

User Guide

English

Manual Version 5.3.0

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Introduction

Thank you for downloading the Engine DJ software. At Engine DJ, we know how serious music is to you. That's why we design our software with only one thing in mind—to make your performance the best it can be.

Support

See ***Appendix > Technical Specifications*** for system requirements and compatibility information.

For additional product information, visit **enginedj.com**.

For additional product support, visit **denondj.com/support**.

Installation

1. Double-click the **.exe** (Windows®) or **.dmg** (macOS®) installer file you downloaded.
2. Follow the on-screen instructions.

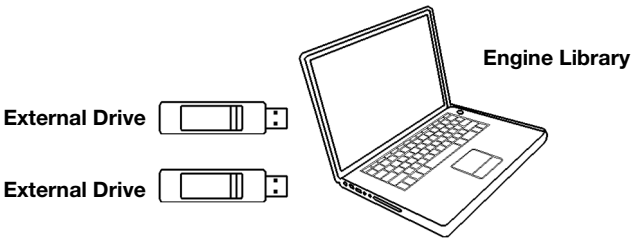
IMPORTANT: We recommend backing up the **Music/Engine Library** folder as an extra safety precaution before upgrading.

About Engine DJ

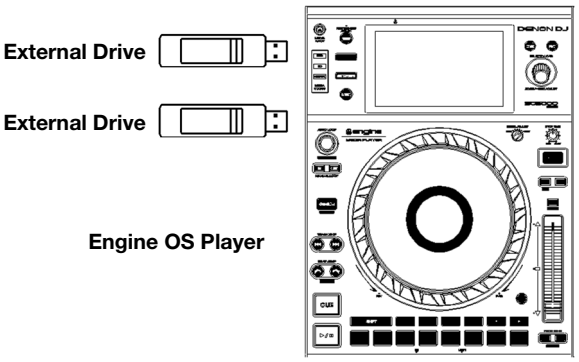
Engine Library refers to a database on your computer that contains all the tracks you use with Engine DJ. You can add tracks stored on the computer's internal hard drive or an external USB hard drive or flash drive connected to the computer. You can even create databases that span multiple drives. We recommend a database no larger than 50,000 tracks to optimize search speeds.

You can then add tracks from your Engine Library to an external storage drive such as a USB flash drive or SD card. Your Engine OS hardware searches for music using the Engine database that is created on the drive. Each drive can have an independent Engine database on it, so you can access multiple external storage drives if your player allows it.

Preparing



Performing



Overview

This is an overview of the different areas of Engine DJ's main software window. Click a name to jump to its Overview chapter: ***Toolbar***, ***Deck***, ***Collection Pane***, ***Filter Boxes***, or ***Track List***.



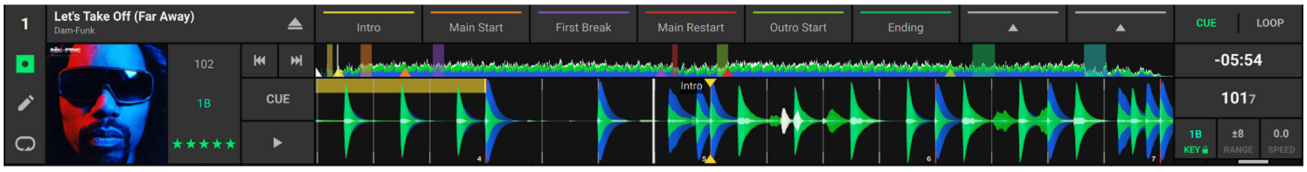
Toolbar

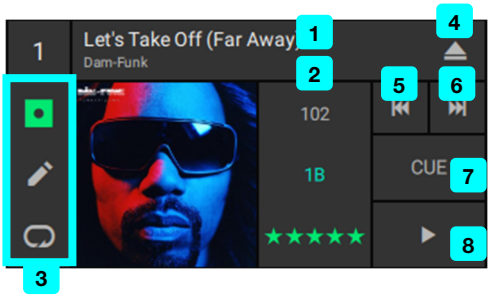
The toolbar gives a quick status overview of the application and allows the user to change modes or behavior quickly.



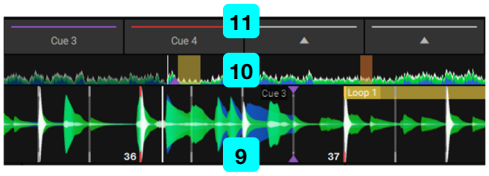
1. **About Engine:** Click the Engine logo to open the About window. Here, you can see the current Engine DJ version and check if the application is up to date, as well as view legal information.
2. **Import:** Click here to open the ***Import Assistant***, where you can import libraries from third-party software. This will also appear automatically if you open Engine DJ with no tracks in your library, such as on a fresh installation for a new user.
3. **Export:** Click here to open the ***Sync Manager***, where you can quickly sync playlists, smartlists, and performance data between your Engine Library and your external storage drive.
4. **Dual Decks:** Click here to switch between single and dual deck track view configurations.
5. **Preferences:** Opens the Preferences window. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** to learn more.
6. **Tooltips:** When enabled, mousing over a feature will show relevant information.
7. **Battery Meter:** Shows the percentage of battery life left if the computer has a battery.
8. **Clock:** Displays the system time in the localized format of the computer.
9. **Full Screen:** Switches the application to full screen view (Windows only. For Mac, use the full screen button in the top left corner of the window).

Deck





1. **Track Title:** This field displays the title of a loaded track.
2. **Artist Name:** This field displays the credited artists of a loaded track.
3. **Deck Modes:** Click one of these icons to view **Track Info**, **Grid Edit Controls**, or **Loop & Beat Jump Controls**. See ***Deck Modes*** to learn more.
4. **Eject:** Click this icon to eject the track from the deck.
5. **Previous Track / Restart Track:** Loads the previous track in the track list or restarts a currently playing track.
6. **Next Track:** Loads the next track in the track list.
7. **Cue:** Sets the cue point of the track when paused. If a track is playing, pressing Cue brings the play position back to the cue point. See ***Operation*** > ***Editing Tracks*** > ***Cue Points*** to learn more.
8. **Play/Pause:** Starts, resumes, or pauses playback.



9. **Audio Waveform:** This large waveform represents a section of the current track. The waveform is color-coded to indicate the frequency of the audio signal: **blue** represents low-frequency (bass) content, **green** represents mid-range-frequency content, and **white** represents high-frequency (treble) content. This will also show the current playback position, cue point, hot cue points, loop points, and beat grids.

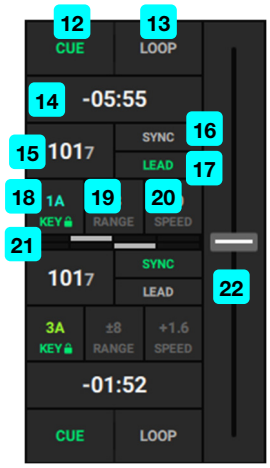
   Click and drag the waveform to “scratch” and move through the track.

   Hovering your mouse cursor over the audio waveform will display Zoom In (+) and Zoom Out (-) buttons on the right side. Press these to change the zoom level for both layers.

10. **Track Overview:** This smaller waveform represents the entire current track. The waveform is color-coded to indicate the frequency of the audio signal: **blue** represents low-frequency (bass) content, **green** represents mid-range-frequency content, and **white** represents high-frequency (treble) content. This includes the current playback position, cue point, hot cue points, and loop points.

    Click a location in this overview during playback to skip immediately to that position in the track. The **audio waveform** above (or below) it will change to show the new position.

11. **Performance Pads:** Click these buttons to set hot cues and saved loops. Your performance points are automatically saved to the track. Right-click a populated pad to rename, clear, or change the color of a hot cue or saved loop, or to change the loop status.



12. **Hot Cue:** Click this icon to set the **Performance Pads** to Hot Cues. Add up to 8 hot cues per track by selecting an available pad. Trigger a hot cue by clicking a populated pad. Right-click a populated pad to rename, clear, or change the color of a hot cue. See ***Operation*** > ***Editing Tracks*** > ***Hot Cue Points*** to learn more.

13. **Loop:** Click this icon to set the **Performance Pads** to Loops. Add up to 8 saved loops per track by clicking once on an available pad to set your loop in point and clicking again on the same pad to set the loop out point. Trigger a saved loop by clicking a populated pad. Right-click a populated pad to rename, clear, and change the color of a loop, or to change the loop status. See ***Operation*** > ***Editing Tracks*** > ***Loop Points*** to learn more.

14. **Time Counter:** This field displays the elapsed or remaining time of the track. Click the field to switch between the modes.

15. **Current Tempo:** This field displays the current playback tempo based on the tempo of the track as adjusted by the speed slider.

16. **Sync:** Click this field to automatically match the BPM and phase of the decks to each other. Click again to disable Sync.

17. **Lead:** Click this field to assign the current deck to the lead tempo. Other decks will match the lead tempo when Sync is enabled.

18. **Key:** This field displays the key of the loaded track, if known. Click this field to enable or disable **Key Lock**, which allows for the track to be played in the original key regardless of speed. When Key Lock is disabled, changing the track's speed will also change the key.

19. **Range:** This field displays the maximum range of the available playback speed. Click within the field to cycle through the available ranges.

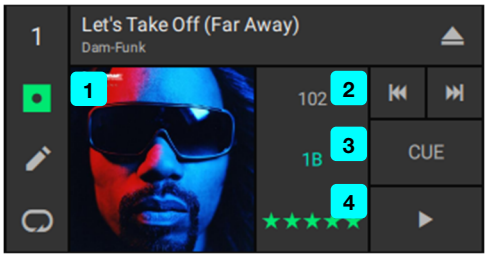
20. **Speed:** This field displays the current playback speed offset. Click and drag within the field to adjust the playback speed. Double-click within the field to reset the speed offset to 0.

21. **Beat Counter:** Provides a visual reference of the current beat of the measure.

22. **Crossfader:** When using Dual Decks, the crossfader adjusts the volume balance between Deck 1 and Deck 2. Double-click the crossfader to evenly balance deck volume.

Deck Modes

Track Info



1. **Album Art:** This field displays the album artwork of the current track.

2. **BPM:** This field displays the tempo of the current track as a BPM value (beats per minute). Engine DJ automatically detects this value when Auto Analyze is set to **On** (see ***Operation*** > ***Adjusting Settings*** > ***Preferences*** to learn about this).

3. **Key:** This field displays the original key of the current track, if known. Engine DJ automatically detects this information when Auto Analyze is set to **On** (see ***Operation*** > ***Adjusting Settings*** > ***Preferences*** to learn about this).

4. **Rating:** This field allows you to rate a track from 1–5 stars. To remove a rating, click to the left of the first star.

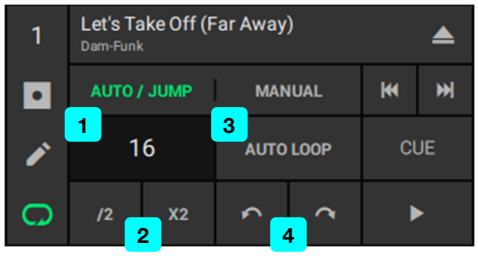
Grid Edit Controls



1. **Tap Tempo:** Manually sets tempo based on repeated taps.
2. **Metronome:** Enables or disables the metronome, which triggers a sound on each beat marker to help set accurate beat grids. See ***Appendix*** > ***Custom Metronome Sounds*** to learn how to add your own metronome sound.
3. **Metronome Volume:** Click this field to set the Metronome volume to Low, Medium, or High.
4. **Reset:** Resets to the original analyzed tempo and grid.
5. **Beat Grid Lock:** Locks the beat grid to prevent any changes to beat anchors or BPM. When enabled, all Grid Edit controls will be greyed out, and a **lock icon** will appear in the Library pane under the **Grid** column to indicate the track's beat grid is currently locked.

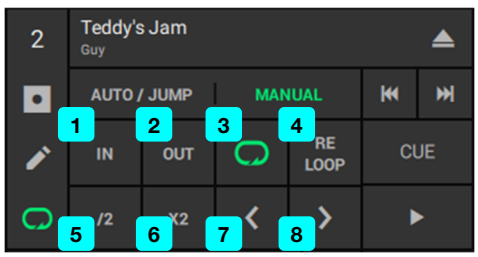
   Note: Track analysis will not alter beat grids if lock is enabled.
6. **BPM:** This field displays the tempo of the current track as a BPM value. Click inside this field to edit it using your keyboard.
7. **+ / - BPM**: Increases or decreases the BPM in small increments when pressed. Press and hold **Shift** while clicking to adjust in finer increments.
8. **/2** and **X2:** Halves or doubles the current BPM.
9. **Insert Anchor:** Sets the closest anchor to the playhead, allowing for warping of songs with fluctuating tempos.
10. **Downbeat Left/Right:** Moves downbeat based on the current analyzed grid.
11. **Delete Anchor:** Deletes the closest anchor within a few beats.
12. **Grid Left/Right:** Moves or "slips" the entire grid left or right. Press and hold shift for finer adjustment.

Loop & Beat Jump Controls



Auto / Jump: Select this option to create a loop of a set size.

1. **Value Display:** Displays the current auto loop and beat jump resolution.
2. **/2** and **X2:** Use these buttons to set the auto loop and beat jump resolution to **1/32**, **1/16**, **1/8**, **1/4**, **1/2**, **1**, **2**, **4**, **8**, **16**, **32**, or **64** beats.
3. **Auto Loop**: Activates or deactivates an auto loop.
4. **Jump Back** and **Jump Forward:** Click one of these buttons to jump back or forward by the set length.

