



DJ PROMIXER



MANUAL



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Welcome to *DJ ProMixer 2.0*

DJ ProMixer 2.0 is the evolution of *DJ ProMixer V1.5*. At *Digital Multi Soft* is outstanding attention to detail in design and ergonomics to make our software a product useful and advanced for *DJ's*.

The DJ ProMixer project is the result of years of work in the development of several prototypes to get the best results with the best ergonomomy. We want to provide a universal software with the best price of the market. It only requires the activation code by *Paypal*, once activated, it does not require any registration or new payment to use the *Full Version* of *DJ ProMixer 2.0*.

Thank you for choosing *DJ ProMixer 2.0*

Digital Multi Soft Team

Product

This manual is made for:

DJ PROMIXER 2.0 FREE HOME EDITION / FULL EDITION



DJ PROMIXER 2.0

- FREE HOME EDITION
- FULL EDITION
(when it is activated)

System Requirements

DJ ProMixer 2.0 is compatible with Windows 10, 8.1, 8, 7 (32 & 64 bits), Vista y XP.

DJ ProMixer 2.0 must be installed on a PC with the following minimum specifications:

- Intel Core 2 Duo or AMD Athlon 64 X2.
- 2 GB of RAM (minimum) - 4 GB of RAM (recommended).
- 256 MB of video memory (minimum) - 512 MB of video memory (recommended).
To optimize the application's performance you must see "*System Performance*"
- 40 MB free hard disk space.

Supported files

- MP3, MP2, MP1, WAV, OGG, AIFF, WMA, FLA, AAC.

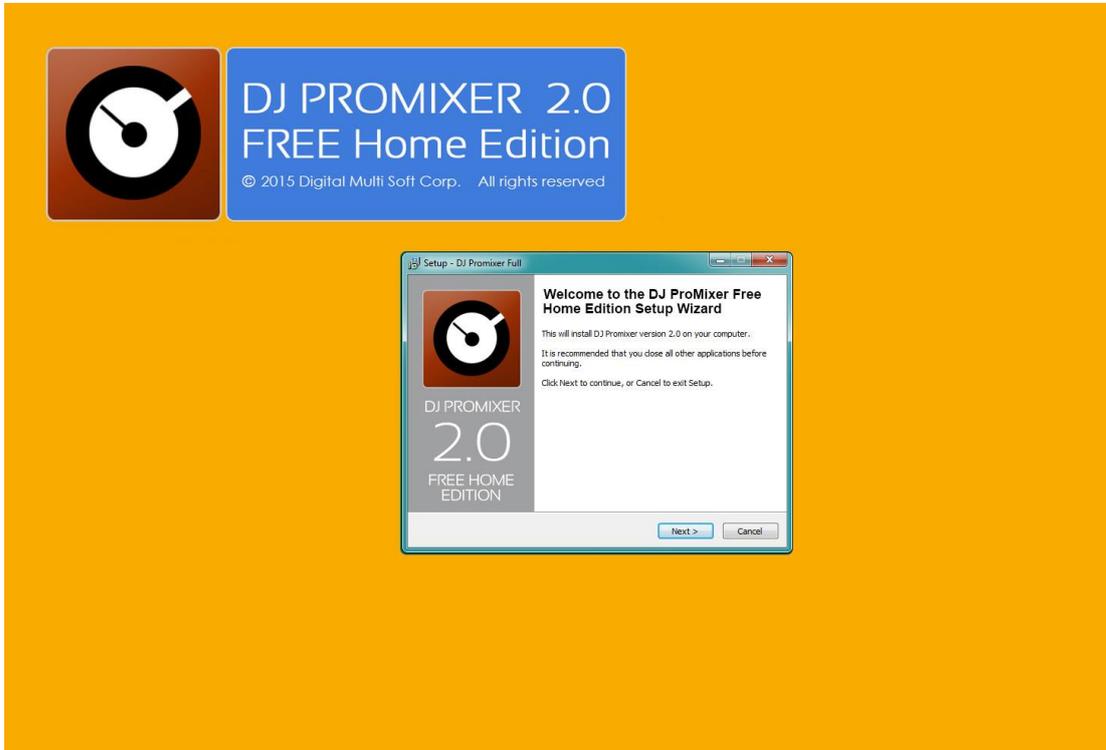
Screen resolution

- Minimum: 1024 x 768 (1024 x 600 Netbook)
- Full Screen: 1280 x (end of the screen).

Installing DJ ProMixer 2.0

By clicking on the icon of installation.

The installation program displays the boot image. If you click on “continue” it will open a dialog box indicating the installation path.



Once finished the installation will be installed *DJ ProMixer 2.0 Free Home Edition* with some limited functions listed in the *Welcome Splash*, offering the possibility to activate the *Full Edition*.

DJ PROMIXER 2.0



FULL	SELECT YOUR VERSION	FREE
✓	UNLIMITED RECORDING TIME	✗
✓	COMPLEX AUDIO CONFIGURATION	✗
✓	COMPATIBLE WITH MIDI & HID CONTROLLERS	✗
<div style="background-color: #000080; color: white; padding: 2px; display: inline-block;">4,99 €</div> <div style="background-color: #000080; color: white; padding: 2px; display: inline-block;">1,99 €</div>	<div style="background-color: yellow; padding: 2px; display: inline-block;">(CHECK COMPATIBLE CONTROLLERS HERE)</div>	<div style="background-color: #008080; color: white; padding: 5px; text-align: center; width: 100px; margin: 0 auto;">FREE</div>
<div style="background-color: #000080; color: white; padding: 5px; text-align: center; width: 100px; margin: 0 auto;">BUY</div>		
<div style="background-color: yellow; padding: 5px; display: inline-block;"> i IMPORTANT: SPECIAL RELEASE PRICE, THIS OFFER COULD CHANGE PLEASE CHECK BEFORE BUYING IT </div>		

WELCOME

How to activate DJ ProMixer 2.0 Full Edition?

IMPORTANT: TO ACTIVATE DJ PROMIXER 2.0 FULL EDITION YOU MUST BE CONNECTED TO INTERNET AND REQUIRED A PAYPAL ACCOUNT.

Access to the Activation Screen

When the application starts, a *Welcome Screen* appears and offers the possibility to activate *DJ ProMixer 2.0 Full Edition*, then you can choose: "Free" (you can continue with the *Free - Home Edition*), but if you are agree to activate, by clicking "Buy" you will access to the *Activation Screen*.

You can also access to the activation screen by clicking the upper button "Get Full", or with the messages of "Warning" of the application if you try to use a limited function of *Free- Home Edition*.

The Activation screen of the application will indicate your *Activation Code* (different for each PC).



By clicking the "Buy" button you will access to the *DJ ProMixer* activation website. Then you can activate it by *PAYPAL System*.

Copy your *Activation Code* by clicking the "Copy" button from the activation screen.



Then click on "Buy" button to access to the *DJ ProMixer* activation website

You will access to the *DJ ProMixer Activation Website*.

You must to paste in the blank field your Computer I.D. it will be necessary to generate the Activation Key.

By clicking "Buy Now" you will access on the product page in *PAYPAL website* to make the payment of the *Response Code*.

