

# future.dj pro, stress-free manual

The image shows the future.dj pro software interface with several yellow callout boxes and arrows pointing to specific features:

- Deck A** and **Deck B**: The top two sections, each showing a track (Survi Showdown and Viceroy) with waveforms and playback controls.
- Modular panels**: Three callouts pointing to various control elements: FX1/FX2, EQ (GAIN, HIGH, MID, LOW), and the mixer section.
- Mixer**: A central callout pointing to the EQ and volume controls.
- Browser**: A callout pointing to the left sidebar menu.
- Current playlist**: A callout pointing to the central song list.
- Sidelist/AutoMix playlist**: A callout pointing to the right sidebar area.

The interface includes two decks (A and B) with waveforms, BPM meters, and playback controls. A central mixer section features EQ controls (GAIN, HIGH, MID, LOW) and a volume slider. The bottom section contains a search bar, a song list, and playback controls. The song list shows tracks like 'Showdown' and 'Viceroy' by Survi, and 'When The Saints Go Marching In' and 'Jingle Bells' by Karaoke.

Track	Artist	Genre	Duration	BPM
Showdown	Survi	DEMO AUDIO (2015)   Experimental	10m/Bm - 02:20	125.0
Viceroy	Survi	DEMO AUDIO (2015)   Experimental	10/D - 02:31	125.3
When The Saints Go Marching In In The Style Of Standard		DEMO KARAOKE (2015)   Karaoke	03/C# - 01:56	94.8
Jingle Bells In The Style Of Traditional Christmas		DEMO KARAOKE (2015)   Karaoke	07/F - 01:39	123.7

# DECKS

**Hot Cue-points** - saved cues that can be instantly triggered. How you place them makes them hot or not. (press and hold a cue-point to delete it)

**Remaining time/ Elapsed time** - shows you the remaining/ elapsed time of a track.

**Search** - fast-forward through the song

Uhhh...mushroomy. If your music has artwork it's gonna be here ...and in several other places.

**Back to top** - instantly brings the track to the beginning and stops playback.

**Waveform Display** - graphical overview of the track with loop (blue lines) and cue points (orange lines) and a separate track overview; you can also use the mouse to scratch on the waveform display.

**Skip Beat** - advances the playback with one beat.

**Skip Bar** - advances the deck's playback position by 4 beats.

**Cue-point / Loop markers** - lets you see exactly where cue-points and loops are placed within the track. (the red bar is the **current position** of the track)

**Pitch** - increases or decreases the tempo (speed); you can temporarily speed up or slow down the tempo by momentarily right clicking on the slider.

**KeyLock** - activate this to keep the track in the same key, no matter the speed or leave it off to get to some hilarious voice keys.

**Reset Pitch** - when pressed it will smoothly reset the track's pitch to 0%; if you double click it will immediately reset the pitch to 0%.

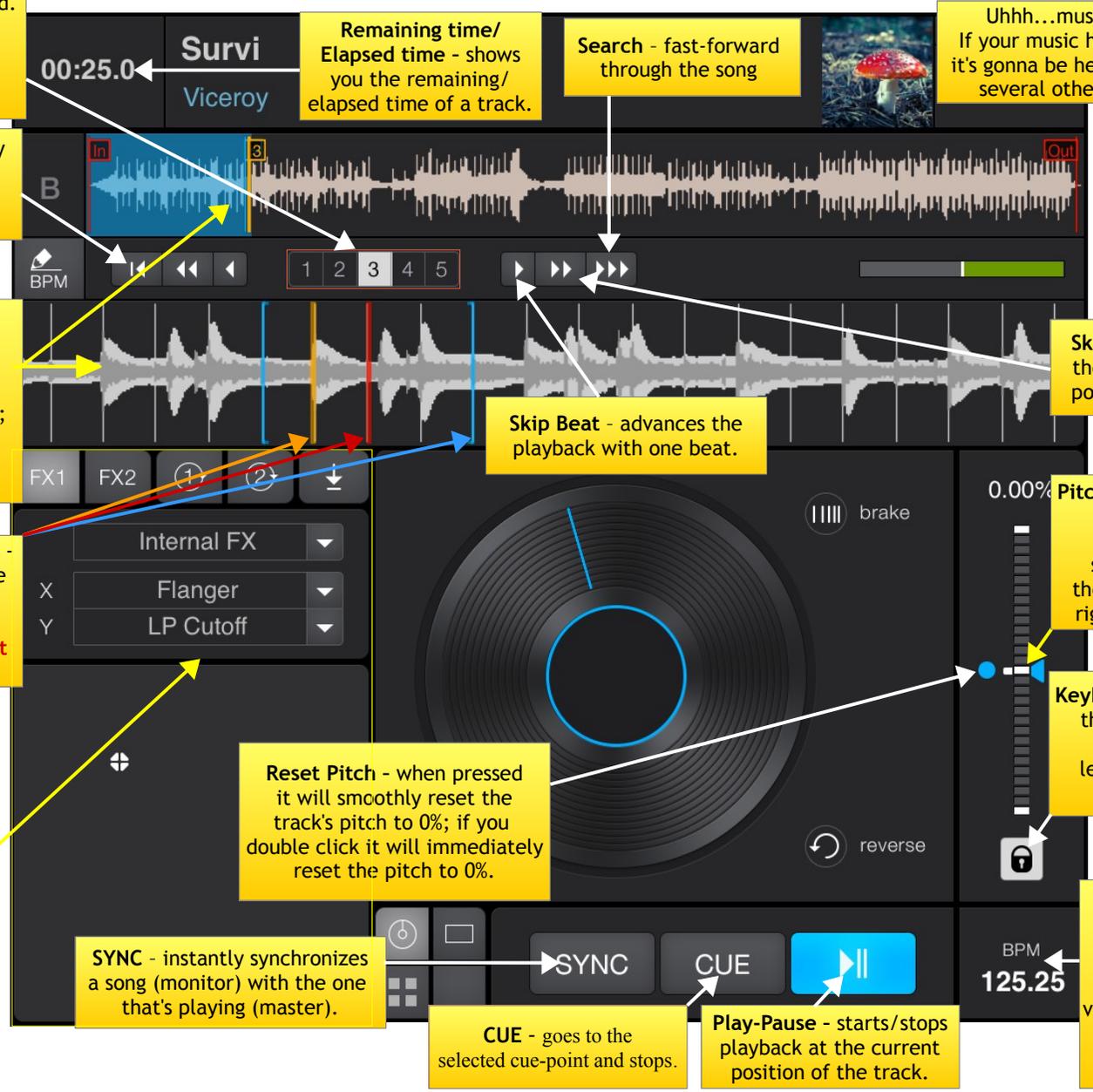
One of the many modular panels that await you (to be continued below).