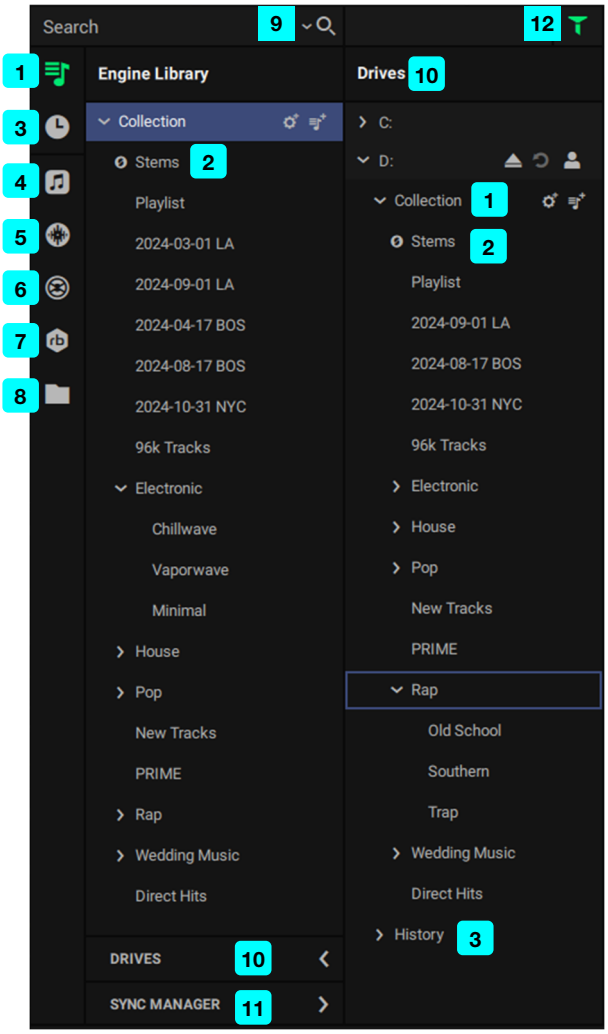


Manual: Select this option to manually set loop points.

1. **Loop In:** Click this to set a Loop In point.
2. **Loop Out:** Click this to set a Loop Out point.
3. **Loop Enable:** Click this to enable (or disable) the Loop.
4. **Re-Loop:** Click this to start the Loop from the beginning.
5. **Halve Loop:** Click this to reduce the length of the loop by half.
6. **Double Loop:** Click this to double the length of the loop.
7. **Shift Left:** Click this to shift the loop one measure to the left, based on the current beat grid.
8. **Shift Right:** Click this to shift the loop one measure to the right, based on the current beat grid.

Collection Pane

The Collection pane lets you browse your Engine Library and databases on any connected external storage drives.



1. **Playlists & Smartlists:** Displays the entire music collection and all Playlists and Smartlists from all local and connected external storage drives. Playlists and Smartlists are used to organize tracks into custom categories and plan music sets. Tracks that appear in sub-playlists will also appear in the parent playlist.

   See ***Operation*** > ***Using Playlists*** and ***Operation*** > ***Smartlists*** to learn more.

2. **Stems:** This playlist displays all tracks with associated stems files. The main collection Stems list will show all stem tracks from all connected drives, while the stems list on a specific drive will only show files on that drive with associated stems.

   See ***Operation*** > ***Editing Tracks*** > ***Creating Stems*** to learn more.

   Note: Stems files cannot be played back in the Engine DJ software. Stems is automatically available on all PRIME 4+, PRIME 4 G2, and SYSTEM ONE units. For other Engine OS hardware, you must activate Stems by purchasing a one-time license to add to your Engine DJ profile.

3. **History:** A list of already-played tracks. The **Engine Library** History will show already-played tracks from your local storage and any previously connected external storage drives, while the **Drives** History is specific to the selected external storage drive. The tracks loaded into the player are automatically added in their playback order.

4. **iTunes/Apple Music Library:** Displays a read-only version of your iTunes/Apple Music Library. Import your Library by clicking the **Update Library** button.

   See ***Operation*** > ***Importing Libraries*** > ***Using an iTunes/Apple Music® Library*** to learn more.

5. **Serato Library:** Displays a read-only version of your Serato Library. Import your Serato Library by clicking the **Update Library** button.

   See ***Operation*** > ***Importing Libraries*** > ***Using a Serato Library*** to learn more.

6. **Traktor Library:** Displays a read-only version of your Traktor Library. Import your Traktor Library by clicking the **Update Library** button.

   See ***Operation*** > ***Importing Libraries*** > ***Using a Traktor® Library*** to learn more.

7. **Rekordbox Library:** Displays a read-only version of your Rekordbox Library. Import your Rekordbox Library by clicking the **Update Library** button.

   See ***Operation*** > ***Importing Libraries*** > ***Using a Rekordbox® Library*** to learn more.

8. **File System Browser:** Use the system file browser to browse the file structure of all attached drives. Compatible tracks appear in the track list and can be added to the database by dragging to either the collection or a playlist.

9. **Search:** Click this field, and then use your computer keyboard to enter text to search for it in your tracks. Click the magnifying glass (🔍) to modify your search fields. Click **X** to clear your search.

   See ***Operation*** > ***Searching for Tracks*** to learn more.

10. **Drives:** Click this icon to show or hide the drives panel, which will show the music libraries and playlists of any connected external storage drives and connected cloud storage folders.

    See ***Operation*** > ***Using External Storage Drives*** to learn more.

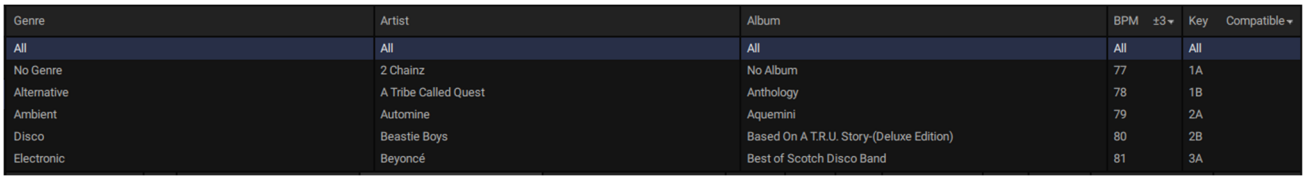
11. **Sync Manager:** Click this icon to open the Sync Manager tool, which allows you to sync tracks and data between your Engine Library and external storage drives and connected cloud services.

    See ***Operation*** > ***Sync Manager*** to learn more.

12. **Filters:** Click this icon to show or hide the Filters.

    See ***Filter Boxes*** to learn more.

Filter Boxes



The 5 filters enable you to display tracks only when they belong to the category/categories you select. The available categories are **Genre**, **Artist**, **Album**, **BPM**, and **Key**. You can select one or more categories in each filter column.

To show or hide the filters, click the **Filters** button in the upper-right corner of the Collection Pane.

To select a category in a filter column, click it.

Note: Filters can be used in combination with a word search.

To select multiple categories in a filter column, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all categories from the currently selected one to the one you click.

The **BPM** and **Key** categories can also be refined to expand your search results:

- **BPM Range:** This setting determines the "tolerance" of the **BPM** filter so you can include tracks with tempos that are within a small range of the selected tempo. Select **±0**, **1**, **2**, **3**, **5**, **10**, or **15**.
- **Key Compatibility:** This setting determines whether the **Key** filter shows tracks with the same key only (**Match**) or tracks with harmonically compatible keys (**Compatible**).

Note: When searching in a range of BPM or in multiple Keys, all matching selections will be highlighted in the filter boxes.

Track List



1. **Columns:** Click the top of a column to sort the track list by that column. Hold **Shift** and click columns to sort by multiple columns at once. For example, you can sort by Artist-Ascending and BPM-Descending at the same time.

   To select the columns to display, right-click a column and then select any of the following options:

#	**Artist**	**Rating**	**Genre**	**Filename**	**Drive**
Preview	**Album**	**Comment**	**Year**	**File Type**	**File Size**
Art	**Length**	**Grid**	**Label**	**Directory**	**Start Time**
Stems	**BPM**	**Packed**	**Composer**	**Date Created**	**Play Count**
Title	**Key**	**Track #**	**Mixartist**	**Date Added**	**SoundSwitch File**

   Columns can be rearranged by clicking and dragging a column into a new position in the Track List panel, or by right-clicking a column and clicking and dragging the column name into a new position in the menu that appears.

   Note: Some columns such as **Preview**, **Directory** and **SoundSwitch File** cannot be used to sort the track list. Additionally, some columns do not appear in all views; for example, **#** is only visible in Playlists, and **Start Time** is only available in History.

2. **Track List:** This field displays the information for all tracks in the currently selected location. The tracks are sorted by column. The bottom of the window displays the total number of tracks in the list.

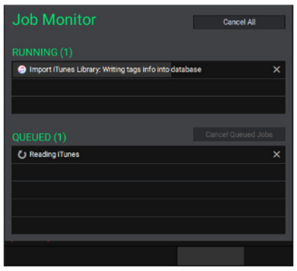
   To edit information for a track, click it to select it, and then click a field to edit the meta data. You can edit information for any of the following columns:

Title	**Album**	**Rating**	**Track #**	**Year**	**Composer**
Artist	**Key**	**Comment**	**Genre**	**Label**	**Mixartist**

   When you are done editing, press **Enter** on your computer keyboard to save your edits.

   To edit information on multiple tracks, hold **Shift** to select the tracks, and then double-click a field while still holding Shift. When you press enter, a window will appear to confirm you want to change the metadata for the tracks.

   Double-click a track to load it to Deck 1.



3. **Job Monitor:** While jobs such as analyzing tracks or packing playlists to a device are running, the Job Monitor will show a progress bar to indicate the current status. You can click the progress bar to view a list of Running and Queued Jobs and cancel one or all jobs at any time. The progress bar will show "No jobs running" when there are no jobs in progress or queued.
4. **Tracks/Length/Size:** This displays the number of tracks in the entire collection, a selected playlist, or a selection of tracks, as well as their total length. When the **File Size** column is enabled, this also shows the total file size of the collection, playlist, or tracks, including the size of associated stem files.

Operation

Launching Engine DJ

To open Engine DJ:

- **On Windows:** Click **Start** (the Windows icon), type **Engine DJ**, and click to select.
- **On macOS:** In your **Applications** window, double-click **Engine DJ**.

Adjusting Settings

The first time you use Engine DJ, configure the settings described in this chapter.

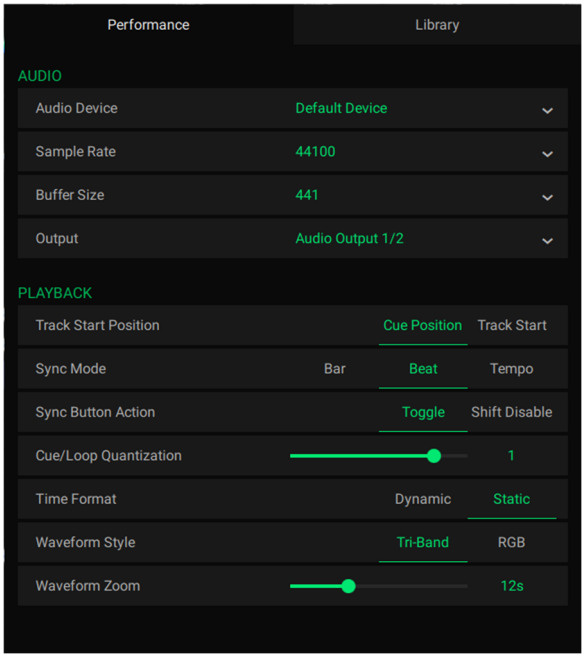
Preferences

Click the **Preferences** icon in the Toolbar to open the Preferences window. This window contains two tabs, **Performance** and **Library**. Click each tab to view and edit its settings, described below.

Performance

Audio

Use these settings to adjust your audio playback options.



- **Audio Device:** The output device used for playing tracks.
- **Sample Rate:** The sampling frequency used by the audio output device.
- **Buffer Size:** The buffer size used by the audio output device.
- **Output:** The audio channels used by the audio output device for playing tracks.

Playback

Use these settings to adjust track playback options.

- **Track Start Position:** This setting determines where the beginning of a track is after it loads. Select the automatically detected beginning of an audio signal (**Cue Position**) or the actual start of the file (**Track Start**).
- **Sync Mode:** The degree of synchronization applied when you press the **Sync** button.
    - **Bar**: The tempo will be synced, and the track will be automatically bar-matched with the track on the primary deck (the downbeats of each bar will be aligned).
    - **Beat**: The tempo will be synced, and the track will be automatically beat-matched with the track on the primary deck.
    - **Tempo**: Only the tempo will be synced (the BPM will match that of the primary deck).
- **Sync Button Action:** This setting determines how the **Sync** button will act when pressed:
    - **Toggle:** This mode allows you to toggle sync on and off without having to hold **Shift**.
    - **Shift Disable:** This mode requires **Shift** to be held in order to turn off sync.
- **Cue/Loop Quantization:** The degree of quantization for time-based features: hot cue points, loops, and loop rolls. Select **Off**, **1/8**, **1/4**, **1/2**, **1**, or **4** beats.

