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INSTALLATION

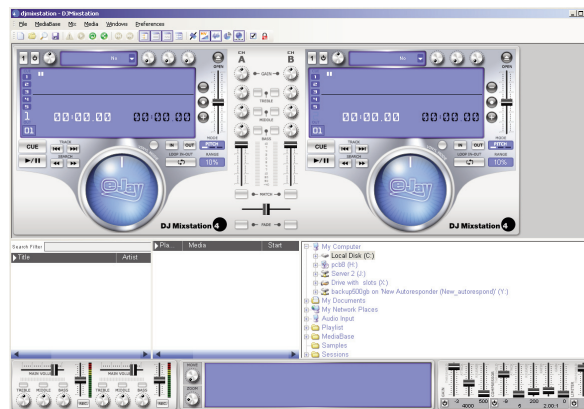
- 1) Place the **DJ Mixstation 4** CD in your CD-Rom and the game should autorun. If it does not, then click on the Windows taskbar "Start" button and select "Run..." followed by the "Browse..." button. Select your CD-ROM drive using the down arrow and click on the "install.exe" file, followed by "Open", and then "OK".
- 2) Enter your Name, Company (if applicable) and the code supplied on the back of this manual.
- 3) You will need to Accept or Decline the license agreement.
- 4) Next, select the folder you want to install DJ Mixstation 4 into. You can keep the default folder, or choose a new one by typing directly into the box or clicking on 'Browse..'.
'
- 5) Press Next to begin installation.

To run DJ Mixstation 4 go to the **START** menu and select **All Programs/eJay/DJ Mixstation 4** and select **DJ Mixstation 4**, or use the shortcut on the desktop.

GETTING STARTED

Configuring DJ Mixstation 4

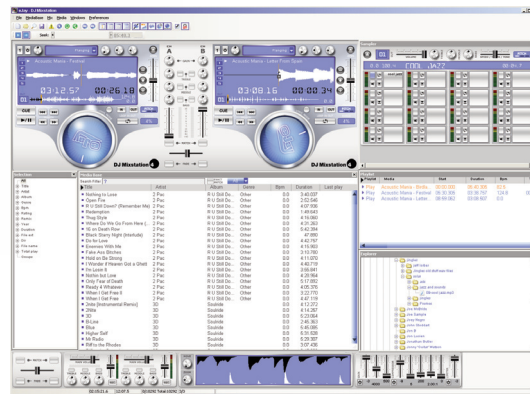
The first time the program is installed and run, you will see the following screen.



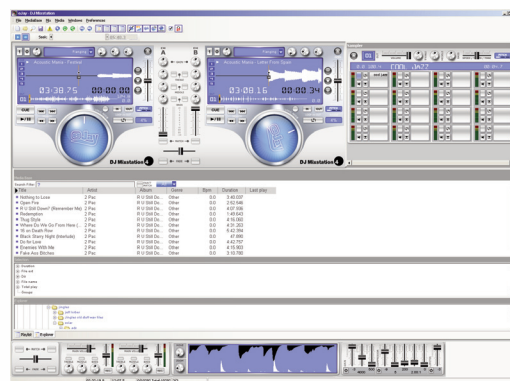
DJ Mixstation 4

If you want to change the layout to better suit your needs, select **Preferences/Options** from the top level menu. Tick the **Windows caption option** and click OK. Return to the main menu and you will be able to move the windows around the players and rack.

There are many ways you can change the layout of DJ Mixstation 4, one possible layout is shown below. It has all the features available in DJ Mixstation 4 in a single layout.



You can also drag and drop windows into each other to create tabbed windows as below. This can save you space and allow you to have larger windows to list your music tracks.

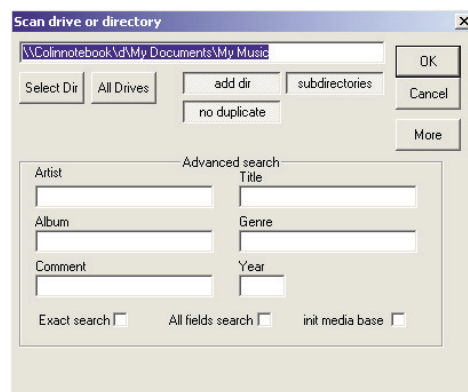


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ADDING YOUR MUSIC

Next we suggest that you scan your computer to find your music. You can do this in two ways:

- 1) Press the right mouse button while the cursor is over the **Media Base** window, from the menu select Scan.
- 2) Select **File/Media/Scan** from the top level menu.



