the wave overview to instantly access this position, as you can do with the small blue dots around the platter.

(c) Beat marks

The beat marks send no commands: they let you instantly see the beats of the track, and whether they are synchronized with the beats of the other track.

j) Text information area

(1) Definition

(a) Tag

The tag in a song is text information stored in the audio file, with data such as:

- Song title
- Artist name
- Album name and track number on the album
- Year of release
- BPM rate

(b) BPM

The BPM is the Beats Per Minute rate. This is a measure of the rhythm: it is a key item of information for DJs, since the BPM rate displays the music's rhythm. It is therefore the information that the DJ looks at to play 2 songs at the same speed: the BPM rate tells you how much you must speed up/slow down a track to reach the appropriate rhythm.

(2) Use

The text area displays:

- The deck letter A for the left deck, B for the right deck.
- The song title (here "After the Final Beat").
- The artist name (here "Beatmix Mogul 1").
- The album name (here "Revenge of the Mogul").
- The track length (here 5:11).
- The BPM rate (here 123.48 BPM).

(3) Commands

The text area lets you edit the BPM. You can manually adjust the BPM if you disagree with the software's BPM analyzis: click on the **BPM** zone (displayed vertically, indicated with a red rectangle, below).

By clicking the **BPM** zone, you access a menu that lets you edit the track's BPM.

Go to first beat: if the track is paused or stopped, this button moves to the first beat.

Reset BPM analyzis: analyzes the track's BPM.

BPM unit -/+1: removes or add 1 to the BPM rate (123.48 => 122.48 or 124.48).

Double or divide the BPM rate by 2.

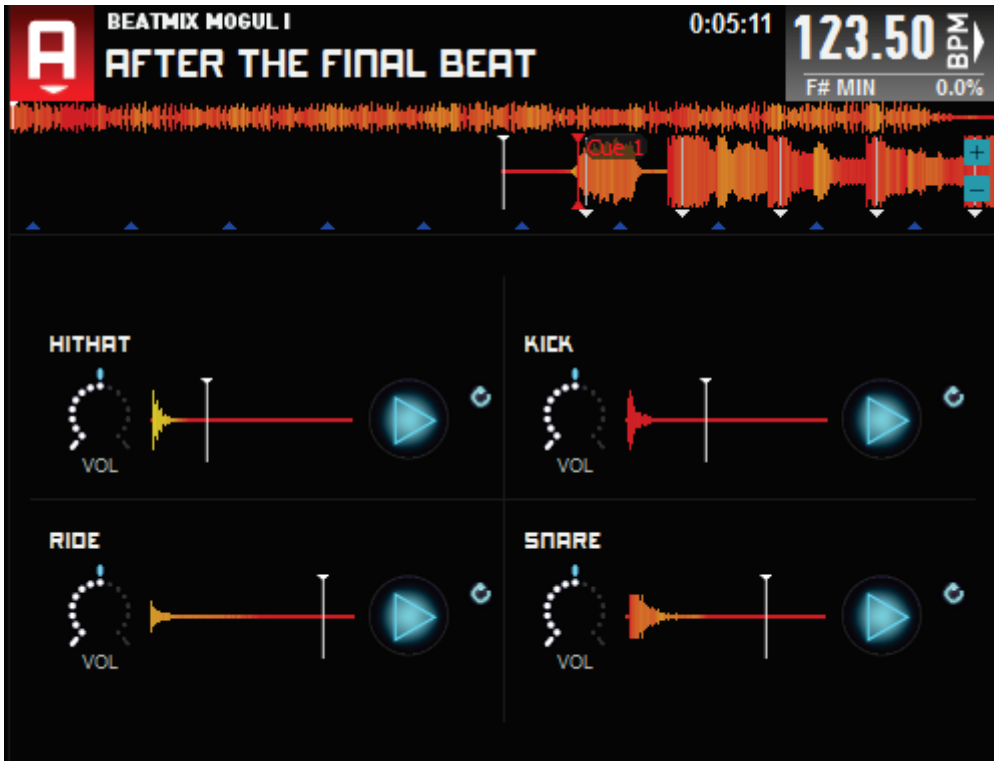
Beatgrid fine tune: moves the beatgrid left or right.

Manually type the BPM value if you want to replace the analyzed value.

Click on the **BPM** zone (displayed vertically, here with a red rectangle, below) to return to the text display of the song.

k) Sampler

DJUCED 40° includes a sampler of 4 samples per deck.



(1) Definition

A sampler is a section playing several short sounds, called samples, over the track or instead of the track.
If a sample is played once, it is called a jingle.
If a sample is played continuously, it is called a looped sample.
DJUCED 40° sampler plays up to 4 samples per deck.

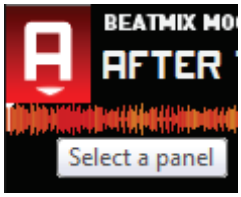
(2) Use

Samples are played to add a rhythm.

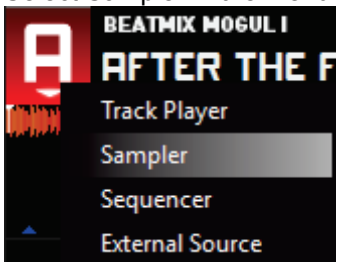
(3) Commands

a) Display the sampler

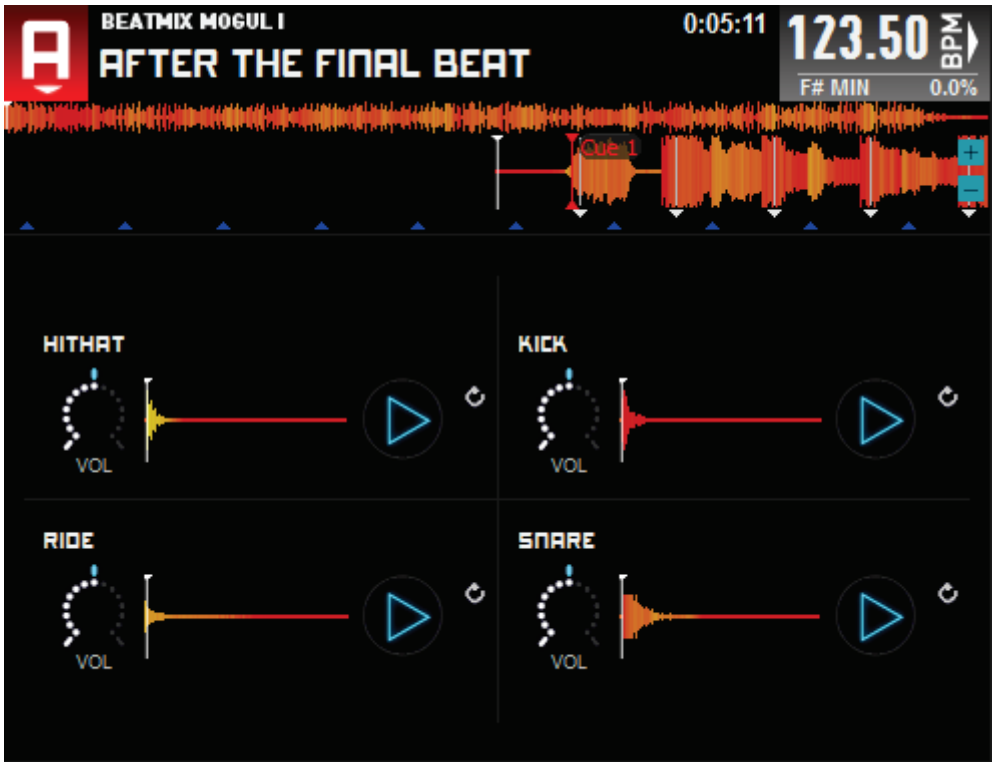
Click on the deck letter (A or B).



Select Sampler in the menu.

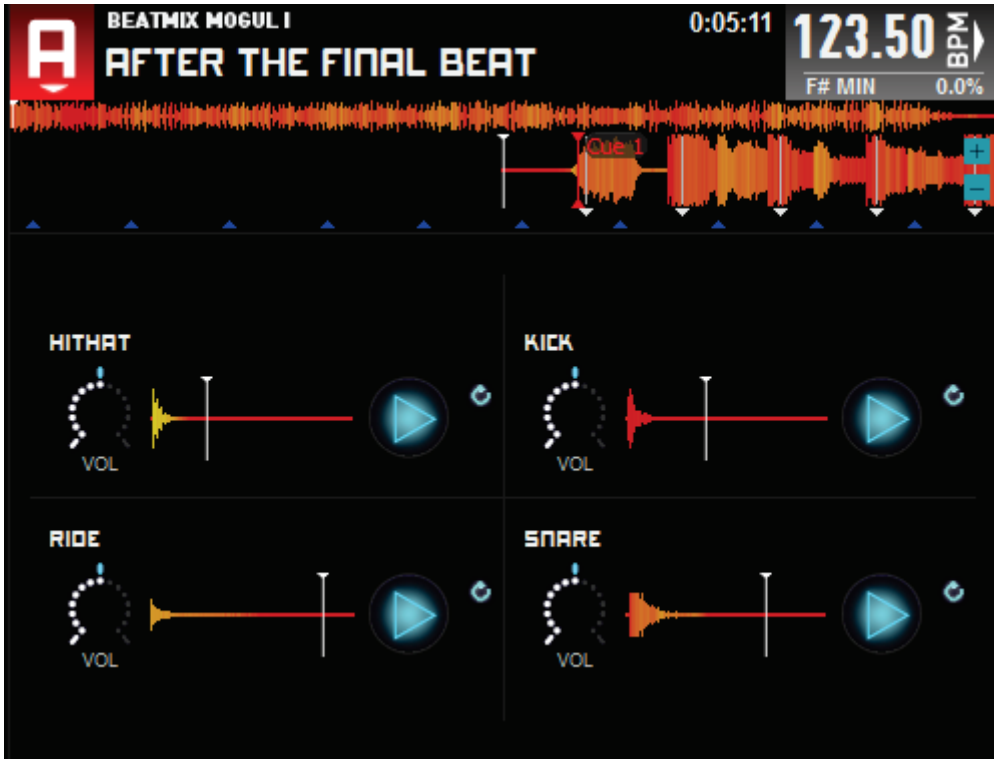


The sampler displays in place of the track controls.



b) Set a sample in Jingle or in Loop mode

If the icon is white, the sample is in jingle mode: pushing on the sampler Play button plays it once. Click on the icon to change it to blue , the sample is in loop mode: pushing on sampler Play button plays it continuously as long as you don't push again on the sampler Play button.

