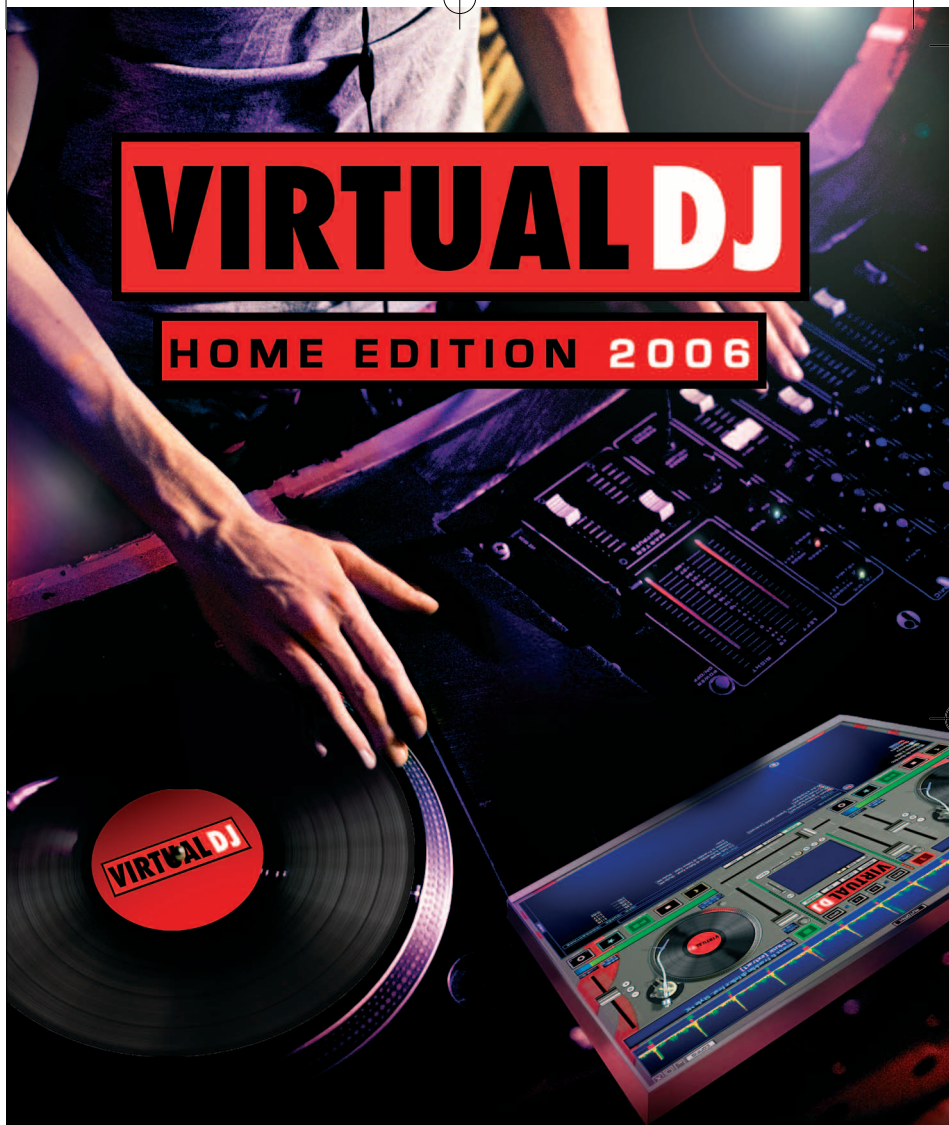


VIRTUAL DJ

HOME EDITION 2006



User Guide

User Guide

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I - Introduction

Hello and welcome to Virtual DJ!

VirtualDJ is software written by DJ's for DJ's. It's used by Pro Dj's, Club Dj's and Bedroom DJ's worldwide. Rest assured there is something for everyone in virtualdj. Whether in the bedroom or the club you can count on Virtual DJ to be your application of choice. Best of all the software can grow with you.

VirtualDJ conceived to be simple to use from the beginning. However, a few days of use you will discover the hidden functions and possibilities.

Don't be fooled simplicity of the interface, you will quickly realize the potential of customization and personalization of this software is impressive.

Lastly, VirtualDJ benefits from a devoted and knowledgeable community, who will be delighted to share their knowledge and experiences with you.

Please take a moment to visit our website: www.virtualdj.com

2 - Quick Guide

First, click with the mouse on track "DJ SEB MLMP - Born To Disco", and drag it (by holding down the left mouse button) towards the turntable of left. The track will now begin to load.



Click on the play button. The music will begin to play. It's not necessary to let the track completely load before clicking play.



Now load the track "Style MC - All the hurt away" The same way you loaded the left side, only load this track on the righthand side.



Click on the play button. The two tracks are now audible, but the rates/rhythms are not sync however.