**SYNC** - instantly synchronizes a song (monitor) with the one that's playing (master).

**CUE** - goes to the selected cue-point and stops.

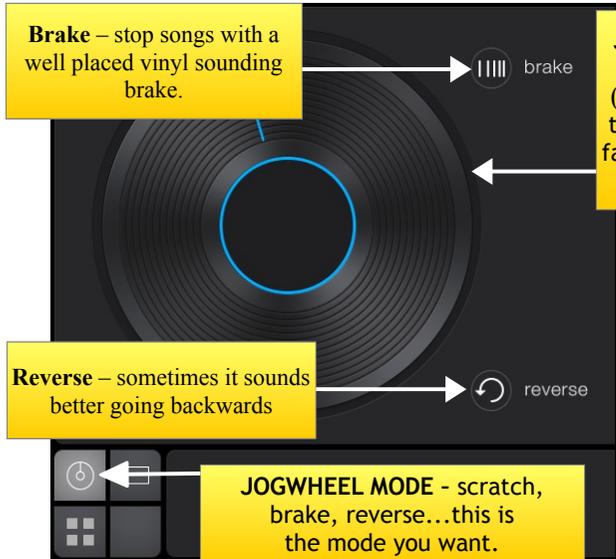
**Play-Pause** - starts/stops playback at the current position of the track.

**BPM** - displays the current BPM value and tempo alterations/changes. **Edit BPM** - press the BPM value to edit the bpm, either by tapping in the value or by choosing a BPM frame.



# DECK MODULAR PANELS I

There are many NEW features that you can map directly to your keyboard/mouse or you can just use your mouse...ahem...  
...but, really, we recommend using at least one MIDI controller to get your kicks and make that mix the way you really want it to sound.



**Jogwheel** - wheel of scratchyness and fine tuning of cue-points. (scratch using your mouse; holding the Left Mouse button and moving farther from the jogwheel increases scratch precision)

**Sample Sync** – enable this if you want your samples synced with the tracks you play.

**Sample Loop** – annoy your neighbours by activating this; your sample will loop 'till the end of time...

**Sample Monitor** – for those moments when you have no clue what you're about to add to your mix; pre-listen to make sure the sound fits the song.

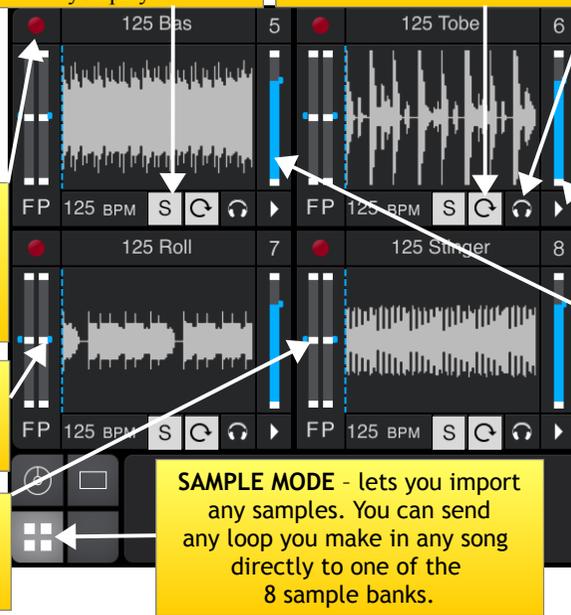
**Sample Play** – play it, right-click to stop it. you got 3 modes of playing: Normal, Stutter and Instant

**Sample Volume** – adjust the volume of each sample.

**Record sample** – get your mic ready cause sampling is fun and quick; this unique tool will ensure your mix sounds like no other.

