Third Edition

Visiosonic™, Ltd.
1881 A Drew St.
Clearwater, FL 33765
www.visiosonic.com
www.pcdj.com
www.fxuser.com
sales@visiosonic.com

**Manual
Written
    by**   Hicham Janati

**Program
Design &
Technical
    Layout**   Sumner McCarty, Kyle Judd

System Requirements:

- **CPU (Processor) Minimum Requirements:** Any Intel® or AMD® 1 Gigahertz and above. **Recommended:** 1.2 Ghz Processor. (AMD user's with Via Motherboards should download the latest Via 4in1 update to improve performance from Via's web site: www.via.com.tw

- **Memory Minimum:** 256 MB (Mega Bytes of RAM) **Recommended:** 512 MB

- **Sound Card:** Directsound/WDM compatible soundcard

- **CD ROM DRIVE:** Required to install PCDJ Software.

- **Hard Drive:** Size of HD varies depending on the amount of music you would like to store on your PC. 300 Music CD's use about 20 Gig's of HD space in MP3 format at 192Kbits. **Recommended** HD Speed is 7200 RPM.

- **Operating System:** Microsoft Windows 2000® or Microsoft Windows XP Home or Pro® Edition.

- **Video Card:** Minimum 8MB, suggested is 32 MB 1x 2x or higher AGP Video Card with 1024 by 768 screen resolution (any brand). Dual Head Video card Recommended for full VRM KJ plug-in support.

- **Monitor:** 1024X768 SVGA monitor resolution at 16bit colors or better

Introduction

Congratulations on receiving the easy-to-use, professional PCDJ KJ VRM for PCDJ products. You've joined the ever-growing worldwide list of DJ's who use this state-of-the-art Karaoke player. Visiosonic has set a new standard for making stable products that Professionals can rely upon.

Whether you're not very familiar with computers, new at mixing or a long-time veteran, learning how to use this product will be simple. It is not assumed here that the reader already knows what is being taught like in most manuals. This manual approaches the subject at the right point – the basics – and moves the reader through at the correct levels for understanding, with all of the necessary information intact. Computer terms and other relevant data "that everyone knows" are also explained in a basic way.

This manual is broken down into parts beginning with Preparing your Computer, Installation, Registration, Configuration, a basic walk-through of the player and step-by-step instructions.

Important Note

It is vital that you do not continue beyond a point where you don't understand what you're reading. It becomes impossible to learn something that is based on other information that is not understood. In other words, if you don't know what a "widgetmatizer" (made up word) is, then you will not be able to; "adjust the widgetmatizer to the correct level...".

The solution to not understanding something is to look back earlier in the text and find the point where you were doing well. Then begin reading again from that point and look for a word(s) or symbol(s) that you do not understand. Then clear up the misunderstanding by looking in the glossary first, and if not listed there, go to a dictionary or a reference book (like "...For Dummies") and find out what it means.

Some things you should know about this manual before starting:

Bold Print

  The first time a new feature is mentioned in a section, or to bring attention to a term, it will be in **bold letters**.

Left and Right Mouse Buttons

  When the manual states to "click the mouse button", it is always referring to the **left** mouse button. Any *right* mouse clicking will be specifically written with the word "right" in conjunction with the command.

Clicking the Mouse Button

  If the manual instructs to click on something in your Windows ® OS (**O**perating **S**ystem like Windows 2000 or Windows XP) not in the PCDJ Software, and you get no response, then double click on it. In most cases, a single click should activate a feature; other times a double click will be necessary to activate a feature instead.

FYI:
  Helpful information is provided throughout the manual in boxes. FYI means, **F**or **Y**our **I**nformation.

NOTE: Important notes *in italics* are there for you as well.

PCDJ FX VRM or PCDJ KJ VRM Products

Some things you should know about the "PCDJ Software" before starting:

The PCDJ Software

To keep repetition minimal, **PCDJ FX VRM, PCDJ KJ VRM** and all **PCDJ VRM** Plug-Ins (Virtual Rackmount Module) products will be referred to as the "PCDJ Software".

The KJ Player

The features in the PCDJ KJ VRM Player are very similar to those of Players "A" & "B" of PCDJ FX VRM. PCDJ KJ will play MP3, WMA, and WAV files just like FX.

Close all other applications

It is strongly recommended that you close all applications on your computer when using the PCDJ Software. We do not support any problems that can occur or interfere with performance of PCDJ Software.

* * *

PCDJ KJ VRM

PCDJ KJ VRM can now deliver the ultimate power of the Karaoke Machine to your PC. PCDJ KJ VRM works within the new PCDJ FX VRM as a **Plug-In** or as a **Standalone**. When used as a Plug-In, you have the ability to interact between DJ-ing and KJ-ing within the same display. PCDJ KJ VRM is a downloadable Plug-In that installs within PCDJ FX VRM software and adds a new Karaoke Module utilizing the PCDJ sound engine and DJ features. No more is there a need to swap between programs or use CD's. Access, Search, Load and Play songs fast and easy within the PCDJ FX VRM Recordcase then fire off either of the PCDJ players as background music automatically while swapping singers. As a Standalone you will not have the ability to use **Autofire**, or Match **BPM** (Beats Per Minute) to player A or B of PCDJ FX VRM Software.
PCDJ-KJ is ideal for the Casual Karaoke Enthusiasts right up to the Master Karaoke DJ.

Features:

- ❑ MP3+G, WMA+G,(ZIP) MP3, WMA, WAV Play Back.
- ❑ Independent KJ Player with Independent Audio Output.
- ❑ Progress Bar
- ❑ 20 Cue Points
- ❑ Auto Cue/ Auto End
- ❑ Master Tempo
- ❑ Key Control with Easy Half Step
- ❑ Pitch bend
- ❑ Auto Fire to Player A and B (Plug-In ONLY)
- ❑ Beat Match Karaoke to Player A or B (Plug-In ONLY)
- ❑ On Deck Play List
- ❑ Load from Deck List
- ❑ Dual Graphic Windows
- ❑ Kamikaze Button Feature
- ❑ Independent Volume Control
- ❑ 3 Bands EQ
- ❑ Store Music in an easily managed Recordcase
- ❑ Easy Find (Search) & Load of Music.

What is Karaoke?

Karaoke translates literally as Empty Orchestra, or basically the song minus the singer... You become the singer. There are many forms of Karaoke but it comes down to two basics; The Audio, or song, and the lyrics. As you can imagine, there are many ways to produce audio and as many ways to display lyrics. The way they are combined determines the type of karaoke experience you will get.

What is CDG (CD+G / CD+Graphics)?

CDG, or CD+Graphics, is a standard that was defined to take advantage of the extra-unused space on a regular CD audio disc. This area is used to hold graphical data, in the form of pictures and text and special instructions to display that data synchronized to the audio playback. Because of the limitation of computer technology at the time the standard was designed the graphics are limited to a resolution of 300x216 in 16 colors (from a total of 4096 colors).

CD+G discs require a dedicated CD+G player in order to display the graphics. Standard some stereo players will play the audio fine, but without the graphics. Most CD+G discs are designed for Karaoke purposes however a few mainstream CD's have used CD+G to enhance the listening experience by including animated images, pictures, lyrics or group bios to the disc.

There now exists a technology that is provoking the DJ to move into the realm of computers. A technology that empowers him like never before. It is called **MP3+G**.

MP3+G is a way to store CD+G tracks on your computer, using a CDG to MP3+G conversion program. A CD+G disc is a standard audio CD with the addition of graphics (hence the "+G"). A typical CD+G disc can hold around 700 MEGABYTES of information making it very difficult to store on your computer.
Something must be done to reduce the size... The answer is MP3+G.