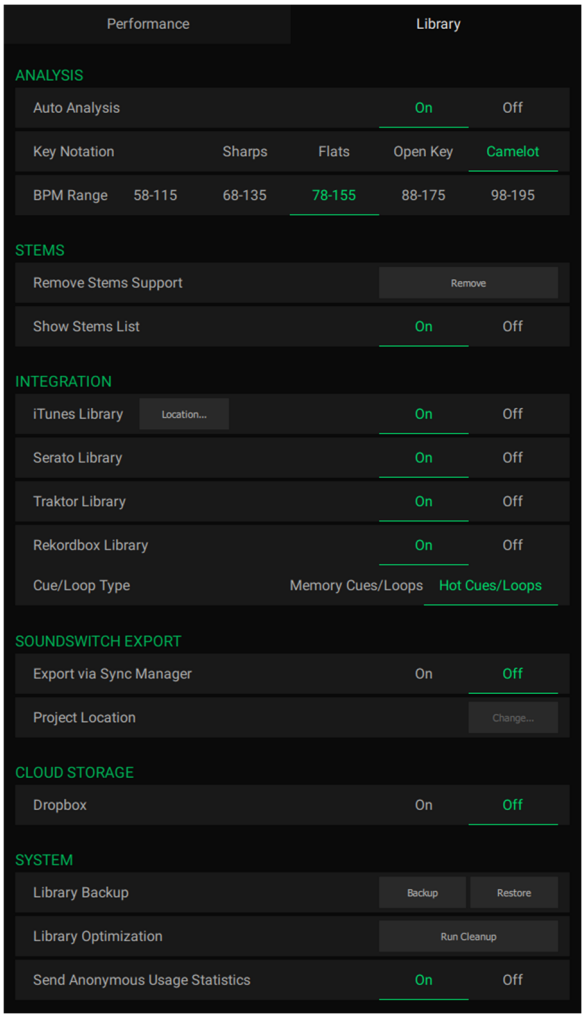
- **Time Format:** This setting determines whether or not pitch adjustment affects how the track time is displayed. When set to **Static**, the track's time corresponds to locations in the track as usual; adjusting the pitch does not affect it. When set to **Dynamic**, the track's time will automatically adjust to account for changes in pitch. For instance, if you set the pitch fader to **-8%**, the track time will increase so it is 8% longer.
- **Waveform Style:** This setting determines the appearance of track waveforms. Select **Tri-Band** for Engine OS waveforms where blue represents bass, green is mid-range, and white is treble. Select **RGB** for software-style waveforms where red represents bass, green is mid-range, and blue is treble.

  Note: RGB waveforms and track overviews will be built when loading a track to a deck in Engine DJ software or on Engine OS hardware. You can also analyze tracks in Engine DJ software by right-clicking and selecting **Analyze: Get missing analysis data**. See ***Editing Tracks > Re-Analyzing Tracks*** for more information.
- **Track Overview Style:** This setting determines whether the track overview displays a **Half** or **Full** waveform.
- **Waveform Zoom:** Sets the level of scrolling waveform zoom, from **3** seconds to **30** seconds.

Library

Analysis

Use these settings to adjust the track analysis options.



- **Auto Analysis:** This setting determines whether or not Engine DJ will automatically analyze track information when you add files. Select **On** to automatically analyze track information, or **Off** to disable.
- **Key Notation:** This setting determines how the track key is notated in the display. You can view the key as all **Sharps**, all **Flats**, **Open Key**, or **Camelot**.
- **BPM Range:** Sets the minimum and maximum guidelines for BPM analysis. Select **58–115**, **68–135**, **78–155**, **88–175**, or **98–195**.

  Note: If too narrow of a BPM range is set, either min or max may be exceeded.

Engine DJ supports the following file types:

AAC/M4A
AIF/AIFF (44.1–192 kHz, 16–32-bit)
ALAC
FLAC
MP3 (32–320 kbps + VBR/CBR)
MP4
Ogg Vorbis
WAV (44.1–192 kHz, 16–32-bit)

Important: DRM-protected files cannot be added.

Stems

Use these settings to set up and control stem functionality. You can view more information, see which devices are compatible, and purchase a license by visiting **enginedj.com/stems**.

Note: Stems is automatically available on all Denon DJ PRIME 4+ and PRIME 4 G2, and RANE SYSTEM ONE units. For other Engine OS hardware, you must activate Stems by purchasing a one-time license to add to your Engine DJ profile.

To learn more about how to use stems, see ***Creating Stems***.

- **Add/Remove Stems Support:** Click this button to add or remove stems support from Engine DJ.

  When adding, you will be prompted to download Engine Stems support. Click **Yes** to continue or **No** to cancel. When the download begins, you will see a pinwheel at this setting, and the **Job Monitor** will track the progress of the download. Once completed, the button will change to **Remove**.

  Note: The stems support library requires approximately 450 MB of space to install.

- **Show Stems List:** This setting determines whether the Stem category is shown in the Collection pane. Select **On** to show the Stems list, or **Off** to hide it.

Integration

Use these settings to set up a Library to use during offline editing:

- **iTunes Library:** This setting turns iTunes/Apple Music library support **On** or **Off**. When enabled, the library, including playlists, will be available in Engine DJ. This will also import ratings from files added in the library. See ***Using an iTunes/Apple Music® Library*** to learn more. When disabled, the iTunes/Apple Music icon will disappear from the Collections pane. Use the **Location…** button to select the location of your library XML file if needed.
- **Serato Library:** This setting turns Serato library support **On** or **Off**. When enabled, the Serato library, including crates (except smart crates), will be available in Engine DJ. This will also import Serato Cue points, loops and beat grids from files added in the Serato library. See ***Using a Serato Library*** to learn more. When disabled, the Serato icon will disappear from the Collections pane.
- **Traktor® Library:** This setting turns Traktor library support **On** or **Off**. When enabled, the Traktor library, including playlists, will be available in Engine DJ. This will also import Traktor hot cues from files added in the Traktor library. See ***Using a Traktor® Library*** to learn more. When disabled, the Traktor icon will disappear from the Collections pane.
- **Rekordbox® Library:** This setting turns Rekordbox library support **On** or **Off**. When enabled, the Rekordbox library, including playlists, will be available in Engine DJ. This will also import Rekordbox hot cues, memory loops and beat grids from files added in the Rekordbox library. See ***Using a Rekordbox® Library*** to learn more. When disabled, the Rekordbox icon will disappear from the Collections pane.
- **Cue/Loop Type:** This setting determines what Cue/Loop type from your Rekordbox Library is used with the **performance pads**. **Memory Cues/Loops** are stored in chronological order within each track and do not initiate playback when triggered. This makes them useful for setting static points to work from in a track once it is loaded. **Hot Cues/Loops** can be set in any order and can initiate playback immediately when triggered, so they are useful for live performance.

SoundSwitch Export

Use these settings to configure your export settings for SoundSwitch lighting control.

- **Export Via Sync Manager**: When set to **On**, Engine DJ will export SoundSwitch lighting settings when exporting your collection to a drive using the Sync Manager.

  Note: SoundSwitch files are not packed to an external storage drive when using drag and drop. Use the Sync Manager to export SoundSwitch data.

- **Project Location**: Click the **Change…** button to select a SoundSwitch project location on your computer.

Cloud Storage

Use this setting to configure your cloud storage connections with Engine DJ:

- **Dropbox**: When set to **On**, Engine DJ will use Dropbox as cloud storage for backing up your library and syncing with Engine OS devices to use the cloud storage as a music source. See ***Using Cloud Storage*** to learn more.

  Note: If Dropbox is not currently installed on your computer, you will be prompted to download, install, and log into the program.

System

Use these tools to manage your Engine Library.

- **Library Backup:** This tool allows you to create a backup of the Engine Library on your computer. Click **Backup** to create a backup of this library on your local drive. While the backup is in progress, do not close Engine DJ or shut off your computer. Click **Restore** to overwrite the current library with the latest backup created. In the window that appears, click **Yes** to continue or **No** to return to the previous page.

  Note: To create a backup of an Engine database on an external drive, manually copy the database files onto your local drive or another external drive.

- **Library Optimization:** This tool allows you to clear the database of un-needed information. Click **Run Cleanup** to perform. While the cleanup is in progress, do not close Engine DJ or shut off your computer.

  Note: We recommend performing this operation on a regular basis with your Engine DJ library and all Engine drives to help optimize performance on Engine hardware. Before running cleanup, make sure you have also backed up your Engine Library and the Engine databases on each of your drives using the process described above.

- **Send Anonymous Usage Statistics:** This determines whether or not your usage statistics will be sent occasionally to us, enabling us to improve the Engine DJ experience.

Using External Storage Drives

To prepare an external storage drive to use with an Engine OS player, you will need to create an Engine database on the USB drive or SD card. When a player plays the tracks on the drive, it will reference its Engine Library database information, resulting in a smoother performance. Each drive can have an independent Engine database on it, so you can access multiple external storage drives if your player allows it.

An Engine external storage drive database includes information to enable the following features:

Playlists	**Loop Points**	**Waveform Data**
Cue Points	**Beat grid**	**Filter Search**
Hot Cue Points	**BPM**	**Word Search**

Important:

An Engine database requires approximately **500 MB** or more of free space on your external storage drive, depending on the size of your library.

Make sure your player supports the drive's file system format and capacity. When formatting a drive for an Engine database, we recommend using an ExFAT partition type for the best performance, but FAT32 is also supported.

Tracks contained in a database on an external storage drive will also appear in the main database. Songs that have been copied to a drive will have a dot (•) in the **Packed** column of the Track List.

Before adding tracks or playlists to an external storage drive, make sure your device is properly connected to your computer. The drive will appear in the Drives panel when it is connected.

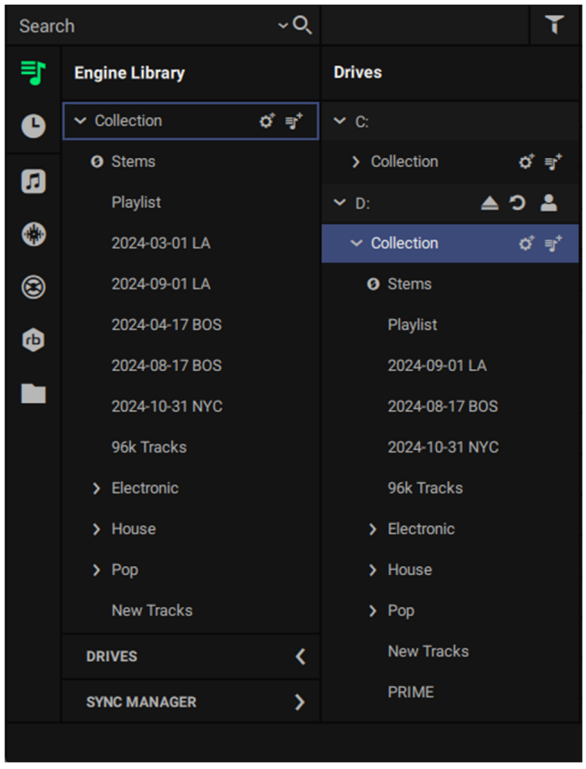
To access connected drives in Engine DJ, click the **Drives** icon in the Collection pane. A new pane will appear and show any connected drives.

To learn how to add tracks to a drive, see ***Adding & Removing Tracks***.

To learn how to add a playlist to a drive, see ***Using Playlists***.

To resync track info, click the **Resync Track Info** button in the media devices panel. This will resync any changes to cues, loops, beat grid, and meta tag data back to the main database.

To edit the configuration settings for the drive, click the **Profile Preferences** icon in the media devices panel. See ***User Profiles*** below for more information.



To eject a connected drive:

1. Press the **Eject** button in the media devices panel.
2. An alert window will appear. Click **Eject** to eject the drive, or click **Cancel** to leave it connected to Engine DJ.

User Profiles

User Profiles are configuration settings that can be saved to your external storage drive and loaded to your Engine OS player.

To edit user profile preferences, click the **Drive Preferences** icon in the Drives section of the Collection panel.

To select a user profile, use the dropdown menu.

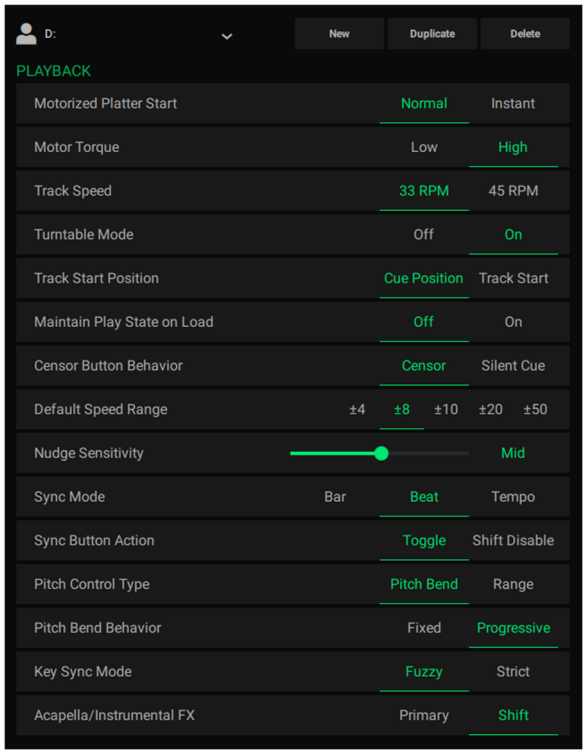
To create a new user profile, click the **New** button. You can rename the profile in the dropdown menu when a new profile is created.

To duplicate the current user profile, click the **Duplicate** button.

To delete the current user profile, click the **Delete** button.

Drive Preferences

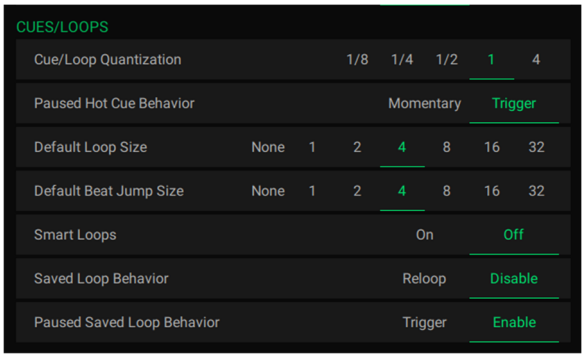
Playback



- **Motorized Platter Start:** This setting determines how quickly your track starts to play. When set to **Normal**, the track will play in relation to the motor start-up speed. When set to **Instant**, the song will begin immediately, and the motor and platter will catch up to the song within a few milliseconds.
- **Motor Torque:** This setting determines the torque level of the motorized platter (**Low, High**).
- **Track Speed:** This setting determines the speed at which the track plays (**33 RPM**, **45 RPM**).
- **Turntable Mode:** When set to **On**, this mode allows the motorized platter to keep spinning after a track ends, just like a standard turntable. When set to **Off**, the motorized platter will stop after the track ends.
- **Track Start Position:** This setting determines where the beginning of a track is after it loads. Select the automatically detected beginning of an audio signal (**Cue Position**) or the actual start of the file (**Track Start**).
- **Maintain Play State on Load:** When enabled, loading a new track will automatically enter the play state of the previous track on the deck where it was loaded. For example, if a track was already playing, the new track will begin playing as soon as it loads. When disabled, tracks will always load with playback paused.
- **Censor Button Behavior:** This setting determines the default push behavior of the **Censor** button. When set to **Censor**, press it to reverse playback of the track, but when released, normal playback will resume from where it would have been if you had never engaged the Censor feature (i.e., as if the track had been playing forward the whole time). When set to **Silent Cue**, press the button to temporarily mute the deck audio until a Hot Cue or Pitch Play pad is pressed. This allows you to play a track from the desired position and unmute the deck with a single button press.
- **Default Speed Range:** This setting determines the range of the **pitch fader**. Select **±4%**, **8%**, **10%**, **20%**, or **50%**.
- **Nudge Sensitivity:** This determines the level of sensitivity when moving the platters: **Min**, **Low**, **Mid**, **High**, or **Max**.