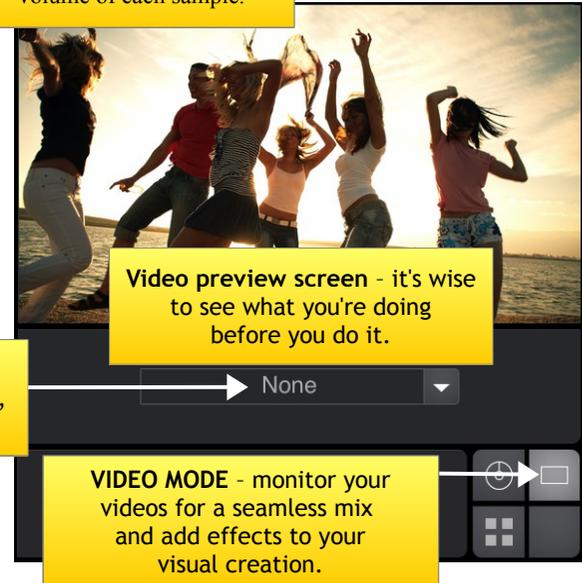
**Sample Pitch** – sometimes you might want to adjust the speed of your samples manually.

**Sample Filter** – Yes, that's right. each sample has its very own cut-off filter.



You got deck A and deck B. Remember that you can always change to a 4-deck skin from the **Config / Preferences** button. (each skin has its own set of functions)

**Video FX** - choose FX for your videos... you need them or not, they are here for you.





# MIXER

You got 4 modular mixer panels. This is what you start off with. You have your Eqs, Mic controls, timecode for your turntables/CDJs and...

**Learn** - DJ software can act a fool sometimes. Make it learn what you want it to do. Press **Learn**. All mappable functions will turn **blue**; then simply click on what you want to map and press the button, twist the knob or slide the fader you want to map. Press **Learn** again. Saved. Done. Mix away!

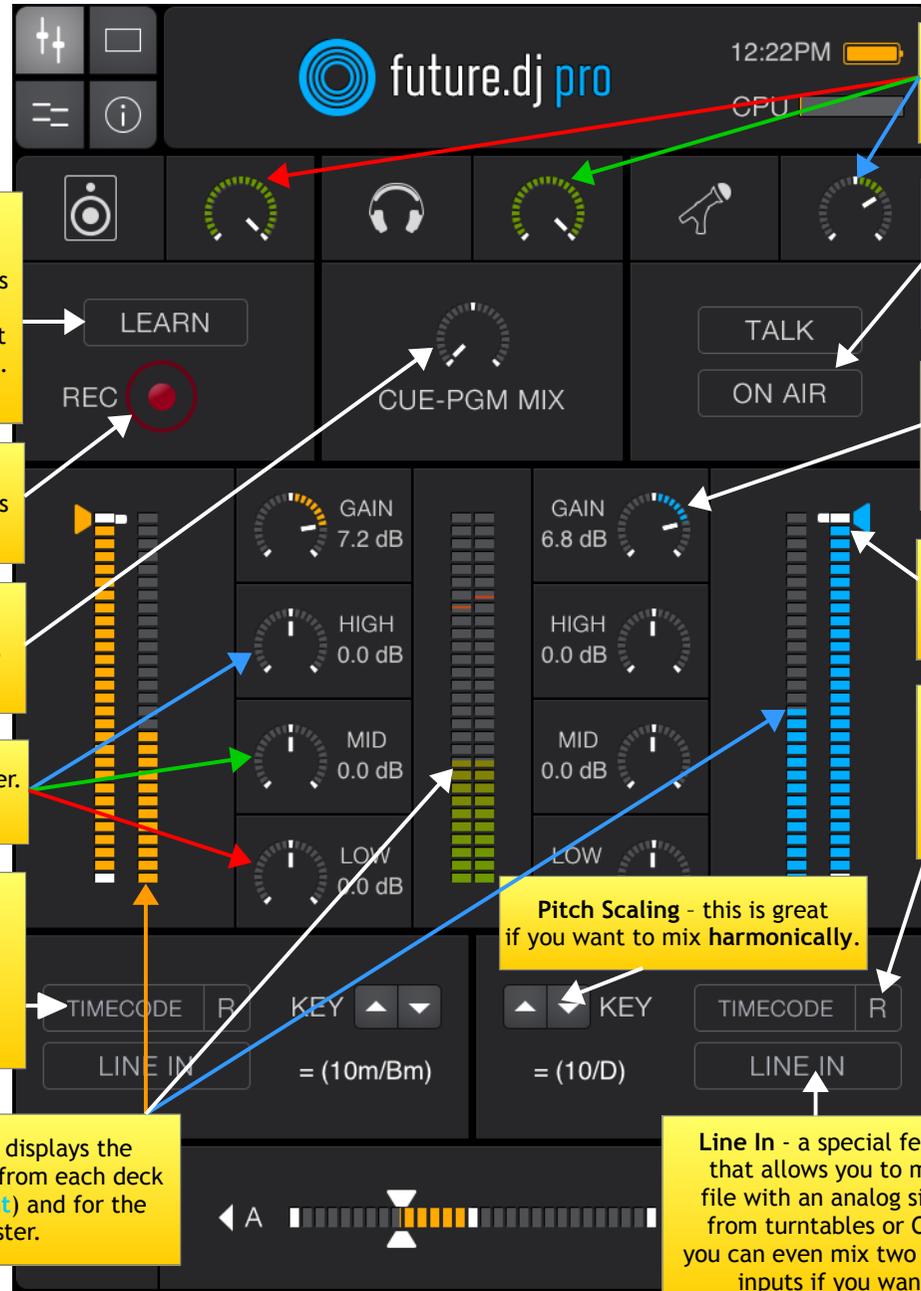
**Record** - press this to begin recording your session; great for making memories or for learning from mistakes.