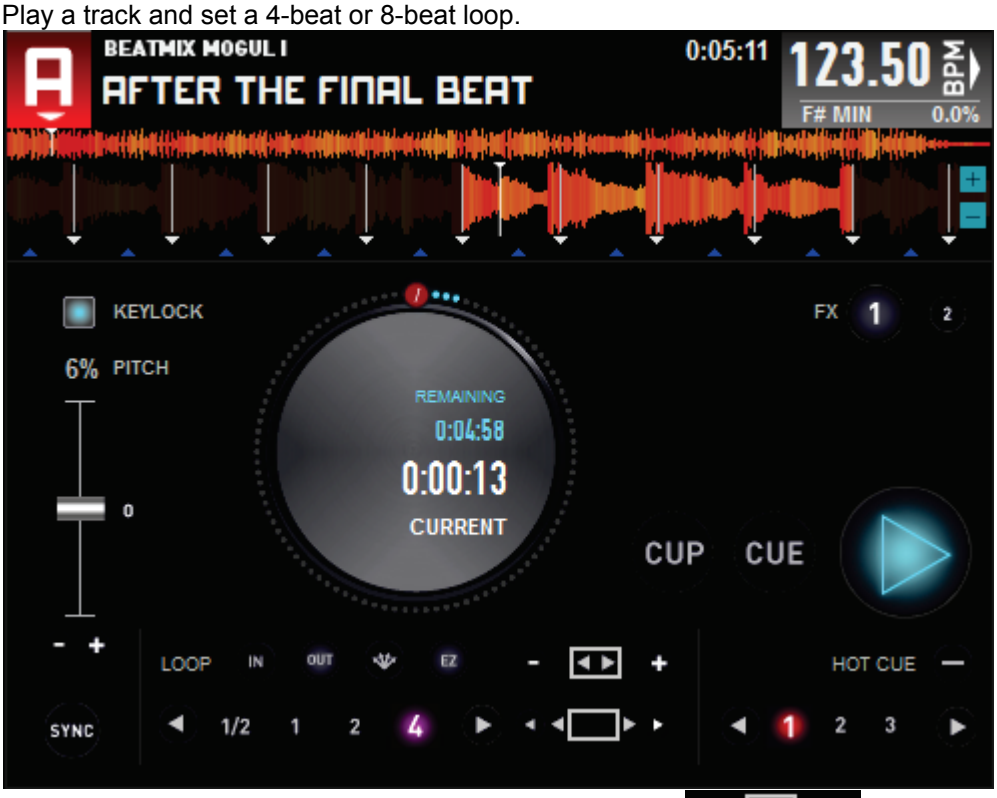


c) Load another sample on a sampler

You can load another sample on the sampler in 2 ways

- Load manually another sample
  Drag & drop a sample to the sampler.
  You cannot load samples longer than 30 seconds on a sampler, and the best samples are not longer than 5 seconds.

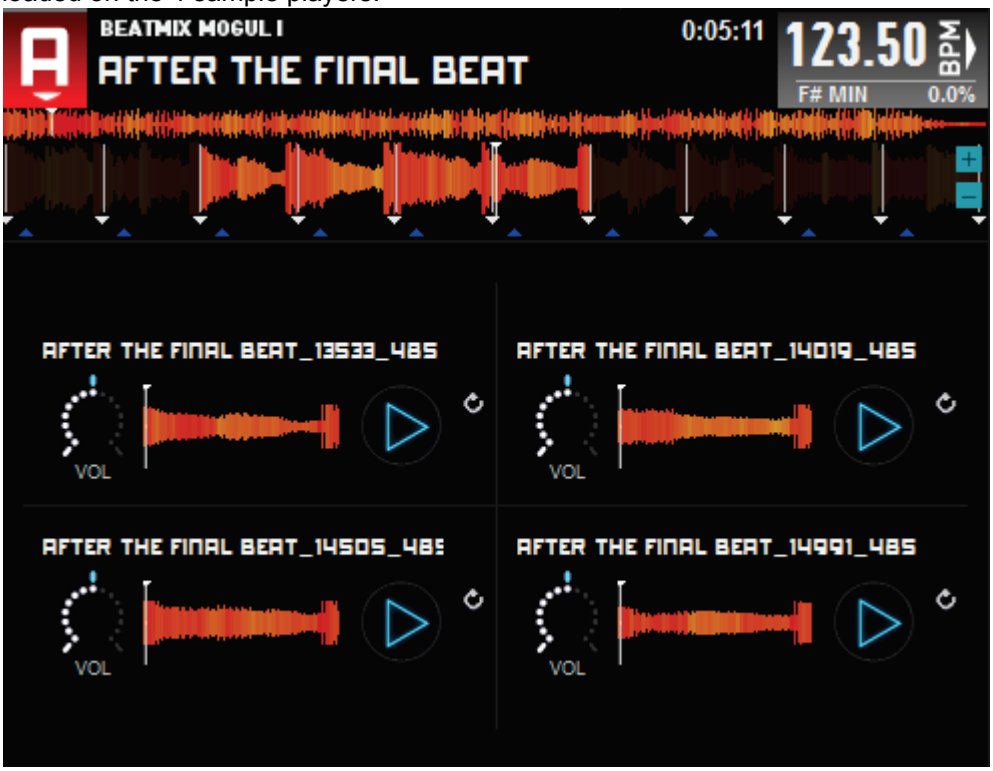
- Use the Loop split command.
  - Play a track and set a 4-beat or 8-beat loop.



If the loop is longer than 4 beats, set it to 4 beats with the button.

Click on Loop split button

Stop the track playback, switch to the sampler: the loop has been split into 4 samples loaded on the 4 sample players.



I) Step sequencer

(1) Definition

A step sequencer is a music creation tool used to define the pattern in which a sample is played and repeated. The DJUCED 40° step sequencer is a 4-track, 16-step sequencer:

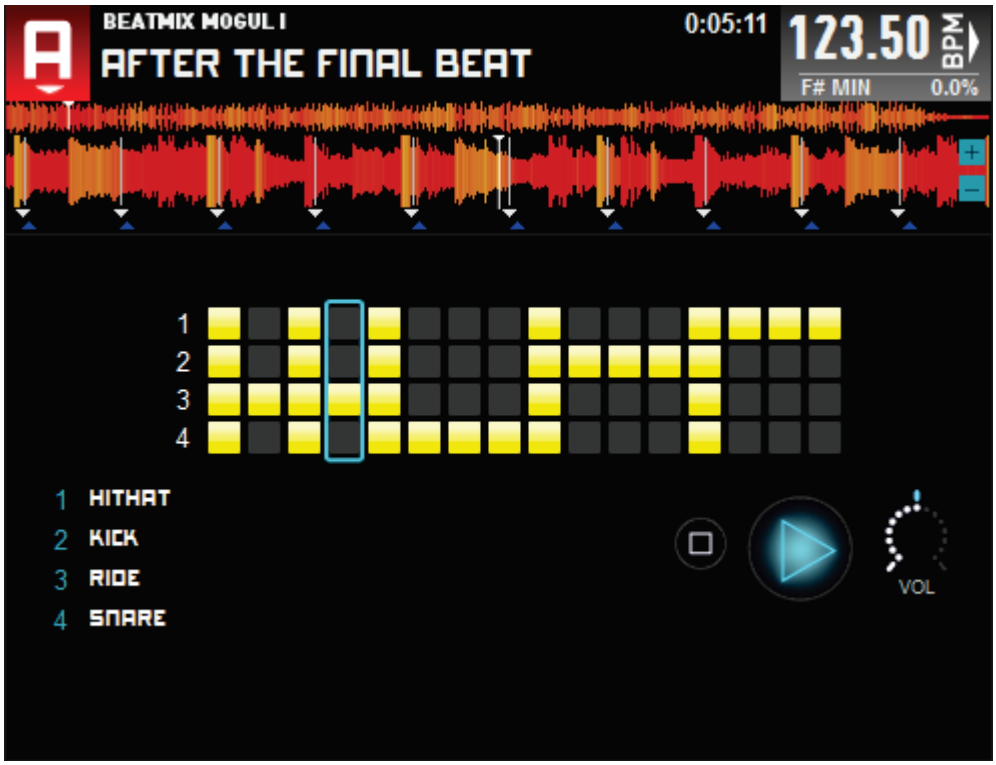
- 4-track = the sequencer lets you load 4 samples.
- 16-step = the pattern lets you choose whether or not to play a sample for 16 steps or 16 beats.

The step sequencer is synchronized with the BPM of the deck, with 1 step sequencer of 4 tracks per deck.

(2) Use

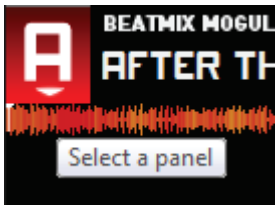
The step sequencer is a tool to play samples over the music.

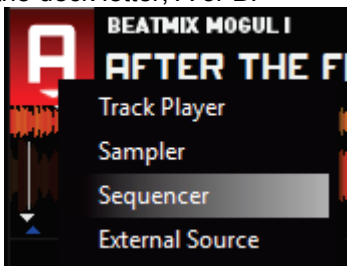
(3) Commands



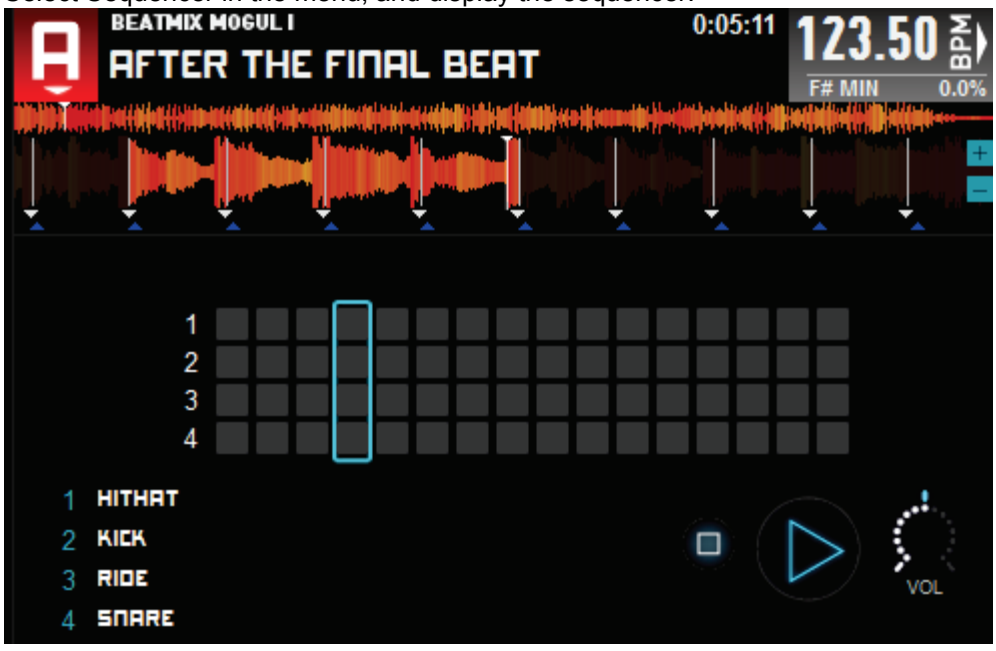
a) Display the step sequencer

Stop the track playback on the deck.
Click on the down arrow below the deck letter, A or B.