MP3+G actually consist of two files; an MP3 file and a CDG file. Both files must have the same "base" name (the part before the extension) in order to be properly played back. MP3+G Zipped is an extension of the MP3+G format by compressing the MP3+G file pair into a zip (one single file).

MP3 Files

Most people by now are familiar with MP3 files. MP3 is basically a format designed to compress audio down to a usable size for storage and playback on the computer (and many other devices now too). A typical audio track from a CD would normally take about 40 MEGABYTES of space if stored in its native PCM format as found on the CD. An MP3 file of the same track might only take 3 to 4 MEGABYTES. In order to achieve this tremendous compression the sound is analyzed and broken down into frequencies some of which may be discarded (because they are not normally heard). The frequency data is then stored in a highly compressed format. When the computer plays back the MP3 file it re-assembles that data back to audio that, while not identical, sounds very much like the original file. When you make an MP3 you can choose different compression amounts in order to save space. The less space it uses, the less it sounds like the original. A typical MP3 will use a compression of "160" or "192" in order to sound very close to the original sound. Because of their space-saving abilities, MP3 files are well suited for storing the audio part of a CD+G disc. MP3 is an open and flexible standard and there are many programs available to create, edit, and play MP3.

CDG Files

Just as MP3 is a way to store the audio of a CD+G disc, a CDG file is a way to store the graphics portion. Unlike MP3 however, CDG data is RAW. In other words, there is no compression or manipulation of the "+G" data; it is simply stored as-is in the file. Luckily, a CDG file is generally smaller than the MP3 file even without compression. That's not to say that a CDG file couldn't be compressed, but for historical reasons, and for ease of playback the CDG "standard" is the raw data.

Video Card Configurations

To make maximum use of your system here are some of the hardware configurations that are possible for your Karaoke setup. You can even combine some of these for an even more flexible solution...

Single Display

This is the setup most PC users will have. It's all you need if you are using your computer to practice or for small groups. It's not really suitable for professional Karaoke gigs. With one display you must use either a windowed Karaoke display to access the interface or switch to full-screen mode and use keyboard control. Not recommended for pro gigs.

Single Display, Mirrored on TV
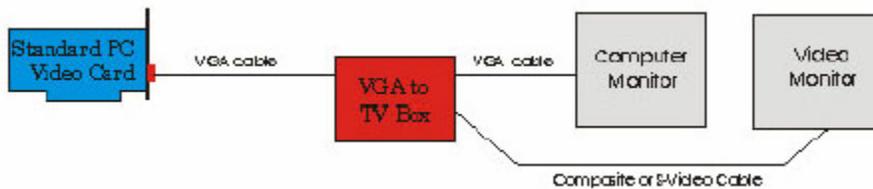
This setup uses a special VGA to TV converter box and allows you to use a TV to display the same thing that is on the computer monitor (mirroring). The TV (or a projector even) would be used for the singer and could be located a fair distance from the PC system. You could run the TV output to a VCR to record the show or display promotional video while you are selecting songs or setting up so the audience doesn't see the player interface. Not recommended for pro gigs.

Note: Some video cards come with a "Video Out" or "TV out" as part of the card itself meaning you don't need a separate converter box.

Dual Card, Dual Display
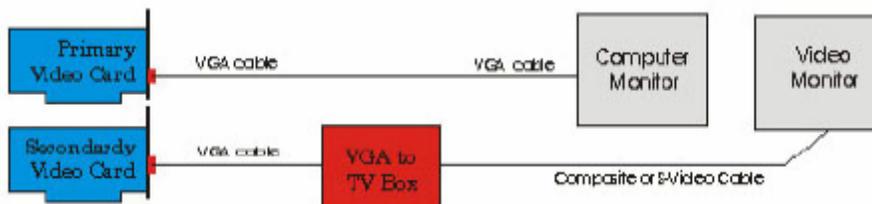
This setup uses a second video card to give a completely independent video display. The second display could be another PC monitor or a TV when sent through a VGA to TV converter as above. This would be the minimum setup for a professional Karaoke gig. With this setup the program interface is on the main display and lets you add songs and monitor playback time etc. The second display is used for the lyrics and the singer/audience never sees the "behind the scenes" details.

Note: To install two video cards in one computer you usually require both AGP and PCI slots.

Dual-Head card, Two Displays
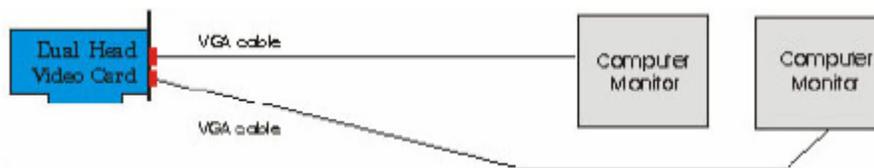
This setup uses a special "Dual Head" video card. Essentially a single card that has two independent video outputs. Works like the two-card setup above.

Dual-Head card, Two Displays, One TV
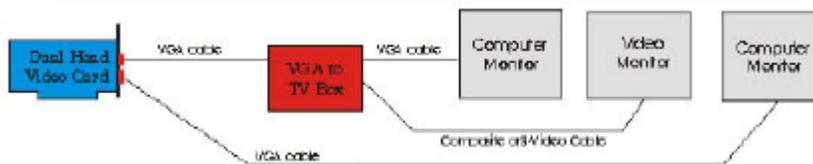
As above but the second output is run through a VGA to TV converter. This lets you monitor the output so you can see the same display as the singer.

Tips and Tricks

Here are some of the tips and tricks to maximize your hardware setup.

- Windows 2000 and XP support multiple monitors that make most of this possible. With two cards or a "dual-head" card you have two independent displays (primary and secondary).

- When properly set up all you need to do to use the second display is to drag the window (main interface or karaoke window) from one to the other with the mouse.

- Any VGA signal can be sent to a TV or video monitor using a "VGA to TV" converter. These usually support both composite and S-Video outputs.

- S-Video gives you a sharper, higher-quality output.

Equipment

Here are some examples of equipment that can be used to implement the setups mentioned above. Note: This is not an exhaustive list of and we do not endorse, nor are we affiliated with any of these products or companies.

Video Cards with TV outputs

Note: Video cards are sold in many different configurations. Please double-check before purchasing!

- ATI All-in-Wonder - Excellent feature-packed cards. Comes in several models (Pro, 128, 128 Pro, Radeon). TV tuner, video in/out.
- ATI Radeon 7500 - 3D card with TV out.
- ATI Rage Fury Maxx PC2TV - 3D card with TV out.
- Matrox Marvel - G400 and G450. The pioneers of dual-head technology. Good 2D support. TV tuner, video in/out.
- 3DFX Voodoo 3500TV - Nice 3D card with TV tuner, video in/out and FM radio.
- Asus V7100T - GeForce2 3D card with TV out.
- 3D Prophet II - Several GeForce2 models with TV out.
- Riva TNT2 - 3D card with TV out. Dual-Head Video Cards
- ATI Radeon 7500 DualDisplayEdition - New card with great 3D and video capabilities, with flexible output configurations.
- Matrox Marvel - G400 and G450. The pioneers of dual-head technology. Good 2D support.

VGA to TV converters

- Adstech
- Antec
- AverKey
- MicroJack

Installation

Welcome

PCDJ Software has many features not available from other brand players. This manual will orient you with all of the features in an easy-to-understand format. You will quickly find just how simple this player is to use and how much freedom you now have in mixing KJ. So let's get started with this state-of-the-art KJ DJ system.