**Cue-Pgm Mix** - use your headphones and twist this knob to hear the master, the monitor or both.

**Eq High/Mid/Low** - a DJ's bread and butter. Each one goes from -36 db to +12db.

**Timecode** - got turntables? connect them to your soundcard input; select an ASIO user interface from the Config window; choose your timecode engine; you're good to go. (same applies for CDJs)

**VU-meters** - displays the signal strength from each deck (**left** and **right**) and for the master.



**Master / Monitor / Microphone Gain** - try fiddling with these if you're not pleased about a certain volume.

**Talk** - once pressed the master signal will drop by 12db.  
**On Air** - press this to enable your microphone input.

**Input Gain** - if you feel a track has low volume and you've already pumped up the volume, this is the knob to twist.

**Volume** - modify the signal volume, whatever your purpose may be.

**Relative** - when this mode is active you can rest assured that no matter where the needle drops, the track will play from the same position; this is great for turntablists.

**Pitch Scaling** - this is great if you want to mix **harmonically**.

**Want to mix harmonically?**  
**Just remember this:**  
if the key value is 10, it will sound great with the values 9, 10 Or 11.

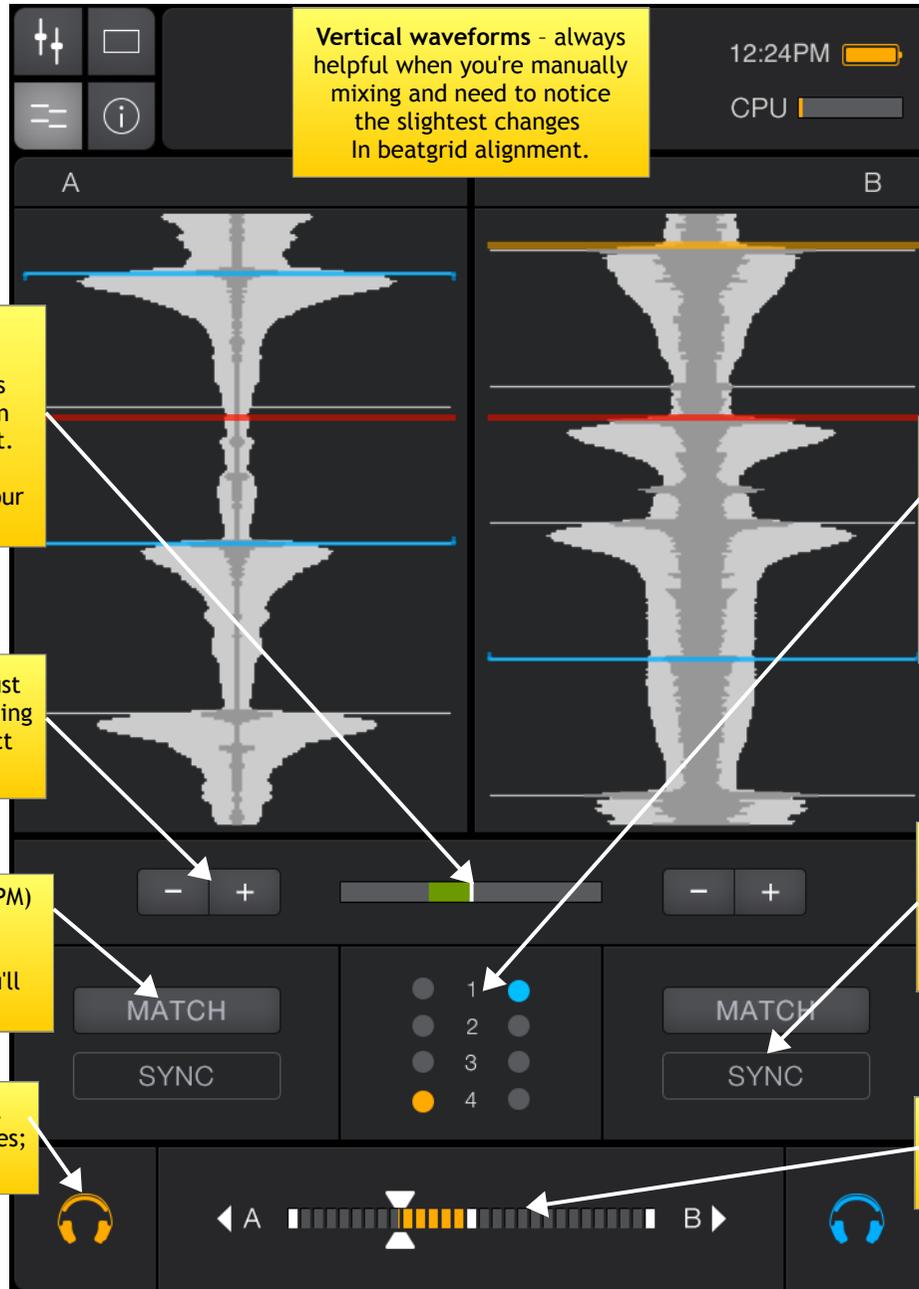
(no m = major key); (m = minor key)

**Want to mix a song that's in major key with one that's in a minor key?**

**Mix tracks with the same number:**  
e.g. 2 songs, one is 10, the other is in the key 10m; perfect sound.

**Line In** - a special feature that allows you to mix a file with an analog signal from turntables or CDJs; you can even mix two analog inputs if you want.

This is the Match Panel, the best window to have when you need to focus on well-executed transitions.