Click on the beat lock button (right click with mouse) on the right-hand side turntable, and leave inserted it until the peaks of the curves are synced, and that the rhythms of the two tracks are synchronized.



You can now move the cross fader to the left or the right the transition will be very smooth and pleasing to the ear.



Congratulations, you have just completed your first mix with VirtualDJ. Of course, VirtualDJ allows much more than that.

3 - Introduction to DJing

If you never mixed before, we advise you to read the section "Introduction to DJing". If not, you can read remainder of this handbook, to discover the functionalities while referring to the handbook for any questions you may have. Happy mixing...

The work of a disc jockey can be divided into three tasks:

- Choose The music (programming)
- Mixing the music
- Modifying the music (remix)

The first task consists in choosing the correct music, which depends obviously on the type of evening and your style, but generally a good practice is to avoid playing all the "hits" from the very start of the evening, but keep some in reserve to generate new interest when your audience starts to become tired.

This is what makes the difference between a good and a bad DJ, and that's where your talent and your experience will make the difference. (Read your crowd)

VirtualDJ helps you a little bit by giving you a fast and instant access to all your titles, playlists, and a list of suggestions. It's ultimately up to you to decide what makes your audience move.

The software cannot replace your talent.

The second task consists in "mixing" the tracks, i.e. to put the new track that you want to play at the same rhythm as the preceding title.

DJs are accustomed to connecting their track in a fluid way by keeping a constant flow of music. In order to give to the public the impression that music is seamless to avoid disruptions in dancing.

This applies only to a certain category of music, where the rhythm is very pronounced, such as house, hip hop, or rnb. It is not necessary to mix pieces of rock' roll, where the public expects to hear a transition marked well between two pieces, as a signal to change partner or visit the bar. This is also known as rotating your dance floor. This makes many club owners happy.

Traditionally, the DJ mixes a track in two phases:

Initially, they will modify the speed of the disc, in order to equal the speed of the current track. This stage is necessary to prevent the songs from clashing but instead give synchronized beats.

The speed of music is measured in BPM (Beats per Minute); this measures the number of beats over one minute in time. A song with 160 BPM is very fast, whereas a song with 60 BPM is very slow.

The traditional DJ uses the "pitch" adjustment on the turntables, which is used to accelerate or slow down the number of revolutions of the disc, and thus to modify its

BPM. In VirtualDJ, the BPM is calculated automatically as soon as you load a track to either player, and the pitch is adjusted automatically. Then, once BPM's are the same, it is necessary to sync or line up the beats, so the two tracks sound as one.

Traditionally, the DJ will put their headphone on only one ear, listening with their free ear to the mix which the public hears, and with the other ear the music which they want to introduce (also known as cueing). They will then accelerate or slow down the disc by putting hand on the record and or pitch controls, in order to synchronize the beats.

In VirtualDJ, the rhythm window indicates the position of the beats of each song, allowing you to easily see whether the songs are well matched or synced. The Beat Lock button allows the music to remain in sync automatically even if the track is shifted.

This is a technically difficult task for a traditional DJ. VirtualDJ takes the load of the new DJ thus avoiding long months of practice and set building, allowing you to focus your attention on the artistic part in your mix.

The fact is. Letting the computer mix the tracks for you does not remove anything from your talent as a DJ, quite the opposite. If a DJ spends 5 seconds or 2 minutes to mix a track in their headphones, it will not make any difference to the audience. This is not the difference between a good and a bad DJ.

Lastly, the third task for DJs most talented is modifying the music with various effects, or by mixing various tracks or samples, in order to create an impression of "remix" and to give a more personal and artistic key to their mixes.

The effects traditionally used are the scratch, loops, and samples:

The scratch consists of creating an entire new sound, by playing a small portion of a disc of before behind, number of revolutions modulating the tonality of the sound.

The loops consist of isolating a passage from a title and playing it in loop in such a way that the end of the loop starts again fluidly on its beginning, thus prolonging the duration of a passage.

The samples consist of playing a gimmick (it's or phrases of a music which identifies the piece immediately) during another track, "announcing" the following title.

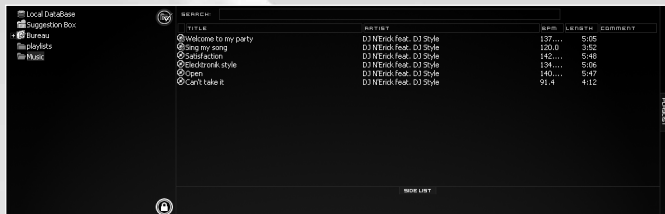
VirtualDJ offers to you a great help for all these effects of remix, allowing your scratches to set out right on beat, creating your loops for you automatically and seamlessly, or playing of the automatically synchronized samples and sound effects.

Once again, VirtualDJ will help you with all the technical part of these effects, letting you to devote yourself to the artistic side of your mixes.