Note: If you have purchased a complete computer system from us through phone order, the PCDJ Software has already been installed, your PC (Personal Computer) has been configured to run in Best Performance, and PCDJ Software has been registered for you. You can bypass this and the following installation portion of this manual. Continue to registering for updates at www.fxuser.com

Preparing Your PC for PCDJ Software

Making sure your PC is Up to Date:

In order to avoid any problems running PCDJ Software, you should update Windows and configure your Computer for best Performance. Updating and Configuring your Computer is something you should do on a regular basis. This is not only for PCDJ Software, but also for any other important programs on your computer you want to run correctly. Configure your PC by doing the following.

Power Settings, and Disabling Windows Fade Effects:

Right Click on a blank space of your desktop (desktop is the first screen you see once your computer is completely powered on), Now click properties from the drop down list, Display Properties window should appear. Now click on Screen Saver tab, click on the arrow to the right of screen saver drop down list and select none. Below the settings just changed click on the Power button, now you should see Power Options Properties, click on the arrow to the right of Power Schemes and change to Full Power or Always On, click apply then ok. You should have display properties still open, at this time click on the Appearance tab, Click the Effects button, and uncheck the box to the left of Use the following transition effect for menus and tool tips, FADE, now click Ok then Apply. If you have a laptop Click on the Hibernate Tab and uncheck Enable Hibernation. Now click Apply then Ok on the Display Properties window to close. Turning off Fade effects should resolve any problems with possible skipping when using Standby (STBY) mode of PCDJ Software.

Disable Windows Sounds:

Go to and click on Windows Start Menu, go to Settings, click Control Panel, open Sounds and Audio Devices by double clicking, click on the Sounds Tab, Now click on the drop down arrow for Sound Schemes and select No Sounds, then click Apply then OK.

INSTALLING PCDJ SOFTWARE

PCDJ KJ VRM can be installed as a Standalone, or Plug-IN. To fully utilize all the features of PCDJ KJ VRM (Plug-IN) you will need to have purchase, installed, and Run PCDJ FX VRM.

Step A: Place the PCDJ Software CD Rom in your computer's CD Rom tray. An auto run flash animation window should appear. If not, double click on My Computer and double click on your CD Rom Drive to open.

Step B: Look for PCDJ Software Install button on the Autorun flash animation window. You should have the choice of installing PCDJ KJ VRM as a Standalone or Plug-IN, then click Install PCDJ KJ VRM.

Step C: Follow on screen instructions to continue installation.

STARTING PCDJ SOFTWARE FOR THE FIRST TIME

After install double click on "Register or Remove PCDJ KJ" icon

Small window should pop up showing two header boxes highlighted in RED with MID Code and Site Code
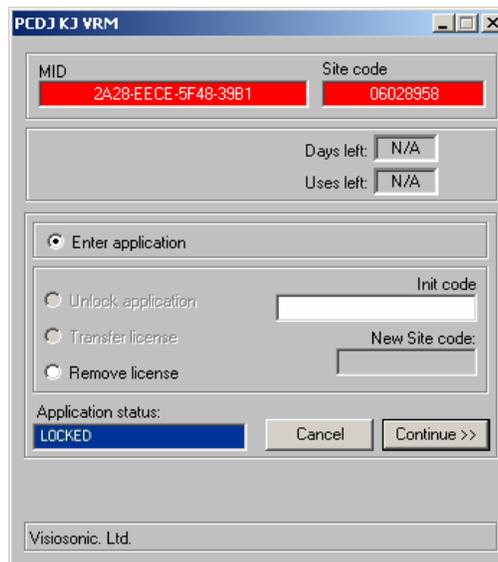
In the background a website should pop up
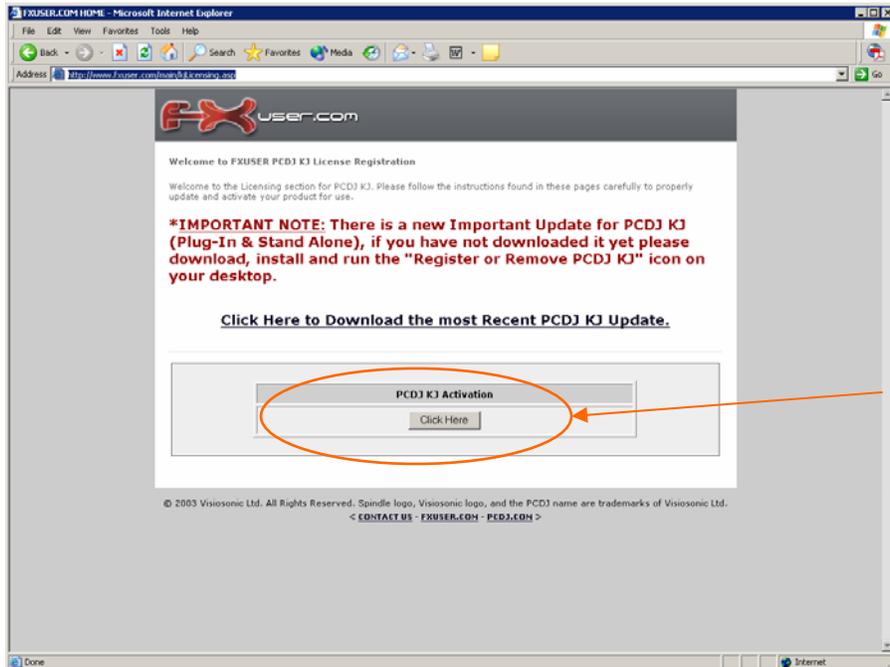
Click on this BOX

**NOTE:**   If you did not install the update yet before you proceed with any registration please click on the link to download the update and install.

Once you clicked on the Registration box a web form will appear for you to fill up to receive your INIT CODE. (See below)

NOTE: Fill up the form accordingly, make sure to copy and paste your mid code and site code to avoid any error in registration **(ALL CHARACTERS ARE CaSe SeNsItIvE)**

An email will be sent to you with your INIT CODE for KJ copy and paste it in the area INIT CODE in the small window (**ALL CHARACTERS ARE CaSe SeNsItIvE)**
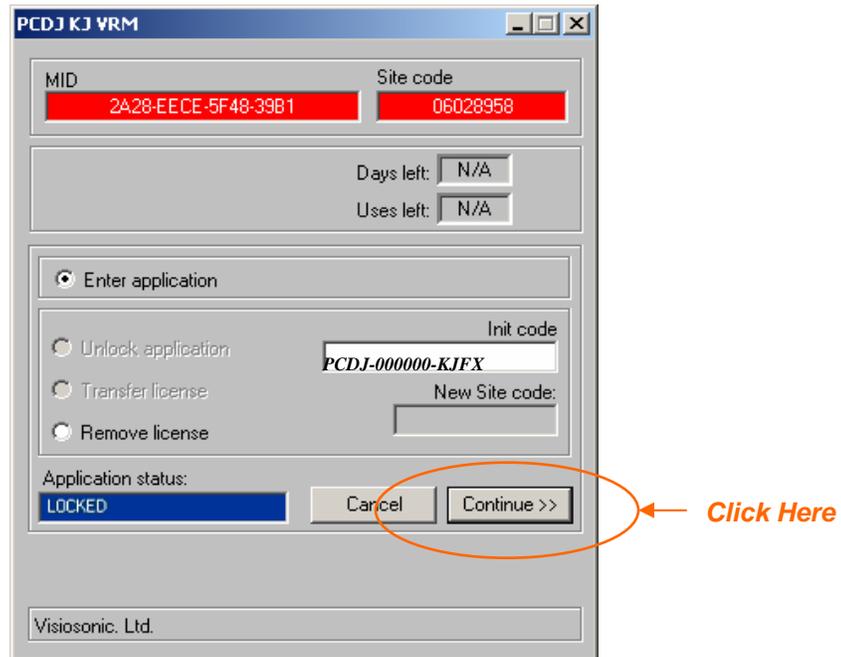
NOTE: *FOR VRM and KJ Plug-in USERS*
Go back to FX
On you title bar right next to RC make sure you click on the + sign until KJ pops-up

IMPORTANT

Keep This Unlock Code. You will need it any time you reinstall PCDJ KJ on this same computer. You will also have to Re-Enter this Unlock Code any time you install New KJ updates.