At this screen you can scan your computer for a specific music folder or a complete drive. If you want to just add music with specific tag information (Artist, Title etc.) simply enter these into the relevant boxes and then click **OK**.

You can also specify one of the following,

1. Exact search
2. All fields search
3. Search your initial **Media Base** if you have more than one.

You can also add music to the Media Base by dragging and dropping files from the **Explorer** window or by selecting **Add Music** from various menus.

Samples

If you want you can add a couple of samples into the **Sampler**. DJ Mixstation 4 comes with 1000 samples, they are installed into a 'sample' folder along with DJ Mixstation 4. If you used the default install path this will be 'C:\Program Files\eJay\DJ Mixstation 4\samples'.

Simply drag and drop your chosen sample onto the **Sample Pad** you want to use. As well as dropping samples onto your sample machine, you can also drag and drop whole songs.

Soundcards and Headphones

We now suggest you ensure DJ Mixstation 4 is set up correctly for your soundcard(s).

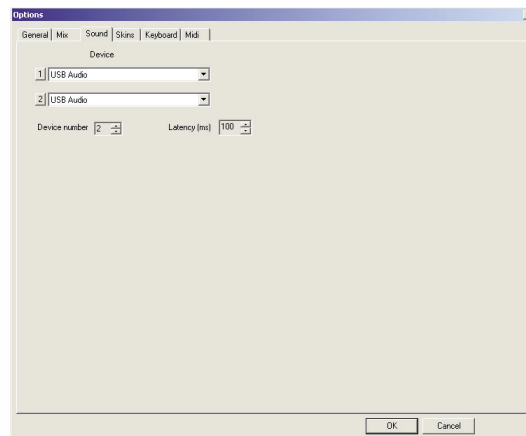
There are a number of different configurations you can use with DJ Mixstation 4.

Single Soundcard

If you have a single soundcard installed on your computer you can use DJ Mixstation 4 directly though speakers plugged into your soundcard. Both channels will be output through the single soundcard.

Dual Soundcard with Headphones

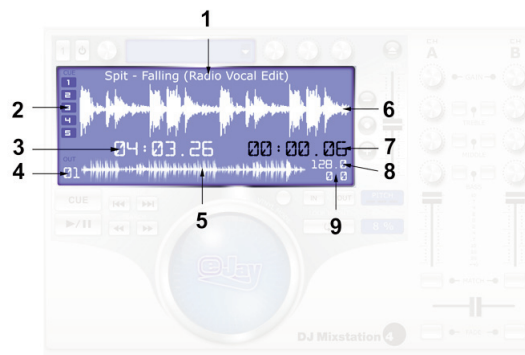
There are a number of different ways to add extra soundcards to your PC – internal cards or external USB soundcards. Once you have installed your second soundcard and driver, go to **Preferences/Options** and select the Sound tab. Here you can select which sound card is used by which channel.



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If you plug your headphones into one soundcard (assigned to channel 2) and your speakers or amp into soundcard 1 (assigned to channel 1), you can switch the **Players** between headphones and speakers simply by toggling the channel number on the display screen with the left mouse button (item 4 in the screenshot below).

The **Device number** is the channel that the **Preview Player** uses to preview tracks. (See section entitled **Preview Player** for more information).



Dual Soundcard with Mixer

If you have a mixing desk and two soundcards then you simply need to plug each soundcard output into the fader input channels on your mixer and set the channels to 1 and 2 on the respective players within DJ Mixstation 4 and connect your headphones into your mixer desk.

Saving your configuration

Having configured your DJ Mixstation 4 we suggest that you save your settings. This can be done in 2 ways,

1. Selecting **File/Mediabase/Save** from the top level menu
2. Selecting the **Save** icon from the icon bar.

From this point onward every time you close the program your current setup will automatically be saved to the current configuration file. You can have as many configurations as you want but remember, every time you close the program the layout will be saved to the current configuration file. If you want to save and load different configurations, **Playlists**, **Media Base** files or **Sample groups**, please refer to the sections relating to these windows.

DJ Mixstation 4

Playing your music

Now you can start to play your music. There are various ways of doing this using Drag and Drop or Playlist options.

Drag and Drop

Simply drag files onto the player and hit the play button.

Playlist.

You can either:

- Drag and drop files into the **Playlist** window.
- Click the right mouse button on a track in the **Media Base** window and select **Add to mix**.

When a track is playing you can set up location points, loops and effects and use the jog wheel to scratch tracks and beat sync tracks.