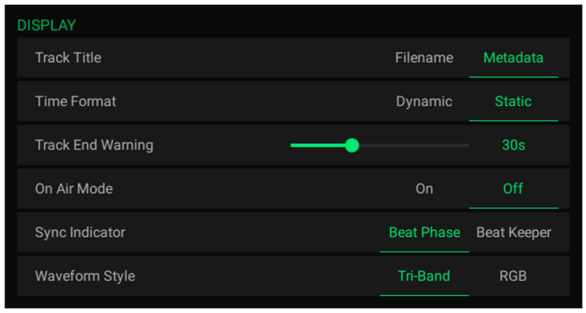
- **Sync Mode:** This setting determines the degree of synchronization applied when you press the **Sync** button:
  - **Bar:** The tempo will be synced, and the track will be automatically bar-matched with the track on the primary unit (the downbeats of each bar will be aligned).
  - **Beat:** The tempo will be synced, and the track will automatically be beat-matched with the track on the primary unit.
  - **Tempo:** Only the tempo will be synced (the BPM will match that of the primary deck).
- **Sync Button Action:** This setting determines how the **Sync** button will act when pressed:
  - **Toggle:** This mode allows you to toggle sync on and off without having to hold **Shift**.
  - **Shift Disable:** This mode requires **Shift** to be held in order to turn off sync.
- **Pitch Control Type:** This setting determines the primary function of the Pitch Bend buttons. Select **Pitch Bend** to keep the primary function as momentarily reducing or increasing the pitch, or select **Range** to set the primary function to adjusting the range of the pitch fader. The function not used as the primary will still be available by holding **Shift** and using the **Pitch Bend** buttons.
- **Pitch Bend Behavior:** This setting determines the behavior of the **Pitch Bend** button function. When set to **Fixed**, pressing and holding the **Pitch Bend** buttons changes the speed of the track at a consistent rate. When set to **Progressive**, the longer the **Pitch Bend** buttons are held, the greater the rate of speed change.
- **Key Sync Mode:** This setting determines whether key syncing is **Fuzzy** or **Strict**. When set to **Strict**, tracks will only be key synced to the same or relative key (i.e., 7a to 7b). When set to **Fuzzy**, the available compatible keys are increased to include relative keys of the dominant and subdominant keys of the lead track, decreasing the amount of pitch shifting necessary to match two tracks together.
- **Acapella/Instrumental FX:** This setting determines whether the **Stem FX** function is the **Primary** function of the **Acapella** and **Instrumental** buttons (normal button press) or the **Shift** function of the **Acapella** and **Instrumental** buttons (default, **Shift** plus button press).

Cues/Loops



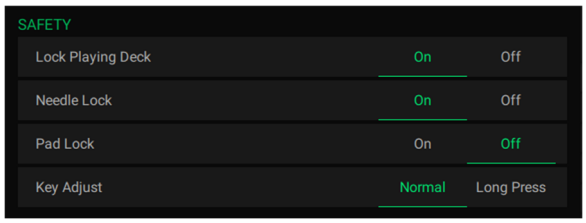
- **Cue/Loop Quantization:** This setting determines the degree of quantization for time-based features: hot cue points, loops, and loop rolls. Select **1/8**, **1/4**, **1/2**, **1**, or **4 Beats**.
- **Paused Hot Cue Behavior:** This setting determines the behavior of hot cues when playback is paused. Select **Momentary** for the hot cue to play only while the pad is held, or select **Trigger** for the hot cue to continue playing once the pad is pressed.
- **Default Loop Size:** This setting determines the default size for loops. Select **None**, **1**, **2**, **4**, **8**, **16**, or **32 Beats**. When **None** is selected, the autoloop size will not reset when a new track is loaded.
- **Default Beat Jump Size:** This setting determines the default size for beat jumping. Select **None**, **1**, **2**, **4**, **8**, **16**, or **32 Beats**. When **None** is selected, the beat jump size will not reset when a new track is loaded.
- **Smart Loops:** This setting determines whether or not a manual loop will be automatically expanded or reduced to a conventional length (e.g., 2 beats, 4 beats, 8 beats, etc.) when you set it. Select **On** or **Off**. This setting works independently of the quantization setting.
- **Saved Loop Behavior:** This setting determines the behavior for saved loops. When set to **Reloop**, pressing a performance pad with a saved loop will re-trigger the loop from the start. When set to **Disable**, pressing a performance pad with a saved loop will disable the loop.
- **Paused Saved Loop Behavior:** This setting determines the behavior for saved loops on a paused track. When set to **Trigger**, pressing a performance pad with a saved loop on a paused track will trigger track playback from the point of the active loop. When set to **Enable**, pressing a performance pad with a saved loop on a paused track will move the playhead to the start of the loop, but the track will remain paused.

Display



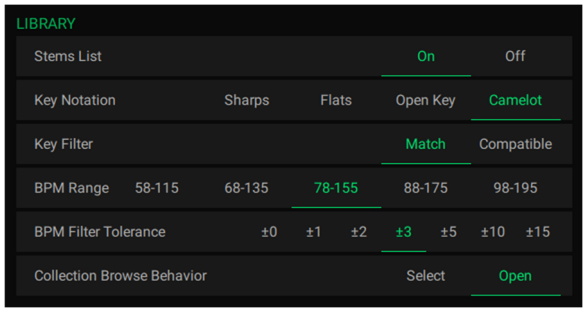
- **Track Title:** This setting determines how tracks appear on your controller. Select **Filename** to show only the track's file name, or select **Metadata** to show the track's ID3 tags.
- **Time Format:** This setting determines whether or not pitch adjustment affects how the track time is displayed. When set to **Dynamic**, the track's time will automatically adjust to account for changes in pitch. For instance, if you set the pitch fader to **-8%**, the track time will increase so it is 8% longer. When set to **Static**, the track's time corresponds to locations in the track as usual; adjusting the pitch does not affect it.
- **Track End Warning:** This setting determines how long before the end of a track that the controller will warn you it is nearing the end. Select **Off** to disable Track End Warning, or select a time between **1 second** and **90 seconds**.
- **On Air Mode:** This setting changes the platter ring illumination when the channel fader on a compatible Engine DJ mixer or controller is up or down, indicating an active or "on air" deck. When this setting is **On**, raising the channel fader will change the platter color from **white** to the selected color. When this setting is **Off**, the user-selected color will always be shown regardless of the channel fader position.
- **Sync Indicator:** This setting determines whether decks display the **Beat Phase** indicator or **Beat Keeper** indicator.
- **Waveform Style:** This setting determines the appearance of track waveforms. Select **Tri-Band** for Engine OS waveforms where blue represents bass, green is mid-range, and white is treble. Select **RGB** for software-style waveforms where red represents bass, green is mid-range, and blue is treble.
- **Track Overview Style:** This setting determines whether the track overview displays a **Half** or **Full** waveform.

Safety



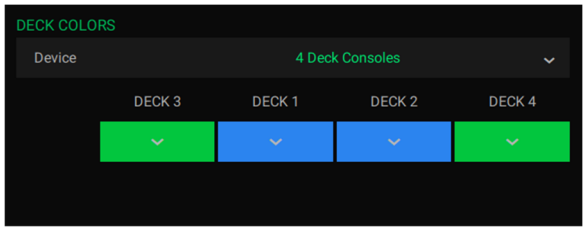
- **Lock Playing Deck:** This setting determines whether or not you will be able to load a track to the deck as it is playing. Select **On** or **Off**. When this setting is on, the deck must be paused in order to load a track to it.
- **Needle Lock:** This setting determines whether or not you can click the **track overview** in the display to jump to that location in the track during playback. Select **On** or **Off**. You can use the track overview while playback is stopped regardless of this setting.
- **Pad Lock:** This setting determines whether the pads and pad mode buttons (**Hot Cue**, **Loop**, **Roll**, **Slicer**) are enabled or disabled. Select **On** or **Off**.
- **Key Adjust**: This setting determines whether the **Key Adjust** ◀/▶ buttons operate on a short-press (**Normal**) or **Long Press**. When Long Press is selected, holding a **Key Adjust** button will adjust the key of the playing track, and subsequent presses will trigger Key Adjust without having to hold. After a three-second time out, a long press is again required to trigger key adjust.

Library



- **Stems List:** This setting enables or disables the **Stems** list from appearing in Library view.
- **Key Notation:** This setting determines how the track key is notated in the display. You can view the key as all **Sharps**, all **Flats**, **Open Key**, or **Camelot**.
- **Key Filter:** This setting determines whether the **Key** filter shows tracks with the same key only (**Match**) or tracks with compatible keys (**Compatible**).
- **BPM Range:** Sets the minimum and maximum guidelines for BPM analysis. Select **58–115**, **68–135**, **78–155**, **88–175**, or **98–195**.
- **BPM Filter Tolerance:** This setting determines the "tolerance" of the **BPM** filter so you can include tracks with tempos that are within a small range of the selected tempo. Select **±0**, **±1**, **±2**, **±3**, **±5**, **±10**, or **±15**.
- **Collection Browse Behavior:** This setting determines browsing behavior when using the Library. When set to **Select**, tapping a playlist or folder will select it, and a double-tap is required to open it. When set to **Open**, tapping a playlist or folder will open it.

Deck Colors



These settings determine the deck colors, including the colors of the light ring around the platter for each deck or each layer on each player if available. This will also determine the color of the relevant "Cue" button on Engine-compatible mixers.

Use the **Device** field to select **4 Deck Consoles**, **2 Deck Consoles**, or **Players**, depending on the product that the device will be used with.

Click the arrows under the desired Deck or Player, and then click a color to select it.

Adding & Removing Tracks

This chapter explains how to add tracks to, or remove tracks from, your Engine Library or an Engine external storage drive. For information on adding and removing tracks from playlists, see ***Using Playlists***.

Notes:

If Auto Analyze is **on**, Engine DJ will automatically analyze all tracks you add to your Engine Library. A progress bar will appear at the bottom of the window to indicate the current status. See ***Adjusting Settings*** > ***Preferences*** to learn about this.

If you try to quit Engine DJ while analyzing tracks, an alert window will appear. Click **YES** to quit Engine DJ, or click **NO** to continue the analysis.

You can also add tracks from an iTunes/Apple Music library, Serato library, Traktor library or Rekordbox library. See ***Importing Libraries*** to learn about this.

Important: Do not rename a connected external storage drive after you add tracks from it. This will prevent Engine DJ from detecting those tracks. If you do rename the device, make sure to rename it so it uses the name it had when you originally added the tracks.

To add tracks to Engine DJ, use one of the following methods:

- Click and drag a track or folder from **Explorer** (Windows) or **Finder** (macOS) onto the track list or **Collection** pane. You can do this with single or multiple tracks or folders. When adding a folder to the track list, the tracks contained will be added to the current playlist, if one is selected. When adding a folder structure into the Collection pane, all tracks contained will be imported into playlists according to the names of the imported sub-folders.
- Use the **File System Browser** in the Collection pane to search for files on your computer. Click and drag a track or folder from here to your **Collection**.

To add tracks to an Engine external storage drive:

1. In the Collection pane, click the **Drives** icon to open the media drives pane.
2. Click and drag a track or folder from **Explorer** (Windows) or **Finder** (macOS) onto the track list. You can do this with single or multiple tracks or folders.

   Alternatively, you can also use the **File System Browser** in the Collection pane to search for files on your computer. Click and drag a track or folder from here to the device's **Collection**.

Notes:

If you add a track to an external storage drive, it will automatically be added to the Engine Library, as well.

If you have added a track to an external storage drive before, the database will update (and therefore overwrite) the track's information, but the track itself will not be copied, so you do not need to worry about wasting space with duplicate tracks.

To remove tracks from Engine DJ or an external storage drive:

1. In the track list, click the track you want to remove. To select multiple tracks, press and hold **Ctrl** (Windows) or ⌘ (macOS) and click each one. You can also press and hold **Shift** to select all tracks within a selected range.
2. Right-click the track(s) and select one of the following, depending on where the track is located:
    - **Remove from Collection** will remove the track data from the Engine DJ database.
    - **Remove from Drive** will remove the track data *and* audio file from the selected external storage drive and database.
    - **Remove from Playlist** will remove the track from that playlist. See ***Using Playlists*** for information on removing tracks from playlists.