VirtualDJ also offers a whole arsenal of new effects to you, inaccessible to the traditional DJ. Virtual DJ will give you the edge over your DJ competition, and allow you to truly express and explore your creativity.

4 - The browser Files

In mode "music", the central window displays a list of music files.



These are the compatible files (i.e. whose extension is associated to decoder in VirtualDJ, to see Options Extensions) the extensions are listed in the config menu.

For each file the title of the song and its author is listed, its duration, its BPM, and a possible comment. You can modify the size of each column individually, or to entirely hide it. A click on a column makes it possible to sort according to this column.

The name of the author and the title are automatically filled if your file is named according to conventions "(author) title.ext. " or "author - title.ext. ", or if the file has information ID3 or iTunes (and if the reading of the tags is activated in the options).



You can modify the way in which the title and the author are extracted from the file by using a plug-in parser (see the section developers of the Web site).

The duration and the BPM are calculated automatically when you load a title to either turntable, and are then memorized in the internal data base of the software. One "*" indicates that this title has a pronounced beat, and that you will want probably mix with the tempo. One "!" indicates that the file is corrupted (probably following a bad remote loading), and that it may finish abruptly or they may be excessive noise in the track.

The icon in front of each file indicates :



This title is unknown and was never player or scanned in VirtualDJ (And thus has information neither of BPM nor duration).



This title is known.



The title was played during this session.



Indicates a video file.



Indicates a Karaoke File.

At the top of the list of the files is the search, which allows you to filter the files listed in the current directory, by displaying only those, including all or part of the text you enter.

Filtering/Searching is instant and it is generally not necessary to type the text in its entirety, some letters will be enough to reduce the list to the single title which you seek.



Filtering takes place at the same time on the file name, on the name of the directory, and on the text of the comment.

On left, a list of directories. You will find there some directories are special which we will talk about later, as well as the folder "desktop" from which you will be able to explore all tracks across all scanned hard drives and local networks.



While clicking on a directory while holding down the CTRL key, you can add to the list the contents of several directories (use the option "Show All" in the context menu available by a right click on the directory to automatically add the contents of all the sub-directories).



To carry out same search in a different directory, select the new directory by holding down the SHIFT key, you will keep the same search filter.

Favorite folders

In order to simplify the tree structure, you can define the default directories which you often use or quite simply the root directories containers your music, like "hits of 2005".

To do this select a directory and to click on the icon favorites (folder with a checkmark).

The directory selected will be added to the end of the list, on the same level as the file "desktop".



To remove a favorite directory from the list of the files, select it and click again on the icon favorites.

Database

Above the desktop folder a special directory named is "Database" or "Local Database".

This directory lists all the music on your hard disk(s), and allows you to carry out a search on all files and across several disks if scanned or loaded before. This is very practical when you want to play a particular track of which you know the name, but you are unsure of the location or directory of the file.

In order to populate this list, VirtualDJ will require you to scan your discs in the search of your musical files, and will build a list which it will then keep in memory.

Attention: This list is not updated automatically. If you add new files, or move files, you will have to re-scan (quick scan) your discs to keep this list up to date.

Suggestion Box

Between Database and the Office another special repertory is, named "suggestion box".

This directory suggests in an intelligent way the tracks which would play well "next" VirtualDJ will learn the way you mix and the sequences of tracks you play. Then compile a list of suggestions.

Attention: considering the list of suggestions is based on your previous Virtual DJ sessions, use your own judgment and avoid creating the same set session after session.

The goal of this list is not to replace your musical choice, but rather to remind you of tracks if you have a difficult time deciding what to play next.

Play list


Lastly, is the directory named play list.

VirtualDJ automatically saves the histories of your preceding sessions, allowing you to refer to them easily as if each play list were a separate directory.

You will also find there is special play list named "working".

In order to fill the play list in progress (working list), build a new play list by dragging tracks into the panel on right-hand side, who will open automatically when you hover over with the mouse.



You can use the button lock ("lock")  in bottom of the panel to block its movement. You can also lock it then to reduce its size to zero if you do not wish that it open automatically.

Once desired track slipped into the play list window, "<=" to transfer these tracks towards the play list in progress or working list.

You will be able to then browse freely between the directory "working" and the other directories.

Menu context

By right clicking on a directory or a track, you will reach many other options, allowing you to copy, to move, to re-select, to erase your files, or to modify the comments, Re-to analyze titles, to add to remove from the database, and also to rip a CD into MP3, etc...

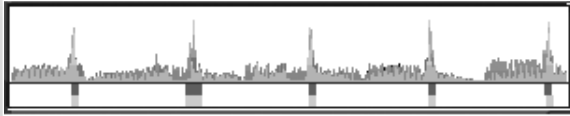


5 - Basics Controls

Each player or deck has basic controls to play and modify the music. The nature and the position of these controls depend on the skin used, but generally, in addition to traditional Play/Pauses and the Pitch, following controls are found :

Rhythm Window

Above the players, a window posts curves corresponding to the two rates/rhythms of the music. These curves are represented in a waveform. Allowing you to see your music.