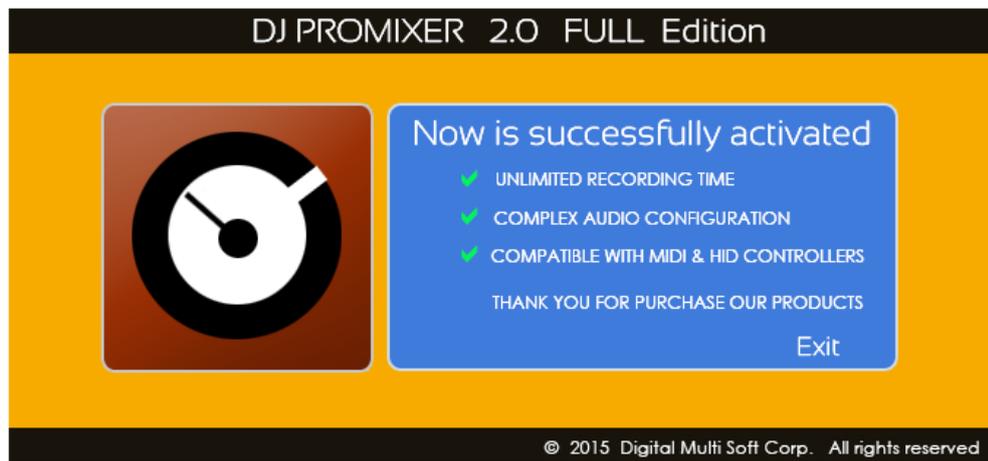
At the end of your operation, you will receive an e-mail with the confirmation of your payment from *PAYPAL* and another e-mail from *Digital Multi Soft* with the *Response Code* to unlock your application.

Important: If you do not receive immediately an e-mail with your Response Code, please check your trash or junk folder.

Your *Response Code* must be entered in the "Validate" field, once activated the application will not require registration or a new activation code, then you can enjoy *DJ ProMixer 2.0 Full Edition*.



Once activated the Welcome Screen of DJ ProMixer Full appears and replaced in the upper left the new status of the version.



Uninstall DJ ProMixer 2.0

Use our uninstall application provide with the program (recommended) or Windows default tools:
 Open START> CONTROL PANEL> ADD OR REMOVE PROGRAMS> Install / Uninstall PROGRAMS
 By clicking and confirming "uninstall", DJ ProMixer will be uninstalled of your computer.

Important: If you have any questions or problems to activate your software, you can use the direct link that appears in the window or go to <http://www.djpromixer.com>, here you can see additional information

Important: The *Response Code* is for a single license and therefore can only be made for an individual installation on a PC, for a new installation on another computer you must to buy a new *Response Code*.

Important: Save your *Response Code* for future installations on the same computer.

Quick Start

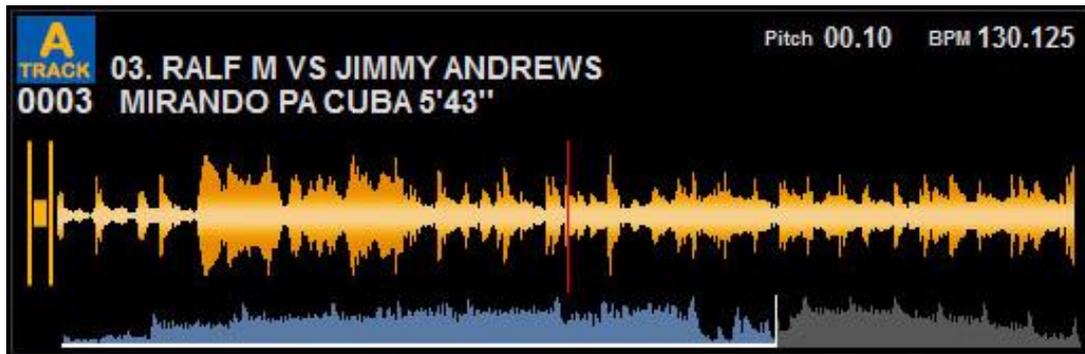
Overview



The main area of *Dj ProMixer* has two *Decks*, identified as A and B.

Each *Deck* has a large *display*, with a dedicated *Wheel* with different colour for each track (orange for A track and green for B track), and a block with *control buttons* and *playback functions*.

In the middle of the two *decks controls* is the Central Panel with common features: *Mixer*, *Effects*, *Sampler* and *Automix*, the visualization of this area will change with the function button that is enabled. The lower zone is exclusively dedicated to *the Tracklist*. It has integrated the functions of, *Playlist*, *Groups*, *Browser* and *the Save Video function*.

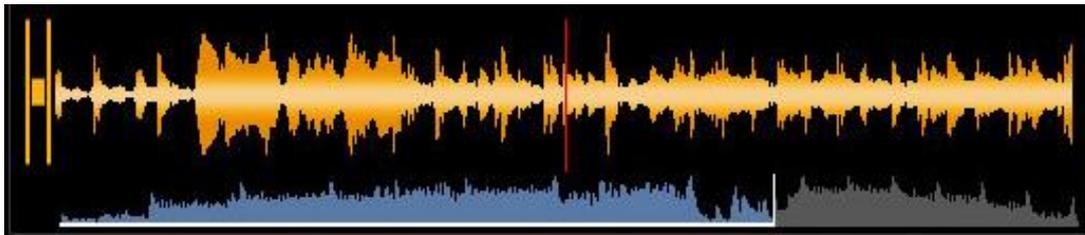
Decks

The *Displays of Dj ProMixer* are divided in three areas:

The top area (1) gives us an overview of *Track*:

At the top there are the info of the file (artist and title) and the order number that it occupies in the selected Playlist, when a track is loaded automatically it will be added in the current playlist, or it indicates the order number if it is already in the Playlist, also appears the percentage change (pitch) that we are applying to the track, and finally the BPM (including three decimal places).

The bottom area with two waves (2 and 3):



- a) The local wave display zoom:

Every deck can be identified by a colour: orange for the A deck and green for the B deck

The area on the left indicates the preceding song that has been played and the right area shows the part of the track by play right away, that parts are separated by a red line that emulates a "stylus" or the playback current point.

At the extremes are the local waves zoom with five positions for each deck.

By clicking with the mouse over this area, we can make "Scratch".
- b) Overview of the waveform (Stripe):

The Stripe represents the wave of the complete track, the Stripe is generated automatically when the track is loaded, also generate an automatic counting of BMP's when the track is loaded for first time, once generated the Stripe and BPM, is displayed immediately when the track is reloaded.

The coloured area (blue) on the left will indicate the portion of track which has been reproduced and the grey on the right side indicates the rest of track to reproduce.

Makes progress bar feature: Clicking over Stripe above it will move towards the point we have identified into the Track.

Pitch Control



To synchronize each deck, there are a *pitch control area* with four parts for each deck:

1) Pitch:

Designed with a large length to give greater sensitivity, a sliding potentiometer makes the percentage change the speed of the track, it can change in 4, 8, 10, 12, 16 and 32% (it can be changed in the *Config* screen or right button clicking over display percentage over the pitch).

The potentiometer will appear at the same position as last time we left on *Deck*; if we use physical controller it appears at point being the pitch on the controller.

By double clicking on the potentiometer, this will be a reset to "0" position.

2) Pitch with adjustable BPM:

Located next to the pitch, it has the same path and it is represented by a red dot.

To synchronize the two tracks you must press sync button and to the red dot in the pitch area (to the other deck) moves and will go to the exact point of synchronicity in BPM's. So in the synchrony of the two decks (when you press the Sync button) normally there is a difference between the normal pitch and red dot pitch, in that situation always prevail red dot pitch over the normal pitch, you can change this difference in two ways:

1 - If you do not use controllers, you can move the normal pitch in the software to the same point of the red dot pitch, and then you can move both pitch.

2 - Moving the physical potentiometer of the controller to the red dot.

In both cases once on the red dot, you can move along both pitches although you lose the sync.

3) Pitch Bend:

We can adjust the beats of the Tracks applying an additional velocity in the mix (slowing or speeding up the track).

4) Display Master Tempo and percentage change

Master Tempo button will allow us to change the speed of the track without change the tone in any of the ranges of pitch.