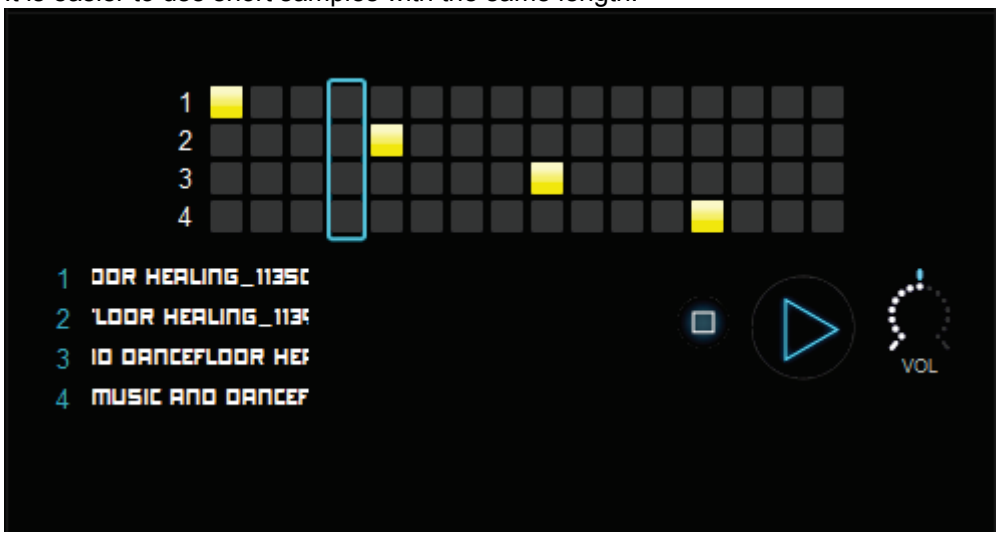


Select Sequencer in the menu, and display the sequencer.

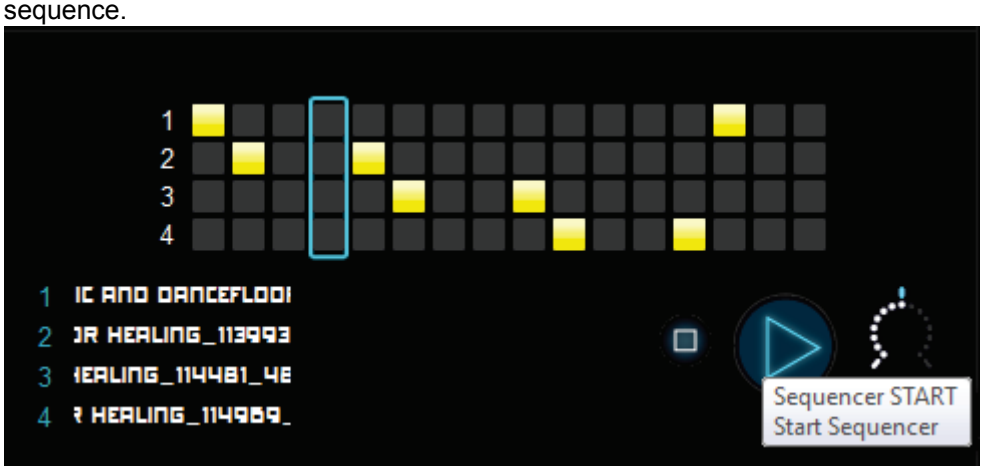


b) Set the sequence

Load the sample files using a drag & drop over the sample menu.
It is easier to use short samples with the same length.



Define the sequence pattern = how many times you restart the playback of the sample on a 16-beat sequence.



You can edit the sequence:

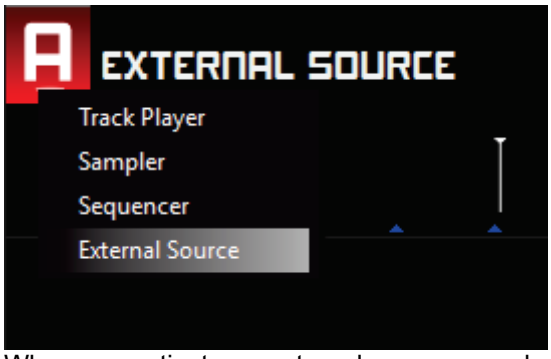
- With your mouse: by clicking on the square representing each beat, to play or not to play the sample at this step.
- With your keyboard: using the keyboard's left and tight arrows to move the pointer up/down within the steps of the sequencer, and with the computer keyboard keys
    - 1, 2, 3, 4 change the event on sample 1, 2, 3 or 4 in the left deck sequencer,
    - 5, 6 ,7, 8 change the event on sample 1, 2, 3, 4 in the right deck sequencer

Notes:
The Play button has no Play/Pause function, it is a Play/Restart: to stop the sequencer playback, you have to click on Stop.

The sequencer speed is indexed on the track speed on the deck. To change the sequencer speed, you can change the track pitch.

m) External source

You can activate an external source instead of a computer track to mix in the software an external audio source you have defined in Djuced. Click on the down arrow below the deck letter (A, B) and select External Source.



When you activate an external source, you don't control its playback in Djuced. You control the playback on the source itself: in Djuced you control the mixing: equalization, volume, crossfading.

3. Mixer area

a) Definition

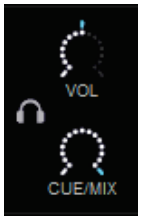
The mixer is the area emulating the commands of an analogue mixer.

In Djuced 40°, all commands

b) Organization

On top of DJUCED 40°: headphones commands.
In the middle: equalization (EQ) and gain area.
At the bottom: volume and crossfader, VU-meters.

c) Headphones commands



(1) Cue/Mix

This setting lets you choose what you play on your headphones.

(a) Cue

Cue for headphones = PFL (Pre-Fader Listening).
You can choose what to play on your headphones:
The preview = next track (the music you will be playing for your audience); or
The mix = the music you are currently playing for your audience.

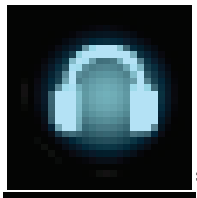
The preview is also called Cue for headphones, but this Cue is not related to the Cue points.

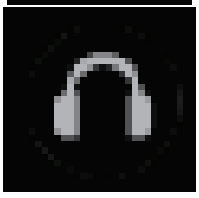
- Cue points are bookmarks that you place in an audio track.
- Cueing on headphones is previewing a track for the DJ's ears only, before the DJ plays this track for the audience.

You preview deck A and/or B, depending on which deck you have selected via the buttons over the vu-meters of the volume faders.

- In DJUCED 40°: select the deck to preview over the vu-meters of the volume faders.

= Preview nothing

 = deck selected in preview

 = deck not selected in preview

= previewing deck B

= previewing deck A + deck B

The Preview volume of each deck is not linked to the volume set on the volume fader.

c) Mix

The Mix position for headphones means that the DJ hears the same audio track on the headphones as is played on the dance floor.

(2) Headphones output volume

The headphones output volume is controlled via software, in DJUCED 40° by a rotary volume knob which lets you control the software volume independently of the hardware volume buttons on a controller.

d) EQ commands

DJUCED 40° includes a 3-band equalizer per deck:

- HIGH = Treble, for high frequencies.
- MID = Medium, for medium frequencies.
- LOW = Bass, for low frequencies.

e) Gain & Main Volume

DJUCED 40° also includes:

- One gain volume per deck. The gain sets the maximum output volume: if the tracks loaded on the 2 decks have different recording levels, the gain volume of the deck lets you set the same level on both decks.

- A main volume rotary potentiometer.

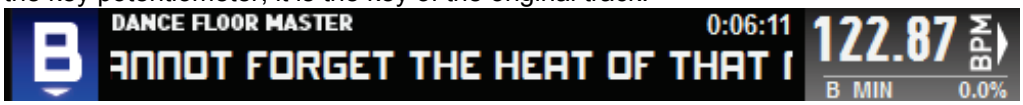
f) Key

The key button transposes the track to lower or higher tones.

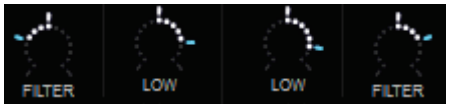
Key button turn on left = lower tones

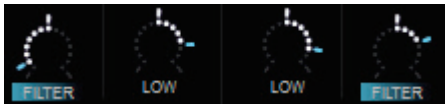
Key button turn on right = higher tone

Remark: the key below the BPM in the text information (B MIN below) doesn't change when you turn the key potentiometer, it is the key of the original track.



g) Filter



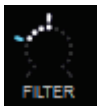


The filter is a low-pass/high-pass filter.

(1) Activate the filter

Click on filter to activate the filter.

Filter Off = FILTER title on a black background

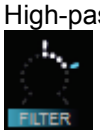


Filter On = FILTER on a blue background

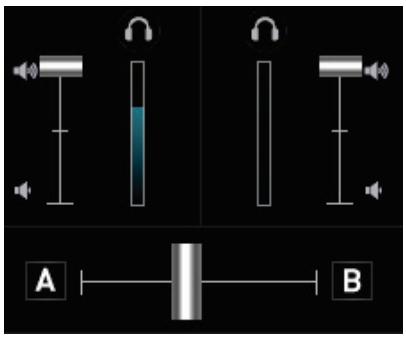
(2) Set the filter

Low-pass filter = turn filter button on left

High-pass filter = turn filter button on right.



h) Volume and crossfader commands



DJUCED 40° includes:

- 2 volume faders: 1 per deck.
- A crossfader.

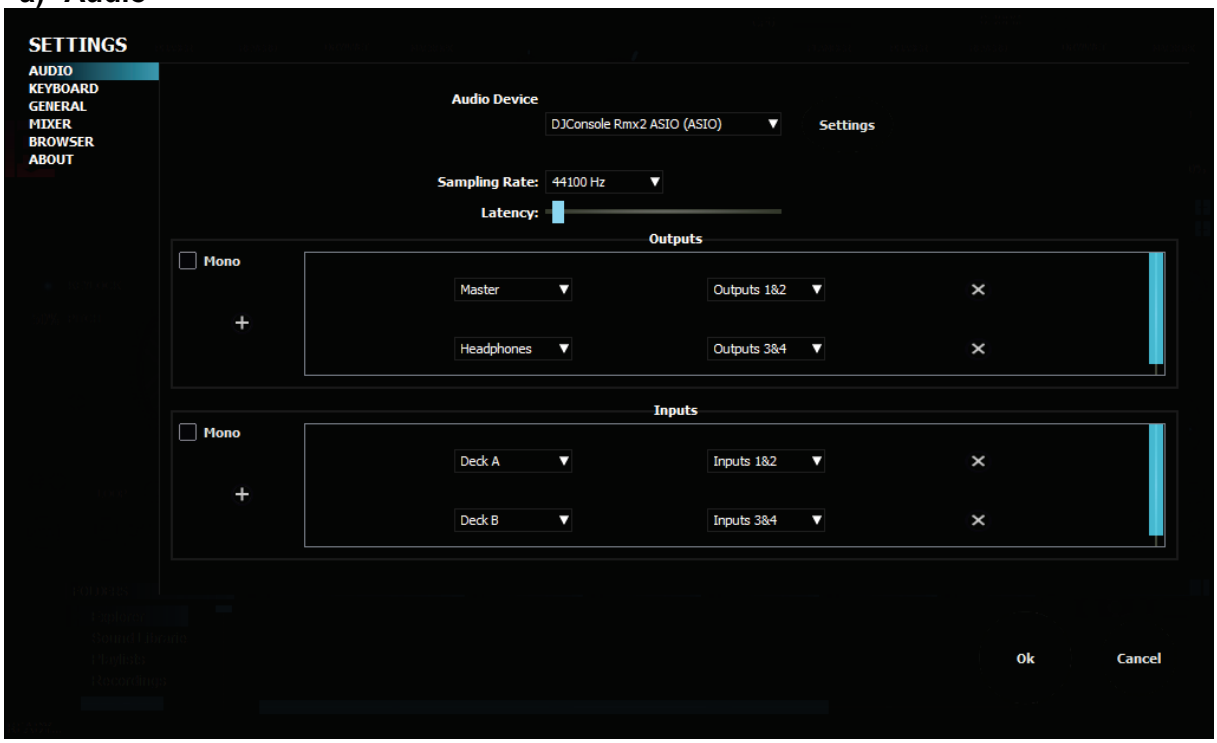
DJUCED 40° also includes 2 VU-meters, showing the output level of each deck.