The peaks in the curve represent beats. In order to synchronize the music, these peaks thus should be overlapping and together as one. The present is represented by the feature in the middle of the screen. All on the left was already played, while what is on the right represents the next seconds of the track.



You can zoom in or zoom out the display using the scroll wheel of the mouse. You can also pass from a very tight zoom, useful for fixing the beats well, at a much zoomed in sight, visualizing the rhythmic sections and breaks.

Below the curves there are small squares, Named CBG (Computed Beat Grid), that represent the position of measures. The large squares represent the beginning of a measure 4:4 time.

This CBG is particularly useful for example to mix a disc at the time of an intro where the beat is not yet present.

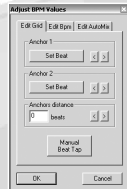
The CBG is calculated automatically when a track is loaded for the first time in VirtualDJ.

VirtualDJ uses powerful algorithms to calculate the BPM and the CBG of a music (you can choose between fast but effective algorithm on music techno or house, and an algorithm a little slower, but effective on any type of music).

However, in rare cases which the CBG is not correctly positioned on the beats of the song. In this case, you can easily carry out a manual correction.

Manual BPM Correction

Click on button "BPM" to modify the BPM manually.



There are several methods to correct the BPM and the CBG:

Simplest consists in fixing the disc to be corrected with a track whose BPM is already known, then to click on "copy from other deck".



Alternatively, you can use the method of the anchors.

Click on "beat tap" button during along with the track playing, in order to approximate the bpm.



Then, pause the track, advance the track to the downbeat (first beat), and click on "First anchor". Then advance to the upbeat (second beat), and click on "Second anchor". Check that the number of beats displayed corresponds well to the number of beats between the two anchors.

Go then further in the music, and repeat the operation "second anchor" if you notice that the beats and the CBG shift. Normally two or three anchors should be enough to obtain a CBG which is accurate on the beats of the beginning until the end of the track.

Beat match

The button beat match allows two tracks to play in sync.

With the first click, VirtualDJ will adjust the pitch (if that were not already done automatically with the loading of the song) in order to equalize BPMs, then fluidly will catch up with the music of other player as long as you keep the button press (attention: keep the button pressed until the tracks sync, a simple click will cause only to modify the pitch).




To carry out synchronization, VirtualDJ will accelerate or slow down the player over one duration ranging between zero and a beat. Thus, the correction is done fluidly.

Loops

The button enables you automatically to loop the track in progress to a measure (4 beats).

You can modify the number of beats on which the loop is carried out:

- Using the center panel (called « Remix »),
- Using the right mouse button  while clicking on the left part of the button to decrease the size of the loop, or on the right part to increase it.



The number of beat of the loop is displayed in the panel « Remix ».

You can also modify the number of beats loop while the loop is active. That makes it possible to carry out interesting effects of remix (and which are available today only to DJs using a computer).

Finally the button length enables you to reduce or increase the duration of the loop. Attention: you will then lose part of your loop that VirtualDJ had calculated automatically.



You can also decide to create your loop manually. Right click on the rotary button "shift" to place the entrance point, and on the rotary button "length" for the exit point.

Cues

A CUE is a marker that is placed on a song, in order to be able to return easily, or just in order to name and visualize a passage.



VirtualDJ enables you to place an infinite number of cue points per song, these will be automatically safeguarded and memorized for each song.

To set a CUE points use the central panel, on the "CUES" Panel (only 5 cues are posted, but an infinite are available via the shortcuts, keyboard or other skins).

You can also name your CUE points. In the Cues panel right click in the center and type the name of the cue.

Once a CUE point is placed, it will also appear on the loading bar (below the turntable), where a right click enables you to erase it or rename it.



Lastly, when you arrive near the CUE, you will see his exact position in the rhythm window

Skips

The skip button (located in the panel "remix") enables you to move in the song with the minimum of audible effects possible.

This will enable you for example to shorten a long track, by bringing you closer his end by skipping beats not fast forwarding.



Another interesting effect of skips makes it possible to carry out pass-pass automatically, by using only one turntable.

Make a short cut for pass-pass (beat-juggling), or configure a skip on a different number of beat, in "temporary" mode.

The Function « skip » is exclusive to VirtualDJ.

6 - Samples

VirtualDJ has a powerful sampler, open it by clicking the "Sample" button.

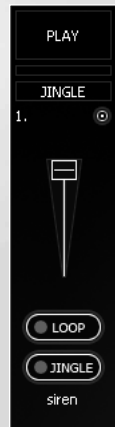


Types of sample

VirtualDJ works with two types of samples, "linear" (one shot) samples and "circular" (looping) samples.