The pitch range appears on the Display button next to the Master Tempo may be changed in two ways, by clicking with right button and selecting the corresponding pitch range or also through the *Config* screen. If the modification is performed with the right we can modify the range of pitch independently, if done in the Config it will directly affect the two Decks.

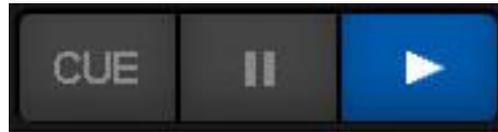
Wheel



Each Deck has a dedicated multifunction Wheel, the Wheel is divided into three zones:

- 1) The outer zone:** This zone can be manipulated to make a Bend, Scratch, Search / Quick Search and manipulate the main parameter of the effect (see section "Wheel Mode"). This area can be activated in two ways: by pressing with the mouse or with the physical Wheel controller.
- 2) The intermediate zone or Display:** visually indicates movement and / or direction of the Track.
- 3) The internal area:** divided into two semicircles: in the upper semicircle there is an analog VU indicating the output level (mixed L+R) of the Track, the lower semicircle indicates the playback status of the Track (Stop, Pause, Play, Loop). Besides it shows a progress bar in the BPM count done once every Track is first loaded in the Playlist, and also the total time divided in *Elapsed Time* (time from the start) and *Remain* (remaining time of the track)

Track: Main Controls



- 1) **Play / Stutter:**
Starts playing the track, if done repeatedly or makes a continuous Play Stutter.
- 2) **Pause:**
Stops and pause the track, once paused we can moving the Wheel and lets us make a CUE point.
- 3) **CUE:**
Stop the Track and places it in the current CUE point of the memory bank, if no stored CUE point leads the beginning.
When you do "pause" and move the wheel you can make a floating CUE, this floating point will be deleted when you reload the Track.
If you keep pressing the CUE you can play the song until leave the button (releasing the mouse button or the controller), then returns to the CUE point.

Track's Function Block



Located between the Wheels and central panel, comprising the functions of Wheel Mode, Memory Cue / Loop, Loop Set and other function buttons: Sync, Load, Reverse and Brake.

Wheel Mode



Sets the mode of manipulation to the outside part of the Wheel, we can apply three different work modes of the Wheel, by default (without pressing any button) it works in Bend Mode.

- a) **Vinyl Mode:** This function enables to manipulate the outside zone of the Wheel and the display of the wave / Scratch analyzer mode.
Vinyl mode is always active on the display of the wave/analyzer without their activation by clicking button, but must be activated to the outside zone of the wheel.
The Vinyl Mode provides the peculiarity that there is no need to pause to make a CUE.
- b) **Search Mode:** Enables to make a Quick Search with the outside part of the Wheel.
- c) **FX Mode:** Enables to change the main parameter of the selected effect with the outside part of the Wheel.

If there is no activated button in the outer Wheel Mode, it enables to make a Bend, either with the mouse or with the physical Wheel of the controller.

Memory Cue / Loop



The *Memory Cue / Loop* panel has buttons to memorize and play CUE and /or Loops points.

To select a different point of reproduction, you only need to activate the light under the button below.

Dj ProMixer offers several ways to **save** and **play** a memory point.

Save a CUE point memory:

- 1) **Recording "On the Fly":** While playing the track you can save a CUE point memory, it just has to activate the press before button "M" (Memory) and then allocate the memory bank you want to record (1 to 6).
- 2) **Normal Recording:** When the track is paused, we can adjust the point moving the Wheel to get exactly the position that interests us. To record as a memory you must click "M" and then to allocate it in the memory button (1 to 6), otherwise (without click "M"), it will be memorized as a "Floating" CUE, this floating point disappear when the deck is reloaded.
- 3) **Recording with "Vinyl Mode" enabled:** as normal recording, is not necessary to be in Pause mode.

Once memorized a CUE point, the button will be activated in orange color (deck A) or green color (deck B), indicating that we have recorded a point in the CUE / Loop Memory Bank.



a) Recording a memory point for Loop:

To save a Loop point we must active a loop (playing in the deck), then click "M" button and finally it must be allocate into the memory bank (1 to 6).

When we make a memorizing Loop point the button will be activated in violet color (both decks), indicating that is recorded a Loop in the CUE / Loop Memory Bank.



b) Playing a memory point:

There are two ways to play a memory point set: "Normal" and "Hot" Mode.

To select the form of reproduction click over the window "Normal - Hot" and change the memory playback mode that interests you.

The "Normal" mode stops the track and puts it on the starting point of CUE or Loop.

Mode "Hot" Track play directly from the starting point or Loop / CUE in Stutter mode.

c) Delete a CUE point or Loop:

Normal delete: Using "X" button and deleting directly over the memory CUE/Loop point selected.

Other two ways: you can record a new or Loop CUE point memory over the same point that we want to erase, or loading a track - from the start and without going to any memory point- then click "M" and then click over the point of memory that you want to delete.

Loop Set



The Loop Set is divided into two parts:

- a) **Loop Set Manual:** It is composed of three buttons:
 - Loop In: Marks the starting point for Loop
 - Loop-Out: Marks the final point of Loop.
 - Exit-Reloop: Exit of the Loop and also once is outside of the loop calls again to the last played loop (the button functions Exit/Reloop are common to Auto & Manual Loop).

- b) **Auto Loop:**

Make the loop and automatically synchronized to the beat in eight positions, with a range from 1/4 of a beat to 32 beats. To exit and repeat the loop is used in the same way as the Manual Loop.

The Loop that we make (Auto or Manual) is a "floating" Loop, until you memorize it in the memory bank.

Function Buttons



- 1) **Sync Button:** Synchronize the BPM of two tracks loaded on the Decks.
- 2) **Load Button:** Load a Track in Deck, you can also load the Track by Drag & Drop from the zone of active list, or dragging the file directly to the load from any area on the computer (directory / folder).
- 3) **Reverse Button (Rev):** Changes the direction of reproduction of the Track.
- 4) **Brake Button:** Make a stop like "turntable" style, with adjustable time (5-10-15 sec.) in the Config.

Central Panel

The Central Panel is linked to the function buttons located at the top.

The Central Panel has four different functions that can be shown in the central area, the function will be enabled here by clicking button: Mixer, Effects, Sampler or Automix.

1) *Mixer:*



It is the function that appears by default when the program starts, however will be reactivated clicking over the "Mixer" button in the Central Panel.

Mixer's elements

a) *Sliders:*

The Mixer has three sliders: Two to control the main output volume of each deck.

Clicking over the slider go to "0" (mute) position.

The other one is the crossfader slider that balances the main output of the decks (A or B). By double clicking over the crossfader, it will be placed to the center position.

b) *Rotary potentiometers*

It has five rotary knobs by Deck:

Gain, EQ High, Middle, Bass and headphone volume.

Each EQ band has a Kill to silence the frequency range.

The potentiometers can be triggered in three ways: with the mouse, with physical knobs on the controller and the symbols "-" and "+".

By double clicking on the potentiometer, it will be placed to the center position.

c) *LED Signal*

Each Deck has two strips of LEDs for the output level of each channel (Left, Right).

2) **Effects:**



By clicking over the "Effects" button, the screen appears on the Central Panel.

We will be able to apply 3 effects on each Deck (can be simultaneous):
Echo, Flanger, Wah.

Each Deck has individual controls potentiometer Dry / Wet (assign the amount of effect the Deck) and Parameter (modifying the main parameter of the effect).

Echo: It has the peculiarity that has not been assigned a Parameter to the Encoder, given that the modification is performed in five positions to the Beat (2 / 1 to 1 / 8).

Flanger and Wah however do not use the sync to Beat, but they use the Parameter knob.