4. Settings

To change the DJUCED 40° presets, click on the Settings icon in the bar at the top of the screen. This lets you access the following settings:

- Audio
- Keyboard
- General
- Mixer
- Browser
- About

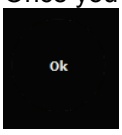
a) Audio



The audio setting menu lets you select the

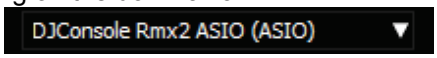
- Audio device
- Sampling rate
- Input and output channels

Once you have changed your audio setting, you must click on the OK button



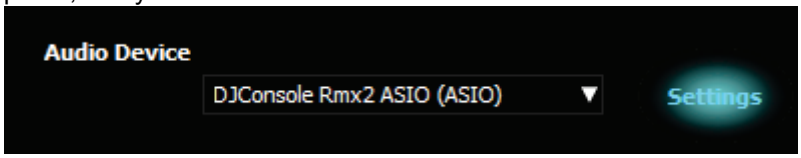
(1) Audio device

Select the audio device by clicking on the down arrow. ▼.

- DJConsole Rmx2 ASIO 

- or Speakers DJConsole Rmx2 = WDM drivers
- or Speakers High Definition Audio = computer built-in sound card

Click on the Settings button on the left of the audio device's name to open the audio device control panel, if any.

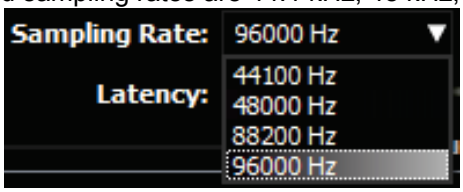


Note: in Djuced 40°, you cannot change the ASIO buffer size of an audio interface. To change the ASIO buffer size, you have to:

- close Djuced 40°,
- open the control panel of your audio interface,
- set the ASIO buffer size
- and run again Djuced 40°.

(2) Sampling rate

If your audio device supports several sampling rates, adjust the sampling rate: the higher the sampling rate, the better the audio quality, if your computer is fast enough.
Standard sampling rates are 44.1 kHz, 48 kHz, and 96 kHz.



96 kHz = 96000 Hz is a better audio quality than 44.1 or 48 kHz.

(3) Output and input channels

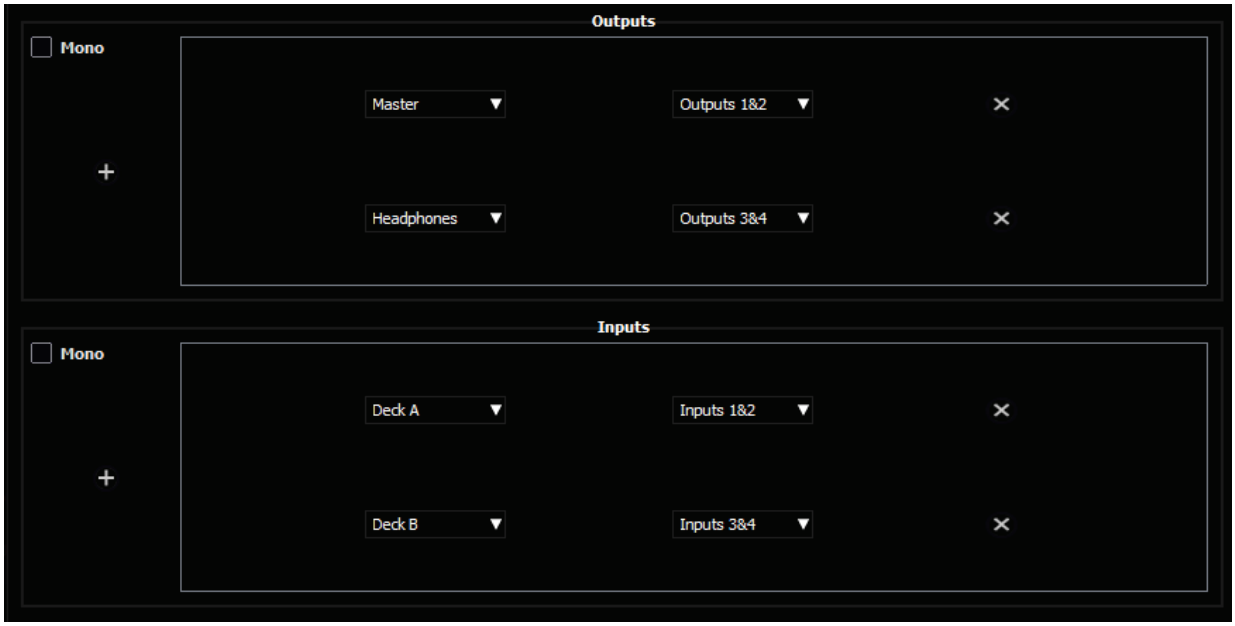
a) Typical audio settings with an interface audio with 4-channel in / 4-channel out:

Outputs

- Master: Output 1&2 = to connect your speakers
- Headphones: Output 3&4 = to connect your headphones

Inputs

- Deck A: Input 1&2 = to connect your first external audio player
- Deck B: Input 3&4 = to connect your second external audio player

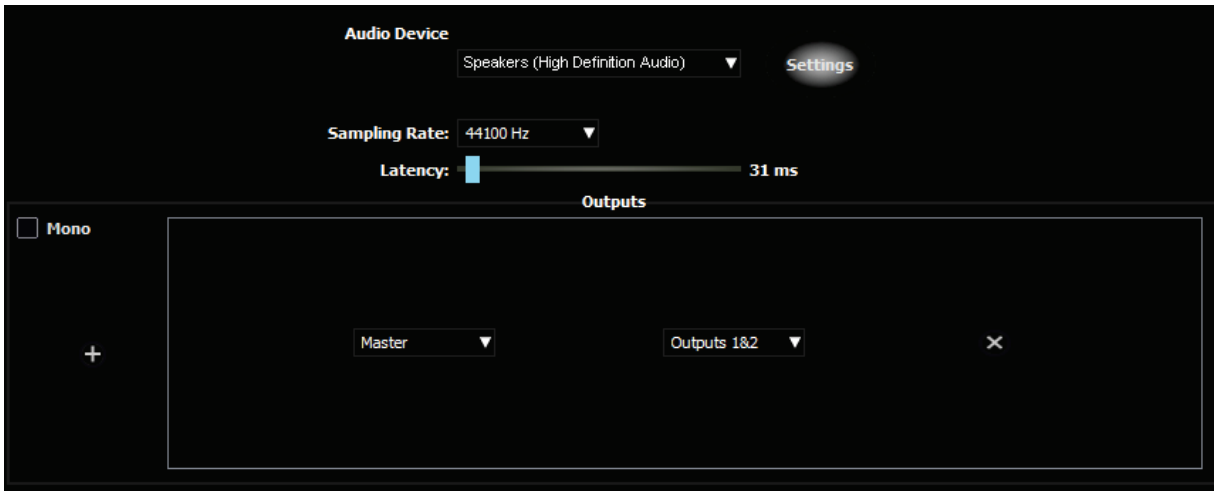


b) Typical audio settings with an audio interface with just 1 stereo output:

Disable the inputs for Decks A and B by clicking on the X button at the end of the lines Deck A and Deck B.

Outputs

- Master: Output 1&2 = to connect your speakers



Once you have set your audio settings, click **OK** to exit the panel.

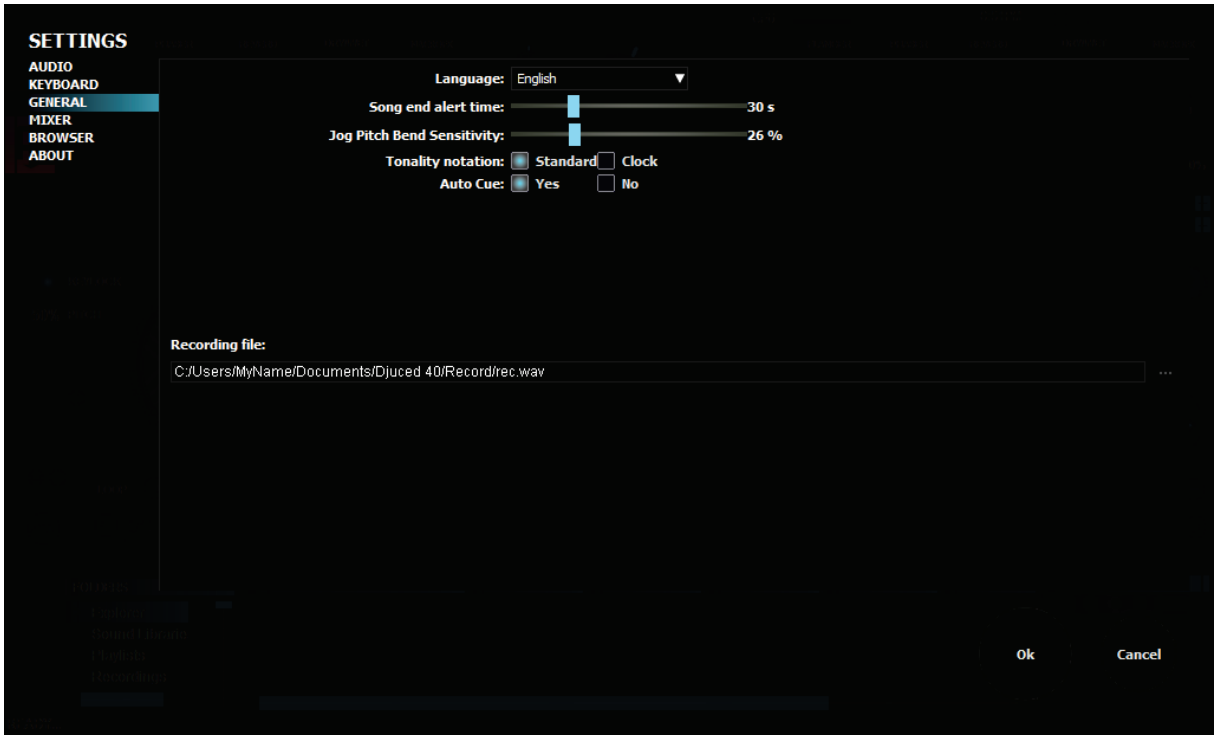
b) Keyboard

The keyboard settings let you set short keys to control your software with a computer keyboard.

c) General

The general menu lets you define:

- Language
- Song end alert time (maximum 30s)
- Jog Pitch Bend Sensitivity
- Auto Cue = automatically set a Cue Point 1 to the first beat.