PCDJ KJ VRM
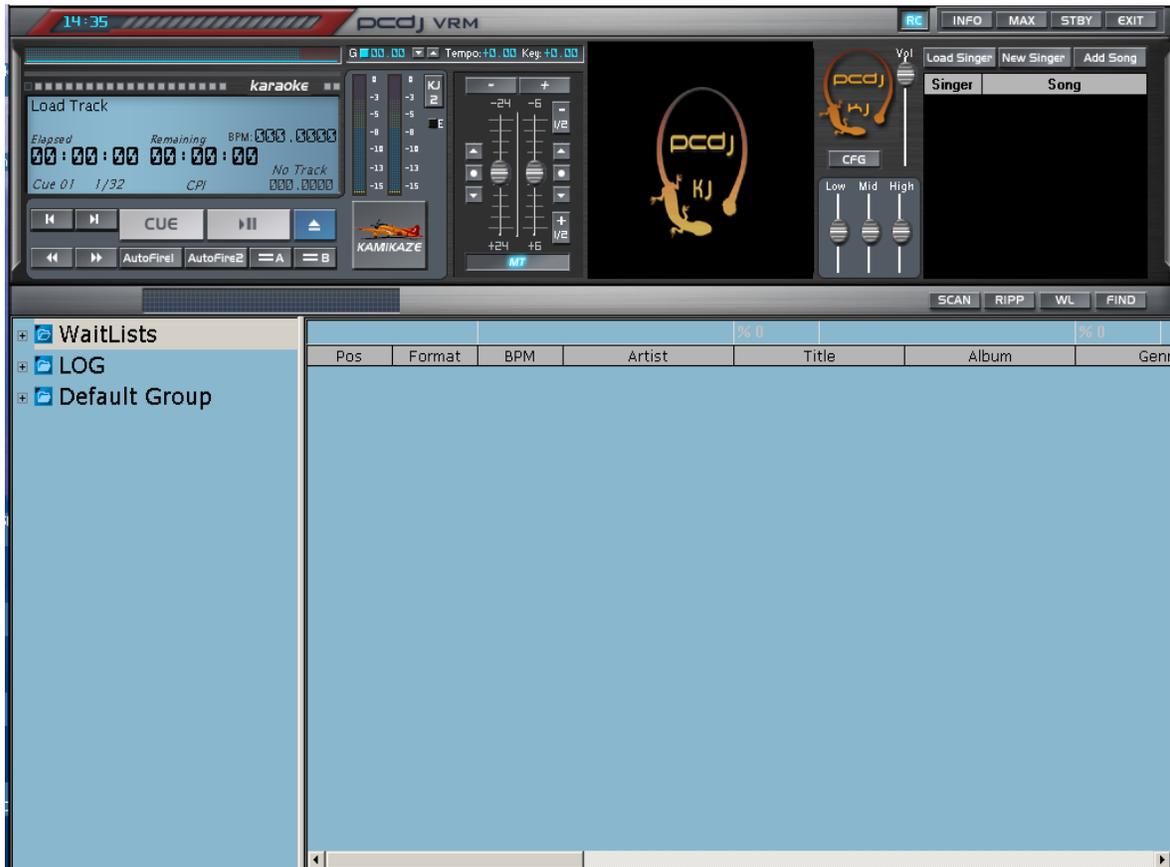
PCDJ KJ VRM as a Standalone

Now that you have successfully installed the PCDJ Software, let's make sure you are running the latest version then we can go through the configuration steps. Before we do this, let's familiarize ourselves with the **Title Bar.**

The Title Bar is located at the very top of PCDJ Software. The left corner of the Title Bar includes a clock. Name of the PCDJ Software is displayed to right of the clock. You can CLICK and Hold your mouse button over the PCDJ Software Name and Move the PCDJ Software screen wherever you like. This will come in handy when adding music to your Recordcase. Depending on your PCDJ Software version, you may have more or less buttons on the Title bar to choose from. These buttons open different **Modules** or VRM Plug-ins. Visiosonic Plug-in Architect is known as **VRM** (Virtual Rack Modules)

Title Bar Buttons

MODULE ORDER (When KJ is used as a Plug-In ONLY)

You can manage the Title Bar "**Module order**". This allows you to arrange (from top to bottom) the positions of the Mixer Module, FX Module, Recorder VRM, Loop Editor VRM, and KJ VRM as they appear on the screen to suit your preference. The

default order is from Top to Bottom **Players+Mixer+FX+Recordcase**". To open the KJ Module click the + or – buttons these are located at the very top of PCDJ Software in the title bar next to VRM buttons. You cannot have more than 5 modules open at once, as it will limit your Recordcase view.

INFO Button
Will indicates which Version of Build of the actual program you are running.

MAX Button
Maximizes or snaps the PCDJ Software to fill the entire computer screen.

STBY Button
Minimizes or hides PCDJ Software to the **Windows Toolbar**.

EXIT Button
Closes the PCDJ Software. Both players must be stopped before you will be allowed to close PCDJ Software.

The Configuration Editor

Sound Card Setting, Channels, and **Position** do not change. Unless using KJ as a FX VRM Plug-In and you want to output the audio of KJ through its own channel of a Multichannel sound card to a channel on an External DJ Mixer.

Auto Fire 1, or 2
Auto Fire settings apply only to KJ Plug-In version (Not Standalone). Auto Fire triggers Player 1 or 2 of PCDJ VRM to start. Auto Fire time is from 0-30 seconds before KJ player finishes playing and triggers PCDJ VRM Players to start. You can also set auto fire to fade in Player 1 or 2 or fire them at full volume.

Tempo Span
The "**Tempo Span**" allows you to control the range (or Percent) of change in the BPM (Beats Per Minute) of a song when using the "**Tempo Control Slide**" [see diagram below]. The lowest option is 5% and the highest is 52%. Its default setting is at 24%. The left box is for Player "1" and the right box is for Player "2".

Tempo Step
The "**Tempo Step**" setting allows you to set the degree of movement of each click of the Small Step buttons. The "**Small Step**" buttons, located next to the Tempo or Pitch Control Slide (see Diagram below), permit you to move the Pitch Control Slide (up or down) in very small increments. The higher the number in the Tempo Step text box, the greater the movement up or down of the Tempo Control Slide with each click of the Small Step buttons. It is designed to allow greater precision of movement of the "Tempo or Pitch Control Sliders".