The cross fader in the rack, can be used to automatically cross fade between tracks and match the **BPM** of the adjacent player.

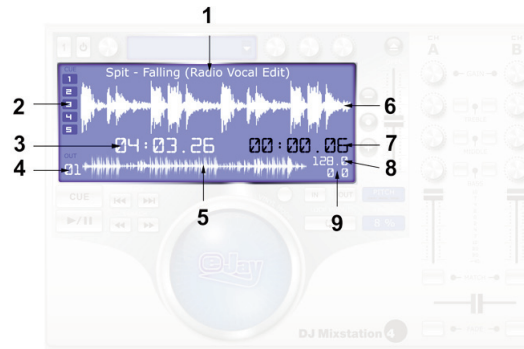
THE PLAYER



The **Player** will automatically position itself within the window display. If you dock one of the moveable windows at the top of the screen, the player will appear below it, otherwise the player will appear at the top of the DJ Mixstation 4 screen.

Tracks can be dropped onto the **Player** from the **Explorer**, **Playlist / Sequencer**, **Selection** or **Media Base** windows.

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Player Display Screen

There are 9 elements that make up the **Player** display:

1. **Track Information:** This will display the Artist and Title if the track is tagged correctly.
2. **Location buttons:** These buttons allow the user to create and use up to 5 location points in the track. To store a location point, simply move to the position in the track that you want to mark and press the right mouse button whilst over the relevant location number. To jump to a location point, simply use the mouse to click on the relevant location point number. These location points are stored in the **Media Base** file, to edit these simply use the right mouse button whilst the relevant track is highlighted and select **Edit/Loc** tab, here you can name these locations.
3. **Time Elapsed/Time remaining:** You can toggle between elapsed and remaining time by clicking this option with the right mouse button.
4. **Output Channel** number: This is used to determine which channel the **Player** uses to play the track. If you have two sound cards you can toggle between (1) and (2) by pressing the right mouse button.
5. **Search Bar:** This displays a waveform of the whole track. You can go to any point on the track by simply clicking on the waveform.
6. **Waveform:** This shows the waveform of the current section of track being played. Right clicking on the waveform allows you to change various display options for the waveform.
7. **Elapsed Time**
8. **BPM Counter**
9. **Pitch/Tempo/Key** value: See section Load, Pitch, Tempo and Key for more information regarding this.

DJ Mixstation 4

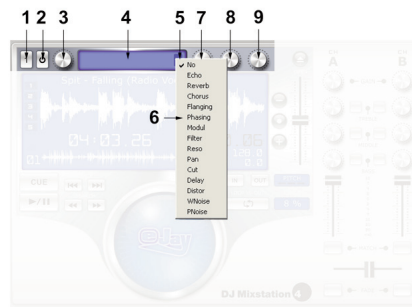
Jog Wheel/Player controls.



1. **Cue/Stop:** This allows you to define a cue point and stop the playback of a media file (when the media file stops playing it will return to the defined cue point).
2. **Previous Track:** This loads the previous file displayed in the **Media Base**.
3. **Next Track:** This loads the next file displayed in the **Media Base**.
4. **Vinyl Mode:** While a track is playing with this option turned on (orange when active) you can use the jog wheel to scratch your track, if this button is off the jog wheel will allow you to change the speed.
5. **Loop entry point:** This defines the entry location of a loop.
6. **Loop end point:** This defines the end location of a loop.
7. **Loop On/Off:** This activates/deactivates the loop playback.
8. **Jog Wheel:** The jog wheel can be used for a number of functions.
 - When the track is first loaded you can use the jog wheel to cue up the track.
 - When a track is playing and **Vinyl Mode** is active you can use the jog wheel to scratch.
 - When a track is playing and **Vinyl Mode** is not active you can use the jog wheel to temporarily change the pitch of the track. (Note: this will automatically revert back to the default pitch when you let go of the jog wheel.)
9. **Fast Forward**
10. **Rewind**
11. **Play/Pause**

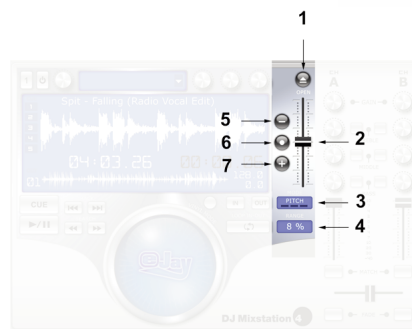
10

Player Effects



1. Use the left and right mouse buttons to cycle through your predefined effects.
2. Turns effects on/off
3. Sets the volume of the effect.
4. Displays the current effect.
5. Use your left mouse button on this option to view the drop down list of effects (6).
7. Effect Option 1: This allows you control over the current effect. The adjustment will depend on the effect selected.
8. Effect Option 2: This gives you control over the current effect. The control will depend on the effect chosen.
9. Effect Option 3: This allows you control over the current effect. The control will depend on the effect chosen.