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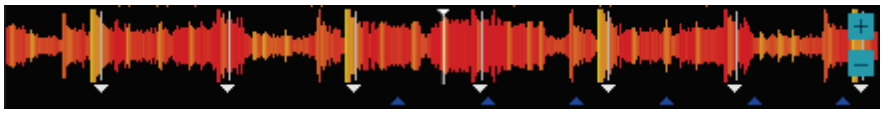
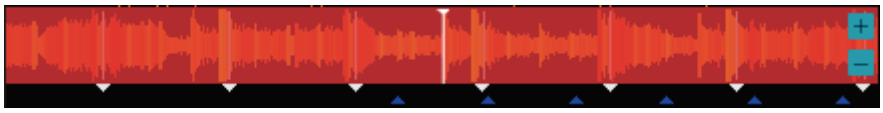
(1) Song alert time

The song alert is a visual change in the DJUCED 40° waveform display: the waveform area blinks in red when the song is close to its end.
Without alert



With alert



This feature helps the DJ noticing the track is close to the end, to avoid a blank transition during the mix.

The song alert setting lets you choose how many seconds remain in the track's playback before displaying the song alert. By default, it is set at 30 seconds.

(2) Jog pitch bend sensitivity

This setting specifies how turning the jog wheel of a controller slows down or accelerates the playback.

(3) Tonality notation

This setting specifies the way of writing the tone of the tracks in the software.
Standard notation is the usual: C D E F G A B C (equivalent to degrees Do Re Mi Fa Sol La Si Do) + MAJ for major or MIN for minor.
Clock is another tonality scale focused harmonic mixing: the song tones have a figure (1 to 12) + a letter (A or B), and songs with the same number +/- 1 can be mixed harmonically: for example, a song with a 7A tonality fits harmonically with songs with 6 (A or B), 7 (A or B) and 8 (A or B) tonality.

(4) Auto Cue

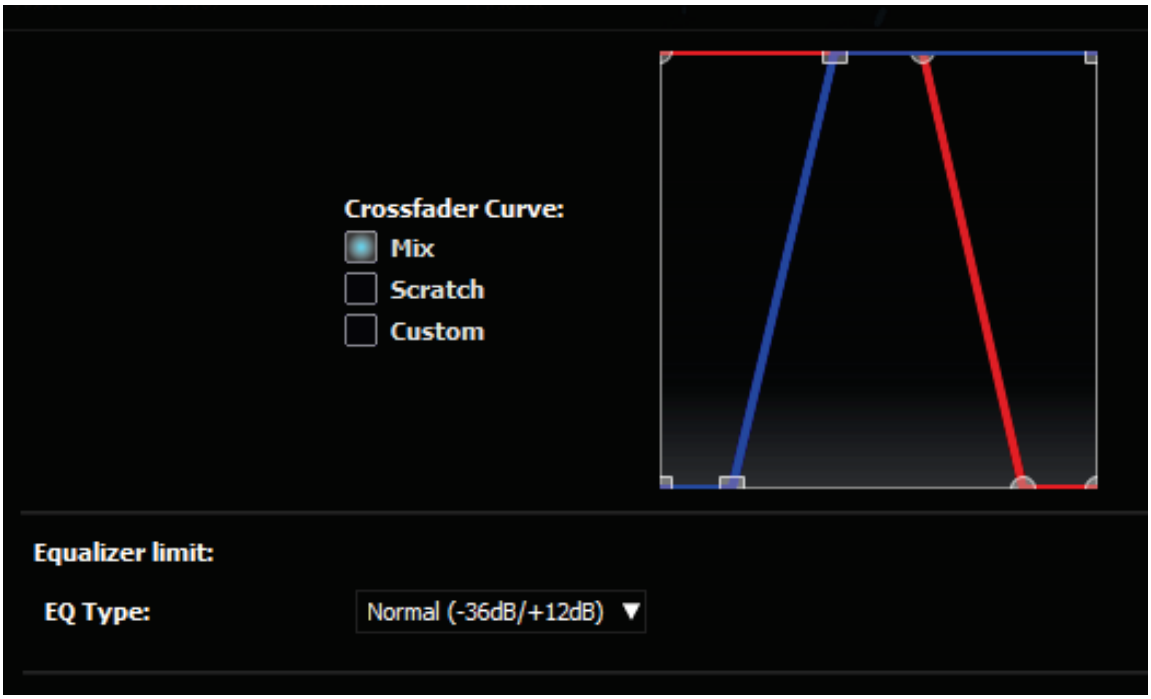
Auto Cue sets a Cue 1 point to the first beat of a song if no cue point has been defined. It is useful if you have not prepared all your songs for mixing.

(5) Recording file

This setting lets you choose the path and name of the file you record in Djuced 40°
The default path is C:\Users\YourName\Documents\DJUCED 40\Records\Mix.
You can change this path if you like.
DJUCED 40° records the file in uncompressed format, in stereo, at the sampling rate and frequency you have defined in your audio settings.

d) Mixer

You can set here your crossfader curve and the Equalization.3



(1) Crossfader curve

The crossfader curve is the shape of the mixing curve, depending on the crossfader's position. There are 3 possible crossfader curves:

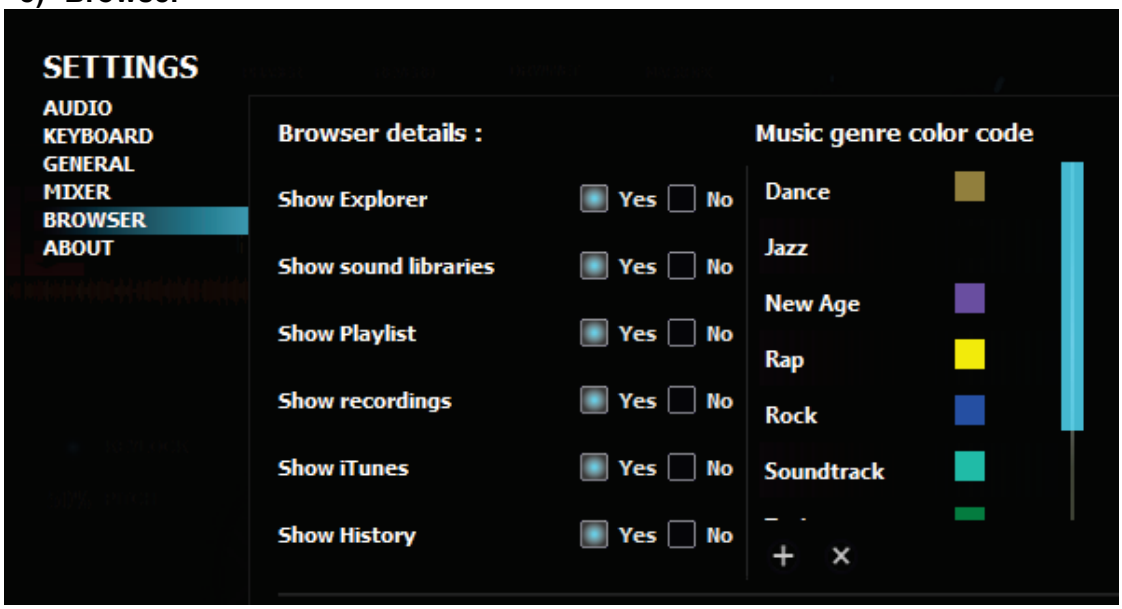
- Mix
- Scratch
- Custom: you define your own curve

(2) Equalizer limit

You can choose the Equalization level:

- Normal (-36db/+12dB)
- Smooth (-24dB/+12dB)
- Hard (-48dB/+12dB)

e) Browser



The browser setting lets you
1) choose
- the browser contents (Explorer, sound libraries, Playlists, recordings, iTunes®, history)
- the colours matching with each music genre.
2) Export or import a Djuced database.

f) About

The About menu displays the version of DJUCED 40°, and a link to check for software update.

B. Mixing in DJUCED 40°

1. Preliminary operations

For public performance, you should focus on the music and the audience, so you should prepare your tracks and audio library in advance:
- Locate all of your songs.
- Analyze the audio library.
- Place cue points in the tracks.
- Create playlists.

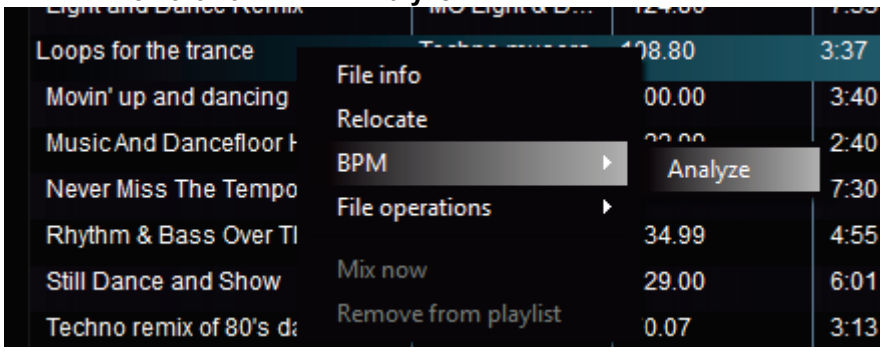
a) Locate your songs

If songs are stored in folders located in multiple areas of your drive, you must gather them in the audio library in advance, so that you can see them instantly while mixing.
It is better to store all songs on the same drive unit, rather than on several drives.
Don't mix with songs stored on USB keys, store your songs on hard drives, as USB keys have a long access time, causing latency in mixing.
Make sure your songs are stored on a hard drive with at least 15% of free space, so that the access is fast enough for mixing.

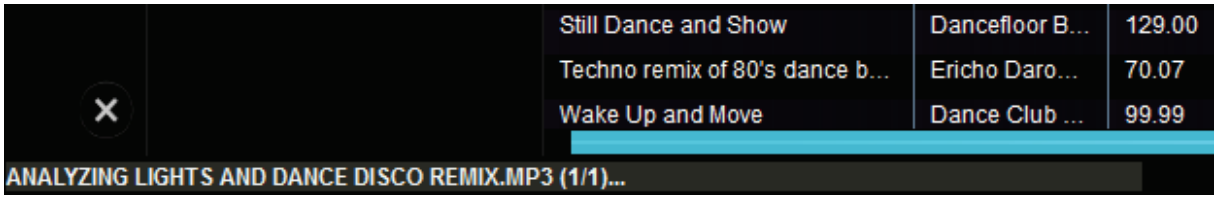
b) Analyze all songs

Once you have gathered your songs on 1 storage device, analyze them (please see the "Right-click menu" section) to get the BPM values.

In the file browser:
- Select the tracks to be analyzed, with your mouse/pad (or with your controller).
- In Windows: right-click to display the BPM menu.
- On Mac, either right-click, click with 2 fingers, or click+Ctrl to open the BPM menu.
- Then click on BPM > **Analyze**.



The BPM analyzis appears in the Djuced 40° bottom bar.