The Parameter is fixed and pre-assigned and can be manipulated with the Central Panel Encoder, or you can assign the button Wheel by "FX" in the "Wheel Mode".

3) *Sampler*



By clicking the "Sampler" button the screen appears into the Central Panel.

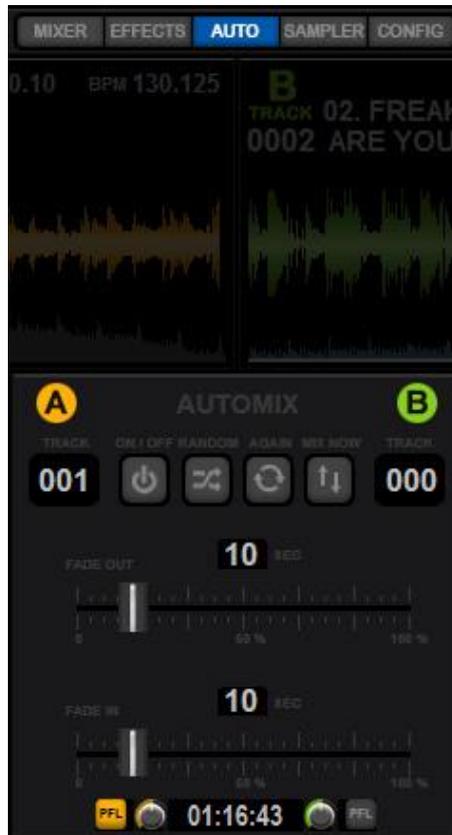
With the "Sampler" screen you can play six different preloaded samplers individually to each Deck. These samples can be replaced

The allocation of the files is done in the Config screen (see Config screen).

The output of the samplers is automatically configured to sounds of the soundcard output of each Deck.

Each Deck has a separate volume for their Samplers and also a stop control.

4) *Automix*



By clicking the "AUTO" button appears the "Automix" screen into the Central Panel.

The *Automix* function operates just in the selected *Playlist* .

The Automix can be used in two ways:

Normal mode: Respecting the order of the selected playlist

Random mode: Ordered randomly selected songs from the playlist by clicking the button "Random", you can change this order –whenever you want- by clicking the button "New List"

Also you can use the button "Mix Now" if you want to mix immediately the current track that is playing.

Correct way to mix with Playlist mode:

- a) We will put in different and consecutive Tracks of the same Playlist.
- b) Another option is to start with both Tracks stopped and by clicking "On", in this case it starts with the lower track and continue to the next, loading on.

Other cases: Enabling Automix with irregular situations.

a) We start at Play on a track with a number of higher order and does not correlate.

Example: Deck A Track 1 (Stopped) Deck B Track 5 (Playing) will play first Track 5 then Track 1 and the next will be the Track 6, then continues correlative.

To resolve this irregular situation of the playlist: example: Deck A Track 1 (Stopped) Deck B Track 5 (Playing) we must change and reload on Deck A with the track 6.

b) Deleted or moved *Tracks* are not the Playlist:
In this situation it will be ignored to find the immediate available superior

Fade In / Fade Out of inbound and outbound tracks:
They are regulated with two sliders that show the seconds and it could changes from 0 to 60 on the maximum time of Fade In and Fade Out.

5) Config

Config function appears next to the others buttons that active the Central Panel (Mixer, Effects, Sampler, Automix).

By clicking the button displays a floating window with the general parameters of the program to configure it.

Within the window there are several sub-menus:

a) **Sound Card:**



Support for assigning the audio outputs of the system's sound card, it selects the output for reproduce the two Decks.

There are two systems of work it depends if the sound card has Direct Sound and /or ASIO Drivers.

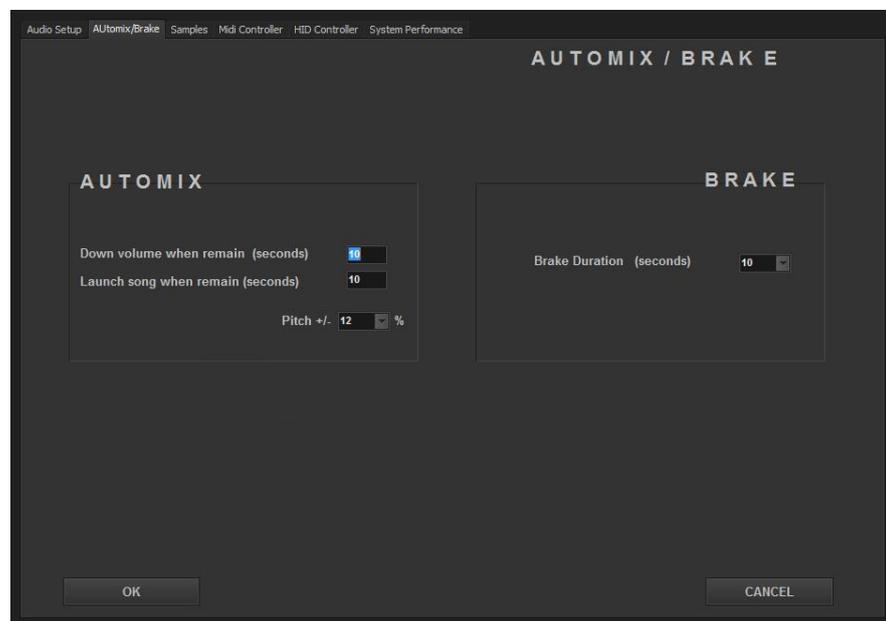
ASIO mode uses the protocol to minimize the latency of the audio device. Both the way ASIO and Direct Sound mode as well as multi-channel allocation device enables to multiple cards to assign Decks.

Dj ProMixer allowed to use emulators such as ASIO 4 All.

From this window, it also enables to manage the output of the samplers, *Dj ProMixer* is designed for the most basic setup of your sound card, so we have opted to assign the output of the Sampler directly at the same output of Deck.

IMPORTANT: DJ ProMixer 2.0 Free Home Edition version has limited audio settings to a single soundcard with output *Left + Right* on the two charges.

b) Automix / Brake:

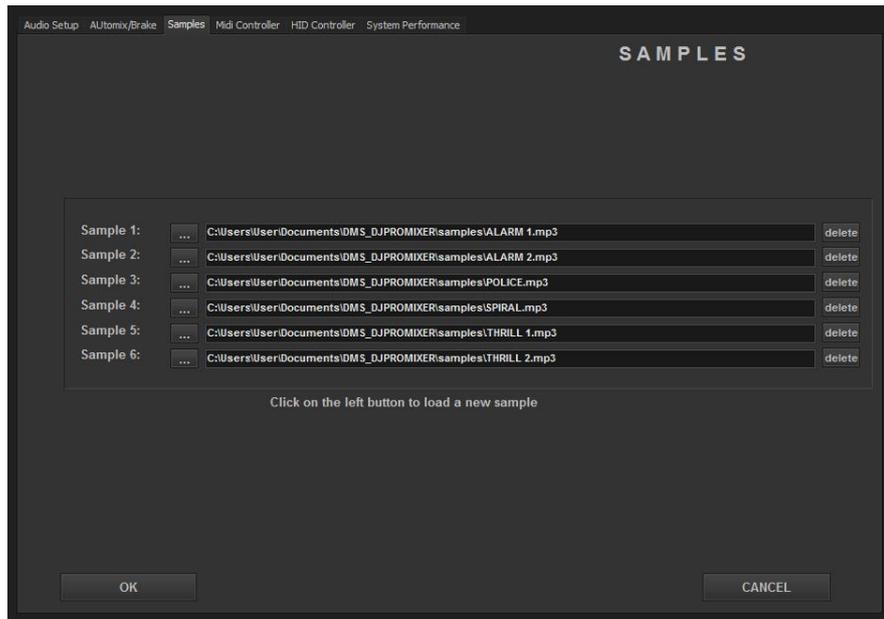


Automix panel allows us set the maximum time (in seconds) of Fade In and Fade Out. That info also will appear in the central panel.