Important:

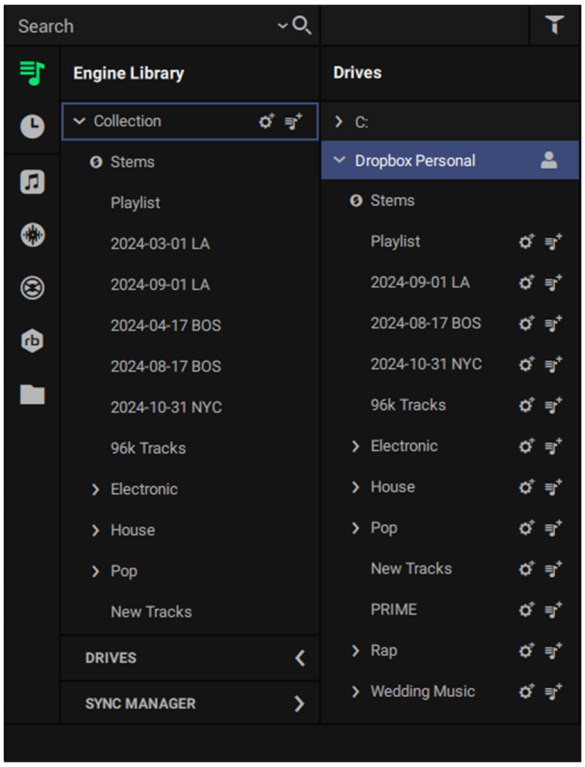
Selecting **Remove from Collection** or **Remove from Playlist** will **not** delete the track from its original location on your computer or external storage drive. Selecting **Remove from Drive** *will* delete the file from its original location.

Selecting **Remove from Collection** or **Remove from Playlist** will **not** delete the track from any Engine external storage drives. Conversely, selecting **Remove from Drive** will **not** delete the track from your Engine DJ Collection.

Selecting **Remove from Drive** on a track from one external storage drive will remove it from that drive only. It will **not** affect Engine databases on other drives.

Using Cloud Storage

In addition to keeping files on your computer or an external storage drive, you can also sync your Engine Library to a cloud storage service. All the same data that is stored in your Engine Library can be backed up to your cloud storage account, so you never have to worry about losing or not having access to your files.



To enable Dropbox cloud storage, open the **Preferences** menu and under **Library > Cloud Storage**, set **Dropbox** to **On**.

If you do not already have Dropbox installed on the same computer you are using Engine DJ on, you will be prompted to download, install, and log into the Dropbox application.

To access the cloud storage drive, click the **Drives** icon in the Collection pane. A new pane will appear and show any connected drives and cloud storage.

To learn how to add tracks to a cloud storage drive, see ***Adding & Removing Tracks***.

To learn how to add a playlist to a cloud storage drive, see ***Using Playlists***.

To edit the configuration settings for the USB drive, click the **Profile Preferences** icon in the media devices panel. See ***User Profiles*** above for more information.

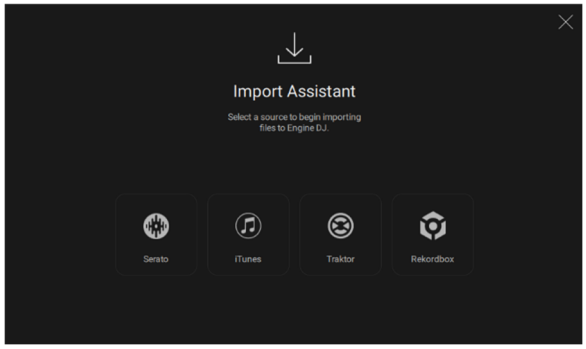
Importing Libraries

Note: After adding tracks from a third-party source, any cues or loops applied in Engine DJ will override any similar performance data that was previously imported. To re-import performance data from a third-party source, you must first remove the track from your Engine DJ collection and then import the track again.

Import Assistant

The Import Assistant provides a simple way to import your existing libraries from third-party sources into your Engine DJ collection. To open the Import Assistant, click the **Import** button in the ***Toolbar***.

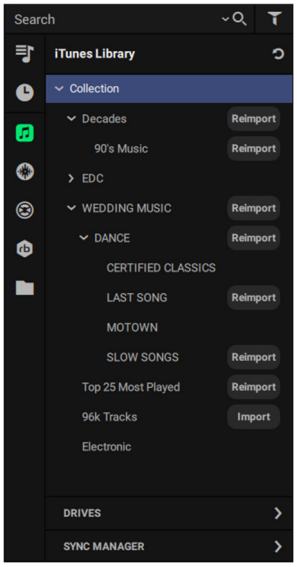
See the following sections for more information on how to import your library using the Import Assistant (or from the Collection pane in Engine DJ).



Using an iTunes/Apple Music® Library

If you use iTunes/Apple Music® on your computer, you can add tracks from your library into your Engine Library and external storage drive databases. This will also import your ratings from files added to your library.

Make sure iTunes Library Integration is set to **On** in the Library Preferences menu before importing tracks. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** to learn about this.



To import your iTunes/Apple Music library using the Import Assistant:

1. Click the **Import** icon in the Toolbar.
2. Click **iTunes**.
3. Click **Import All** to import all playlists from iTunes into Engine DJ. This is recommended for first time use.

   Alternatively, click **Manually Select** to individually select playlists to import. See the following ***Importing iTunes/Apple Music Playlists*** section for more information.

To import your iTunes/Apple Music library using the Collection pane:

1. Click the **iTunes/Apple Music** icon in the Collection pane.
2. Click **Update Library**. Your library will appear in the track list (this may take a few minutes if you have a large library).

Tip: Once your library is added, you can search for tracks in the iTunes/Apple Music library as you normally would in **Engine DJ**. See ***Searching for Tracks*** to learn about this.

To add tracks from iTunes/Apple Music to your Engine Library or external storage drive database, use one of the following methods:

- Click and drag them from the track list to the **Collection** icon under **Engine Library** or **Drives** for the desired external storage drive. You can also drag the tracks directly to a playlist or sub-playlist.
- Right-click on the track(s) and select **Add Tracks to Collection** in the menu that appears.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks within a selected range.

To import the entire collection, right-click **Collection** at the top of the Collection Pane and select **Import Collection**.

Importing iTunes/Apple Music Playlists

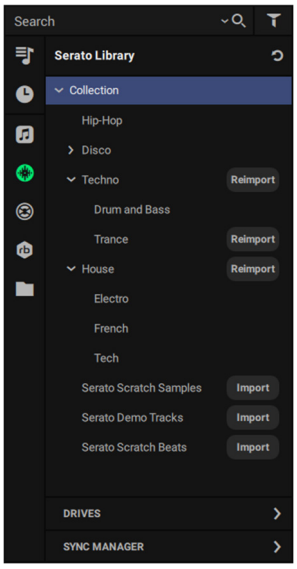
Engine DJ also allows you to import iTunes/Apple Music playlists as Engine DJ playlists.

To import iTunes/Apple Music playlists, use one of the following methods:

- Click the **Import** button next to the playlist name.
- Right-click the playlist and choose **Import as Playlist**.
- Click and drag the playlist directly to the Collection pane.

If you have an existing playlist that has changed since the last import, click the **Reimport** button next to the playlist name to refresh the playlist. The existing playlist content will be overwritten with the latest changes.

Using a Serato Library



If you use Serato on your computer, you can add tracks from your Serato library into your Engine Library and external storage drive databases. This will also import Serato Cue points, loops and beat grids from files added in the Serato library.

Make sure Serato Library Integration is set to **On** in the Library Preferences menu before importing tracks. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** to learn about this.

To import your Serato library using the Import Assistant:

1. Click the **Import** icon in the Toolbar.
2. Click **Serato**.
3. Click **Import All** to import all crates from Serato into Engine DJ. This is recommended for first time use.

   Alternatively, click **Manually Select** to individually select crates to import as playlists. See the following ***Importing Serato Crates*** section for more information.

To import your Serato library using the Collection pane:

1. Click the **Serato** icon in the Collection pane.
2. Click **Update Serato Library**. Your Serato library will appear in the track list (this may take a few minutes if you have a large Serato library).

Tip: You can search for tracks in the Serato library as you normally would in **Engine DJ**. See ***Searching for Tracks*** to learn about this.

To add tracks from Serato to your Engine Library or external storage drive database, use one of the following methods:

- Click and drag them from the track list onto the **Collection** icon under **Engine Library** or **Drives** for the desired external storage drive. You can also drag the tracks directly to a playlist or sub-playlist.
- Right-click on the track(s) and select **Add Tracks to Collection** in the menu that appears.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks within a selected range.

To import the entire collection, right-click **Collection** at the top of the Collection Pane and select **Import Collection**.

Importing Serato Crates

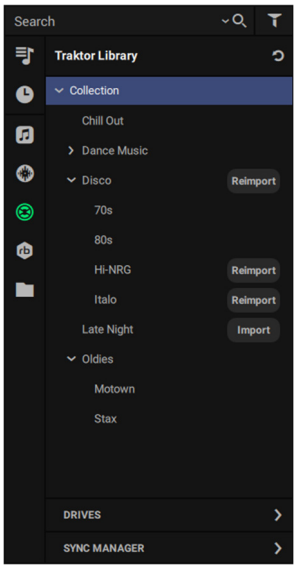
Engine DJ also allows you to import Serato crates (except smart crates) as Engine DJ playlists.

To import Serato crates, use one of the following methods:

- Click the **Import** button next to the crate name.
- Right-click the Serato crate and choose **Import as Playlist**.
- Click and drag the Serato crate directly to the Collection pane.

If you have an existing crate that has changed since the last import, click the **Reimport** button next to the crate name to refresh the crate. The existing crate content will be overwritten with the latest changes.

Using a Traktor® Library



If you use Traktor® on your computer, you can add tracks from your Traktor library to your Engine Library and external storage drive databases. This will also import Traktor ratings from files added in the Traktor library.

Before proceeding, make sure you have exported your Traktor library as an NML file. Then, in Engine DJ, make sure Traktor Library Integration is set to **On** in the Library Preferences menu. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** to learn about this.

To import your Traktor library using the Import Assistant:

1. Click the **Import** icon in the Toolbar.
2. Click **Traktor**.
3. Click **Select NML**, locate the NML file you exported from Traktor, and click **Open**.
4. Click **Import All** to import all playlists from Traktor into Engine DJ. This is recommended for first time use.

   Alternatively, click **Manually Select** to individually select playlists to import. See the following ***Importing Traktor Playlists*** section for more information.

To import your Traktor library using the Collection pane:

1. Click the **Traktor** icon in the Collection pane.
2. Click the **Update** icon in the Collection pane.
3. Locate the NML file you exported from Traktor and click **Open**. Your Traktor library will appear in the track list (this may take a few minutes if you have a large Traktor library).

Tip: You can search for tracks in the Traktor library as you normally would in **Engine DJ**. See ***Searching for Tracks*** to learn about this.

To add tracks from Traktor to your Engine Library or external storage drive database, use one of the following methods:

- Click and drag them from the track list to the **Collection** icon under **Engine Library** or **Drives** for the desired external storage drive. You can also drag the tracks directly to a playlist or sub-playlist.
- Right-click on the track(s) and select **Add Tracks to Collection** in the menu that appears.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks within a selected range.

To import the entire collection, right-click **Collection** at the top of the Collection Pane and select **Import Collection**.

Importing Traktor Playlists

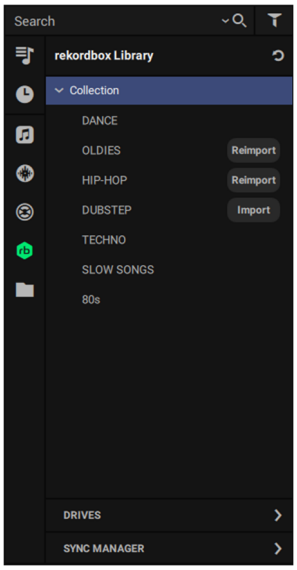
Engine DJ also allows you to import Traktor music playlists as Engine DJ playlists.

To import Traktor playlists, use one of the following methods:

- Click the **Import** button next to the playlist name.
- Right-click the Traktor playlist and choose **Import as Playlist**.
- Click and drag the Traktor playlist directly to the Collection pane.

If you have an existing playlist that has changed since the last import, click the **Reimport** button next to the playlist name to refresh the playlist. The existing playlist content will be overwritten with the latest changes.

Using a Rekordbox® Library



If you use Rekordbox® on your computer, you can add tracks from your Rekordbox library into your Engine Library and external storage drive databases. This will also import Rekordbox hot cues, memory loops and beat grids from files added in the Rekordbox library.

Before proceeding, make sure you have exported your library from Rekordbox as an XML file. Then, in Engine DJ, make sure Rekordbox Library Integration is set to **On** in the Library Preferences menu. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** to learn about this.

To import your Rekordbox library using the Import Assistant:

1. Click the **Import** icon in the Toolbar.
2. Click **Rekordbox**.
3. Click **Select XML**, locate the XML file you exported from Rekordbox, and click **Open**.
4. Click **Import All** to import all playlists from Rekordbox into Engine DJ. This is recommended for first time use.

   Alternatively, click **Manually Select** to individually select playlists to import. See the following ***Importing Rekordbox Playlists*** section for more information.
5. If Memory and Hot Cues/Loops are detected in your Rekordbox collection, you can choose to import these as **Memory Cues/Loops** or **Hot Cues/Loops**.

To import your Rekordbox library using the Collection pane:

1. Click the **Rekordbox** icon in the Collection pane.
2. Click **Update Rekordbox Library**.
3. Locate the XML file you exported from Rekordbox and click **Open**. Your Rekordbox library will appear in the track list (this may take a few minutes if you have a large Rekordbox library).

Tip: You can search for tracks in the Rekordbox library as you normally would in **Engine DJ**. See ***Searching for Tracks*** to learn about this.

To add tracks from Rekordbox to your Engine Library or external storage drive database, use one of the following methods:

- Click and drag them from the track list onto the **Collection** icon under **Engine Library** or **Drives** for the desired external storage drive. You can also drag the tracks directly to a playlist or sub-playlist.
- Right-click on the track(s) and select **Add Tracks to Collection** in the menu that appears.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks within a selected range.

To import the entire collection, right-click **Collection** at the top of the Collection Pane and select **Import Collection**.