Operations such as
- Indexing the audio files of a folder
- BPM analyzis

are slow and CPU-intensive, so you must not carry out BPM analyzis while mixing in a public performance, as this would slow down your computer.
- You should analyze in advance the complete music library.
- You don't need to remain in front of your computer during the analyzis: this can take hours, depending on how fast your computer is and how many songs you have.

You know a track has been analyzed when the browser displays its BPM rate.

c) Place cue points (= bookmarks) in your tracks

Once you have analyzed your tracks, you can

- load them on the DJUCED 40° decks,
- play them and place cue points.

If you set no cue points, Djuced 40° will automatically set a Cue point 1 at the first beat when you load a track (unless you have disabled the Auto Cue setting in Djuced Setting > General).

(1) Add cue point 1

Once you have reached the track position where you want to place a Cue point:

- Stop playback.
- Click on the Cue button in DJUCED 40°.

Add cue points 2, 3, 4, 5

Once you have reached the track position where you want to place cue point 2 or 3:

- Stop playback.
- Click on Cue buttons 2, 3

in the DJUCED 40° graphic interface.

(2) Delete a cue point

- Click on in DJUCED 40° to delete the last cue point (1, 2 or 3) you have used.

(3) Move a cue point

Once you have reached the track position where you want to place cue point 1, 2 or 3:

- Stop playback.
- Click on Cue buttons 1, 2 or 3

in the DJUCED 40° graphic interface to place the cue point at the current position.

d) Create playlists

Once your songs are stored on a hard drive, with cue points set, you can gather songs in playlists.
A playlist is a way to gather tracks in the same list, even if they are located in different folders.

- Select 1 or more songs in the explorer
- Create a playlist by clicking on the button playlist on the left of the folder browser.
- Type the playlist name.

- Drag and drop tracks into the playlist.

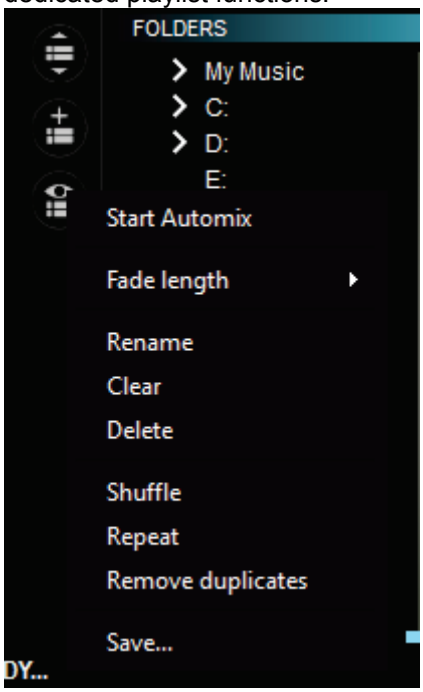
Playlists are made for DJs to gather tracks together that they are likely to play at the same party. Example of playlists:

- Wedding
- Birthday
- 1990s
- New Wave
- Old standards
- Sports songs
- 160 BPM

As you can place the same audio track in different playlists, you can use playlists to sort the tracks according to several criteria, such as:

- The type of event where you may play this track (birthday, wedding, club, café...).
- The speed of the track (BPM).
- The style of music.
- The year the song was produced.
- The track length.
- The artist name.
- The country where the song comes from...

When you are in a playlist, the playlist management icon appears, giving you access to dedicated playlist functions:



- **Start Automix**: plays the tracks from the playlist without any action required by the DJ.
- **Fade length**: length of the transition during which track n and track n+1 are played.
- **Rename** / **Clear** / **Delete** the playlist.
- **Shuffle** playback.
- **Repeat**.
- **Remove duplicates** (if you have inserted more than one copy of the same track in a playlist).

2. Mixing

a) Finding a track

Once you have sorted your audio library into playlists, you should be able to easily find your tracks.

(1) Accessing a playlist or a folder

To go to a playlist of a folder:

In the Folders area, double-click on the arrow to expand a folder's tree structure (that is to say, to display its sub-folders).

(2) Browsing through the playlist or the folder

Click on the target folder to display its contents in the files browser.

The files browser lets you browse through the list of tracks contained in a folder or a playlist.

(3) If you can't find the track

If you aren't able to find a track, you can:

- Go to **All Songs** in the folder browser.
- Type in a chain of characters in the **Search** field.

b) Loading the track

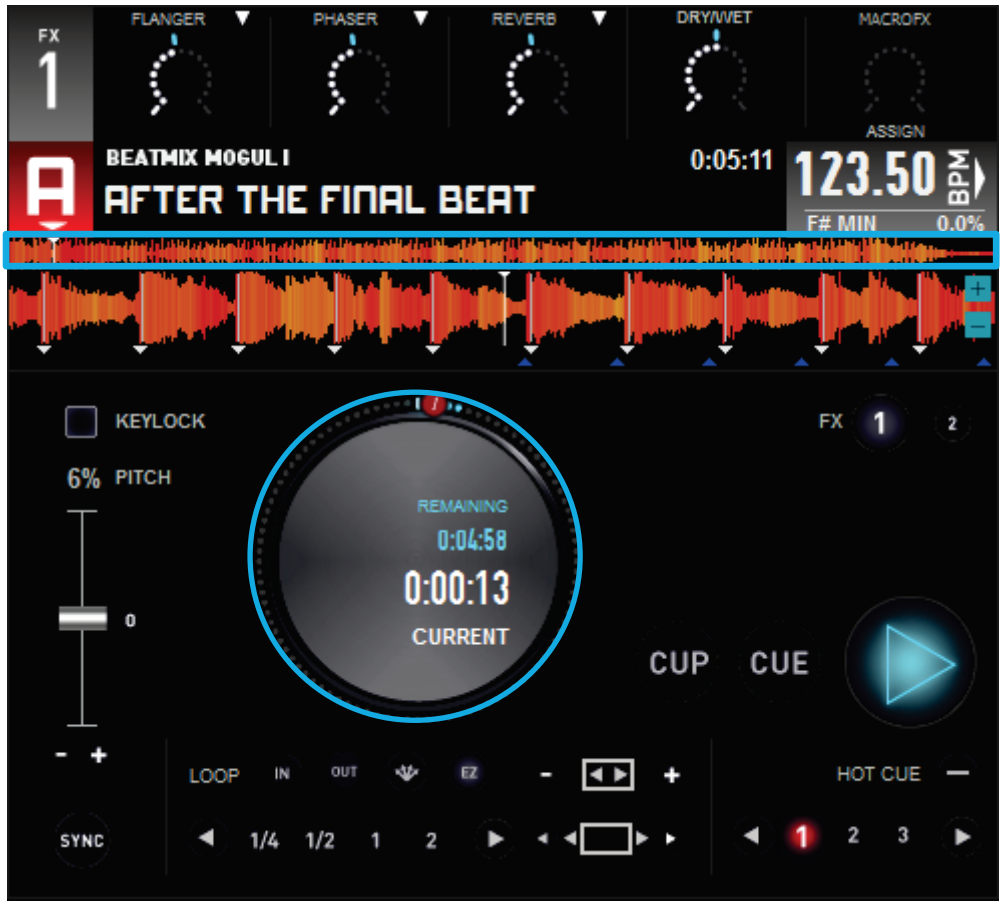
Once you have accessed the target track, you can load the track on a deck by dragging and dropping the track on the platter of the virtual deck.

c) Browsing within the track

Once you have loaded the track, you can browse within the track using the waveform or the deck.

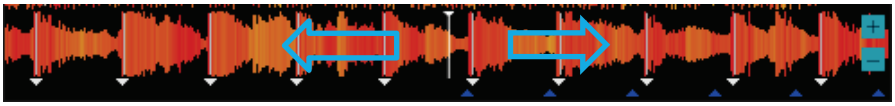
(1) Fast browsing

To get to the point that you wish to access in the track, click on one of the blue dots located around the platter, or inside the upper waveform.



(2) Slow and precise browsing

Click on the waveform and move the mouse pointer to the right or to the left.



d) Previewing the track

Preview = Pre-listen = PFL (Pre-Fade Listen) = listen to a track on your headphones, which the audience doesn't hear.

(1) Setting the headphones to Cue mode

To use your headphones for previewing tracks, set the headphones output to Cue mode:

- If the headphones mode is set to Cue, your headphones are set to preview tracks.
- If the headphones mode is set to Mix, your headphones play the mix (i.e. the same sound that is being played on the speakers for your audience).

=> To preview tracks, set the headphones mode to Cue:

(2) Selecting the deck to be previewed

Once you have loaded a track on a deck, select previewing for this deck by highlighting the box next to the headphones symbol, located above the volume fader.

Select the headphones on deck A to preview deck A.

You can preview deck A while the crossfader is at 100% on deck B (so that the audience hears deck B but no sound from deck A).

(3) Playing the track

Click the Play button on the deck you want to preview.

Ready to Play

Playing

You can hear the track on your headphones. You can now preview the track, meaning that you can check that its rhythm and tone fit with the track you are currently playing for the audience.

e) Synchronizing the track

Synchronizing the track that you are previewing with the track currently playing for the audience means:

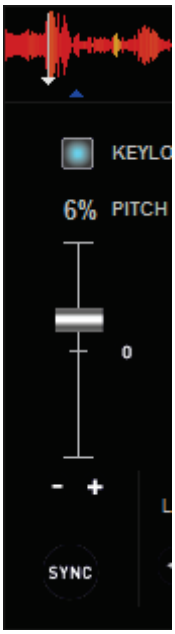
- Changing the speed of the track you preview to reach the same speed as the track the audience hears: you change the BPM (Beats Per Minute) rate of the track you preview, to reach the same BPM rate as the BPM of the track the audience hears.
- Lining up the beat marks of the track you are previewing with the beat marks of the track the audience hears.

(1) Automatically, with the Sync function

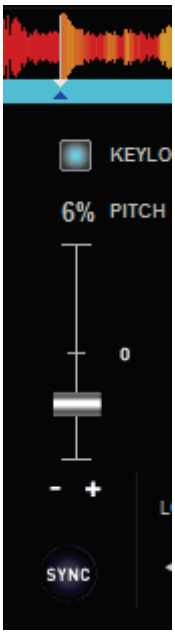
If you click the Sync button on a deck, you instantly:

- Change the BPM of the track on this deck to match the BPM rate of the track playing on the other deck.
- Line up the beat of the track on this deck with the track playing on the other deck.

The Sync button is located at the base of the pitch fader.



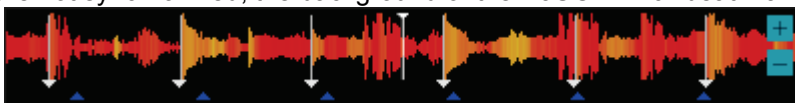
Sync Off



Sync On

When both decks are synchronized, the background of the DJUCED 40° beat marks area turns blue.

When the decks are not synchronized, the background of the DJUCED 40° beat marks area is black.