Load, Pitch, Tempo and Key



DJ Mixstation 4

1. **Load:** This loads a file into the **Player**. You can also drag and drop files onto the Player.
2. **Slider:** This changes the currently selected option: Pitch, Tempo or Key.
3. **Pitch/Tempo/Key select:** Use the left mouse button to select Pitch, Tempo or Key.
4. **Range:** This sets the range of the Slider (2). Click on it to change it between 4%, 10%, 16% and 100%. This allows greater sensitivity of the Slider by reducing its range.
5. **Decrease Pitch/Tempo/Key:** Hold this button down to temporarily alter the Pitch, Tempo, or Key (whichever is selected).
6. **Reset Pitch/Tempo/Key:** Resets the currently selected option to its default position.
7. **Increase Pitch/Tempo/Key:** Hold this button down to temporarily alter the Pitch, Tempo, or Key (whichever is selected).

Channel A and Channel B controls

There are two identical sets of controls, one for channel A and one for Channel B.

- 1 Adjusts the **Gain**.
- 2 Adjusts the **Treble**
- 3 Adjusts the **Middle**
- 4 Adjusts the **Bass**
- 5 Adjusts the **Volume**.
- 6 Matches the **BPM** with the adjacent player.
- 7 **Cross Fader**.
- 8 Fades the adjacent player.
- 9 Kill Treble Frequency.
- 10 Kill Middle Frequency.
- 11 Kill Bass Frequency.

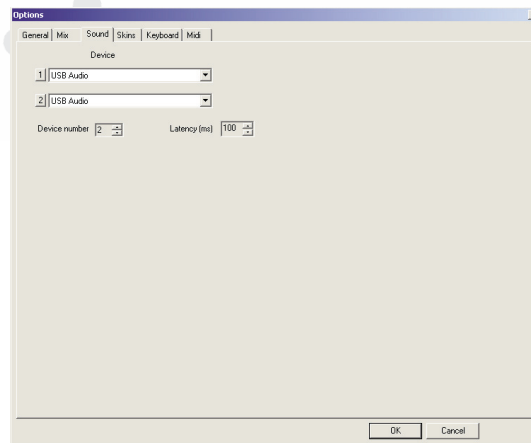


PREVIEW PLAYER

DJ Mixstation 4 includes a **Preview Player** that enables you to monitor tracks through your headphones if you have a second soundcard setup on your PC.

To activate the **Preview Player** click the right mouse button on any of the window title bars and use the left mouse button to tick the preview window option. The Preview Player will appear at the top of the screen.

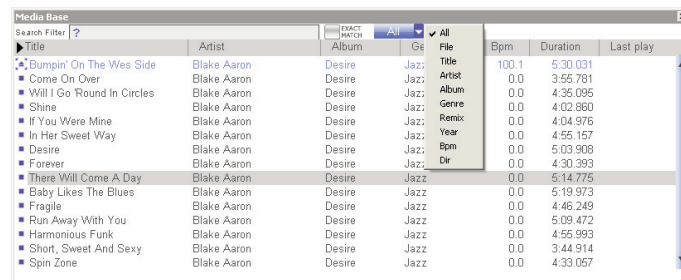
You can specify which channel the Preview Player plays through by going to **Preferences/Options** and selecting the sound tab and entering the channel in the Device number.



- 1) Play/Stop the current track in the **Playlist**.
- 2) If this is selected, whenever you select a track in the **Playlist** it will automatically be previewed.
- 3) Use the slider to scan through the track.
- 4) Shows you the location in the preview file.