Vertical waveforms - always helpful when you're manually mixing and need to notice the slightest changes in beatgrid alignment.

It's important to tell time. Who knows when you'll run out of battery while your CPU yells HELP!

Beat-sync bar - the green represents the difference between the two beatgrid's Position ; keeping the green in the middle is usually best. However, it's best to trust your ears.

Cue-point / Loop markers - lets you see exactly where cue-points and loops are placed within the track. (the red bar is the current position of the track)

Pitch Bend - manually adjust the speed, slowing or speeding up when needed to correct and perfect your sound.

Current beat - and 1, 2, 3, 4... you will never be taken by surprise when mixing, knowing exactly what song is at what beat; another helpful instrument that keeps your moves precise and your mix subtle.

MATCH - matches the speed (BPM) of a song to the one of the track that's playing ; no beatgrid matching though. You'll need to press Sync for that.

SYNC - instantly synchronizes a song (monitor) with the one that's playing (master) ; this is the holy grail of «I screwed up and need to fix it NOW».

Monitor - this needs to be colourful to hear the preview in your headphones; if it's white, try pressing it.

Crossfader - the bridge between Deck A and deck B; fades the audio... slide it with no remorse.

About...the software and us.



12:26PM



Master Video preview - click it to open a separate video screen that you can mount on a projector, huge TV or on a secondary screen ; press FULL SCREEN...shiny.

Video Transition FX - OH YEEE! That's what I want to see. Sorry, but this is a feature I've always wanted.

Video crossfader - same as the audio crossfader, only video.

- Fade
- Cut
- Slide H
- Slide V
- Wave
- Circle
- Swipe H
- Swipe V

This panel is perfect when you plan on mixing video ; combined with the deck video panels, it is a video force to be reckoned with.

Audio/Video Crossfader LOCK - it's all up to you... lock them and they move together or Choose to alternate between Video and audio sources.

Mix Left / Mix Right - no more waiting, no manual mix ; you're telling the software to MIX the NEXT song; left for deck A or right if you want deck B to play next.

That's right; this section repeats itself in all 4 panels... we need that crossfader in every moment.



If it's information you want, this is the panel for you.



Survi  
Viceroy

Preview - this is great when you build playlists and need to hear a song for a bit; this is also called the lazy Play button.

02:31 BPM: 125.3 Key: 10/D

Genre: Experimental

Year: 2015

Album: DEMO

Track:

Comment:

Tag - press it to edit any information about any track. That mushroom will still be the artwork though.

Contents/Resources/demo\_songs/Survi - Viceroy.mp3

Sat Jun 13 19:56:58 2015

19 time(s), last on Sun Jun 14 12:18:32 2015

TAG



# PLAYLIST & BROWSER

**Audio/Video/Karaoke** - filter your playlists quickly according to what you want to find.

**Search** - you can search for a track by entering its partial name; press **space** to enter search mode and press **Esc** to exit search mode.

**Sort** - by artist, title, BPM, key, comment, time, album, genre, year, filename, track... then reset.

**Shuffle** - ain't nothing wrong with a little chaos in your list ; after all, chaos is an order yet undeciphered.

**Tag** - press it to edit any information about any track.



**Add** - press it to add files, folders, playlist or to import your music directly from iTunes.

**Remove** - removes the selected song from the playlist.

**Clear** - the playlist becomes empty after this click.

**Drag Up/Down** - moves the selected track up or down within the playlist.

**AutoMix** - if enabled the software will automatically start mixing the tracks in the **right-side playlist**, so take your time to choose and arrange your playlists well.

Global Browser

- Database
- Special Lists
- History
- Search results
- User Lists
- iTunes
- Music
- Movies
- TV Shows
- Podcasts

**Browser** - allows you to explore and import tracks from your computer or other portable devices; right-click to create as many new playlists as you want. (rename and rearrange whenever you feel)

Showdown	DEMO AUDIO (2015)   Experimental	10m/Bm - 02:20 - 125.0 BPM
Survivor	DEMO AUDIO (2015)   Experimental	10/D - 02:31 - 125.3 BPM
Viceroy	DEMO AUDIO (2015)   Experimental	10/D - 02:31 - 125.3 BPM
Survivor	DEMO AUDIO (2015)   Experimental	10/D - 02:31 - 125.3 BPM
When The Saints Go Marching In	DEMO KARAOKE (2015)   Karaoke	03/C# - 01:56 - 94.8 BPM
In The Style Of Standard	DEMO KARAOKE (2015)   Karaoke	07/F - 01:39 - 123.7 BPM
Jingle Bells	DEMO KARAOKE (2015)   Karaoke	07/F - 01:39 - 123.7 BPM
In The Style Of Traditional Christmas	DEMO KARAOKE (2015)   Karaoke	07/F - 01:39 - 123.7 BPM
One great song	Svnkron (2014)   Rock	05:32
The Artist	Home (2014)   Acid	03:33
One more time	Home (2014)   Acid	03:33
A Great Artist	(2014)   Hip-Hop	04:44
Leaving	(2014)   Hip-Hop	04:44
Whos This	(2014)   Hip-Hop	04:44
Title	(2014)   Jungle	

Title	Artist	Genre	Duration	BPM
Jingle Bells		Karaoke	09:24	
In The Style Of Traditional Christmas		Karaoke	04:25	
Somewhere		Electronic	04:25	
Whos This		Electronic	04:25	
Showdown		Experimental	02:20	125.0
Survivor		Experimental	02:31	125.3
Viceroy		Experimental	02:31	125.3
Survivor		Experimental	02:31	125.3
Impressive Impressions		Trance	03:39	
Stars Reloaded		Trance	03:39	
One more time		Acid	03:33	
A Great Artist		Acid	03:33	
When The Saints Go Marching In		Karaoke	01:56	94.8

**Preview** - this is great when you build playlists and need to hear a song for a bit ; use the bar to skip quickly through the song

**Playlist** - shows you the selected playlist/tracks; it acts like a virtual record holder.

**Color markers** - colouring has always been fun. It can also be useful when you need a song to pop up the moment you need it ; this is why it's important to highlight the «precious» ones.