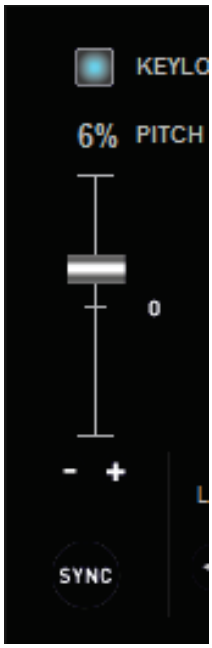
(2) Manually, with the pitch fader and pitch bend

If you prefer to synchronize manually, as you would do with real turntables, then you need to:

- Move the pitch fader until the BPM rates of both tracks are similar.
- Use the pitch bend function until the track's beats line up with the beats of the other deck.

(a) Move the pitch fader until the BPM of both tracks are similar

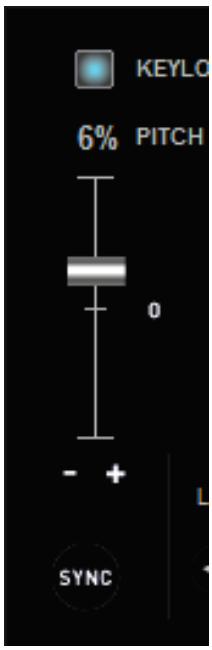
By moving the pitch fader up, you decrease the BPM: you slow down the music,
By moving the pitch fader down, you increase the BPM: you speed up the music.



If you reach the limit of the pitch fader (up or down) while still being far from the target BPM, then you should change the pitch scale by clicking on the % figure displayed on top of the pitch fader in DJUCED 40°.

c) Use pitch bend so that the track's beats play with the beats of the other deck

Once both tracks are playing at the same speed, you still need to move the beats of the track that you are previewing to play at the same time as on the reference deck.
You can slow down or speed up the track using the – (slower) or + (faster) buttons.



As soon as both beats are playing at the same time, release the pitch bend button.

f) Playing the track for the audience

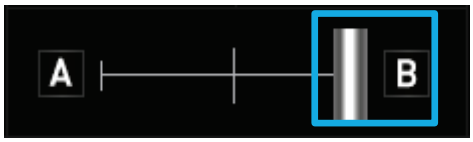
Once both tracks are synchronized, you can mix the track you are previewing so that the audience hears it.
You can either:

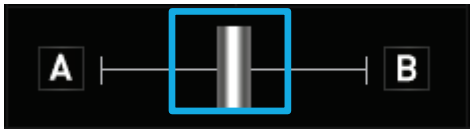
- Directly mix the track you have synchronized, by moving the crossfader; or
- Mix using the bass, for example if you have different tones between the songs loaded on deck A and on deck B.

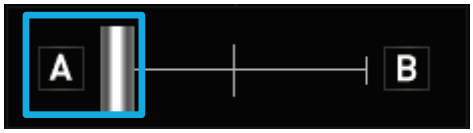
(1) Play the track directly for the audience, with a short transition

You can directly mix the synchronized track:

- By moving the crossfader to the center, so that the audience hears both the tracks on deck B and deck A.
- Then move the crossfader from the center to deck A.



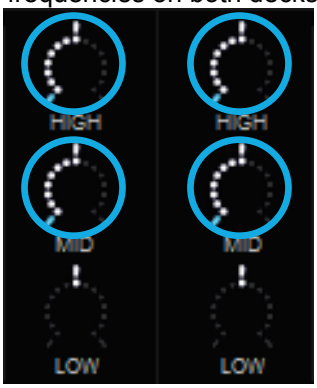




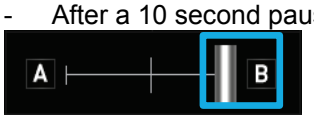
(2) Play the track for the audience with a transition using low frequencies

You can make a transition using bass frequencies, prior to mixing from one track to another:

- First, cut the medium and treble frequencies on both decks.



- Move the crossfader to the centre, to play both the tracks on deck B and deck A.
- After a 10 second pause, move the crossfader from the centre to deck A.



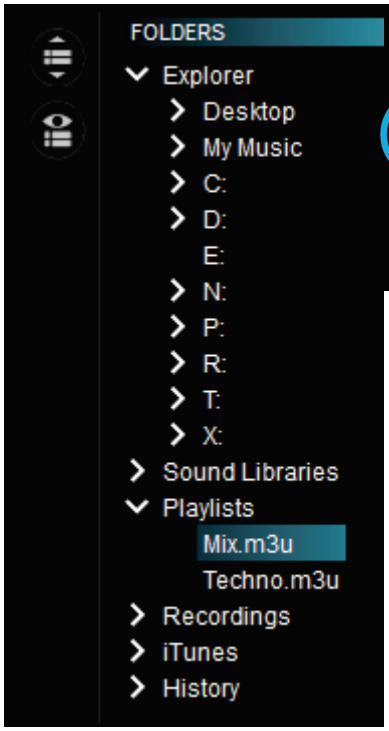
- Restore the medium and treble frequency levels.

g) Automix = Automatic mixing

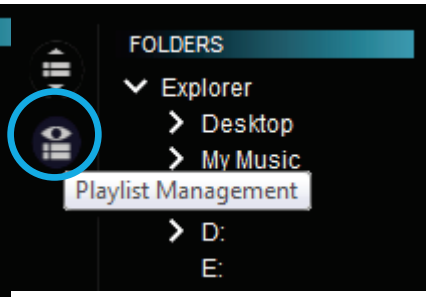
Automatic mixing, or automix, is a function whereby the software automatically links up playback of files in the playlist, without any action required by the DJ. This is therefore a temporary function, and should be used only when necessary.

To access the automatic mixing function, you need to have created one or more playlists (you must have used the button to add a playlist).

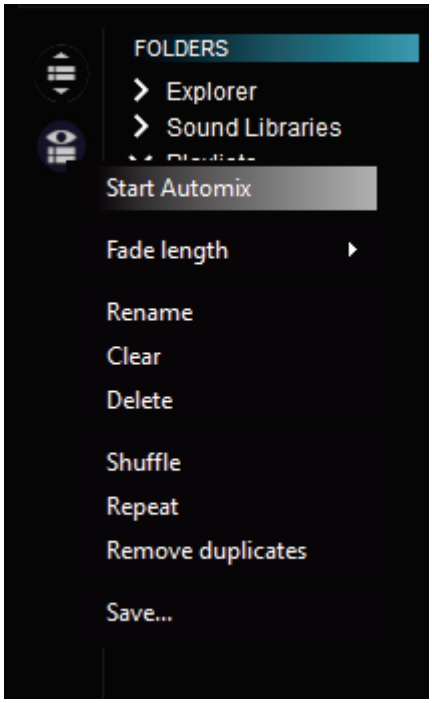
Then, once you are inside the playlist, click on the playlist management button to open the Automix menu.



Go in the Playlist



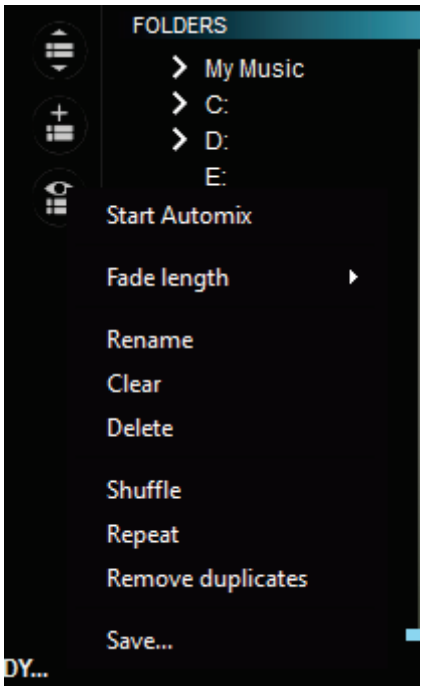
Click on Playlist management button



Get the Automix menu.

The Automix menu includes the following options:

- Start automatic mixing.
- Fade length: set the transition length between tracks, in seconds (set at how many seconds before the end of the first track Djuced 40° starts playing the next track).



If you start automatic mixing, DJUCED 40° will play the playlist in its entirety, in the order in which it is displayed, unless

- you click on the icon again and select **Stop Automix**
- or you click on the Play button to stop playback.

3. Scratching and effects

a) Scratching

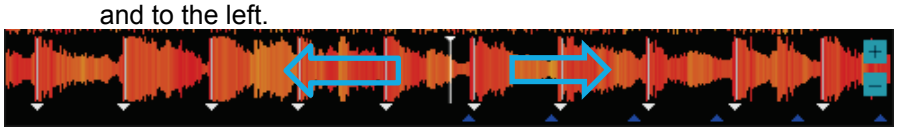
(1) Definition

Scratching is the sound produced by a vinyl record playing on a turntable, when you place your hand on the record and move it with your hand directly touching the record.
Scratchers are turntables using scratch techniques to produce sounds and create original music tracks with the sounds of scratching.
In computer DJing, scratching is a software emulation of the same operation, processed in the DJ software.

(2) Scratching in DJUCED 40°

To scratch in DJUCED 40°:

- Left-click on the waveform and, while holding the button down, move the mouse to the right and to the left.



(3) Notes on scratching

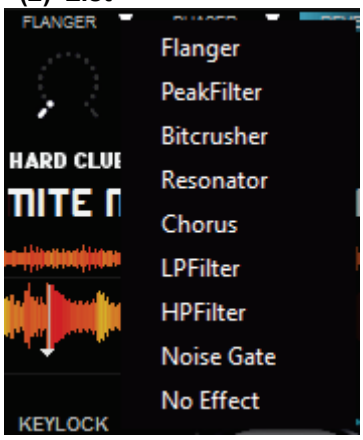
The quality of a scratch depends on the DJ's talent, and also on the music track used to scratch. You cannot make a good scratch sound with just any music track: your scratching performance depends on how the music track you have loaded on the deck sounds when it is scratched.
Some DJs emphasize their scratching talent by scratching using music tracks which already include scratch sounds.

b) Effects

(1) Definition

An effect is a filter or a combination of filters applied to music, to change the way it sounds.

(2) List



In DJUCED 40°, the available effects are:

- Flanger
- Phaser
- Reverb
- PeakfFilter
- Bitcrusher
- Chorus
- LPFilter
- HPFilter
- Noise Gate

The effects rack can contain 3 effects per rack, plus a dry/wet level and the MacroFX button to control several effects. To modify the list, click on the icon representing a down arrow located above the name of the effect: a menu then appears, allowing you to select the new effect.

(3) Enabling/disabling an effect

Click on the name of the effect over the button to activate the effect.

Effect Off = Black background below the effect name

Effect On = Blue background below the effect name

(4) Modulate the effect

You have 2 controls to modulate the effect:

- The rotary button of the effect modulates the effect
- The dry wet rotary button controls de mix between the signal without the effect
  - dry = 100% original song + 0% song with effect
  - wet = 0% original song + 100% song with effect

c) Samples

(1) Definition

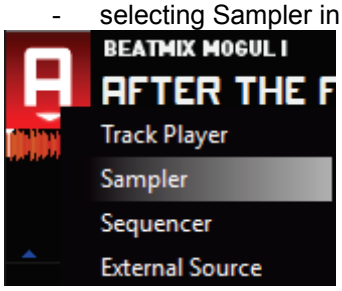
A sample is a short sound played alone or in combination with other samples, over the music or instead of the music.
If a sample is played once, it is called a jingle.
If a sample is played continuously, it is called a looped sample.