DJ Mixstation 4

MEDIA BASE



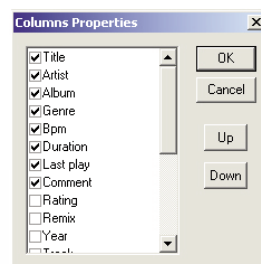
Title	Artist	Album	Genre	File	Bpm	Duration	Last play
Bumpin' On The Wes Side	Blake Aaron	Desire	Jazz	Title	100.1	5:30.031	
Come On Over	Blake Aaron	Desire	Jazz	Artist	0.0	3:55.781	
Will I Go Round In Circles	Blake Aaron	Desire	Jazz	Album	0.0	4:35.095	
Shine	Blake Aaron	Desire	Jazz	Genre	0.0	4:02.860	
If You Were Mine	Blake Aaron	Desire	Jazz	Remix	0.0	4:04.976	
In Her Sweet Way	Blake Aaron	Desire	Jazz	Year	0.0	4:55.157	
Desire	Blake Aaron	Desire	Jazz	Bpm	0.0	5:03.908	
Forever	Blake Aaron	Desire	Jazz	Dir	0.0	4:30.393	
There Will Come A Day	Blake Aaron	Desire	Jazz		0.0	5:14.775	
Baby Likes The Blues	Blake Aaron	Desire	Jazz		0.0	5:19.973	
Fragile	Blake Aaron	Desire	Jazz		0.0	4:46.249	
Run Away With You	Blake Aaron	Desire	Jazz		0.0	5:09.472	
Harmonious Funk	Blake Aaron	Desire	Jazz		0.0	4:55.993	
Short, Sweet And Sexy	Blake Aaron	Desire	Jazz		0.0	3:44.914	
Spin Zone	Blake Aaron	Desire	Jazz		0.0	4:33.057	

The **Media Base** displays a list of your music. You can have several **Media Base** files, these can be saved and loaded by selecting **File/Media Base** and then **Save**, **Save As** or **Open**.

In the **Media Base** you can edit the track information by simply using your mouse to double left click on an item. You can sort the **Media Base** by clicking on the column heading. Repeated clicking will sort the file by ascending and descending order.

You can turn columns on and off by pressing the right mouse button over the **Media Base** and choose the option **Column Properties** with your left mouse button and ticking the relevant columns.

You can filter your **Media Base** listing by simply typing in your selection in the **Search Filter** box. You can refine your search by clicking on the arrow next to "All". If you choose a specific field, the search will only look in that field.



Media Base Options

When you click the right mouse button on a media file in the **Media Base** you are provided with a number of options:

Add Music: Adds the current track to the playlists.

Edit: Allows you to edit the ID3 tags of the selected file. There are 9 tabs available to edit or view information.

Info: Allows you to change the information about the track.

File: This will give you the location of the file and its quality etc.

Media: Here you can set-up a cue and loop for this track.

Volume: Each track can have its own volume and fade points.

Lyrics: Add lyrics for the selected track.

Cover: You can load a picture of the album cover or Artist.

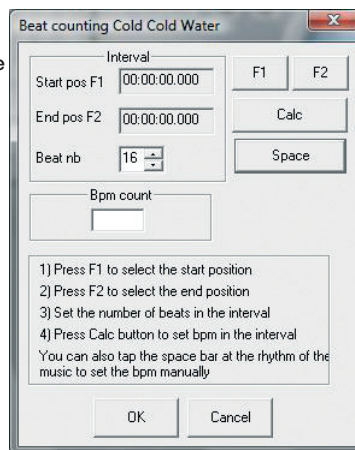
EQ: You can adjust the equalization of the track here.

Location: This tab can be used to set location points in the track.

Find: This option allows you to search your **Media Base** file

Beat Counting Manual: This option will allow you to manually set the BPM for the current track.

First locate the required track you want to manually beat count in the **Media Base** and then drag it onto the player. Start the track playing, go back to the **Media Base**, press the right mouse button on the track and select **Beat Counting Manual**. Press the F1 key to set the Start Position of the interval and F2 when you get to the End Position. Now enter the number of beats played during the interval in the **Beat nb** box and press **Calc** to calculate the **Bpm count** of the track. You can also set the **BPM** by tapping the space bar in time with the beats in the track.



Analyse: This will automatically analyse the **BPM** of the current track.

Beat Matching: This option changes all the selected tracks in the **Media Base** to the manually entered **BPM** number.

Delete: Deletes the current track from the **Media Base**.

Scan: See the information regarding Adding Music within the *Getting Started Section* of this manual.

Add to Mix: Adds the file to the current **Playlist**.