Importing Rekordbox Playlists

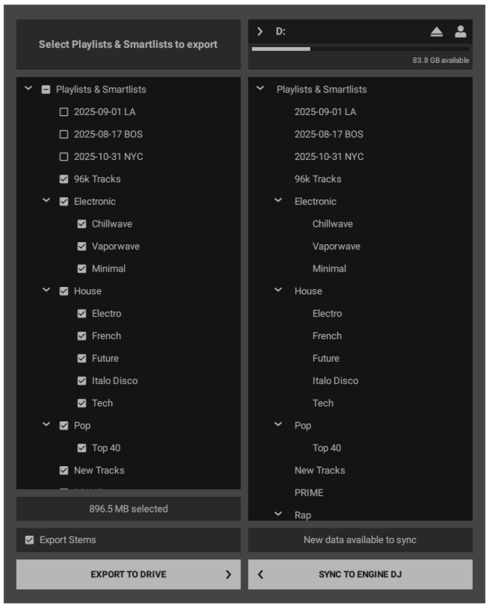
Engine DJ also allows you to import Rekordbox music playlists as Engine DJ playlists.

To import Rekordbox playlists, use one of the following methods:

- Click the **Import** button next to the playlist name.
- Right-click the Rekordbox playlist and choose **Import as Playlist**.
- Click and drag the Rekordbox playlist directly to the Collection pane.

If you have an existing playlist that has changed since the last import, click the **Reimport** button next to the playlist name to refresh the playlist. The existing playlist content will be overwritten with the latest changes.

Sync Manager



The Sync Manager tool allows you to quickly sync playlists, smartlists, and performance data between your Engine Library and your external storage drive.

> **To open Sync Manager,** press the Sync Manager button in the bottom-left corner of Engine DJ.
>
> Alternatively, click **Export** in the Toolbar.

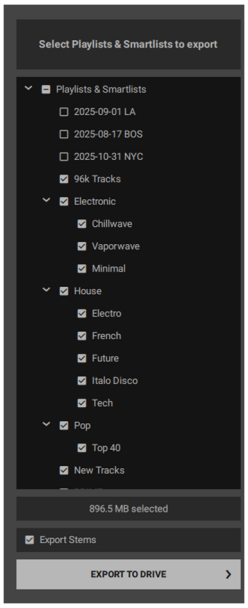
In the Sync Manager window, you can access any drives connected to your computer. If no compatible drives are detected, you will be prompted to insert one.

Use the dropdown menu to select the drive you would like to sync with. If a connected drive contains an Engine DJ Profile, a **Profile** icon will be shown, which you can click on to view the drive's Profile. See ***Using External Storage Drives*** > ***User Profiles*** for more information. There is also an **Eject** button which can be used to eject the drive. Drives that have operations in progress cannot be ejected.

If a drive you are using is not supported by Engine DJ and Sync Manager, a warning icon will appear. Hover your mouse cursor over the icon to display a tooltip with further information.

Note: Sync Manager Export is unavailable while stems are being rendered. Attempting to open the Sync Manager while stems are rendering will open pop-up explaining how to wait or cancel.

Export to Drive



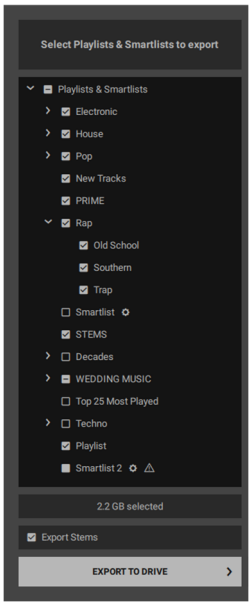
Once you have selected a drive, you can use Sync Manager to easily export music to use on Engine OS hardware.

Use the Collection pane to browse Playlists and Smartlists from your Engine DJ home collection as well as all connected external storage drives, and check the boxes next to the Playlist or Smartlist name to select it. Selecting a top-level folder will select all subfolders. Stem files associated with any selected tracks will be automatically packed.

The total file size of the selected Playlists and Smartlists will be shown at the bottom of the collection view, along with a drive capacity indicator. If you select more files than can fit on the connected drive, the capacity bar will turn red. Deselect some Playlists until you are under the maximum capacity to continue.

Click the **Export Stems** box to export stem data from desktop to your selected drive. Stem data on the drive that isn't in the desktop collection (such as stems rendered directly on a RANE SYSTEM ONE device) will be removed. Stems rendered on desktop are never deleted during export. We recommend rendering stems only in one place (desktop *or* standalone hardware) to avoid conflicts or missing stems after exporting. Alternatively, you can pack stem files to your drive using the drag-and-drop method instead of Sync Manager, which will export stems rendered on the desktop without overwriting or removing existing stem data on your drive.

If your drive already contains Playlists and Smartlists exported from Engine DJ, you can easily select and add different playlists and Smartlists to add to the device while removing unwanted files at the same time.



When managing Playlists, select the Playlists you would like to add to or remove from the external storage drive. If a Playlist is deselected from the Collection pane, a pop-up will appear warning that unselected tracks will be removed from your external storage drive when exporting. However, if a file removed from one Playlist appears in another Playlist that is still on the external storage drive, it will remain on the drive. Click **OK** to continue.

When managing Smartlists:

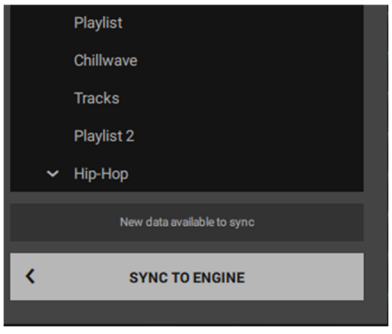
- If a Smartlist exists with the same name and same rules on both the main drive and external storage drive, the box next to its name will be checked. Leave it checked to pack all compatible tracks in your Collection to the external storage drive. Click the box so it is filled in but unchecked to make no changes. Uncheck the box to remove the Smartlist and its tracks from the external storage drive. If a file appears in another Smartlist or Playlist that is still on the external storage drive, it will remain on the drive.
- If the Smartlist is packed on the external storage drive but is not present on the main drive, the box next to its name will be filled in but unchecked. Leave it in this state to make no changes. Click the box so it is checked to pack all compatible tracks to the external storage drive. Click the box so it is unchecked and unfilled to remove the Smartlist and all its tracks (not packed to other lists) from the external storage drive.
- If a Smartlist exists with the same name but different rules on the main drive and external storage drive, the box will be filled in but unchecked, and a warning icon will appear next to it. Leave it in this state to make no changes. Click the box so it is checked to overwrite the external storage drive's Smartlist and rules with the Smartlist and rules from Engine DJ. Any tracks that do not meet the updated criteria will be removed. Click the box so it is unchecked and unfilled to remove the Smartlist and all its tracks (not packed to other lists) from the external storage drive.

After you have finished making your changes and selected what you want to add to the external storage drive, click the **Export to Drive** button at the bottom of the Collection pane. The selected files and associated Engine DJ data will be copied over to the drive. A progress bar will indicate how long the export will take.

To cancel the export in progress, click **Cancel**. Any remaining files to be exported will be cancelled, but any files already exported will remain on the device until they are removed.

Sync to Engine

You can also use Sync Manager to sync metadata changes to files made from Engine OS players back into your Engine DJ home collection.



With your drive connected and selected in Sync Manager, click the **Sync to Engine** button. Sync Manager will proceed to update the following track metadata in your Engine DJ home collection:

Cue Points	**Loop Points**	**Waveform Data**	**BPM**
Hot Cue Points	**Beat grids**	**Star Rating**	**Key**

Once the operation is complete, or if there is no new information to sync, the **Sync to Engine** button will be disabled.

To cancel the sync operation, click **Cancel**. Any remaining information updates will not be synced with Engine DJ.

Engine Remote Library

Your Engine DJ software collection can be remotely accessed from your Engine OS hardware over a local network connection. This allows you to browse and load tracks from your complete library without having to pack files to a portable drive.

To access your Engine Remote Library:

1. First, make sure your hardware and your computer are on the same network, and the Engine DJ software is opened. This can be done by connecting to the same Wi-Fi network, or by connecting directly using an Ethernet cable.
2. On your Engine OS hardware, tap the **Source** icon in Library View, and then locate your computer under the **Engine DJ Desktop** section.
3. Tap to select the computer, and your hardware will show “Waiting for confirmation” while another message appears in the Engine DJ software asking to accept or deny access to your hardware. Click **Accept** to approve and continue.

   If the connection process is canceled, or if the connection is lost, the software and hardware will return to their previous states.
4. Once the connection is established, you will be able to browse and load tracks from your Engine DJ software collection directly from your hardware.
5. When you load a track from the Engine Remote Library on your hardware, the track will begin downloading over the network. The download progress will be shown on your hardware touchscreen. If the download fails, a “Failed to Download” message will appear on your hardware. You can remotely load tracks up to 250 mb in size.

   Tracks will download with any performance data associated with the file in your Engine DJ software collection. This includes beat grids, saved cues, and saved loops. If no beat grid information is included with the downloaded track, your Engine OS hardware will analyze the file once it is loaded.

   Any edits made to performance data, track metadata, and playlists from your Engine OS hardware will update in real time in your Engine DJ software collection and across all connected devices.

Searching for Tracks

To search for tracks using the filters:

1. In the Collection pane, click the location where you want to search: **Playlists** or **Drives**. The track list will display all tracks in that location.

2. In the Collection pane, select a playlist or sub-playlist from your Engine DJ or external storage drive Collection. The track list will display all tracks in that location.

3. Under any one or more of the filter columns, click a category whose tracks you want to show: **Genre**, **Artist**, **Album**, **BPM**, or **Key**. Only the tracks in that category will be shown in the track list.

   To select multiple categories in a filter column, press and hold **Ctrl** (Windows) or ⌘ (macOS) and click each one. You can also press and hold **Shift** to select all categories from the currently selected one to the one you click.

To search for tracks by word:

1. In the Collection pane, click the location you want to search: **Playlists**, **iTunes/Apple Music Library**, **Serato Library**, **Traktor Library**, **Rekordbox Library**, **File System Browser**, or **Drives**. The track list will display all tracks in that location.

2. Click the word search field and use your computer keyboard to enter text into the field. All tracks containing that text will be shown in the track list.

   The following information can be referenced during searches:

Search All	**Album**	**Key**	**Genre**	**Composer**	**File Type**
Title	**Length**	**Comment**	**Year**	**Mixartist**	**Date Created**
Artist	**BPM**	**Track #**	**Label**	**Filename**	**Date Added**

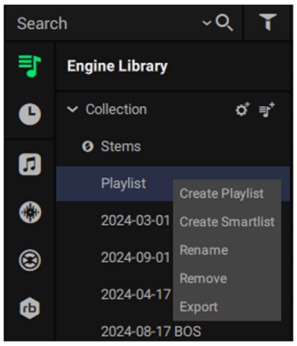
   To search for multiple words, enter a space between each word. All tracks that include **all** of the words will be shown in the track list.

   To show tracks with the word(s) you entered only within a specific category, click the magnifying glass icon (🔍), select a category, and enter text into the word search field.

   To clear the search field, click **X**.

Using Playlists

You can manage the tracks in your library and group them into ordered sets by sorting them into playlists. A playlist will reference the tracks in it as well as the tracks in any sub-playlists below it. Multiple sub-playlists can be created on the same level.



Creating Playlists

To create a playlist, use one of the following methods:

- Click the **playlist plus icon** next to **Collection**, or press **Ctrl**+**N** (Windows) or **⌘**+**N** (macOS) on your computer keyboard to add a new playlist.
- Right-click **Collection** and select **Create Playlist** in the menu that appears.
- Click and drag a folder of tracks onto the **Collection**. Tracks in sub-folders will be imported as playlists with the names of the sub-folders.

To create a sub-playlist, use one of the following methods:

- Hover the mouse over the "destination" playlist and click the **playlist plus icon**. A sub-playlist will be created under the destination playlist.
- Right-click the "destination" playlist and select **Create Playlist** in the menu that appears.
- Click and drag a folder of tracks onto the “destination” playlist.

Adding & Deleting Tracks from Playlists

To add tracks to a playlist or sub-playlist, click and drag tracks from the track list onto the destination playlist or sub-playlist. The tracks will be numbered according to the order they were added to the playlist. You can add up to **1,000** tracks to each playlist.

When the playlist is sorted by Play Order (**#**), you can also click and drag tracks into a specified order within the playlist.

To remove tracks from a playlist or sub-playlist, right-click the track(s) in the track list and select **Remove From Playlist** in the menu that appears. Removing a track from a playlist in your **Engine Library** collection will remove it from the same playlist on all connected external storage drives. This will **not** remove the track from your **Engine Library** collection, however. Additionally, removing a track from a sub-playlist will also remove it from the parent playlist unless it has been specifically added to that playlist as well.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks within a selected range.

Moving & Editing Playlists

To add a playlist to a USB drive, click and drag the desired playlist onto the **Collection** of the external storage drive in the **Drives** pane.

To reorder tracks in a playlist:

1. Click a playlist to select it.
2. Make sure that the playlist is sorted by the **#** column.
3. Click and drag the track or group of tracks in the track list to the desired location in the track order.

Alternatively, if you have sorted your playlist using the columns, you can update the playlist to match the current order by right-clicking a track and selecting **Re-number track order**.

To reorder playlists in the Collection or in a Playlist Folder, click and drag the playlist to the desired location.

To rename a playlist, double-click the desired playlist, or right-click the playlist and select **Rename** in the menu that appears. Press **Enter** or click outside the field to apply the changes.