The linear samples are samples which have a beginning and an end, and which does not have an intrinsic rhythm. Typically, they are sound effects and other effects (noise of siren, applause,).

The circular samples are them samples which have an intrinsic rhythm, and which can be repeated forever. Typically they are loops taking again the melody or the "gimmick" of a title.



Playing Samples

To play a sample, click on its name (or its volume if the sampler is configured in the auto-play, very practical for use of keyboards or midi controllers such as the UC33).


If it acts of a linear sample, the sound of the sample will be played in addition to the players.

If it acts of a circular/looping sample, the speed of the sample will be modified in order to sync with the active deck, and the sample will start with the position nearest making it possible to synchronize the rhythm of the sample with the active deck.

(Attention: Use of an external mixer, VirtualDJ can sometimes be mistaken in the principal selection of the active deck. If two decks play the same volume (without counting the external mixing) and are desynchronized, the sampler will be fixed on the active deck).


Recording Samples


It's easy to record samples.

To record a linear sample (one shot), click the button  to begin the recording, and once again to stop it. The sample will be recorded from the active deck (turntable green); including any modifications such as pitch/tempo and equalization will be recorded.



The deck does not need to be played to record a sample. You may precisely position beginning of your sample, then click on the JINGLE button, then advance the player to the end of the desired sample and click on JINGLE again. You cannot record scratching, since only starting position and the ending position are taken into account, not the movements carried out in between.

To record a circular/looping sample, load a track to the deck; make a loop using the deck looping controls then click on  once. The loop is automatically recorded.

If you click on  without to have defined of loop on the turntable, a 4 beat loop will be automatically recorded.



Once your sample is recorded, and if you want to save it for future sessions, you must then click on the option button and select the menu "save..." In any case, the default samples will be reloaded next VirtualDJ session.

Samples Options

Load...
Save...

Loop
 BeatLock
Sync on ▶
AutoPlay

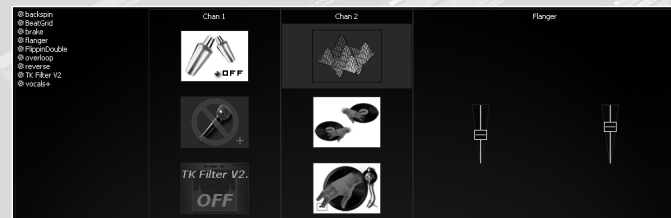
Options (the small round button to the right of the sample number) opens the menu context:

- **Load/Save** makes it possible to save and reload the samples from disk, with a special format (.vdj).
- **Loop makes** it possible to force a linear sample to play in loop, or to force a looping sample to play only one time.
- **Beat match** makes it possible to force a linear sample to synchronize itself, or prevent a looping sample from synchronizing itself.
- **Sync on** makes it possible to not synchronize the sample on a beat but on a half beat (eighth note) or a quarter of beat (halfeighth note).
- **Auto-Play** makes it possible to start a sample automatically when the volume is adjusted.

7 - The Effects

VirtualDJ uses a rack of effects which makes it possible to play up to three simultaneous effects per deck. Hundreds of effects available on the website.

To reach the effects page, click on the button "effects" on the lower window.



VirtualDJ will then list in the list of left all the effects which are installed on your machine.



All the compatible effect files are located in the directory "Program Files\VirtualDJ\Effects/ »

The compatible effect files are written specifically for VirtualDJ or AtomixMP3, also effects compatible with VST standard.

To use one of the effects, drag and drop it with the left button of your mouse, from the list towards one of the 6 slots of effects. The 3 slots on the left will apply to the left deck, and the 3 slots of right-hand side are used for the right deck.

To activate an effect, click on the center image of the slot. The border around the slots makes it possible to select a slot (to regulate the parameters of the effect for example), without activating it.

To deactivate the effect, click the center of the image again.

Lastly, the right-hand side window is the zone where each effect displays its controls making it possible to regulate its various parameters. This zone largely varies from one effect to another; refer to the documentation of the effect for more specific information.

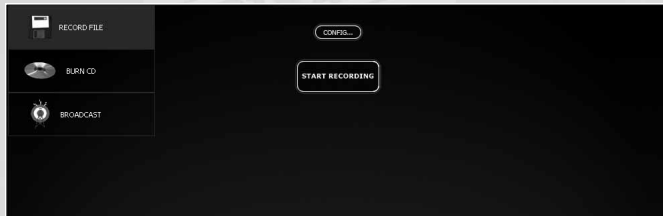


There are hundreds of effects available in addition to those installed by default within VirtualDJ. You will be able to find many more on our website www.virtualdj.com. You can also use any compatible effect VST which you will be able to find on Internet.

If you want to develop your own effects, an SDK (Software Development Kit) is also available on our website www.virtualdj.com; it allows anyone having basic knowledge in programming C++ or Visual BASIC to create their effects easily.

