

pcdj



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Orientation

The image shows the Def Jam DJ software interface. At the top, it displays the time 1:29, the user name PCDJ, and the Def Jam logo. Below the logo are buttons for 'Def Jam', 'upgrade', 'DJ 1', and 'universal music'. The main area features two 'PLAYING' decks, each showing track information (e.g., 'That's How Its Going To Be' by Lovher), elapsed time (00:41:38 and 00:50:79), and remaining time (02:55:32 and 02:48:25). Below the decks are 'CUE' buttons and transport controls. The bottom section contains a tracklist table and a 'main' control knob.

edit	source	bpm	artist	trackname	version	comment
	Catalog	076.52	Lovher	That's How Its Going To Be	Acappella	
	DefJam	076.52	Lovher	That's How Its Going To Be	Background	
	Favorites	076.52	Lovher	That's How Its Going To Be	BKG Acappell	
	Rush Hour II	076.52	Lovher	That's How Its Going To Be	Instrumental	
	Pure	076.52	Lovher	That's How Its Going To Be	Lead Acappell	

Below the table, the track 'Lovher' by 'Ludacris / Mostell Jordan' is selected. The interface also includes a 'main' control knob and a '3200' display at the bottom.

Orientation

Title Bar - CFG, Info, Standby, Exit

Player Display

Cue and Play

Load, Beat Match, Forward, Reverse

Mixer, Volume

Groups Box and The Recordcase

Subgroup Tabs and Controls - WL, EDIT, WL+, WL-

How to Install PCDJ Silver

To install the PCDJ Silver program, find the file named “setupsilver.exe” and run it. You may have downloaded the file from the Internet or it will be located on the CD that you have. If you need help on how to install a program into your computer, please consult your Windows manual. Updates are available at www.pcdj.com

PCDJ Silver Program

Title Bar

1. The CFG Button: This allows you to enter into the configuration mode of the program so you can change the way the PCDJ program works.
2. The Info Button: This tells you what version you have of the software.
3. The Standby Button: This will reduce the PCDJ down to its title bar banner and allow you to access your Windows desktop.
4. The Exit Button: This closes the program.

Player Display

The player display gives you general information about the player and its status. There is a progress bar at the top of the display window. The status of the player is shown just below that. The time elapsed and time remaining show you how much of the song has been played or yet to be played. Below that, the BPM of the song is shown and then the title of the song that is playing. The information in the middle tells you information about the file itself. The small window at the bottom right tells you how much of the buffer has been filled. 100% means the buffer is full and will provide 10 seconds of safety buffer.

Cue and Play

The Cue button acts as both a cueing button and a stop button. Clicking the “CUE” button once advances to a previously set Cue Point selected in the Cue Point Indicator. (You will see the Progress Bar light up to that cue position in the song.) When the song is playing, it stops the song when you click it. This button turns red when in use.

Once a track is loaded into the player, pressing the Play button will begin to play the track. Pressing this button a second time will cause the player to have a silent pause. While in pause mode, if you search forward or reverse, the player will begin to have a repeating sound. This is used to find a cue point (press Cue to save your Cue point). If you use the “Original” key map (you can set different mapping for your keyboard in the CFG menu), then when you press the play button the second time, you will get a repeating sound.

Load, Beat Match, Forward, Reverse

The Load Track button (blue) is for loading a track (song) into the player from your Recordcase. You can also load tracks from other sources, such as your hard drive or Explorer, by right mouse clicking on the Load Track button.

The Beat Match button (with the equals sign on it) will automatically match the BPM (Beats Per Minute) of the song in one player with a song that has a different BPM in the other player so they can be mixed with precision. You can use this button from Player A to Player B or from Player B to Player A. The seek Reverse button lets you seek (or skip) backwards through a song either in the play or pause modes. The seek forward button lets you skip forward through a song in either the play or pause modes.

The Mixer

The PCJ Mixer for the PCDJ is designed for those who don't have their own mixer. It allows control of the Main Volume, Monitor Volume and Cross Fade functions. The volume control on the left is for Player A and the one on the right is for Player B. The Fader has a slide that slides from side to side and allows a cross fade between Player A and Player B. The slide will affect the volume level of the players when used.