Master Tempo
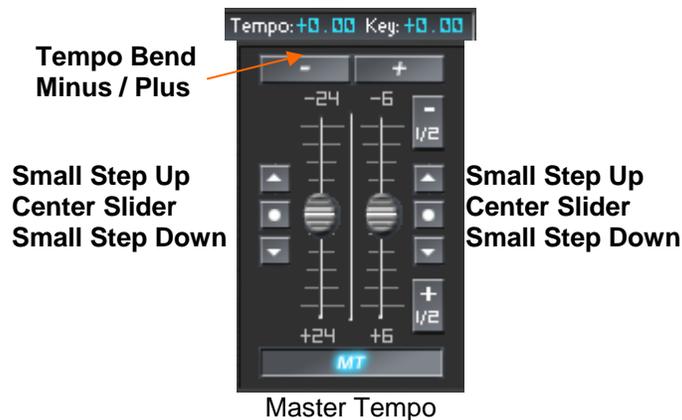
Key Span
The "**Key Span**" allow you to control the range of change in the Key of a song when using the "**Key Control Slide**" [see Diagram]. The Key Span is in increments of 1 Semitone. 1 being the lowest and 60 Semitones being the highest. Its default setting is at 6 Semitones. The left box is for Player "1" and the right box is for Player "2".

Key Step
The "**Key Step**" setting allows you to set the degree of movement of each click of the Small Step buttons. The "**Key Step**" buttons, located next to the Key Control Slide (see Diagram above), permit you to move the Key Control Slide (up or down) in very

small increments. The higher the number in the Key Step text box, the greater the movement up or down of the Tempo Control Slide with each click of the Small Step buttons. It is designed to allow greater precision of movement of the "Key Control Sliders". You can also use the + ½ or – ½ buttons to change Pitch by + or – half a Semitone. The left box is for Player "1" and the right, Player "2".

Master Tempo Bend

The "**Master Tempo Bend**" feature allows you to temporarily slow down or speed up a song using the Master Tempo feature. This makes it impossible to hear the change in the Key of the song as the speed changes, but can also make it tougher for some to beatmatch by ear. If this feature is disabled, the normal Tempo Bend feature will be used with a slight change in Key of the song while bending. These buttons are located at the top of the "**Tempo/Key Control Sliders**" [see Diagram above]. You can choose the degree of bend in pitch in three different levels: **Small Bend, Medium Bend, and Large Bend.** The settings are in percents. The default setting for Small is 0.5%, for Medium is 1.5% and Large is 3.0%. Just click the Up/Down arrows, for each level to, change the pitch bend percentages.

Your Zip File Naming Convention

These setting are used for MP3+G, or WMA+G Zipped files. This setting will create tag information based on the MP3's or WMA's file name if. If your MP3 or WMA file name is Artist – Title, PCDJ will be able to display your songs correctly in the Recordcase. Most problems with your music not displaying correctly will occur if you do not have proper tag information or your music has no tag information.

PCDJ KJ

This Section is to familiarize you with the PCDJ Software and to show its many features. It is broken down into separate diagrams: The PCDJ KJ Player and the Recordcase.

The best approach to quickly understanding the functionality and purpose of the PCDJ Software features is to briefly observe and try-out each feature as they are covered in the diagrams when ever possible.

In order to do this you will first have to learn how to add music to your Recordcase and how to organize it.

If you already have MP3's, MP3+G's or WMA+G's on your Computer skip ahead to the Recordcase section.

If you want to convert your CDG Collection into MP3+G's or WMA+G's you must use a program that supports CDG to MP3+G conversion.

Creating a Folder for MP3's, MP3+G, or WMA+G

Before we begin dealing with MP3+G tracks, it is recommended that you first create a folder on your computer for simplifying the task of finding your tracks after they've been ripped/encoded or downloaded from the Internet. For the purpose of

instruction, we've chosen to put our folder on the hard drive, which is the **C:** drive in this case. But you can put the tracks anywhere you'd like.

When you start up your computer, before you open any programs, the screen that you end up with from your Windows operating system is called the Desktop Manager. It's where you begin using your computer in opening up menus, programs, etc.
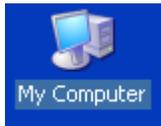
STEP 1. On the left side of the screen in the Desktop Manager, there are icons (pictures) lined up. There will be an icon of a computer with "**My Computer**" underneath it. Double click on this icon to open My computer. If there is no "My Computer" icon on your desktop, click Start, then "My Computer".

STEP 2. A window titled **My Computer** will expand. (You will see this title name at the upper left hand corner of the window in the Title Bar.) Double Click on the "**C:**" (C Drive) icon.

STEP 3. A window titled "**C:**" will expand. Click the *right* mouse button in the white background area in the window (not on a folder).

STEP 4. A menu will expand. Click on (**New**) New and another menu will pop up.

STEP 5. Click on (**Folder**) Folder and a folder icon will appear. At the bottom of this icon will be the default file name, "**New Folder**", highlighted in blue. Type the name "Music" in this space to replace the default name (New Folder).

NOTE: If the computer will not accept what you type in this space, right *click on the folder icon and a table will expand. Click on "***Rename***" and then type the name that you want to call this file and it will replace the default name.*

STEP 6. Double click on the folder you have just created and Right click in the white background area, and follow steps 4. and 5 again. Create folders like 80's, 90's, Country, Dance, Hip-Hop, Latin, etc...

STEP 7. Next, right click on an empty space in the Music folder you are in, and move mouse over Arrange Icons By, then choose the sorting option that best suits you. This will place your new folders in the arrangement you've chosen.

STEP 8. Click on the "**X**" in the upper right hand corner to close the window.

Now that you have a folder to put your MP3 tracks in, you can download legal tracks from the Internet and/or ripp from CDs, records, etc., and encode them to MP3 format. Then they'll be in one convenient place, ready to load into your Recordcase. Now that you have a folder to put your MP3+G tracks in, you can use the Ripp feature

(Included) to convert your CDG Disks into MP3+G or WMA+G format. Then they'll be in one convenient place, ready to load into your Recordcase.

Ripping

Ripping CDGs

This feature of Ripping is made to Ripp CDGs (KARAOKE CDs), in order to do so "*Create CDG*" Box has to be checked in order to create the .mp3 and the .cdg format of the same file name. (See below) e.g.

Corey Andrew – Your Time is Coming.mp3
&
Corey Andrew – Your Time is Coming.cdg

PCDJ Software will automatically create a folder by Artist name and create subfolder within the Artist folder by Album. These folders are created within a folder called My Music that is located within My Documents. If you want to change the default location PCDJ Software copies your music to. Right click on any track in your Recordcase and move your mouse pointer over to Copy CD Menu, then click on Set Copy CD Path. A dialog box expands titled "**Browse for Folder**". Your computer wants to know where in your computer you would like to save your music files after they are created. Click on the C: Drive then click on the Music folder created earlier, then click one of the folders within the Music folder like 80's, 90's, Country, Dance, Hip-Hop, Latin, etc... were you would like to save you music to and click OK,

You have just ripped/encoded the tracks that you chose from your CD and placed the files in their proper folder. Next, you're going to learn how to download MP3 files from the Internet, or skip ahead to loading tracks into the Recordcase.

The Recordcase

The Recordcase is where your "virtual" collection of music is kept. Unlike your physical collection where everything is just stacked together in racks and/or boxes, you

can make "Groups" and "Subgroups" to separate and categorize your music files. You can also change the sort orders or Groups, Subgroups, BPM, Artist, Track, Album, Version, Comment, Duration, Format, BitRate, Year, etc. Drag and drop capabilities also add to PCDJ Software's overall efficiency and ease of loading tracks into the players.

Recordcase

Recordcase Group Section

This area is on the far left side of your Recordcase and displays the list of **Groups**, and **Subgroups** for each Group.

Recordcase Track Section

This area is to the right of the Recordcase Group Section, and lists all of your tracks (songs) in each Subgroup.