Group: The group option has two choices:

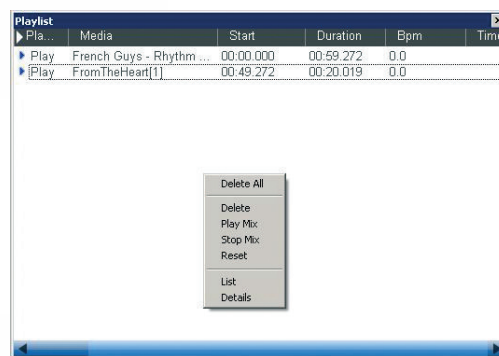
- **Add Selected Items to Group:** If you have added Groups in the Selection window then you can use this option to add the current (or selected items) in the **Media Base** to a group.
- **Delete Selected Items to Group:** If the current (or selected tracks) have been added to a group you can delete them from this group.

List: Displays the **Media Base** in a list format.

Details: Displays all the selected columns in the **Media Base**.

Column Properties: This allows you to select, or uncheck and select the order that columns are displayed in.

THE PLAYLIST



Playlist

The **Playlist** is a list of tracks that can be automatically played through the player.

Tracks can be added to the **Playlist** by:

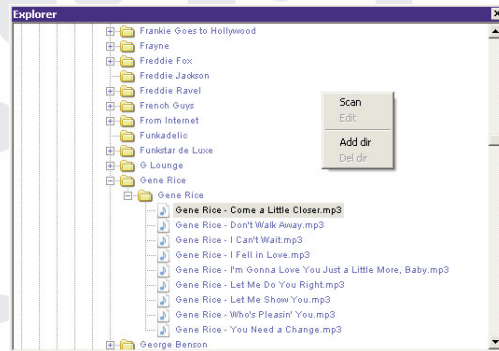
- Dragging and dropping them from the **Media Base** or **Explorer** windows.
- By pressing the right mouse button within the **Media Base** window and selecting **Add to Mix**.

To start or play the **Playlist** you can:

- Press Ctrl+Space together.
- Right click within the **Playlist** window and select **Play Mix**.
- Press the **Play Mix** icon.

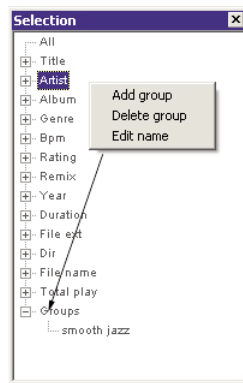
Right clicking within the **Playlist** will bring up the **Playlist** options.

THE EXPLORER WINDOW



This Window allows you to explore your computer directory to find tracks. Tracks from the **Explorer** window can be dragged and dropped directly onto the **Player**, **Playlist**, **Media Base** or **Sampler**.

SELECTION WINDOW



This window will allow you to filter the **Media Base** by a number of different categories. If your tracks have ID3 tags, they will automatically appear in the relevant categories. The **Groups** category is for user-defined groups.

To add a new category to the **Groups** section, click the right mouse button within the **Selection** window and select **Add group**. For example, if you

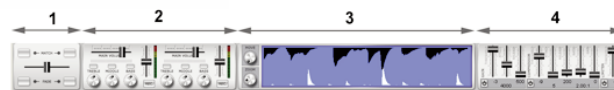
would like to add a specific group called *smooth jazz*, simply press the right mouse button and choose **Add Group**, type *smooth jazz* in the box and press Enter.

To add files to your newly created group, right click on them in the **Media Base** window and select **Group/Add Selected Items in group**. Choose the group name and the selected file will be added to this specific Group.

To view files within a **Group**, click on the **Group** name in the **Selection** window and the files will be displayed in the **Media Base**.

You can also delete a **Group** and edit the name of a **Group** by right clicking on one of the user-defined **Groups**.

THE RACK

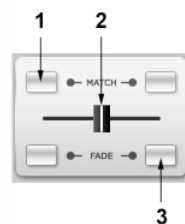


The Rack option will usually dock itself at the bottom of the DJ Mixstation 4 screen. The rack consists of 4 elements,

1. Cross fader
2. Master Volume/Record
3. Auto BPM
4. Gain

You can show/hide elements of the rack by using the **Command Icons**.

Cross Fader

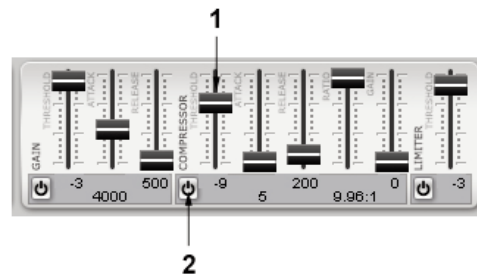


1. **Match:** This is used to match the **BPM** of one **Player** to the other. Click on the right-hand match button to match the **BPM** of **Player 2** with **Player 1**. Alternately click on the left-hand match button and this will match the **BPM** of **Player 1** with **Player 2**.