Groups Box

This is where you add and delete new groups. To add a new group, right mouse click in the groups box and a submenu will appear. You can then choose to add a new group, copy, rename, delete or refresh a group. The Edit Recordcase button opens the "Edit Recordcase" dialog box. This window allows you to edit your groups and subgroups. This is where you can add or delete songs to your Recordcase.

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. The different sort orders (BPM, Artist, Trackname, Version and Comment), make it incredibly easy to locate your tracks. Drag and drop capabilities also add to the PCDJ's overall efficiency and ease of loading tracks into the players. You can edit tag information by selecting a song and then right mouse clicking to bring up a submenu that has many options including tag information.

Subgroups

Inside of every group that you make, you can have an unlimited number of subgroups. This will allow you to organize your music even more. To the right of the last tab you will see two small arrows. Use these to navigate through the subgroups or use the shortcut keys. Shortcuts are included at the end of this quick start guide. To create/delete/rename a subgroup, use the “Edit Recordcase button” or right mouse click on the subgroup tabs.

Control buttons: WL, Edit, WL+, WL-, v, ^

“WL” is your waitlist button. Click this button will change your recordcase to a waitlist Recordcase. You can add songs to the waitlist by right mouse clicking a song and selecting the option from the submenu. To enter and exit the waitlist mode, just click the WL button.

The “Edit” button will allow you to enter track information on a song that is selected in your Recordcase.

The “wl+” button will allow you to add songs to your waitlist. You must be in the Recordcase to add a song to your waitlist.

The “wl-” button will remove songs from your waitlist. You must be in the waitlist to remove selected songs using this button.

The “v” button allows you to scroll down in your Recordcase or waitlist.

The “^” button allows you to scroll up in your Recordcase or waitlist.

Shortcuts

“PC Keyboard Only” Setting

Player A

Function	Keystroke
Cue	F1
Stop	Ctrl + F1
Delete Cue Point (When Cue is chosen)	Ctrl + Shift + F1
Play/Pause	F2
Stutter (When player is playing)	Shift + F2
Repeating Pause (When Player is Playing and Cue Point chosen)	Ctrl + F2
Seek Reverse	F3
Seek Reverse Slow	Shift + F3
Seek Reverse Fast	Ctrl + F3
Seek Forward	F4
Seek Forward Slow	Shift + F4
Seek Forward Fast	Ctrl + F4
Cue Point Reverse	1
Cue Point Forward	2
Pitch Control -.25% Increments	3
Pitch Control -.01% Increments	Shift + 3
Pitch Control -.1% Increments	Ctrl + 3
Moves both Pitch Slides up Simultaneously (BPMs Required)	Ctrl + Shift + 3

Pitch Control +.25% Increments	4
Pitch Control +.01% Increments	Shift + 4
Pitch Control +.1% Increments	Ctrl + 4
Moves both Pitch Slides down simultaneously (BPMs required)	Ctrl + Shift + 4
Reset Pitch to Zero	5
Changes Pitch Span ratio (4, 8, 16, 32, 52)	Ctrl + 5
Beat Match to other player	Q
Bend Control (low) -	W
Bend Control (low) +	E
Bend Control (Normal) -	Shift + W
Bend Control (Normal) +	Shift + E
Bend Control (High) -	Ctrl + W
Bend Control (High) +	Ctrl + E
Load Song to Player A	Keypad 1
Auto Functions (Auto Play , shuffle)	~ (Tilde)

Shortcuts

“PC Keyboard Only” Setting

Player B

Function	Keystroke
Cue	F5
Stop	Ctrl + F5
Delete Cue Point (When Cue is chosen)	Ctrl + Shift + F5
Play/Pause	F6
Stutter (When player is playing)	Shift + F6
Repeating Pause (When Player is Playing and Cue Point chosen)	Ctrl + F6
Seek Reverse	F7
Seek Reverse Slow	Shift + F7
Seek Reverse Fast	Ctrl + F7
Seek Forward	F8
Seek Forward Slow	Shift + F8
Seek Forward Fast	Ctrl + F8
Cue Point Reverse	6
Cue Point Forward	7
Pitch Control -.25% Increments	8
Pitch Control -.01% Increments	Shift + 8
Pitch Control -.1% Increments	Ctrl + 8
Moves both Pitch Slides up Simultaneously (BPMs Required)	Ctrl + Shift + 8