It also allows to modify the percentage of both Decks pitch (+ / - 4, 8, 16, 32%).

The last adjustment of the screen corresponds to Brake, assigning the maximum stop time (in seconds), being able to adjust in 5, 10 and 15 seconds.

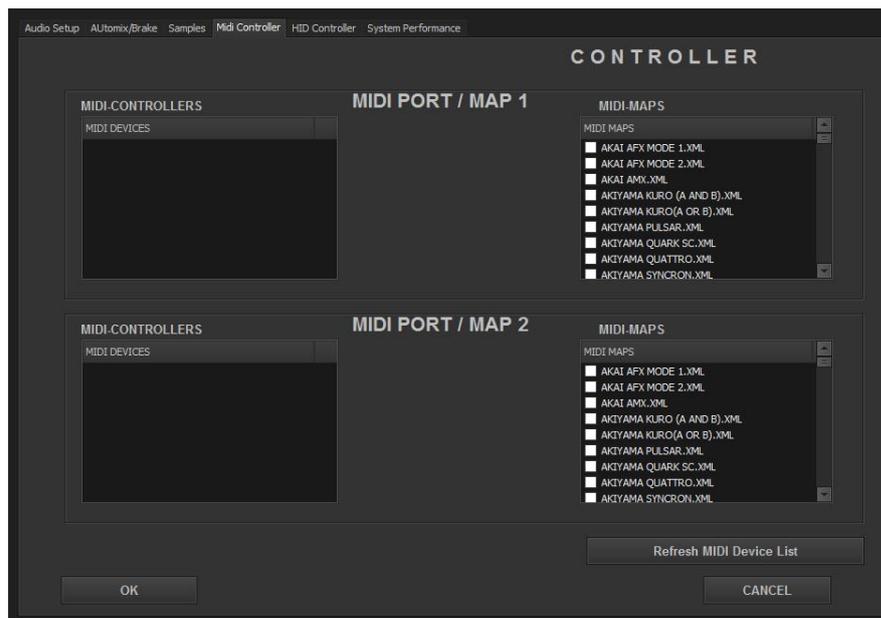
c) **Samples**

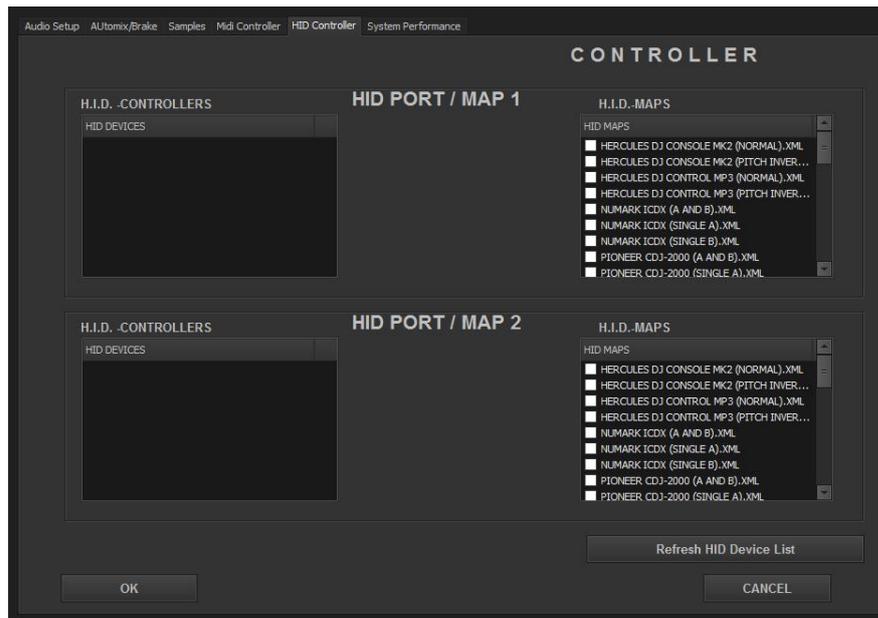


From here the six samples are assigned to the two decks.
 To load a new audio file replacing the current sample click the left button and you will see a drop down to find the file.
 To remove the Sample just by click the "Delete" button to the right of the file name.

d) **Controller**

Assigns the controller of a preset list.
 We must take into account the connection protocol of our system, either MIDI or HID, DJ ProMixer has created two separate menus: 1.- MIDI Controller 2.- HID Controller





In the panels of the left (MIDI or HID), you can find the port to assign your compatible MIDI /HID controller and on the right side shows the list with the maps of DJ ProMixer compatible controllers.

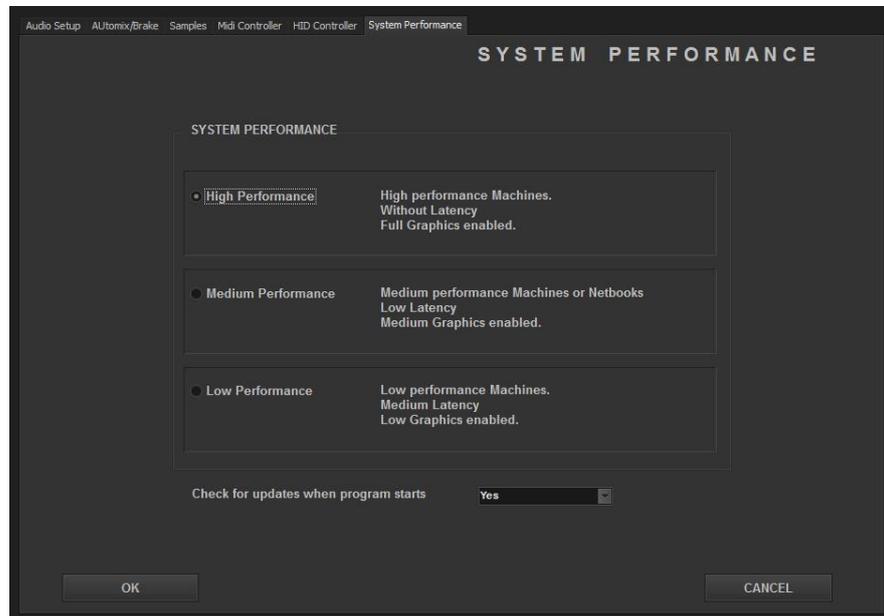
Have been duplicated some devices to be assigned to a single charge (MIDI or HID), to assign two controllers (one for each deck) in single mode.

Note: Search for compatible hardware at <http://www.djpromixer.com> there you will find all the information and maps of compatible MIDI & HID controllers with *Dj ProMixer*.

IMPORTANT: *DJ ProMixer 2.0 Free Home Edition* version has limited the use with Controllers only for 10 minutes.

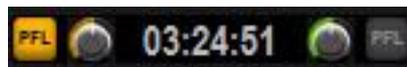
e) **System Performance**

You can choose three different forms to performance the application to optimized ProMixer in your computer.



- 1) **High Performance:** For high-performance computers (I7, I5, I3, Core 2 Duo recommended), requires a graphics card with at least 256 Mb dedicated (512 Mb dedicated recommended), this system keeps all the visual effects of the program with minimal latency.
Recommended for use with Cd's Midi and Controllers
- 2) **Medium Performance:** Medium performance computers (Core Duo, Pentium Dual) requires a graphic card with 128 (dedicated recommended), remove the analog VU. And increases the latency of the program.
Recommended for High-Performance Netbooks / Tablet PC.
- 3) **Low Performance:** For low-performance computers (Celeron, Centrino, Pentium IV recommended) with low-power graphic cards and / or shared with the system, disables the waves for a graphic spectrum, disables the analog VU. And increases to the maximum of the latency of the system.
Recommended for Low-Performance Netbooks / Tablet PC.