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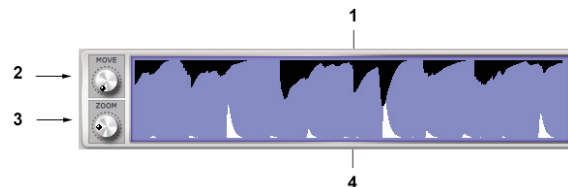
2. **Cross Fader:** The **Cross fader** enables you to manually or automatically cross fade and beat match tracks in the **Players**.
3. **Fade:** Click on the right-hand fade button and it will auto fade from **Player 1** to **Player 2**. Click on the left-hand fade button and it will auto fade from **Player 2** to **Player 1**.

Gain



The **Gain** rack will enable you to set the gain for the master volume. The sliders (1) can be used to adjust the frequency and (2) will allow you to turn the frequency range on or off.

Auto-BPM



This tool enables you to control the visual sync of the tracks in the **Players**. Use the jog wheel to align the peaks of the tracks.

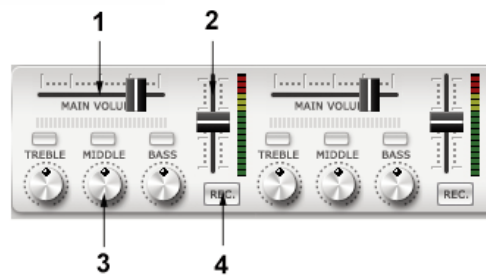
The **Player 1** beats are displayed in the lower part in white (4), while the **Player 2** beats are displayed in black above (1).

2. **Move:** This will allow you to move through the tracks.
3. **Zoom:** This will allow you to zoom in and out.

DJ Mixstation 4

Master Volume/Record

1. **Master Volume:** This controls the main volume of the Player.
2. **Recording Level:** This slider controls the recording level.



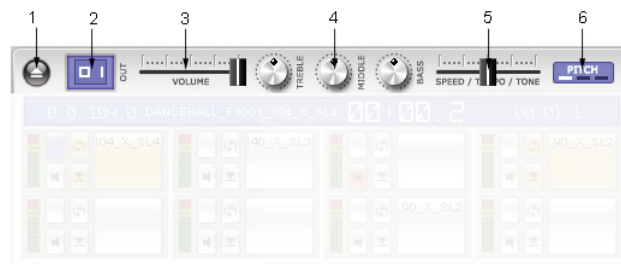
3. These control the **Treble**, **Middle** and **Bass** of the player.
4. **Record** button: Press this to record from the **Player**.

The screenshot above shows how the **Master Volume/Record** rack looks with two soundcards (i.e. two sets of controls). If you only have one soundcard installed, then you will only see one set of controls. With one soundcard, this rack controls both **Players**; with two soundcards you can control each **Player** individually (if you have the **Players** set to different output channels. See the *Getting Started* section for more information).

SAMPLER

The **Sampler** consists of 3 sections:-

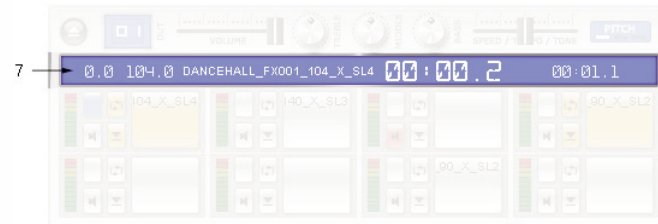
Controls



1. **Load:** This will load a sample into the current active pad. You can load MP3, OGG and WMA files into the Sampler. There are 1000 samples supplied with DJ Mixstation 4. If you used the default install path this will be 'C:\Program Files\ejay\DJ Mixstation 4\samples'
Note: You can also drag and drop samples onto the pad.
2. **Output:** This will set the channel the sample will be played through (either 1 or 2) depending upon the number of sound cards you have installed.
3. **Pad Volume:** This sets the volume of the active pad. You can set a different volume for each pad.
4. **Equalization:** You can set the equalization for the current active pad (**Treble**, **Middle** and **Bass**).
5. **Speed/Tempo/Tone:** This control interacts with the Speed Mode choice.
6. **Speed Mode** choice: There are 3 modes to vary the sample speed.
 - **Pitch:** Corresponds to the speed variation.
 - **Tempo:** This changes the **Tempo** but not the **Key**.
 - **Key:** This modifies only the **Key** of the sample.