Loading Tracks into the Recordcase

There are two ways to add music to your Recordcase. The first being the easy way: organizing all of your music into Folders (Groups) and Subfolders (Subgroups) on your Hard Drive. Then while holding down the mouse button on a folder Drag and Drop Folders (Groups) to the Recordcase Group Section, or right click and use Monitor Folder option. This will create Groups and Subgroups based on your filing structure (organization of Folders and Subfolders on your Hard Drive). The Second way is to use the Right Click New Groups/Subgroup option and drag and drop Music files into Recordcase Track Section window. By now you should have learned how to create folders, and subfolders within folders. If not go back and review the beginning of this section. You should organize you music into Folders and Subfolder.

As you can see below I have created many Folders (Groups).
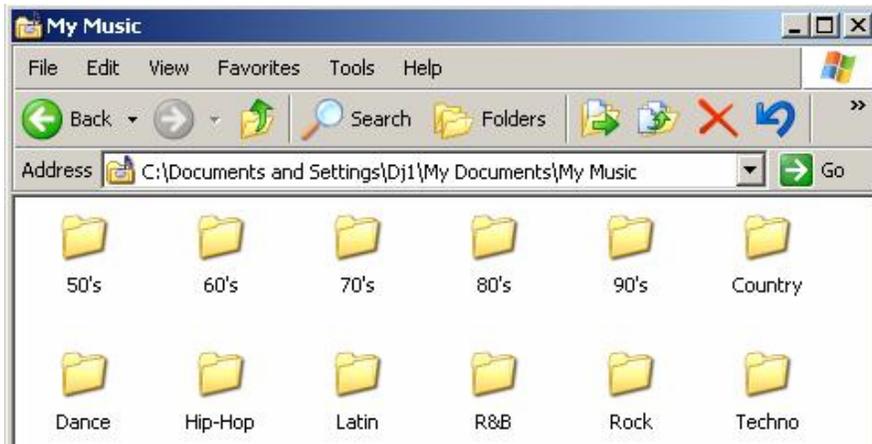
Within each Folder (Groups) are Subfolders (Subgroups) and within each Subfolder (Subgroups) are Music files. I used Old, New, and Classic as examples, but you can use Artist and Album within the different Genre Folder (Groups) we created.
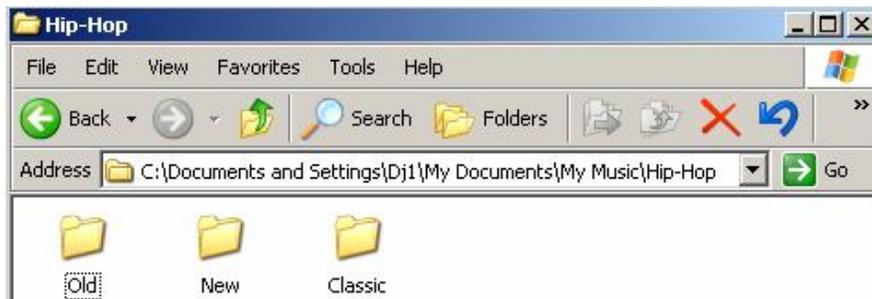
View of my Hip-Hop Subfolder (Subgroup)

Recordcase Group Section

List of Groups and Subgroups

FYI: Think of the Recordcase as your total collection of CDs and vinyl records. A Group is like a crate of CDs or records from your total collection, sorted for different purposes. You can create as many different Groups (or crates) as you desire, and sort them in any way you'd like.

Recordcase Groups Section; Right Click Menu Options
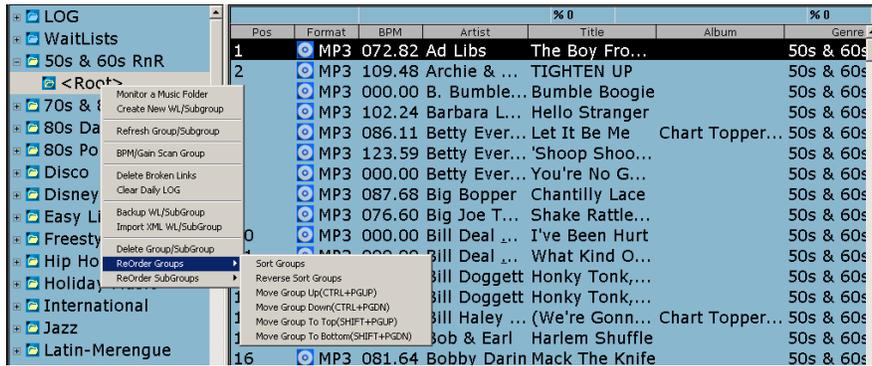
Monitor A Music Folder

All Groups and Sub Groups added by dragging and dropping into the Recordcase Groups Section, are **Monitored** by default. With the exception of the Waitlist and LOG Groups and Subgroups. Right click, and click Monitored Folder, this will open a Browse for folder window. Find and click on a folder that contains subfolders with music, then click ok. This option will create a Group and Subgroups based on your Folder and Subfolder and add all music in those Subfolders.

Monitor a Music Folder

All Groups and SubGroups added by clicking on the option "*Monitor a Music Folder*" where a new window should pop-up requiring to point the folder that needs to be added to the Recordcase.

With the exception of the Waitlist and LOG Groups and Subgroups all other Groups Section, are **Monitored** by default. Monitored folders work in this way, any time

you add or delete song from that particular Subgroup or Subfolder on your Hard Drive PCDJ Software add or delete those songs when you use Refresh Subgroup option.

Loading Songs into the Recordcase using the Right Click New Group/Subgroup option

Groups created with New Group/Subgroup option will not be monitored. Meaning if you delete a song from your hard drive or move a song PCDJ will see that song as a Dead link. Dead links are displayed in Red Lettering.

STEP 1.   In order to load tracks from your computer into the Recordcase, you must create a "**Group**" to put them in. The way you do this is to place your mouse pointer in the "**Group Section** located to the left of the Recordcase and *right* click.

STEP 2.   Click on "**New Group/Subgroup**" in the menu that expands out.
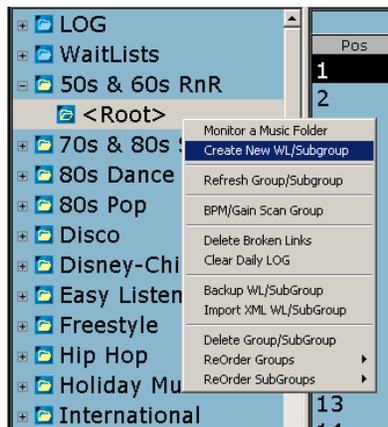
Group Section Right Click Menu

STEP 3.   A dialog box appears, in the text box, enter the name that you would like to call your first Group. (You can name it "80's" for this demonstration if you can't think of a name at this time.)
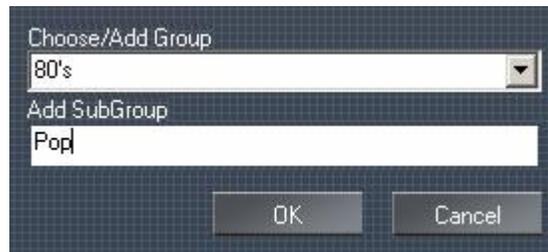
Dialog Box

STEP 4.   Then Enter Subgroup name for instance Pop. Then Click on the "**OK**" button. Notice we have created a Group Called 80's and a SubGroup called Pop. By creating your first Group, you can imagine how helpful it would be to divide your entire music collection into smaller categories.

Whether it be by genre, for example, or based on the different types of gigs that you might offer, breaking one large mass of music into Groups will make it much easier to manage your repertoire.

Refresh Subgroup

This will update your Groups and Subgroups list. You will need to use this option every time you, add, remove, music or BPM/Gain Scan any songs in your Recordcase.