8 - Broadcasting / Recording

VirtualDJ also enables you to record or broadcast your mix. Click on the "record" button on the lower window.



There are three types of recording:

- Recording to a file (hard disk)
- Recording to CD-ROM (audio),
- Broadcasting on the internet



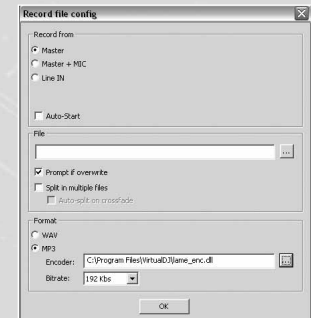
You can select the type of recording by clicking on the corresponding image in the left part of the window.

In the options, you can specify :

- Record your mix directly (master)
- Record your mix and another audio source (such as a microphone)
- Record only from the line in of your soundcard. (example using the record out of your mixer into the line in on your soundcard).

The other adjustments of the options window depend on the type of selected recording.

VirtualDJ enables you to record your mix session in audio files. Recording in File Mode



Inside the recording options, you will be able to select if you wish to record in WAV format not compressed, or in MP3 format.



Caution: depending your version of VirtualDJ, The MP3 encoder may not be installed by default. If it is the case, you can download the LAME encoder, available free on Internet, then to specify in VirtualDJ the way or it can find the file lame_enc.DLL

You can also specify VirtualDJ if you wish to record your session in only one large audio file, or if you prefer it to file separated by track.

If you choose to separate the tracks, you will be able to use the button "cut" to change track manually, or use the function auto-cut which will change track automatically to each time you pass the cross fader from one side to the other.

Recording - Bin&Cue

VirtualDJ also enables you to burn your own mixed CD, which you will be able to then listen on any CD player or car stereo.

When you select this option, VirtualDJ will record your session in files. CUE and. BIN. These files "ready to burn", with all information necessary to your burner (including the name of the tracks, for the readers of audio CD compatible with standard CDTEXT).

Open your cd burning software (provided with your burner), and open the CUE.BIN file you just recorded. Your burning software will then burn automatically audio CD with your mix.

For more information, consult the documentation of your burning software.

Internet Broadcast

VirtualDJ also enables you to broadcast your mix on Internet "web casting".

There are two options: VirtualDJ can broadcast existing radio server, or create your own Web Radio on your computer.

o Broadcasting from Via Virtual DJ

If you do not have a broadcast server, VirtualDJ can broadcast Web Radio completely from your computer.

You will be able to specify in the options maximum listeners you want to allow.



Attention however not to increase this number beyond what the bandwidth of your connection can allow. Decreasing the quality of the audio signal (Bit Rate) makes it possible to accommodate a greater number of listeners.

When you start broadcasting, VirtualDJ will then indicate the address of your Web Radio (in the form <http://123.45.67.89/VirtualDJ.ogg>).

You can communicate this address with your friends, and they will be able to listen to your mix live by typing this address in their favorite Internet audio players.



Caution: If you use a floating connection Internet (modem, low access flow,), this address could change from session to session. In this case, regularly communicate your new address with your listeners or use the services of a dynamic DNS like No-IP.COM to obtain an address fixes related to your computer which you will be able to communicate to everyone.



Caution: To be able to listen to your mix, the software of your listeners must be able to communicate with your computer via the Web Radio server.

That implies to authorize the VirtualDJ program to be reached via Internet network. Perhaps it's necessary for you to configure your computer and/or the software firewall protecting your connection Internet so as to authorize entering and outgoing connections of the VirtualDJ software.

For more information, you refer to the instruction manual of your Firewall.

o Broadcasting via a server

If you work on existing Web Radio, or quite simply if your own Web Radio became too large to be housed on your own computer, you can broadcast on dedicated a Web Radio server.

VirtualDJ is compatible with the servers Ice Cast (format.ogg) and Shout Cast (format.mp3).

Enter the IP of your Web Radio server, your login and password, and VirtualDJ will automatically broadcast your mix on this server.

9 - Video

In addition to mixing traditional audio, VirtualDJ makes it possible to mix music video.

Indeed, VirtualDJ enables you to use instead of audio files (.mp3, .wma, .m4a, ...), video files (.avi, .mpg, .wmv, .vob, ...), seamlessly.

Select a video file in the browser (Video files are distinguished by small "a V" blue on their icon), and load it to either player the same way audio files are loaded.

You will be able to use all the functionalities of VirtualDJ, including loops, scratch, time coded vinyls, etc, and the video will follow all your movements.



VirtualDJ has a technology "SubFrameRate", which allows a video scratcher unequalled accuracy and fluid movements.



If you have DVD video clips, you can use the utility provided Rip DVD to copy the tracks from DVD to your hard disk, in high-quality. VOB format.

When you play a video file, a video window will open in VirtualDJ.