Pitch Control +.25% Increments	9
Pitch Control +.01% Increments	Shift + 9
Pitch Control +.1% Increments	Ctrl + 9
Moves both Pitch Slides down simultaneously (BPMs required)	Ctrl + Shift + 9
Reset Pitch to Zero	0
Changes Pitch Span ratio (4, 8, 16, 32, 52)	Ctrl + 0
Beat Match to other player	Y
Bend Control (low) -	U
Bend Control (low) +	I
Bend Control (Normal) -	Shift + U
Bend Control (Normal) +	Shift + I
Bend Control (High) -	Ctrl + U
Bend Control (High) +	Ctrl + I
Load Song to Player A	Keypad 3
Auto Functions (Auto Play , shuffle)	~ (Tilde)

Shortcuts

“PC Keyboard Only” Setting

MIXER

Function	Keystroke
Decrease Volume on Player A	S
Decrease Volume on Player B	L
Slow Decrease Volume on Player A	Shift + S
Slow Decrease Volume on Player B	Shift + L
Fast Decrease Volume on Player A	Ctrl + S
Fast Decrease Volume on Player B	Ctrl + L
Increase Volume on Player A	D
Increase Volume on Player B	; (Semi Colon)
Slow Increase Volume on Player A	Shift + D
Slow Increase Volume on Player B	Shift + ;
Fast Increase Volume on Player A	Ctrl + D
Fast increase Volume on Player B	Ctrl + ;
Move Fader to Player A	G
Move Fader to Player B	J
Reset Fader to Balance	H
Slow Fade to Player A	Shift + G
Slow Fade to Player B	Shift + J
Fast Fade to Player A	Ctrl + G
Fast Fade to Player B	Ctrl + J
Decrease Monitor Volume	Z
Increase Monitor Volume	X

Monitor balance to Left Channel	C
Monitor balance to Right Channel	B
Reset Monitor Balance to Zero	V
Main balance to Left Channel	N
Main balance to Right Channel	, (Comma)
Reset Main Balance to Zero	M
Increase Main Volume	/ (Slash)
Decrease Main Volume	. (Period)
Turn on Cue for Player A	A
Turn on Cue for Player B	‘ (Quote)

Waitlist And Track Information Shortcuts

Function	Keystroke
Add Song to Waitlist	Insert
Remove Song from Waitlist	Delete
Bring up Track Information	Ctrl + Home

Shortcuts

Other Functions

Function

Move up one track in Recordcase
Move down one track in Recordcase
Move left one Subgroup
Move right one Subgroup
Move up one Main Group
Move down one Main Group
Move left one menu item (Edit WL WL+)
Move right one menu Item (Edit WL WL+)
Change sort order to next left column
Change sort order to next right column
Removes link
Deletes File (From Harddrive, no recovery)
Shows file location
Auto Play or Auto Shuffle

Keystroke

Up Arrow
Down Arrow
Right Arrow
Left Arrow
Ctrl + Up Arrow
Ctrl + Down Arrow
Ctrl + Left Arrow
Ctrl + Right Arrow
Shift + Left Arrow
Shift + Right Arrow
Shift + Delete
Ctrl + Shift + Delete
Ctrl + Home
~ (Tilde)

PCDJ Program

This guide is for PCDJ Silver. It does not cover other PCDJ Programs. If you need a guide for other PCDJ programs, please visit our website at www.pcdj.com.

Windows Operating System

We are assuming that you know how to navigate and use your Windows operating system. In this guide we will not give detailed instructions on installation or transferring files. If you need more information, then please consult your Windows manual.

The Dual Players

The features in both Players A and B are exactly the same.

Close All Other Applications

It is strongly recommended that you close all applications on your computer when using PCDJ as they can interfere with its performance.

Hint Drop Down Box

Holding the mouse pointer over most buttons and features in the PCDJ will show a Hint Dropdown Box explaining what you're pointing to.

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