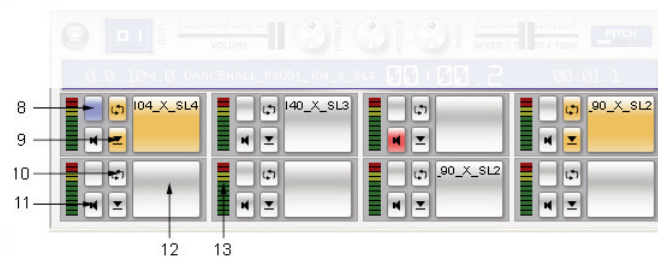
You can use all 3 modes at the same time for the current active pad.

Display



7. This window displays information about the active **Sample**. From left to right these are: **Pitch/Tempo/Key** value, **BPM**, Artist name and song, time and total time.

Pads

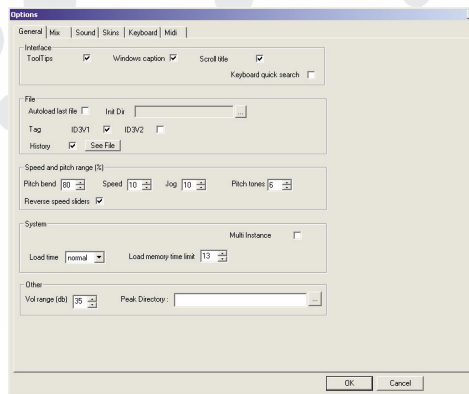


8. **Active Pad:** When blue this is the active pad. Click on this button in any of the 16 sample pads to make it the active one (you can only have one pad active at a time).
9. **Lock:** When this option is active (orange), the sample is played once in its entirety. If the Lock is not active, clicking the pad will only play while you hold the left mouse button down.
10. **Loop:** Loops the sample.
11. **Mute:** This mutes the sound against the active pad.
12. **Pad:** Left click your mouse button on the pad to play the sample. Right click the mouse button to stop the sample if the **Lock** button is active. You can also drag and drop samples onto the sample pad.
13. **Vu-meter:** This shows the output level of the pad.

OPTIONS

The options screen will enable you to view / change certain options of the program.

General tab



Interface

This will allow you to turn on and off tool tips and Windows caption (if this option is ticked you can move all **Selection**, **Explorer** and **Media Base** windows).

File

Here you can specify the file names, what type of ID3 tags you are using and the name of the history file.

Speed

Here you can determine the speed of the Pitch Bend, Jog wheel and Pitch tones.

System

Here you can specify the load speed and whether or not you can have multiple instances of the program.

Other

Here you can specify the volume range in db.

Mix

The mix tab will allow you to change variables affecting the Mix, including **BPM** Maximum, **BPM** Minimum, Cue Auto start and Timing.

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Sound

If you are using 2 sound cards you can specify which channel uses which sound card. The Device number is the channel that the **Preview Player** uses to preview sounds.

Skins

This option will allow you to select the default skin for the DJ Mixstation 4 product. At the time of release there is only one skin (E-jay) that can be selected from this menu.

Keyboard

Here you can view the short cut keys that are configured within DJ Mixstation 4. The operation of the software is primarily mouse orientated, and editing these keys may cause irregularities (if options or settings are duplicated). This could require a reinstallation of the DJ Mixstation 4 software in order to return the default key settings and may result in any work that had been created to be lost.

Midi

This screen is for the configuration of Midi devices and connections. The default Device will be set to the Midi port of your Soundcard device. If your soundcard does not have a Midi port, then the **Device** will be blank.

COMMAND ICONS

The Command Icons can be displayed by selecting Window/Commands from the top level menu.

File

- 1 New
- 2 Open
- 3 Scan
- 4 Save

**Playlist Controls**

- 1 Stop Mix
- 2 Play Mix
- 3 Loop
- 4 Shuffle
- 5 Previous track
- 6 Next track



Windows

- 1 Display/Hide Explorer Window
- 2 Display/Hide Media Base
- 3 Display/Hide Playlist
- 4 Display/Hide Selection
- 5 Display/Hide Cross fader
- 6 Display/Hide Volume rack
- 7 Display/Hide Auto BMP rack
- 8 Display/Hide Sampler
- 9 Display/Hide Gain rack



Options

- 1 Options
- 2 Security. (Activates a security lock that prevents you from loading tracks onto an active player).



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