(2) Opening the sampler

You open the sampler by

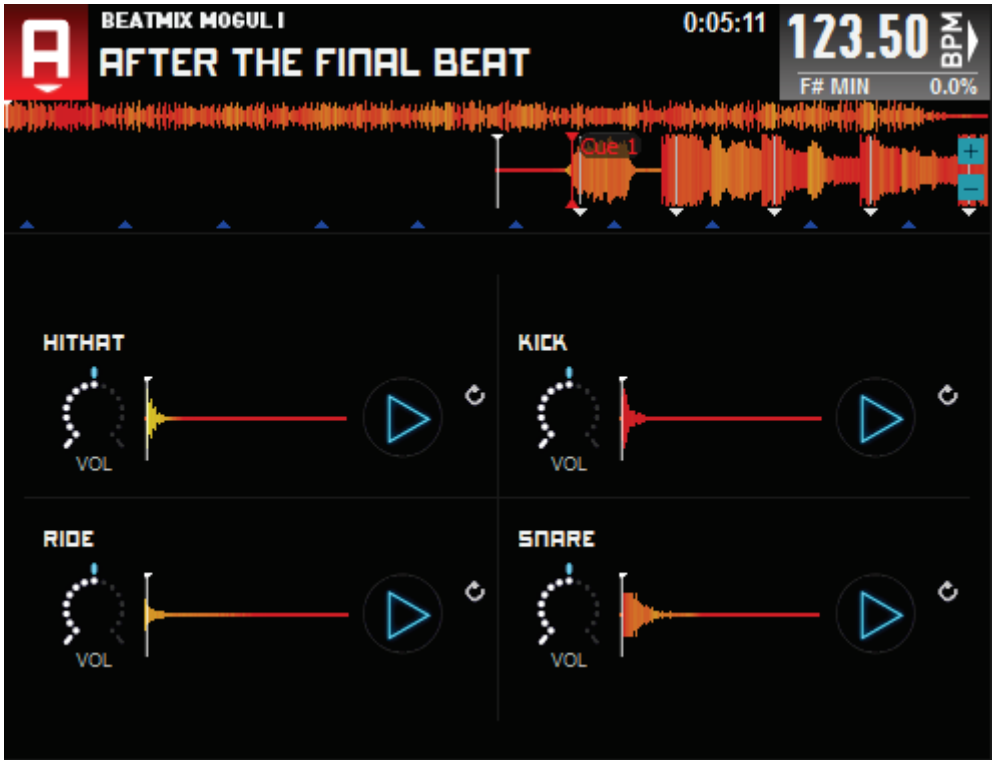
- clicking on the down arrow below the Deck letter (A or B)

- selecting Sampler in the menu.



If you select Sampler, you get a column of 4 sample players in DJUCED 40°. The samples loaded by default are:

- Hithat
- Snare
- Kick
- Ride



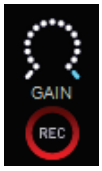
(3) Sample mode

To play a sample in a loop (i.e. repeatedly), click on the button.

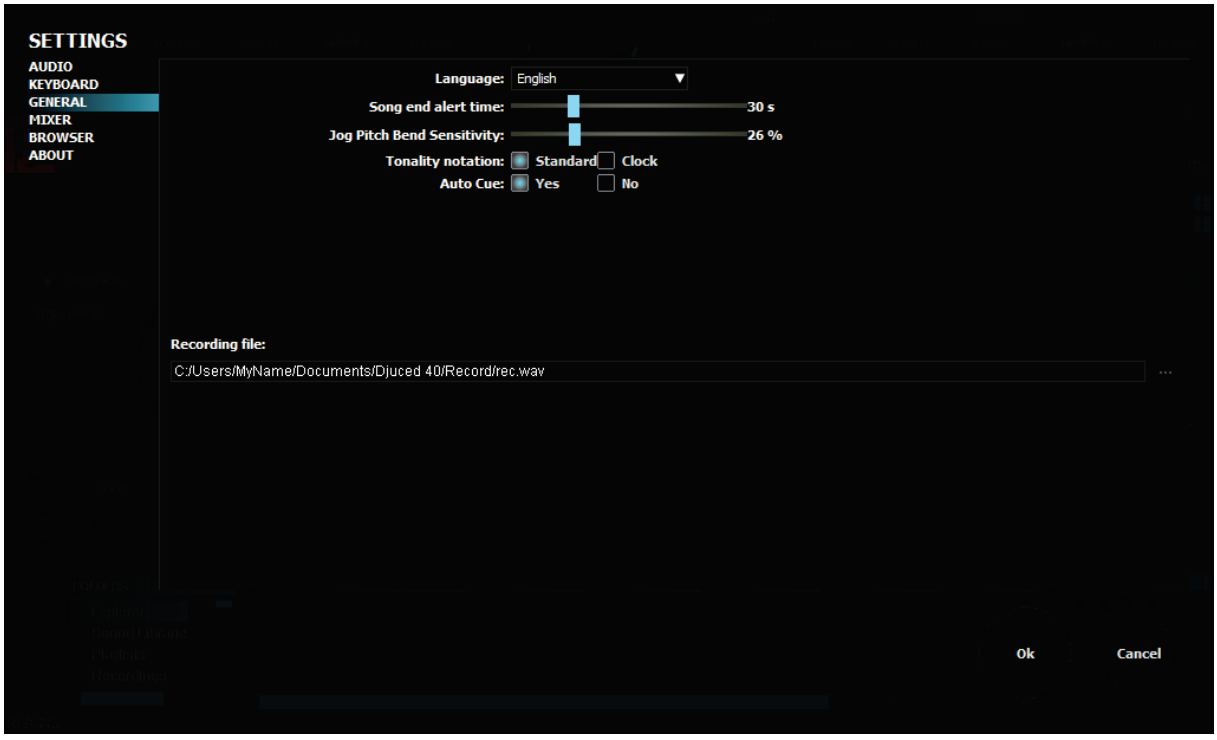
- If it is blue, you are in loop mode. To stop a loop, click on the Play button again.
- If it is white, you are in jingle mode.

4. Recording

You can record your mix by clicking the Rec button, on top of the mixer.

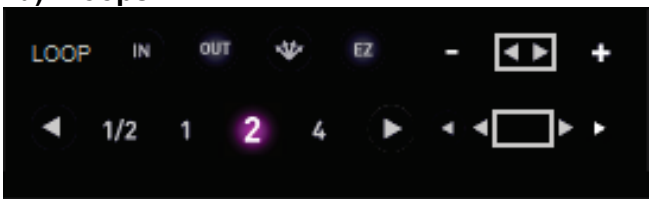


To record, it is advised to set the recording gain level to the maximum.
The new file is saved in the folder defined in the General settings panel.



The default path is C:\Users\YourName\Documents\DJUCED 40\Records\Mix.

d) Loops



(1) Definition

Loop: a portion of an audio track that is played repeatedly.

(2) Use

Looping, or making a loop, is a way for the DJ to make a rhythm last longer.
The DJ can either:

- Manually set the start and the end of the loop; or
- Set the length of the loop in beats.

(3) Commands in the software

Loop commands are:

- In / Out = Loop In / Loop Out: Loop In places the loop starting point, Loop Out places the end point of the loop (and clicking on Loop Out again exits the loop playback).
- 1/32, 1/16, 1/8, ¼, ½, 1, 2, 4, 8, 16, 32: beats per loop.
- Move the loop ,
- Change the loop length
- Loop split function splits the loop into 4 samples.

Easy loops (EZ) function sets the Loop In/Loop Out function to match a fixed beat number, so that even if the track plays 4.4 beats (for example) between the moment you enter Loop In and the moment you enter Loop Out, the EZ setting sets your loop to exactly 4.

C. Frequently asked questions

a) Is DJUCED 40° a time-limited version?

No: DJUCED 40° does not include any time limitations if the DJ controller with which it is bundled is connected; however, it will run in demo mode (with a limit of 30 minutes per session) if this DJ controller is not connected to the computer.
If you run DJUCED 40° without having already connected the controller with which it is bundled to your computer, you can use DJUCED 40° for up to 30 minutes, after which the software will shut down.

b) Is DJUCED 40° compatible with DJ controllers other than the controller with which it is bundled?

The version included with your controller is only compatible with the controller models with which it is bundled.

c) Is DJUCED 40° compatible with other DJ audio interfaces than the audio interface built into your controller?

Yes: you can select your choice of audio interface in DJUCED 40°.
By default, if your DJ controller includes an audio interface, DJUCED 40° will play the sound on this built-in audio interface. However, you can select another audio interface in the Settings menu: to display the menu, click on the Settings icon in the bar at the top of the screen.

d) Is DJUCED 40° compatible with ASIO and WDM (Windows Driver Model) drivers in Windows?

Yes: DJUCED 40° is compatible with ASIO and WDM drivers.

e) Which audio formats is DJUCED 40° compatible with?

DJUCED 40° is compatible with audio files which can be played by Microsoft Windows Media Player in Windows, or by iTunes on Mac, excluding protected files.

f) What should I do if I don't hear any sound when DJUCED 40° is playing music?

1) Make sure that you have properly connected your speakers to the audio interface
2) Click on the Settings icon in the bar at the top of the screen, open the Audio panel, and make sure that you have properly configured:
   - The Master to output 1-2 on your audio interface; and
   - The headphones to output 3-4 on your audio interface.

g) What should I do if I hear crackling sounds in DJUCED 40°?

In Windows and on Mac:

- Analyze your files BEFORE mixing with them, as this will ensure that you have a much greater degree of your processor's resources available for the mix; and
- Shut down all other programs while you are mixing.

In Windows, configure your computer with the following settings:

1) Verify that your computer's power supply is connected: avoid mixing on a laptop or netbook computer powered only by its battery, as the processor may run at a reduced speed which will impede its performance for mixing.
2) Disable WiFi on your computer.
3) Disconnect the computer from its network or Internet access, so that you can then disable your antivirus software and firewall.
4) Go to the **Windows** (or **Start**) button > **Control Panel** > **System** > **Device Manager** > **Universal Serial Bus controllers**:
   - Right-click the first **USB Root Hub** entry, and select **Properties** > **Power Management**. Untick (i.e. deselect) the **Allow the computer to turn off this device to save power** box.
   - Repeat this procedure for each **USB Root Hub** entry in the list.
5) Verify that you have lots of free disk space available on your main hard drive. You need at least 10 to 15% of free disk space on your C: drive for your computer not to be slowed down.
6) If you are using a graphics chipset which is not an ATI Radeon or an Nvidia Geforce model, and you are running Windows Vista, 7 or 8, avoid using Aero display themes: right-click on your Desktop, then select **Personalize** > **Change the visuals and sounds on your computer**. Choose a non-Aero theme, such as **Windows 7 Basic** or **Windows Classic**.

In Mac OS:

1) Avoid playing the mix on one sound card and using headphone previewing on another sound card: you should play all sounds on the same sound card (whether built into the DJ controller, or separate), rather than using two different sound cards in Mac OS.
2) Avoid connecting the DJ controller to the USB port built into a keyboard; and if you are using a MacBook, check whether you still hear crackling sounds when you connect the DJ controller to another USB port.