Functions and common information at the Central Panel



Common to all the screens of the Central Panel (Mixer, FX, Sampler, Automix) we find the buttons that activate the **headphone** of the two decks, also shows the **system clock**. The headphone only can be activated if the option we have chosen at Config and also it's compatible with the Sound Card selected. Each headphone also has a separate volume next to the activation button.

General functions of the application

Keyboard, Minimize, Full Screen, Help, Info and Closing the application.

They are grouped above the function buttons on the *Central Panel*.



From left to right we find:

1) Keyboard

By clicking the Keyboard button, it activates the keyboard to control the main functions of *Dj ProMixer*.

Turning off the keyboard button is disabled as a function of control of and turned back on the normal use of Keyboard.

The "Search" keyboard is always accessible, independently of whether it is on or off the button "Keyboard".

Key functions



- See final appendix

2) Minimize

Move the application to the desktop toolbar.

3) Full Screen

The minimum screen size is 1024 x 768, if the resolution is higher, the Lists shall extend up to the maxim of the screen.

With the Full Screen option the skin will be extended to 1280 pixels on the right side showing a sidebar with the central panels (Automix, Effects and Sampler).

In this way, the buttons on the Central Panel can not could activate any function (except the Config button that is always accessible), All the functions of the Central Panel will be available in the Sidebar

Additionally the screen can show the system clock in an extended form (if the resolution allow it).

Full Screen (With Sidebar)

The screenshot shows the DJ Promixer 2.0 interface in full screen with a sidebar. The top section displays two tracks: Track A (03. RALF M VS JIMMY ANDREWS - MIRANDO PA CUBA 5'43") and Track B (02. FREAK CHICKEN - ARE YOU A FREAK CHICKEN 5'40"). The central mixer features two decks with various controls like volume, EQ, and effects. The right sidebar includes AUTONIX, EFFECTS, and SAMPLER sections. The bottom sidebar contains Playlists, Groups, and Browser sections. The main area displays three tables of track information.

T	V	BPM	Artist	Title	Time
0001	130.000	01.	RALF M VS JIMMY ANDREWS	READY 4U LOVE (RADIO VERSION) 4...	0:04:11:16
B	130.000	02.	FREAK CHICKEN	ARE YOU A FREAK CHICKEN 5'40"	0:05:40:06
A	128.000	03.	RALF M VS JIMMY ANDREWS	MIRANDO PA CUBA 5'43"	0:05:43:43
0004	130.500	04.	Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Extended Version)...	0:07:47:46
0005	130.000	05.	Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Dub Tech Versión) ...	0:07:04:69
0006	130.000	06.	Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Radio Version) 4'1...	0:04:18:27
0007	120.000	07.	ELECTRA MOVE	(Ralf M vs Jimmy Andrews Extende...	0:05:25:14
0008	130.000	08.	ELECTRA MOVE	(Ralf M vs Jimmy Andrews Gothic R...	0:05:18:43
0009	130.000	09.	ELECTRA MOVE	(Ralf M vs Jimmy Andrews Melody ...	0:06:38:49
0010	130.000	10.	ELECTRA MOVE	(Danny Pardo -Claudi Trullen Origin...	0:05:52:28
0011	125.000	11.	RAUL DE DIOS	MY BEAT (EXTENDED ORIGINAL VE...	0:05:25:19
0012	125.000	12.	RAUL DE DIOS	MY BEAT (SOUL DUB REMIX) 7'48"	0:07:48:92
0013	125.000	13.	RAUL DE DIOS	MY BEAT (RADIO EDIT) 3'36"	0:03:36:55
0014	125.000	14.	RAUL DE DIOS	MY BEAT (RADIO EDIT) 3'36"	0:03:36:55
0014	179.500	14.	RALF M VS JIMMY ANDREWS	I FES AGAIN (RFL LOOP VERSION) 7'33"	0:07:33:27

T	V	BPM	Artist	Title	Time
130.000	01.	RALF M VS JIMMY ANDREWS	READY 4U LOVE (RADIO VERSION) 4...	0:04:11:16	
B	130.000	02.	FREAK CHICKEN	ARE YOU A FREAK CHICKEN 5'40"	0:05:40:06
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130.000	06.	Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Radio Version) 4'1...	0:04:18:27	
130.000	07.	ELECTRA MOVE	(Ralf M vs Jimmy Andrews Extende...	0:05:25:14	
130.000	08.	ELECTRA MOVE	(Ralf M vs Jimmy Andrews Gothic R...	0:05:18:43	
130.000	09.	ELECTRA MOVE	(Ralf M vs Jimmy Andrews Melody ...	0:06:38:49	
130.000	10.	ELECTRA MOVE	(Danny Pardo -Claudi Trullen Origin...	0:05:52:28	
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125.000	13.	RAUL DE DIOS	MY BEAT (RADIO EDIT) 3'36"	0:03:36:55	
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130.000	06.	Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Radio Version) 4'1...	0:04:18:27	
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130.000	08.	ELECTRA MOVE	(Ralf M vs Jimmy Andrews Gothic R...	0:05:18:43	
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130.000	10.	ELECTRA MOVE	(Danny Pardo -Claudi Trullen Origin...	0:05:52:28	
125.000	11.	RAUL DE DIOS	MY BEAT (EXTENDED ORIGINAL VE...	0:05:25:19	
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4) **Help**

By clicking "Help", a screen will open and give us access to installed manuals (Quick Start, Manual), also Online support webpage, Forum (requires Internet connection), and also the controllers list available on line (internet connection required).



5) **Info**

It contains the *credits* and the *current info* about the installed version.

6) **Close the application**

Represented by "X", this button closes the application, for security you can only exit of the application if the decks are in position "CUE", yet a new screen will ask again to exit the application.

Upon exiting the application *Dj ProMixer* memorizes the general parameters to restart in the same way that we set in the closure.

Recording



Located in the upper right has a direct button and a control level.

By clicking the button will appear the location where we want to save the file and you must assign a name.

The recording format is WAV file.

The recording type is internal.

Important: This feature is limited to 10 minutes for *DJ ProMixer 2.0 Free – Home Edition*.

Tracklist

It has three parts: *Playlists, Groups and Browser.*

In this version DJ ProMixer has been added the **“Save Video”**. It’s a function for download and convert YouTube videos to MP3.

The Tracklist enables to work with the most comfortable configuration for us depending of the screen size, using one, two or three panels simultaneously.

If the screen is less than 15 "4 can not be used more than one panel if you want to use more panels at same time, the resolution and size of the screen must be high.

Common features of all three elements: Deck, Track Number, BPM's, Artist, Title and Time.

The List will be extended as much as possible down by the screen.

To find out where the cursor is located, we can locate where the horizontal blue bar is placed.

Browser

The screenshot displays three stacked panels in the DJ ProMixer 2.0 interface, each showing a tracklist table. The top panel is labeled 'Playlists', the middle 'Groups', and the bottom 'Browser'. Each table has columns for Track Number (T), BPM, Artist, Title, and Time. The 'Browser' panel includes a file explorer on the left showing folders like 'My Desktop', 'My Computer', and drives 'C:', 'D:', 'E:', 'F:', 'G:', and 'DMS'. The tracklists are identical across all three panels, listing 14 tracks by artists like Ralf M vs Jimmy Andrews and Freaake Chicken.