If your video card has a TV output or a second output screen (connected), you can specify in the video options to use this output in full screen instead of the windowed output (only available in the Pro version).



If your full-screen output does not appear, check that this output is recognized in Windows, and that Windows is dual monitor mode (not clone). For more information see your video card instruction manual

If you play audio files between your video files, you can ask VirtualDJ to display on the video screen, fixed images that you specify. Visual plug-in compatible sonic visual animation, which will display synthesized images in sync with the music. (You will be able to find of such plug-in on our website virtualdj.com or [www site.sonic.com](http://www.site.sonic.com)).

Transition effects

When you mix from one turntable to another, you can use different plug-in to transition from one video clip to the other.

By default, 4 transitions are installed (cut, insipid, zoom and cubic), but many others are available on our website www.virtualdj.com

The video can use a separate cross fader (located in the central window under the "Video" button in the default skin), or you can in the options link the video cross fader to the audio cross fader in order to use only the traditional audio cross fader. Also, in order to enrich your mix video, you can apply video effects.

Some effects are installed by defect, but many others are available on Internet site www.virtualdj.com or http://freeframe.sourceforge.net/Video_21

(Attention, certain effects use all the potential of the modern video cards and are likely not to be compatible with all the video cards. Refer to the documentation of each effect).

You can also easily create your own effects if you have some knowledge in programming. A SDK is available on our website www.virtualdj.com. The realizable field of the applications with the video effects is very vast (improvement of the image, tunnel effects, web cam, posting of SMS, etc etc).

Optimization

The mix video remains much heavier in resources than mixing audio, also certain optimizations will be perhaps necessary for full frame rate video, especially if you want to use files DVD in high definition.

Several parameters determine the speed to which VirtualDJ decompresses and displays its video. Mainly, they are the quantity of memory present on your video card, the speed of your graphics processor (GPU), the speed of your main frame (CPU), and incidentally the speed of your hard disk. Also, the type of file played influence largely. A file mpeg1 is indeed faster to decompress than a file.vob (contrary to the generally accepted ideas, a file DVD.vob is not a "not-compressed file", it is a file compressed in mpeg2, the standard of compression of the DVD). In the same way, a file in 320x240 is faster to decompress than a file in 720x576.

By defect, VirtualDJ decompresses only one of both videos loaded if the cross fader is such as only one will be visible. It saves machine time thus and makes it possible the software to turn on weaker configurations. However, that may result in small jolts at the time of the transitions. If your configuration is sufficiently powerful, it is advised to notch the box "decode while hidden" to obtain more fluid transitions.

Lastly, if you use a full-screen output, it is more effective to use a card having two outputs, rather than to use two separate graphics boards. In all the cases, it is much more effective to use a mode of resolution with the same number of colors on your video exit as on your principal exit. And finally, it is not used for nothing to choose a resolution much higher than the resolution of your video files. A resolution of 800x600 will be sufficient if you use files DVD highresolution, if not choose a resolution of exit of 640x480.

Karaoke

In addition to being able mix musical video clips, the video engine of VirtualDJ also makes it possible to play karaoke files



VirtualDJ compatible with the files is karaoke as well with format DVD CDG (as well MP3+G, WAV+G, WMA+G, OGG+G, etc...) as well as zip files.

When you use CDG files, VirtualDJ posts in the explorer of files two files for each song:

- The first, having an icon with "K" blue, is the video karaoke file. If you drag and drop on a turntable, VirtualDJ automatically will load the audio track on the turntable and the words on the video.
- The second, having a normal icon, is the audio file only. You can use it in your mix audio when you wish to use the music without words. This file will not cause the loading of the texts on the video.

Lastly, you can also bind files CDG with their audio counterpart directly in a file. ZIP (in which case only the file karaoke-video will appear in the explorer of VirtualDJ).



In order to avoid indexing all the files. zip present on your computer, VirtualDJ does not consider by default the zip files karaoke. If you use it will be necessary you to add in the options "extension" the extension ZIP, and to associate it the decoder of karaoke.

10 - Connections and Use of External Peripherals

VirtualDJ can be used just as it is, however the majority of the professional users will not be satisfied mixing with Just a keyboard and mouse. Fortunately, VirtualDJ is compatible with several configurations for external mixers and peripherals.

Use of Headphones

VirtualDJ includes the ability to pre-to listen to a track with the headphones without having to send it to the main output. VirtualDJ has the following three sound configurations:

If you have a soundcard 4.1 or more, having at least one output for the front speakers and another output for the rear speakers, you can select from the configurations, to connect your main speakers to the front output, and your headphones to the rear output.

You will be able to then use the selector knobs to select the track which you will want to hear with the headphones.

- If your soundcard does not have two stereo outputs, another solution consists of using a second soundcard (for example an external USB sound card in addition to your computers internal soundcard), and connecting the speakers one soundcard and the headphones on the other.