**Search** - useful knowledge : write « k » for key, « b » for bpm, followed by the values that interest you; timesaving filters.

The **HISTORY** list allows you to see what you played in specific days/months/years. Use this to your advantage.

The list on the right is your personal sidelist ; use it for whatever purpose, be it for Automixing or simply to place certain tracks in another list as a reminder for later.

# PREFERENCES

Preferences

General Audio Control Broadcast

1 Select User Interface (skin) v1.0.1

future.dj pro 1

2  Show Hints (tooltips)

3  Reset Deck after Load

4  Reset Pitch after Auto-Mix

5  Beat-Matching when Auto-Mix

6  Use Slow Speed/Pitch Reset

7  Remember History

8  Remember Song Equalizer Settings

9  Use Perceptual Automatic Gain

10  Use Auto-Cueing when loading/Auto-Mix

11  Use soft sounds for Auto-Cue detection

12  Use Slip mode for looping

13  Use old (compatibility mode) BPM detection

14  High-quality Time-stretching

15  Search in the middle of words

16 Auto-Mix Fade Time  6.1s

17 Auto-Mix Limit Track  no limit

18 Pitch/Tempo Range  32%

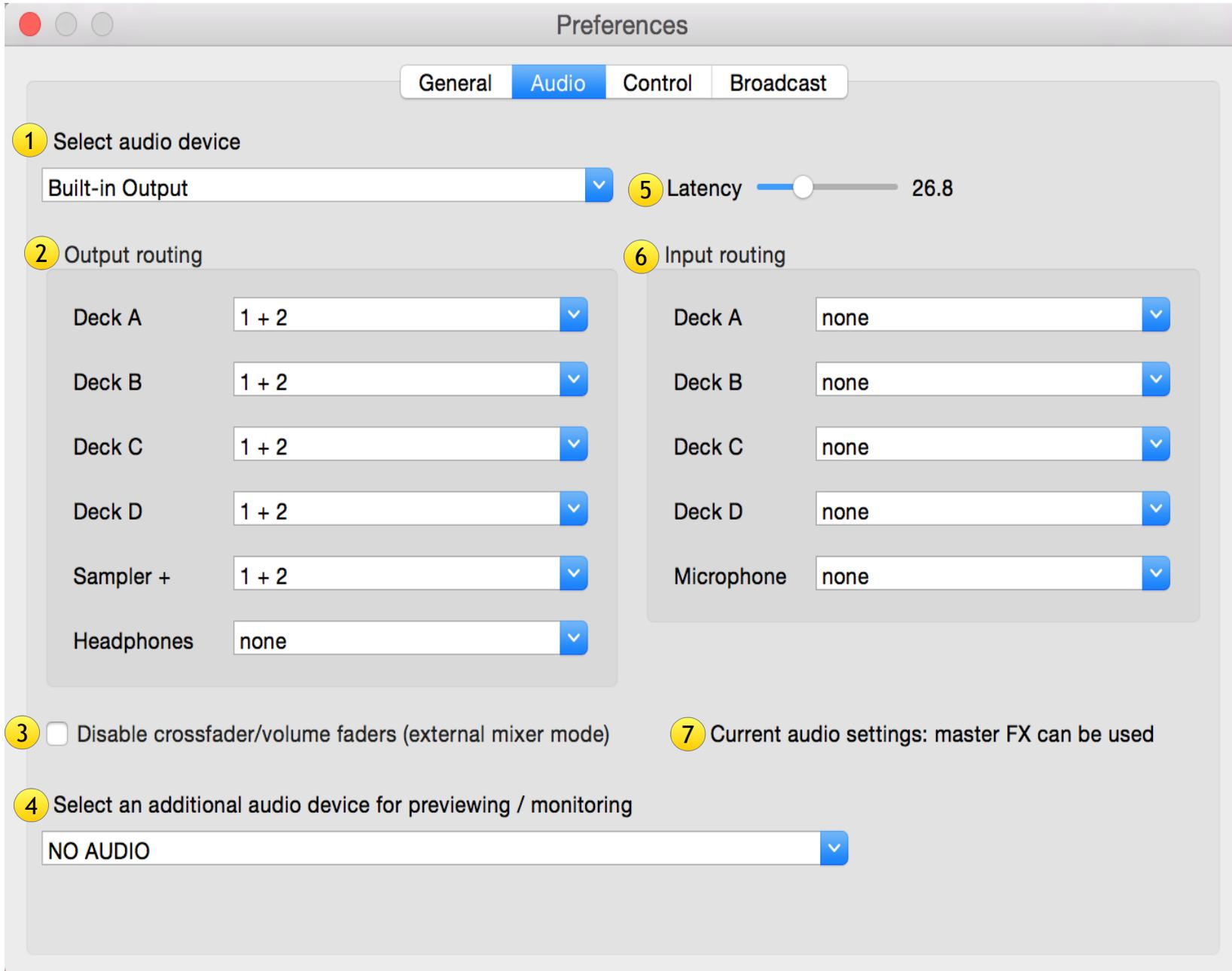
19 Cutoff Filter Mode (LP/HP)  LowPass & HighPas:

20 Key Stepper  Full semitone

21 Crossfader Curve  Normal

22 Sampler Mode  Instant

- 1 **Select User Interface** - this is the software's dressing room where you get to pick the outfit that you see appropriate for any occasion; just like a woman's wardrobe, every dress has its own advantages and functionalities (go to [www.xylio.com](http://www.xylio.com) to find more skins).
- 2 **Show Hints** - if you need to see an explanation for every button/knob/slider that you hover on with your mouse, leave this on ; it gets annoying after a while.
- 3 **Reset Deck after Load** - if enabled, any new song that you load will be placed in a freshly reset deck: pitch, volume, eq-kills and cut-off filter.
- 4 **Reset Pitch after Auto-Mix** - when a transition between two songs has been made with Auto-Mix, the pitch (BPM) resets seamlessly to its initial value
- 5 **Beat-Matching when Auto-Mixing** - this option beatmatches the two tracks before cross-fading between them in Auto-Mix mode.
- 6 **Use slow speed/pitch reset** - if enabled, after you press the pitch reset button on a deck, the pitch/speed will gradually (instead of immediately) reset to 0.
- 7 **Remember History** - all the songs you have ever played in our software will be remembered; check your History list to see what you played at any party from any date.
- 8 **Remember Song Equalizer Settings** - when activated, the software remembers any alterations/changes to the High/Mid/Low frequencies of an individual song/any song.
- 9 **Use Perceptual Automatic Gain** - an advanced algorithm that once activated knows what's loud and what's low in volume, automatically correcting the gain levels.
- 10 **Use Auto-Cueing when loading/Auto-Mix** - songs are automatically cued upon loading at the earliest Cue or Mix-In point.
- 11 **Use Soft sounds for Auto-Cue detection** - detects the start or end of the track by using sounds of any frequency (instead of only bass/drums); perfect for accapella lovers.
- 12 **Use Slip Mode for Looping** - this lets the track carry on while the loop plays, disengage the loop and the track continues from where it was supposed to be; just don't let this loopception tempt you into thinking the song isn't going to end.
- 13 **Use old BPM mode** - enable this mode if you have tracks with irregular or changing BPM; or if you like seeing the word « old » checked.
- 14 **High-quality Time-stretching** - unfortunately, we couldn't get this feature to stretch time, so we repurposed it in such a way that you can make use of pitch scaling (key semitones modifier) and high quality time-stretching (tempo adjustments); with this off you'll be hearing low rumble and squeaky sounds, rather than the same key regardless of the speed of the track.
- 15 **Search in the middle of words** - lets you search files by taking the middles of words into account; you can't say «awesome» without «eso», but you can write «eso» to find «awesome».
- 16 **Auto-Mix fade time** - when Auto-Mix mode is active and makes a transition, this parameter controls how long it takes for the crossfader to move between decks.
- 17 **Auto-Mix Limit Track** - this is the Auto-Mix setting that lets you choose how long you want a song to play before it mixes to the next one (30 sec? 1 min? no limit?)
- 18 **Pitch/Tempo range** - by fiddling with this the pitch slider allows 4, 8, 16, 24, 32 or 50% pitch change; the smaller the pitch change, the finer the adjustments.
- 19 **Cutoff Filter mode** - lets you choose the type of cut-off filter that you prefer. You can select between Low Pass, High Pass and a combined Low Pass & High Pass filter mode. If the filter mode is changed, the two cut-off filters are set to Filter OFF.
- 20 **Key Stepper** - adjust the amount you can modify the key of a song by (full tone, semi-tone, quarter tone) ?
- 21 **Crossfader curve** - this controls the way the crossfader is modifying the volume of the 2 decks. If this is set to hard, the volume will jump abruptly from mute to full volume (or from full volume to mute). If the curve is soft, the volume will change smoothly.
- 22 **Sampler Mode** - lets you choose between 3 modes that you can play samples: Normal (press «play» for playback, press it again to stop) Stutter (press «play» for playback, each press acts like Cue-play) and Instant (hold «play» for playback, let go to stop; best for mash-ups).



① **Select audio device** - selects the audio output where the Master signal comes out. Usually, you will select the soundcard / audio device where your speakers are connected. If you have internal speakers, the device is usually called “Built-in”, “Internal Speakers” or has a similar name. Optionally, if you have a multi-channel sound device you can also use this to output the Monitor signal as well. (remember that the ASIO variant is always the best choice; no ASIO? Try choosing WASAPI for better sound and latency).

② **Output Routing** - this lets you select how you want each deck, the sampler and the headphones to be handled by the master device. This refers to the device that you selected at the ① **Select audio device**.