T	BPM	Artist	Title	Time
0001	130.000	01. RALF M VS JIMMY ANDREWS	READY 4U LOVE (RADIO VERSION) 4...	0:04:11:16
0002	130.000	02. FREAKE CHICKEN	ARE YOU A FREAKE CHICKEN 5'40"	0:05:40:06
0003	128.000	03. RALF M VS JIMMY ANDREWS	MIRANDO PA CUBA 5'43"	0:05:43:43
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0005	130.000	05. Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Dub Tech Versión) ...	0:07:04:69
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0014	129.500	14. RALF M VS JIMMY ANDREWS	I FES AGAIN (RADIO VERSION) 7'33"	0:07:33:27

1) Playlist

We can sort our tracks with different playlists:



The Playlist is the first block of the List, can interact with the Browser and Groups / Subgroups. By loading a track in a Deck (either from the Browser or Group / Subgroups) this is will be added to the Current Playlist.

The order number appears next to the name and the title track on Deck, if it is included in the playlist simply indicate your order number, however if it is not included will appear as "New" and add it to Active Playlist placing first.

If we keep adding new tracks at the Active Playlist from Browser or Group / Subgroup, then they will be visible and we can place our new tracks in the playback order that interests us.

Another way to add tracks to the Playlist is to drag & drop from the folder / location on your computer, in this case is added as the first track in the Playlist.

For Groups / Subgroups, it can also add tracks in this way but in this case the track will be placed on the bottom of the list.

The functions are divided in two blocks: *Playlist Features* and the *Files inside the Playlist*.

Playlist Features:

They are accessed by clicking the right mouse button on the left side where the listing appears in the Playlist and we will have access to the fuctions:

- New Playlist: Create a new Playlist.
- Delete Playlist: Removes the selected Playlist.
- Edit Name: Edit the name of the playlist to edit it.
- Clear Playlist: Deletes all files in the selected Playlist.

Note: Dj ProMixer does in all cases a non-destructive delete of the Tracks, so when we delete songs do not affect the original file, only the file in the application.

Functions Playlist files:

- *File Info*: Contains basic information about the track (Track information).



It provides information of the BMP track, we can divide or multiply by 2 in the case of an anomalous BPM count by the structure of matter, must say it is not common, but as an example that appears in irregular count Tracks like *Drum Bass* style and generally songs with very BMP increases (greater than 140 BPM's) and / or an irregular percussive structure.

There is also a "Clear" button that clears the BPM's track, it enables to modify manually (rewriting the field) or automatic (reloading the same track).

Also we can edit / change name and artist, and also informs us about the location in the storage disk ("File Location").

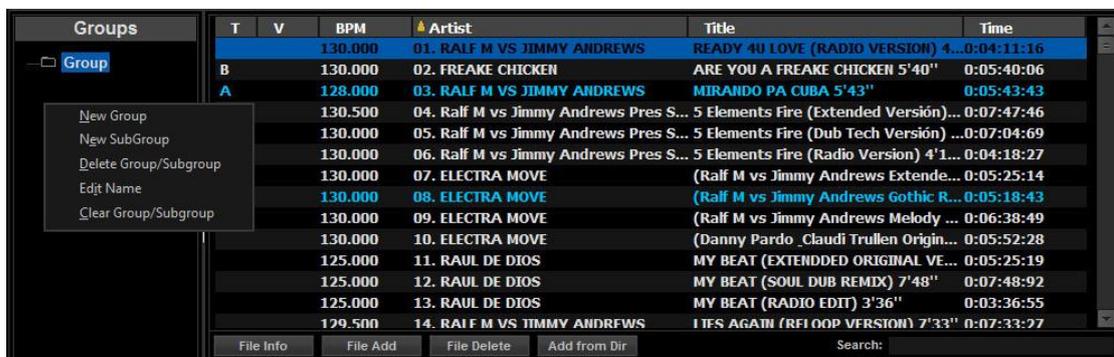
- File Add: Add files to Playlist independently.
- File delete: Deletes independently (and non-destructively) the selected file.
- Add from Dir: We added groups (files from directories) to Playlist.
- Search: Advanced search enables us to locate the file by any letter or keyword.

2) Groups / Subgroups

Let's organize files on a system of major groups and subgroups.

We can create subgroups up to 2 levels.

The Group as the main component appears directly in the menu to access the subgroup it will show a drop down tree from the main group.



The functions -like the Playlist- are divided into two blocks: Groups / Subgroups features and the files contained therein:

Groups / Subgroups features:

By clicking the right mouse button on the left side, will appears "Groups List".

Then you will see a drop down menu to access to main features:

- New Group: Create a new group.
- New Subgroup: Create a new subgroup from a group.
- Delete Group / Subgroup: Deletes the selected group or subgroup.
- Edit Nam Group / Subgroup: Edit the name of the Group / Subgroup.
- Clear Group / Subgroup: Deletes all files in the Group / Subgroup selected (non destructive).

File features *Groups / Subgroups*:

They are just the same functions of the Playlist files: *File Info, Add File, File Delete, Add from Dir, Search* (see functions Playlist files) applied to the groups / subgroups.

3) **Browser**

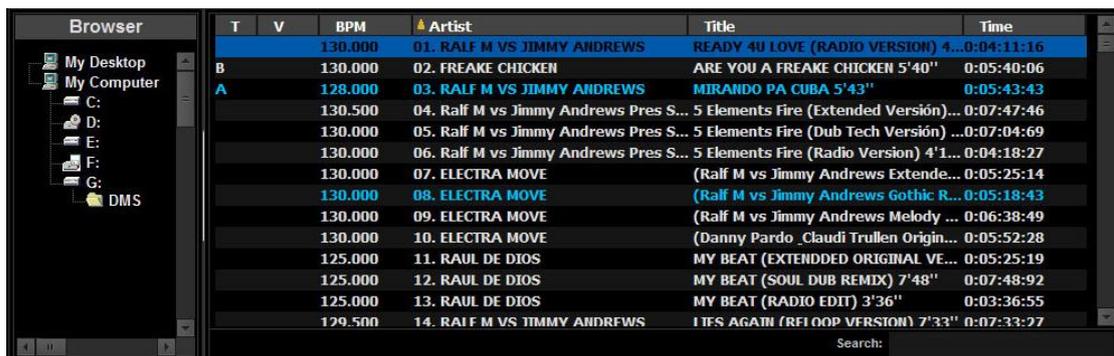
It provides direct access to our audio files, showing all storage units of the Computer.

It has the advantage to detect USB and/or external drives in "hot mode", without restarting the application.

It also offers the main information of the audio file: Artist, title, time, BPM, previously played.

We can add tracks from the Browser to Playlist and Groups / Subgroups dragging with the mouse or directly to the deck.

It adds also the "Search" function for a general search and /or location in specific storage units or directory.