Edit Selection

Gives you the option to **Delete Groups/Subgroups**, **ReOrder Groups**, or **ReOrder SubGroups**, options are the same. Sort Group/Subgroups organize in Alphabetical order, and remaining options are self-explanatory.

BPM/Gain Scan Group

This option will add all tracks in the highlighted Group to the SCAN view. SCAN view is where you go to start the BPM/Gain process and see the progressive of tracks being Scanned.

Recordcase Track Section

Sorting Track Lists

There are different ways to sort your tracks in the Recordcase and it's as easy as clicking a button, or drag and drop a sort button in the order you want.

BPM	Artist	Track	Album	Genre	Format	BitRate	Duration	Comment	Version	CD Track #	Rating	Year	File Path	Gain

Sort Buttons

"BPM" Sort Button

The "**BPM**" sort button is located at the top of the Recordcase. Click on it BPM sorts your tracks by Beats Per Minute numerically from ascending or descending order. Locating tracks that are compatible for mixing is a breeze.

"Artist" Sort Button
Clicking on the "**Artist**" button will sort the tracks by artist name alphabetically.

"Trackname" Sort Button
The "**Trackname**" button sorts your tracks alphabetically by the track's title.

"Album" Sort Button
Sorts by Album, alphabetically from a-z or z-a.

"Genre" Sort Button
Sorts by Genre, Alphabetically groups the Genre's from a-z or z-a.

"Format" Sort Button
        Sorts by format MP3, WAV, WMA, or ZIP, and vise versa.
"BitRate"
        Sorts by BitRate, numerically in ascending or descending order.

"Version" Sort Button
        This button sorts by Version. If you have different versions of songs, they're easy to find with this type of sort.

FYI: The term "version", for our purposes, can relate to the length of each track or the different ways a song has been recorded. For example, a song might be recorded in a version with vocals and as an "instrumental only" version as well. There are many songs that have different versions and different lengths.

"Duration" Sort Button
        This button sorts by Duration shortest time to longest time or vise versa, numerically from ascending or descending order.

"Comment" Sort Button
        This button will alphabetically sort the comments that you've made on your tracks, so it's simple to find the track you're looking for.

        Click on each sort button and observe the changes in your track list in the Recordcase.

"Year" Sort Button
        This Button sorts by Year numerically from ascending or descending order.

Recordcase Track Section; Right Click Menu Options

Edit id3 Tags: This option allows you to easily edit your track information.

Load to Player A
Will load the track you highlighted and right clicked on into the Left Player 1 (A).

Load to Player B
Will load the track you highlight and right clicked on into the Right Player 2 (B).

Add Selection to Wait List
        Clicking on this button will place a selected song from your Recordcase into the Wait List.

NOTE: You must be in the Wait List to be able to delete from it.

BPM/Gain Scan
        The BPM/Gain Scan is a tool for auto detecting the BPM (Beats Per Minute) of tracks.

BPM/Gain Scan Selection
        This option will add any tracks you have highlighted to the SCAN mode.

BPM/Gain Scan All

This option will add all tracks in the Subgroup your in to the SCAN mode.

Remove Scaned Tracks

This option is used to remove tracks from the SCAN mode that have completed the BPM/Gain SCAN process. This option is only available when in SCAN mode.

Edit Selection

These options are used to **Cut, Copy, Paste, and Delete** tracks from your Recordcase.

RC Column Headers

These options are used to Hide or Unhide Sort fields you do not need or wish to see.

FYI: **Below are helpful tricks that can be used for adding multiple files to the Waitlist or to SCAN mode.**

If you want to pick and choose more than one track at a time, you can hold down the "**Ctrl**" key on your computer keyboard while using the mouse to click on different tracks. Each track you choose will show a blue highlight over it meaning it's selected.

If you want to select multiple tracks in a row, hold down the "**Shift**" button on your keyboard and click on the first track you want, then use your computers keyboard down or up arrows to scroll down, or up. A block of tracks will show the blue highlight within the boundaries of your choices.

Loading a Track into the Player

You're probably excited about trying out your new PCDJ KJ player. So we're going to load a song so you can see it in action.

1. Scroll through the Recordcase until you find the song you want to play.

2. When the correct song is highlighted, you can press the blue Load button on the player. You can also right click on the blue load button at any time to bring up an explorer based load file box.

3. Now that the song is loaded in the player, the player functions are now operational through the players Play, Cue (Stop), Seek, and other buttons.

The KJ Player has the same typical buttons you would see on any "real life" player see picture below. The diagram below is a close-up the Players. Follow along and read about each numbered feature, and observe how they look and where they are located.

KJ Player

1. Progress Bar: This graph shows you how far along your song has played. You will have blue bars up to 90% of the song and red bars the final 10%. A small dot below the Progress Bar shows where a Cue Point is stored.

2. Player Status: This text area explains what mode the player is in. The modes include: Ready, Playing, Stopped, Paused and Cued.

3. Elapsed Time: Shows how much time of the song has been played.

4. Song Rate: Shows the Sample Rate and Kilobit of the song that is loaded.

5. Remaining Time: Shows how much time of the song yet to be played.

6. BPM: Shows BPM of the song that is loaded.

7. Cue Point Indicator: This tells you the number of the Cue Point you are on. You can also name Cue Points.

8. Artist and Title: This shows the artist and the title of the song that is loaded as it reads in the ID3 header tag of the file.

9. Cue Points: This shows you which Cue Point information via color differences. Setting/Deleting Cue Points will be covered later in this manual. A Black Square represents an unset Cue Point when you are on it. A Dark Gray Square represents an unset Cue Point when you are not on it. A Teal Square represents a set Cue Point when you are on it. This is the Cue Point that will be cued to upon pressing the CUE Button. A Gold Square represents a set Cue Point when you are not on it.

10. Cue Point Selectors: The Cue Point Selectors allow you to step left or right through your various cue points.

11. CUE Button: This button acts as both a cueing button and a stop button. Clicking the CUE button once moves the track position to a previously set Cue Point selected with the Cue Point Selectors. This will also stop the song if it is playing.

If no set Cue Point is selected, the track position will move to the beginning of the track.

12. Play/Pause Button: Once a track is loaded into the player, pressing this button will begin to play the track. Pressing this button a second time will cause the player to enter a silent pause. While in pause mode, seeking forward or reverse will cause a repeating sound used for finding and setting better Cue Points.

13. LOAD Button: The Blue Load Track button is for loading a song into the respective player from the Recordcase. Right-mouse clicking this button will also open an Explorer Load window for searching for other music not in the Recordcase.

14. Beat Match Buttons: These button (with the = sign on it) will automatically match the BPM of the song in Player A or B with the BPM of a song loaded in the other player. This options only work when using PCDJ KJ as a Plug-In. (Not Standalone)

15. Seek Reverse/Forward Buttons: These buttons allow you to seek (or jump) backwards or forwards through a song in either Play or Pause modes. Placing the mouse pointer over one of the "**Seek reverse**" or "**Seek forward**" buttons, while holding down the mouse button, quickly runs through the song being played. The left mouse button moves through a song at a medium speed and the right mouse button moves very fast.

16. VU Meters: This Left and Right VU Meters show the real-time playback levels in stereo of the song being played.

17. MT Button: This button engages/disengages Master Tempo, which keeps the key (or tune) of the song constant as it is sped up or slowed down.

18. Tempo/Key Sliders: Each player has an individual Tempo and Key slider. While the Tempo slider will keep the Key constant with MT engaged, the Key constant can still be adjusted via the Key slider, allowing for interesting effects. The values of both Tempo and Key are displayed in a window above the sliders.

19. Tempo Bend Buttons: These Bend Buttons above the Tempo and Key sliders allow you to temporarily change the tempo of the song as the button is pressed.