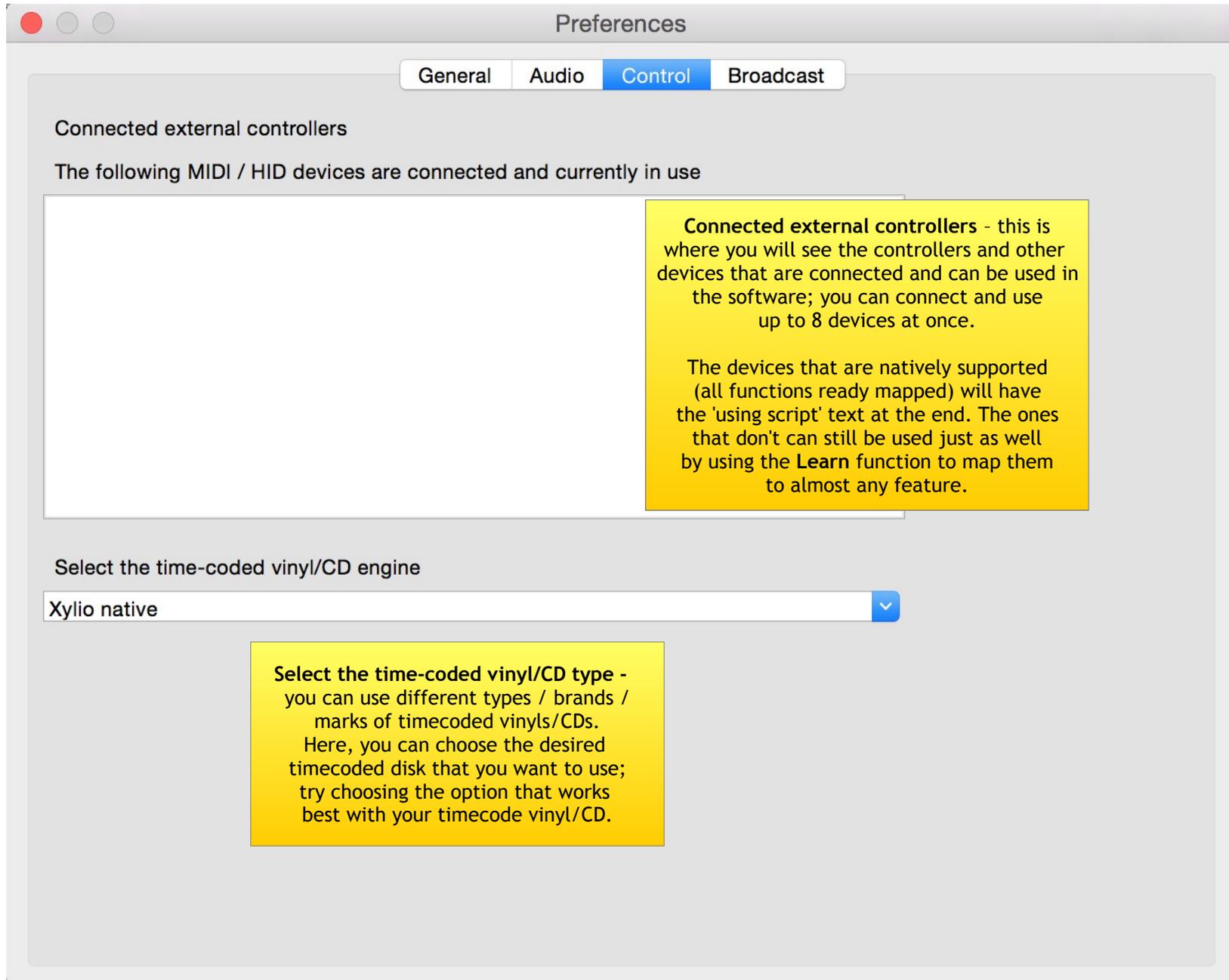
③ **Disable crossfader/volume faders (external mixer mode)** - if you don't want to use future.dj pro's internal mixer, you have the option of using an external mixer. If your soundcard has enough outputs you can have independent outputs for Deck A, Deck B, Sampler + Mic, Monitor. You can then mix these as you see fit on your external mixer. Please note that mix recording will not work in this case, since the software doesn't do the actual mix itself.

④ **Select an additional audio device for previewing / monitoring** - in case you don't have a multi-channel sound device you can still connect your headphones to a secondary output by selecting it here. It is, however, recommended that you have one sound device or hardware controller with multiple audio outputs (multi-channel) than to have two different audio devices (sync problems may occur in this scenario).

⑤ **Latency** - this is the amount of time from giving/issuing a command to its actual execution. For example, if the latency is 100ms (0.1 seconds), after you press the Play button it will take another 100ms until the sound is actually heard in the speakers / headphones. A lower latency will increase the interactivity by making the program respond faster to the commands (e.g. more natural sounding scratch, etc.); on slower systems, sound dropouts and glitches tend to occur.

⑥ **Input Routing** - this lets you change how your inputs are set (microphones and inputs you can set on each deck); the settings depend on the audio interface that you selected from the ① **Select audio device**.

⑦ **Current audio settings** - this simply states the possibilities or limitations that your setup has from the way you set your outputs/inputs.



General Audio **Control** Broadcast

### Connected external controllers

The following MIDI / HID devices are connected and currently in use

**Connected external controllers** - this is where you will see the controllers and other devices that are connected and can be used in the software; you can connect and use up to 8 devices at once.

The devices that are natively supported (all functions ready mapped) will have the 'using script' text at the end. The ones that don't can still be used just as well by using the **Learn** function to map them to almost any feature.

### Select the time-coded vinyl/CD engine

Xylio native ▼

**Select the time-coded vinyl/CD type** - you can use different types / brands / marks of timecoded vinyls/CDs. Here, you can choose the desired timecoded disk that you want to use; try choosing the option that works best with your timecode vinyl/CD.