BPM Counter

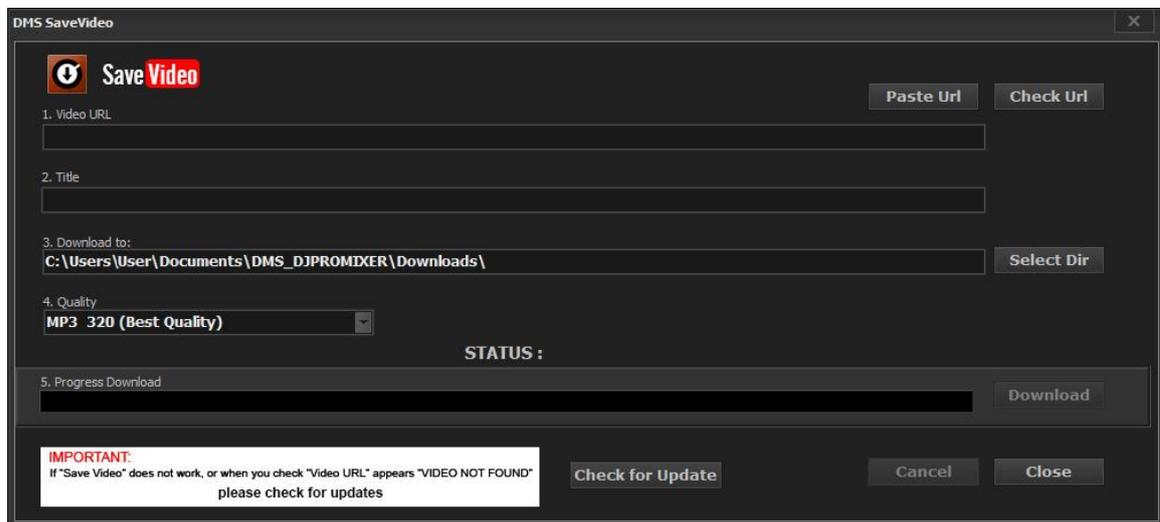
Dj ProMixer detects automatically the BPM of the track when the song is loaded for first time.

The BPM can be modified in the window "File Info" (see "File Info"), also you can erase the BPM of the track and it will be retold the next time that it will be reloaded.

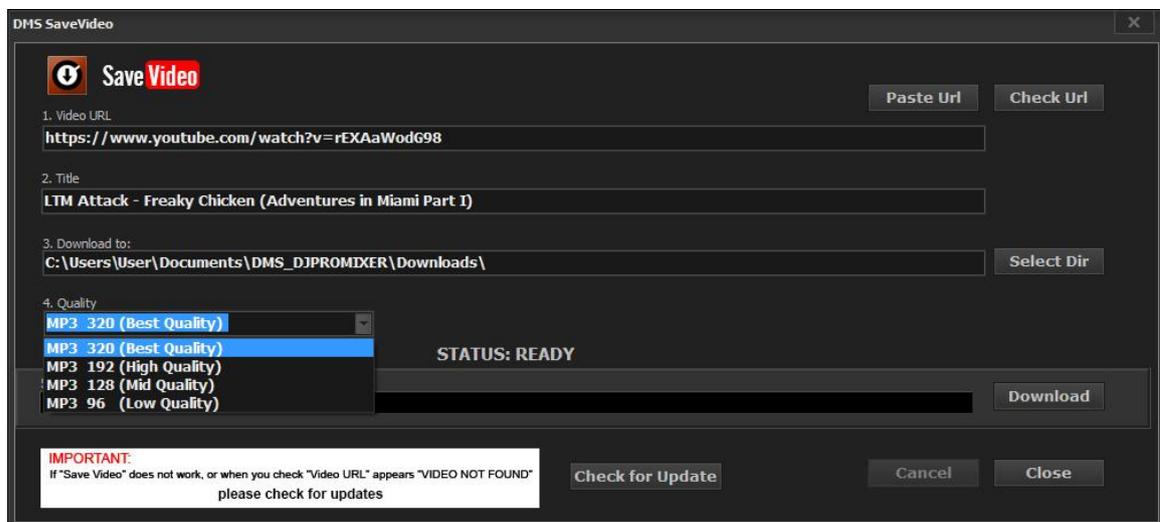
Save Video

Download videos from Youtube and convert to different audio format.

To download and convert the video you must copy the link from the Internet explorer and paste the Youtube link by using the "Paste" button, then you must check the availability of the video by using the "Check URL", once you see in the screen the availability of the video, you can edit the title and we can select the quality that you want to convert to MP3, you must know that lower quality take less time to download, but also the sound quality will be lower.



Also you must choose the output format, the selected file from Youtube will be converted to a new MP3 audio file with four different options (320, 192, 128 and 98 Kbps).



Finally you can select where you want to download and convert your new file, by default it will appear in "DMS Downloads" which has a shortcut in the Explorer and can be accessed directly, remember to refresh the group to see it as new downloads.

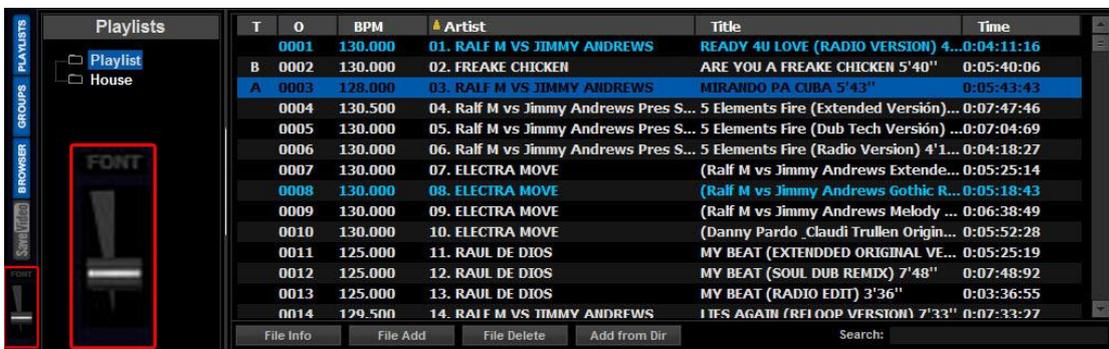
To start downloading click the "Download" button and you will see the progress bar that appears in the download screen.

NOTE: Some Youtube videos have a special protection, that kind of videos could not be downloaded.

IMPORTANT: If "Save Video" does not work or when you check "Video URL" appears "VIDEO NOT FOUND", please check for updates, by clicking the button "Check for Update"

Font size

Under the Save Video button you can find a potentiometer to increase or decrease the Browser's font size.



User Interface (Overview)

DJ ProMixer 2.0 uses a set of user interface layouts to organize its graphical user interface. You can access them from a selection drop-down menu located at the software's header.

There you can choose three modes:

Extended: With all the functions and features (complete skin).



Essential: With the main features, (with the local waves and the stripes)



Minimal: Main features and stripes



Appendix: Keyboard Functions

(SPANISH KEYBOARD ISO)

DECK A

CUE A	F1
PAUSE A	F2
PLAY A	F3
SYNC A	F4
BEND - A	F5
BEND + A	F6
MEMO REC A	\
MEMO A 1	1
MEMO A 2	2
MEMO A 3	3
MEMO A 4	4
MEMO A 5	5
MEMO A 6	6
SAMPLER A 1	Q
SAMPLER A 2	W
SAMPLER A 3	E
SAMPLER A 4	R
SAMPLER A 5	T
SAMPLER A 6	Y
LOOP IN A	A
LOOP OUT A	S
EXIT/RELOOP A	D
REVERSE A	F
BRAKE A	G
AUTO LOOP A <	X
AUTO LOOP A 4	C
AUTO LOOP A >	V

LOAD A	SHIFT LEFT
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LIST:

UP	↑
DOWN	↓

DECK B

CUE B	F9
PAUSE B	F10
PLAY B	F11
SYNC B	F12
BEND - B	F7
BEND + B	F8
MEMO REC B	BACKSPACE LEFT
MEMO B 1	7
MEMO B 2	8
MEMO B 3	9
MEMO B 4	0
MEMO B 5	'
MEMO B 6	i
SAMPLER B 1	U
SAMPLER B 2	I
SAMPLER B 3	O
SAMPLER B 4	P
SAMPLER B 5	`
SAMPLER B 6	+
LOOP IN B	J
LOOP OUT B	K
EXIT/RELOOP B	L
REVERSE B	Ñ
BRAKE B	'
AUTO LOOP B <	M
AUTO LOOP B 4	,
AUTO LOOP B >	.

LOAD B	SHIFT RIGHT
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