20. Tempo Step-Up / Step-Down / Reset Buttons: These buttons allow you to change the tempo in very small and exact increments. The amount of each Tempo Step is configurable with the CFG button.

21. Kamikaze Button: This button will randomly load tracks into the player, from the Kamikaze Group which is built after Program Launch.

22. KJ 2 Button: This Button engages the Graphic Secondary Display that will be exported to your secondary monitor / screen or TV.

NOTE: *Using the Forward or Reverse Seek buttons will put the Players in the Edit mode. You will not have a safety buffer, so NEVER use these buttons to search through a song when playing live. Use them only to set Cue Points at a gig.*

Onscreen Player & EQ

1. This is your onscreen graphic screen to display your CDG file. You will actually see the same thing your singers see on the big monitor.

2. EQ. 3 vertical sliders (Low / Mid / High) controlling Band volume

3. Volume: controls the main volume for the KARAOKE Track Playing.

4. CFG: KJ Configuration Editor

KJ Configuration Editor
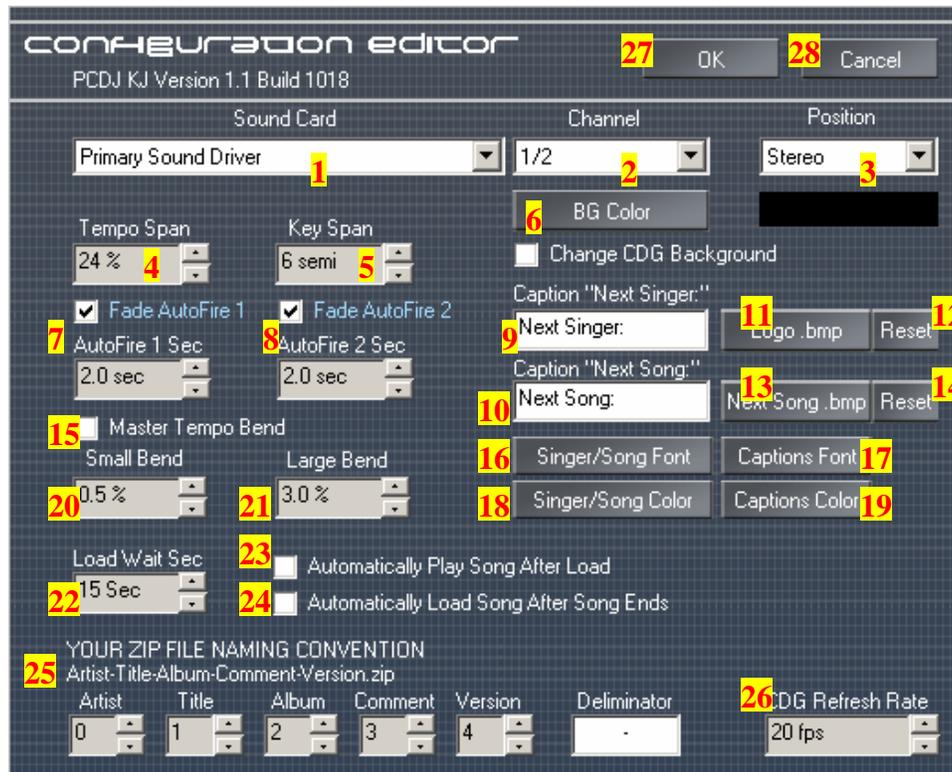
1. Soundcard: will let you choose which soundcard you would like to assign to your KJ Player

2. Channel: this would work if you have a multi-channel soundcard and you would like to assign a particular output to the KJ Player

3. Position: Allows you to switch between Mono (Left or Right) and Stereo

4. Tempo Span: allows you to control the range (or Percent) of change in the BPM (Beats Per Minute) of a song when using the "Tempo Control Slide"

5. Key Span: allows you to control the range of change in the Key of a song when using the "Key Control Slide". The Key Span is in increments of 1 Semitone. 1 being the lowest and 60 Semitones being the highest. Its default setting is at 6 Semitones.

6. BG Color: Allows you to change the background color for the Graphic display screen.

7. Fade AutoFire 1: Enables or disables the time when the Player 1 or Player 2 should start playing, you can change the time for example if you want Player 1 to start in the last 5 seconds of the KARAOKE Song you just set it to 5.0 sec.

REMEMBER this feature works only when using KJ VRM is used as a Plug-in

8. Fade AutoFire 2: Enables or Disables the time when the Player 1 or Player 2 should start playing, you can change the time for example if you want Player 1 to start in the last 5 seconds of the KARAOKE Song you just set it to 5.0 sec. **REMEMBER this feature works only when using KJ VRM is used as a Plug-in**

9. Caption "Next Singer": this feature will allow you to change the text on your screen if you would like it to say something different rather than "Next Singer"

10. Caption "Next Song": this feature will allow you to change the text on your screen if you would like it to say something different rather than "Next Song"

11. Logo.bmp: this feature will allow you to change from KJ VRM Logo on Start-up screen or between Tracks Logo to your own company logo or just your preferred picture. Make sure the file format of the file you load has to be ".bmp"

12. Reset: allows you to change back to the KJ VRM Logo in case you want to switch from your own Logo.

13. Next Song.bmp: allows you to change the Next Singer Logo to your own company logo or preferred picture

14. Reset: allows you to change back to the Next Song KJ VRM Logo in case you want to switch from your own Logo.

15. Master Tempo Bend: allows you to temporarily slow down or speed up a song using the Master Tempo feature. This makes it impossible to hear the change in the Key of the song as the speed changes, but can also make it tougher for some to beat match by ear. If this feature is disabled, the normal Tempo Bend feature will be used with a slight change in Key of the song while bending.

16. Singer / Song Fonts: this allows you to change fonts.

17. Captions Fonts: allows you to change the fonts on the Singer/Song Caption (name of the song or name of the singer) that will be displayed on the screen.

18. Singer / Song color: allows you to change color.

19. Captions color: allows you to change the color on the Singer/Song Caption (name of the song or name of the singer) that will be displayed on the screen.

20. Small Bend: allows choosing the degree of bend in pitch **Small Bend.** The settings are in percents. The default setting for Small is 0.5%. Just click the Up / Down arrows to change the pitch bend percentages.

21. Large Bend: allows choosing the degree of bend in pitch **Large Bend.** The settings are in percents. The default setting for Small is 3.0%. Just click the Up / Down arrows to change the pitch bend percentages.

22. Load Wait Sec. when set to automatically load a song after song ends, this feature will determine the time pause before loading a new track.

23. Enable / Disable the option to Automatically Play a song after Load

24. Enable / Disable the option to Automatically Load a song after song ends.

25. Naming convention: this is related to the order of your fields to show in the Recordcase

26. CDG Refresh Rate: this is related to how many frames per seconds your graphics screen should refresh.

27. OK: this will Autosave your changes.

28. Cancel: making mistakes happens so this will allow you to cancel any changes you made before saving them.

On Deck Singer List

On Deck Singer List is like a waitlist. No need to keep a list of whose singing next or what song they are singing, then load to KJ player directly from list.

Load Singer

Loads highlighted singer and song to KJ Player.

New Singer

Use New Singer button to enter Singers Name.

Add Song

Use Add Song button to add song selected (highlighted) from Recordcase or use Right click Add Song to add song to selected Singer.

How to Use On Deck Singer List

Click the **New Singer** button and type the name of the singer to enter On Deck Singer List. Select (highlight) a song in your Recordcase, by clicking on a song then select (highlight) the singer name you just created, then Click **Add Song** button.