Removing Playlists

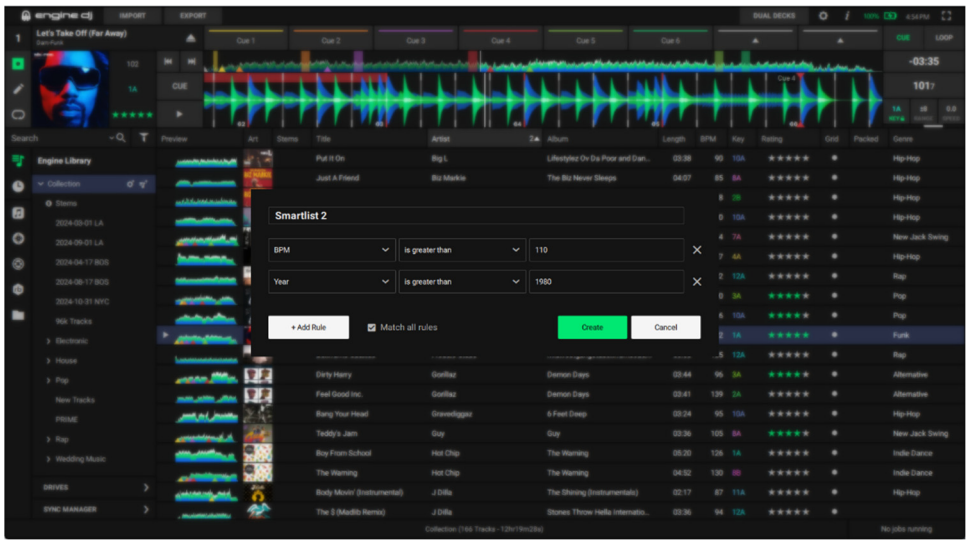
To remove a playlist from your collection, right-click the playlist and select **Remove** in the menu that appears. Removing a playlist from the **Engine Library** collection will remove it from all connected external storage drives. Removing a playlist from an external storage drive will remove it from that drive only.

Exporting Playlists

To export a playlist or playlist folder, right-click the playlist and select **Export** in the menu that appears. Playlists can be exported as CSV, M3U or JSON files.

Smartlists

A Smartlist is a type of playlist that is created and populated with a set of user-defined rules. This can help you quickly narrow down your collection into lists that automatically populate with tracks that meet your criteria.



To create a Smartlist, click the **gear+ icon** next to the **Collection** header in the Collection Pane. Alternatively, right-click in the Collection Pane and select **Create Smartlist** in the menu that appears. Once a Smartlist is created, it will continue to update automatically according to the set parameters as tracks are added to your collection.

Use the first text box to name the Smartlist. You can rename the Smartlist later by right-clicking it in the Collection pane and selecting **Rename** in the menu that appears.

Use the drop-down menu to select how you would like to sort tracks into the Smartlist. You can select from the following:

Album	**Date Added**	**Key**	**Stems**
Artist	**File Type**	**Label**	**Title**
BPM	**Genre**	**Length**	**Year**
Comment	**Grid**	**Rating**	

You can further narrow down your rule by adding an additional modifier in the next drop-down menu. For example, you can enter specific words for to search for in the Artist or Title fields, or search for values greater than or less than, equal to, or in range of numeric values like BPM or Year.

Album, Artist, Comment, Genre, Label, Title:	**contains**	**begins with**
	does not contain	**ends with**
	is equal to	**is empty**
	is not equal to	
BPM, Year:	**is greater than**	**is equal to**
	is less than	**is in the range of**

Date Added:	**is equal to**
	before
	after
File Type:	**is equal to**
Grid, Stems:	**exists (true/false)**
Key:	**is equal to**
	is compatible with
Length, Rating:	**is greater than**
	is less than
	is equal to

To add another rule, click the **+ Add Rule** button.

To match all rules, check the **match all rules** box. Only tracks that meet every established rule will be added to the Smartlist. When unchecked, tracks that meet *any* of the established rules will be added to the Smartlist.

To finish editing and create the Smartlist, click the **Create** button.

To edit existing Smartlist rules, right-click the Smartlist name in the Collection pane and select **Edit Smartlist** in the menu that appears. When you are finished, click the **Update** button again to revise the Smartlist rules.

To create a standard playlist from your Smartlist, right-click the Smartlist name and select **Convert to Playlist** in the menu that appears. A playlist with the same name and content will be generated.

Note: Playlists created from Smartlists cannot have the same name as an existing playlist.

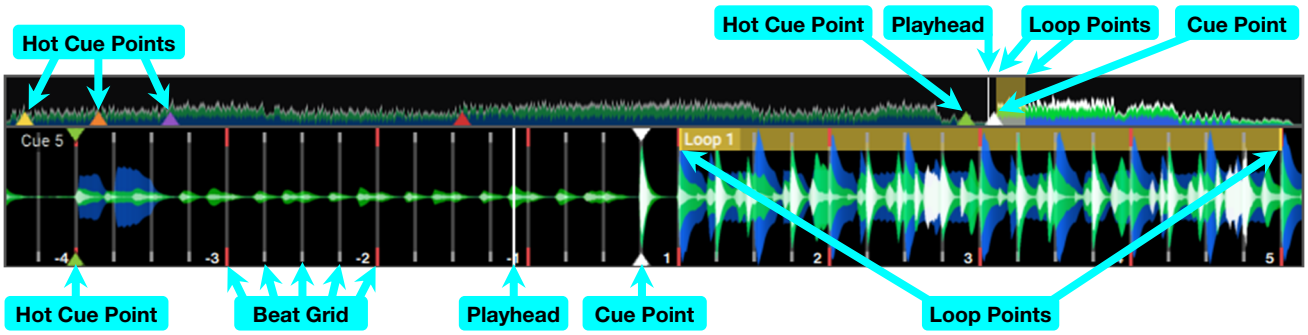
To remove a Smartlist from your collection, right-click it in the Collection pane and select **Remove** from the menu that appears.

Smartlists can be packed and sent to drives like normal playlists using the ***Sync Manager*** or by dragging and dropping into the Drives panel.

You can also create Smartlists on drives with rules specifically for tracks on that drive. Smartlists created on drives will not appear in your main collection unless they are synced back to Engine DJ using the Sync Manager.

Editing Tracks

You can use Engine DJ to set cue points, hot cue points, loop points, and beat grids to use while DJing on a player in the future.



To prepare a track to edit, in the track list, double-click the track you want to edit, or click and drag it onto the waveform or editing controls above. The track will load, where you can play and/or edit it. Its waveform will appear, and its beat grid will appear on the waveform.

To skip to the previous or next track, press **Previous Track** or **Next Track**.

To find a position in your track, use one of the following methods:

- Click and drag the audio waveform to move through the track.
- Click on the track overview to jump to that location in the audio waveform.
- Press **Ctrl**+→ or **Ctrl**+← (Windows) or ⌘+→ or ⌘+← (macOS) on your computer keyboard to move to through the track based on the current beat jump resolution.

The track overview and audio waveform show the following information:

- The **waveform color-coding** indicates the frequency of the audio signal:

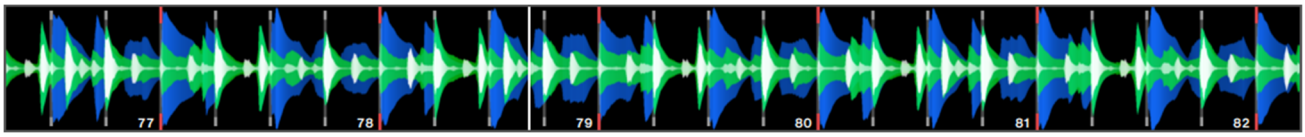
  When the **Waveform Style** setting in the ***Preferences*** is set to **Tri-Band**:

  - **Blue** represents low-frequency (bass) content.
  - **Green** represents mid-range-frequency content.
  - **White** represents high-frequency (treble) content.

  When **Waveform Style** is set to **RGB**:

  - **Red** represents low-frequency (bass) content.
  - **Green** represents mid-range-frequency content.
  - **Blue** represents high-frequency (treble) content.
- The **playhead** (the current track position) is a white line.
- The **Beat grid** is the lines that are shown in the audio waveform only. See ***Beat Grid*** to learn more.
  - The first beat of every measure is marked with **red**. All other beats are marked with grey.
  - Beats that have been adjusted with the **anchor tool** are marked with **yellow**.
- The **cue point** is a white triangle. See ***Cue Points*** to learn more.
- **Hot cue points** are triangles whose color depends on the performance pad. See ***Hot Cue Points*** to learn more.
- **Loop points** are white lines with shading between them. Active loops have striped shading. The color of saved loops depends on the performance pad. See ***Loop Points*** to learn more.

Beat Grid



To edit the beat grid, use the **Grid Edit Controls**.

Important: When the **Cue/Loop Quantization** feature is **on**, hot cue points and loop points will be automatically aligned according to the degree of quantization. See ***Adjusting Settings*** > ***Preferences*** to learn about this.

To adjust the position of the beats:



- Use the **Downbeat Left/Right** buttons to move the beats based on the current analyzed grid.
- Use the **Shift Left/Right** buttons to "slip" the entire grid left or right.
- Click the **Insert Anchor** button to move the closest beat to the position of the playhead. All other beats to the right of the anchor will also shift accordingly. This allows you to create flexible beat grids for tracks with fluctuating tempo.
- Click the **Delete Anchor** button to delete the closest anchor within a few beats.

To adjust the tempo:

- Use the **Tap Tempo** button to manually set a tempo based on repeated taps.
- Use the **+/- BPM** buttons to increase and decrease BPM in small increments. Hold **Shift** and click to adjust in finer increments.
- Use the **/2** and **2X** buttons to halve or double the current BPM.

To enable the metronome to assist in setting the beat grid, click the **Metronome** button. An audible tick will trigger on each beat market. Click the **Metronome Volume** button to cycle the metronome level between **Low**, **Medium**, and **High**.

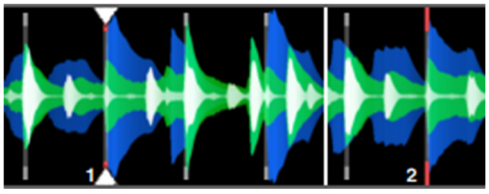
To reset the beats to the original analyzed tempo and grid, click the **Reset** button.

To lock the beat grid to prevent further editing, click the **lock** icon. When locked, the other Grid Edit controls will be greyed out, and a lock icon will appear in the Library pane under the **Grid** column to indicate the track's beat grid is currently locked.

Note: Track analysis will not update the beat grid if lock is enabled.

Note: Tracks imported from third-party sources will use the imported beat grids. To adjust these beat grids in Engine DJ, you must first re-analyze the track. To re-import the original beat grid data from the third-party source, you must first remove the track from your Engine DJ collection and then import the track again.

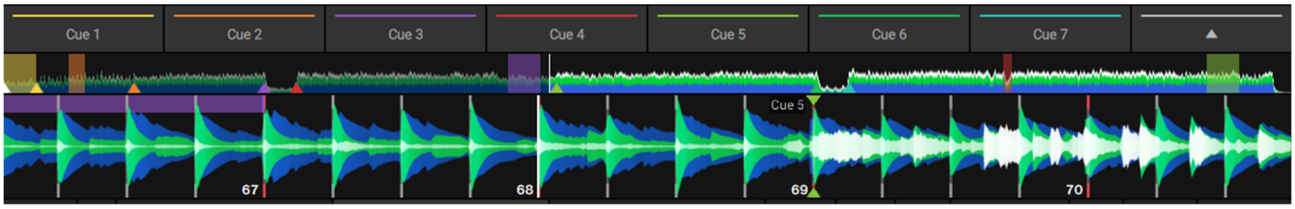
Cue Points



To set a cue point, click **Cue** at the desired location while paused. Now, when you click **Cue**, playback will start from that point.

Important: When the **Cue/Loop Quantization** feature is **on**, cue points will be automatically aligned according to the degree of quantization. See ***Adjusting Settings*** > ***Preferences*** to learn about this.

Hot Cue Points



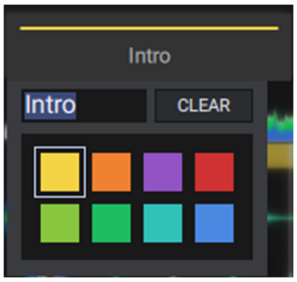
To set a hot cue point, first make sure the performance pads are set to **Hot Cues**. Then do either of the following:

- Click a **performance pad** (**1**–**8**) at the desired location.
- Press the corresponding number key (**1**–**8**) on your computer keyboard at the desired location.

  Note: When setting a hot cue on Deck 2 in Dual Decks mode, press **Alt +** the corresponding number key (**1**–**8**).

Now, when you click that hot cue performance pad (**1**–**8**), playback will start from that point.

Important: When the **Cue/Loop Quantization** feature is **on**, hot cue points will be automatically aligned according to the degree of quantization. See ***Adjusting Settings*** > ***Preferences*** to learn about this.



To change the name of a hot cue point, right-click the hot cue performance pad (**1**–**8**) and use your keyboard to enter a new name.

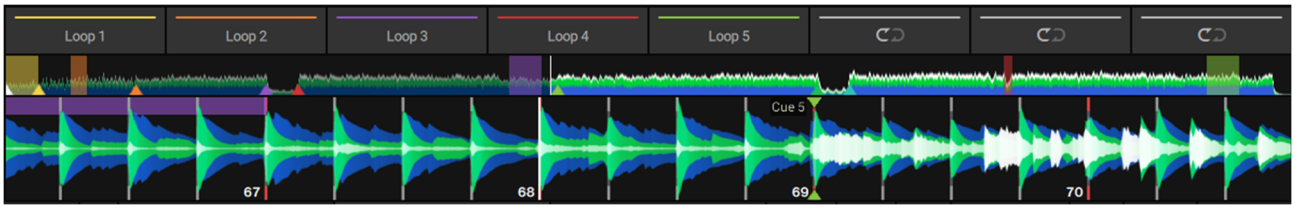
To change the color of a hot cue point, right-click the hot cue performance pad (**1**–**8**) and select the desired color.

To delete a hot cue point, do either of the following:

- Right-click the hot cue performance pad (**1**–**8**) and click **Clear**.
- Press and hold **Shift** and left-click the hot cue performance pad (**1**–**8**).
- Press and hold **Shift** and press the corresponding number key (**1**–**8**) on your computer keyboard.