- The last solution consists if working mono (the concept of stereo does not apply with nightclubs, most are equipped into mono). You separate your stereo output, and to connect your speakers on left channel and your head phones on the right channel. You can is to use a stereo splitter (attention not to be confused with a stereo multiplier), in other words a 1/8 stereo plug in to two rca/phono plugs.

II - OPTIONS

VirtualDJ was designed to be very simple to use from the beginning, and consequently much of the advanced functionalities are not accessible directly. However, you will discover quickly that VirtualDJ hides many advanced possibilities in its options.

Sound Card

You can select in the drop-down list the image corresponding to your connection, then to choose which soundcard you would like to use.

General

Multi Users: allows use parameters, comments, point's cues, etc... Different for each user. Use windows user management to create your various users.

Security: Prevent from accidentally loading a track on top of one already playing (it will be necessary for you to stop a turntable before being able to load a new track). Also prevent the accidental closing of VirtualDJ while music is still playing.

Auto Update: Automatically check for new versions of Virtual DJ (internet connection required)

Charts: Authorize VirtualDJ to send anonymous statistics on your sessions, compile a chart automatically songs the most played all over the world, available on the www site.virtualdj.COM. No personal information will be collected.

Tool tip: Enable or disable the tool tip windows (hover mouse over skin buttons)

Max Load: specify the duration maximum beyond which the track will not be loaded in memory (and consequently of many functions of VirtualDJ will not be available any more). This function amongst other things makes it possible to be able to play long tracks without overloading the memory of your computer.

Reactivity: If your computer is not powerful enough and you hear jumps in the music when you use VirtualDJ, you can try to reduce this value, increasing the programs latency.

Read ID3 Tags: Ask VirtualDJ to recover information of title and comment in the tags of files MP3 and iTunes, and to store them in its internal base. Attention, this option can increase considerably the time of browsing directories

Write ID3 Tags: Ask VirtualDJ to safeguard a copy of the information stored in the internal database directly in the tags files of your MP3's. You will be able thus to use these files mp3 on another computer and automatically to find your cues, comments, etc...

Scrolling: Allows reversing the direction of the scrolling curves rhythm window.

Disc: Allows selecting the spinning rate of the virtual turntables (default: 331/3 turns).

Pitch Range: Allows reducing the range of pitch, in order to increase the precision, and to reduce the maximum and minimal values that the slider will be able to take.

Fame

Bpm Engine :Chooses between the two algorithms available for the analysis of the BPM. The first algorithm, "Techno/house ", bases itself on the detection of the beats in the music, and is particularly effective on music with the marked beat, whereas the second, "any music", bases itself on the melody, and will be more effective on music like the rock'n'roll or the salsa. The second algorithm requires more resources machine than the first.

Auto Bpm: Enable the auto beat matching engine in virtual dj.

Auto Gain: With "always 0dB", VirtualDJ will automatically modify the level of the tracks to compensate for the differences in volumes of the files mp3, to always obtain a level of 0dB. With "always match", the volumes of both decks will always be the same. Disable removes all gain correction from the track

Auto Pitch-Reset: Resets Pitch slider to 0% on track load

Auto Eq Reset: Automatically resets the three band EQ on track load

Auto Cue: Advances track position to the first cue point if one exists (or with the first beat of the song if no cue exists and if the option "always" is selected) when loading a new track.

Force Fade: During automatic mixing, a simple fade is used; tempo and cut auto mix is disabled.

Fade Length: Specify the duration of the fade time during automatic mixing, set to 0 to play tracks from start to finish.

Cross fader: Selects the curve of the cross fader. For more flexibility on the curves, it is possible to use plug-in which make it possible to draw the curve very precisely.

Limiters: Automatic limiting device which prevents the sound level from passing 0dB.

Time Stretch: Activate the algorithm which makes it possible to modify the speed of the track without changing the pitch.

Disengage Beat Lock: Automatically disengage Beat Lock at the time of the loading of a new track, or with the change of active turntable

Skin

Choose which interface you like best.

You will find several unique skins available on our website www.virtualdj.com. You easily create your own interface (skin) using a simple paint program. More information is on our website.

Keyboard Shortcuts

This list enables you to modify or add the short cuts keyboard. (You can also add to it short cuts for midi controllers).

If you wish to create complicated actions (macro), it's easier for you to create several short cuts for the same key, with successive actions. VirtualDJ will carry out all the actions associated with this key in the order where they appear.

Extensions

You can specify for each extension of file how VirtualDJ will decode it.

You can associate unknown extensions with external decoders such as Windows Media Player Video Decoder or the QuickTime decoder.

You can also choose to add or ignore certain types of file, by adding or removing its extension from this menu.

Video

You will be able to control all the parameters concerning mixing video clips. See the Video section of this manual for more information.

Legal Informations



<http://www.atomixproductions.com>
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Virtual DJ Serial Number



www.virtualdj.com

www.focus-home.com