  Note: When deleting a hot cue on Deck 2 in Dual Decks mode, press **Alt + Shift +** the corresponding number key (**1**–**8**).

Loop Points

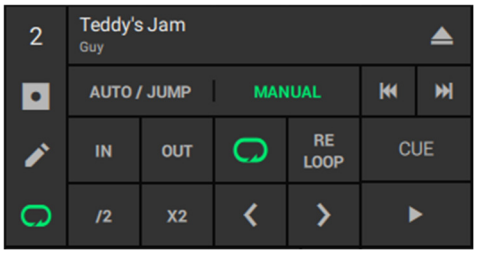


To set loop points (create a loop), first make sure the performance pads are set to **Loop**. Then do either of the following:

- Click a **performance pad** (**1**–**8**) at the location where you want to start the loop. Then, click the **performance pad** (**1**–**8**) again at the location where you want to end the loop. Loop playback will begin immediately.
- Press the corresponding number key (**1**–**8**) on your computer keyboard at the location where you want to start the loop. Then, press the corresponding key again on your computer keyboard at the location where you want to end the loop. Loop playback will begin immediately.

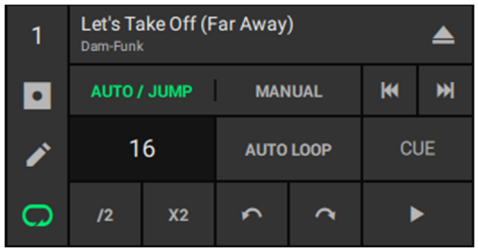
  Note: When setting a loop on Deck 2 in Dual Decks mode, press **Alt +** the corresponding number key (**1**–**8**).

To set loop points manually, use the **Loop & Beat Jump Controls** deck mode and select **Manual**.



- **To set loop points:**
  i. Click **Loop In** at the location where you want to start the loop.
  ii. Click **Loop Out** at the location where you want to end the loop. Loop playback will begin immediately.
- **To increase the length of a loop,** click **X2**. The length of the loop will double each time you click it (e.g., twice its original length, 4 times its original length, 8 times…, and then 16 times).
- **To decrease the length of a loop,** click **/2**. The length of the loop will be halved each time you click it: (e.g., 1/2 of its original length, 1/4 of its original length, 1/8…, and then 1/16).
- **To shift the entire loop,** click **Shift Left** or **Shift Right**.
- **To play the loop,** click **Loop Enable** while the loop is inactive. The loop will play immediately from its start point and repeat when it reaches its end point. Click **Loop Enable** again to deactivate the loop. Playback will continue beyond the Loop Out point.
- **To restart the loop,** click **Re-Loop** while playback is active. The loop will return to its starting point.
- **Note:** If a manual loop is active, clicking a **performance pad** in Loop mode will save the manual loop to that slot.

To set an auto loop, use the **Loop & Beat Jump Controls** deck mode and select **Auto / Jump**.



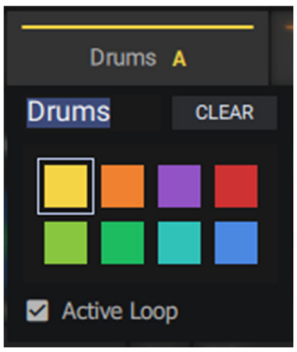
- **To set loop points,** click **Auto Loop** at the desired location. Loop points will be automatically set based on the BPM, and loop playback will begin immediately.

  Important: When the **Cue/Loop Quantization** feature is **on**, loop points will be automatically aligned according to the degree of quantization. See ***Adjusting Settings*** > ***Preferences*** to learn about this.

- **To increase the length of a loop,** click **X2**. The length of the loop will double each time you click it (e.g., twice its original length, 4 times its original length, 8 times…, and then 16 times).
- **To decrease the length of a loop,** click **/2**. The length of the loop will be halved each time you click it: (e.g., 1/2 of its original length, 1/4 of its original length, 1/8…, and then 1/16).
- **To stop playing the loop,** click **Auto Loop** while the loop is active. When playback reaches the loop's end point, it will continue through the track and not return to its start point.

  Note: If an auto loop is active, clicking a **performance pad** in Loop mode will save the auto loop to that slot.

To create an Active Loop, right-click a **performance pad** with a saved loop and select **Active Loop**. An Active Loop will automatically begin looping once the loop region is reached. An "**A**" will appear on the performance pad of a loop with Active Loop enabled, and Active Loop regions will appear with a striped pattern on the track waveform.



To change the name of a loop, right-click the loop performance pad (**1**–**8**) and use your keyboard to enter a new name.

To change the color of a loop, right-click the loop performance pad (**1**–**8**) and select the desired color.

To delete a loop point, do either of the following:

- Right-click the loop performance pad (**1**–**8**) and click **Clear**.
- Press and hold **Shift** and left-click the loop performance pad (**1**–**8**).
- Press and hold **Shift** and press the corresponding number key (**1**–**8**) on your computer keyboard.

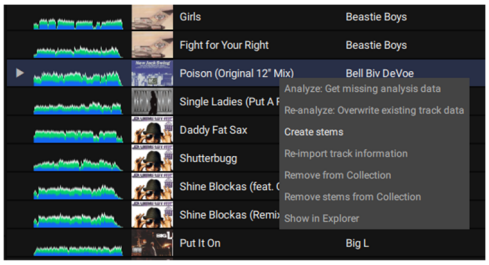
  Note: When deleting a loop on Deck 2 in Dual Decks mode, press **Alt + Shift +** the corresponding number key (**1**–**8**).

Creating Stems

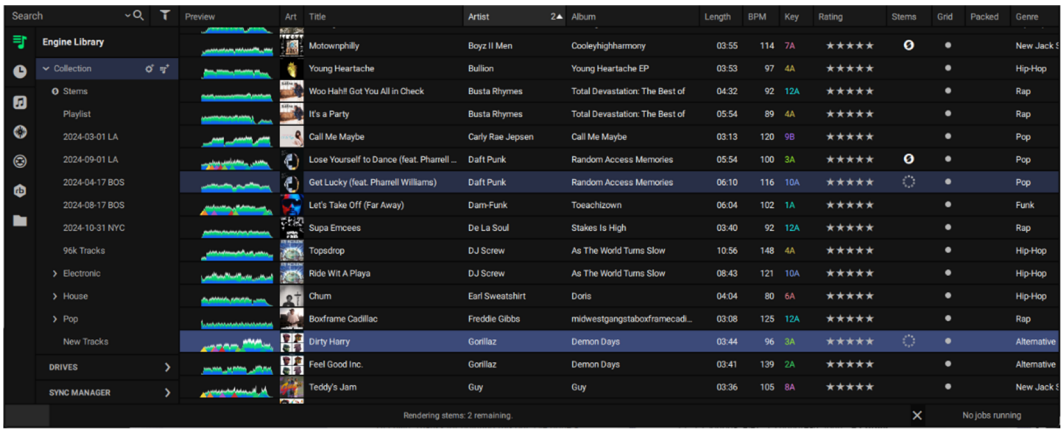
You can use the power of your desktop computer to render stems for your tracks, which can then be exported to a drive for use with your stem-supported Engine OS hardware.

Note: Stems is automatically available on all Denon DJ PRIME 4+ and PRIME 4 G2, and RANE SYSTEM ONE units. For other Engine OS hardware, you must activate Stems by purchasing a one-time license at **enginedj.com/stems** to add to your Engine DJ profile.

To create track stems, you must first download and extract the stems processor to your Engine DJ software.



1. Right-click on a track in your collection, and select **Create stems**. Alternatively, open the **Preferences** window, and under the **Library** tab, click the **Add** Stems button.
2. A window will appear to confirm downloading Engine Stems Support. Click **Yes** to continue or **No** to cancel.
3. When the download begins, you can view the progress in the **Job Monitor** window.



Once Engine Stems Support is installed, you can continue making stems for your tracks.

1. Right-click on a track in your collection, and select **Create stems**. Alternatively, you can drag and drop a single track, a selection of tracks, or an entire Playlist to the **Stems List** in the Collection pane.

   Note: For the Stems library to appear in the Collection pane, the **Show Stems List** setting in the ***Preferences > Library*** menu must be set to **On**.
2. A spinner will appear in the Stems column of the track list for tracks that are rendering, and the bottom of the window will show the rendering progress. Tracks that are waiting to render will show a gray stems icon.
3. Once the process is completed, a stems icon will appear in the Stems column in the Track List, and the track will be added to the Stems list in the Collection pane.

Stem files cannot be previewed in the Engine DJ software, but you can now export this track to an external drive to use with stem-compatible Engine OS hardware. Stem tracks can be packed using the Sync Manager or by dragging and dropping tracks or playlists to an external storage drive.

To remove created stems from your Collection, right-click on a track and select **Remove stems from Collection**. The stem files will be removed from the track list and Stems list, but the original track will remain. Selecting **Remove from Collection** on a track that also has been stemmed will remove both the original track and stems track from the collection.

For tracks packed on an external drive, you can also right-click on a track and select **Remove stems from Drive** to only remove the stem files from the external drive, keeping them in your main collection for later use.

Stems files can also be found in the **Stems** folder inside the **Engine Library** folder on your local and external drives.

ID3 Tags

ID3 tags are a track's metadata—information about the track that is stored in the file itself: the title, artist, album, track number, etc. You can update and edit these ID3 tags within Engine DJ.

To update a track's information:

1. In the track list, click a track whose tags you want to update.
2. Click inside the field you would like to edit. You can edit any of the following fields:

Title	**Album**	**Comment**	**Genre**	**Label**	**Mixartist**
Artist	**Key**	**Track #**	**Year**	**Composer**	

If a track's ID3 tags have been edited outside of Engine DJ, you can update it by right-clicking the track and selecting **Re-import track information**.

Re-Analyzing Tracks

When Engine DJ analyzes a track, it will detect or process the track's waveform data, BPM value, key, and beat grid data. Additionally, it will find any cue points, hot cue points, or loop points within the track (created in Engine DJ, Rekordbox, or Serato DJ).

Important: In order to use Serato DJ or Rekordbox cue points, hot cue points, or loop points within a track, you must first add it to your Engine Library and/or external storage drive and analyze it. See ***Importing Libraries*** to learn about this.

Tip: Keep the Auto Analyze feature **on** so tracks will be automatically analyzed when you add them to your Engine Library. See ***Adjusting Settings*** > ***Preferences*** to learn about this.

If you previously changed the BPM value, key, or beat grid of a track and later want to restore the original values or locations, you can re-analyze the track. Re-analyzing a track will always use the latest Engine DJ BPM and key detection analysis, regardless of the ID3 tag set on the file.

To re-analyze a track:

1. In the track list, click a track you want to re-analyze. To select multiple tracks, press and hold **Ctrl** (Windows) or ⌘ (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.
2. Right-click the track(s) and select **Re-analyze: Overwrite existing track data** in the menu that appears.

   Note: Track analysis will not update the beat grid if lock is enabled.

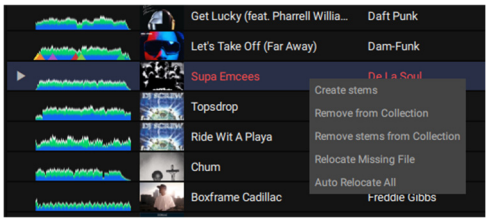
Showing the Track Location

You can immediately open a track's location on your computer or on a connected external storage drive. This is useful if you want to rename or move the file itself.

To open a track's location on your computer or external storage drive:

1. In the track list, click the track you want to locate. To select multiple tracks, press and hold **Ctrl** (Windows) or ⌘ (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.
2. Right-click the track(s) and select **Show in Explorer** (Windows) or **Show in Finder** (macOS) in the menu that appears.

Relocating Missing Files



If tracks have been moved from their original location from when they were added to Engine DJ, they will appear in red text in your collection and will be inaccessible until they are relocated. You can easily relocate one or multiple tracks to add them back to your collection by doing the following.

To manually relocate a missing track's file:

1. In the track list, right-click on the track you want to relocate and select **Relocate Missing File**.
2. Use the window that appears to navigate to the track location on your drive and select it. The file window will open at the last known location of the missing track.
3. Engine DJ will update the track to be associated with the selected file, and the track will return to displaying in white text.

   The ID3 track information will also be updated according to the new file. If the track title, filename, file size, or track length of the relocated file differs from the original file, a warning message will appear to notify you. Cues, loops, and beat grid information of the original file will be retained.

To automatically relocate all missing files:

1. In the track list, right-click on any missing track and select **Auto Relocate All**.
2. Engine DJ will begin scanning your Desktop, Music and Documents folders, and all connected drives (including Dropbox, if connected) for the missing tracks. Tracks will be scanned by file name first, followed by length if there are multiple file name matches.
3. If file matches are found, Engine DJ will update tracks the same as above. Any files that do not match in name and length will remain missing. If multiple matches are found, Auto Relocate will not select one and the track will remain missing.

Note: When searching on macOS devices, file names must have a case-sensitive match.

Auto Relocate will not search in your Downloads or Trash folders, or select packed files such as those in the Engine Library folder.

If a drive is force ejected during the scan, the Auto Relocate process will stop.

Appendix

Troubleshooting

Problem	Solution
I cannot add tracks to Engine DJ.	If you are using a Windows computer, make sure Apple® QuickTime® is installed and up-to-date. If it is not, download and install the latest version from: **apple.com/quicktime** Make sure that Engine DJ supports the format of the track you want to add. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** > ***Library***. Make sure that the track's album art image is smaller than 1 MB.
While editing a track, audio playback is noisy.	Make sure that your audio settings are properly configured. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** > ***Performance***. Increase the playback buffer size. See ***Operation*** > ***Adjusting Settings*** > ***Preferences*** > ***Performance***. If Engine DJ is analyzing tracks, wait to edit until the analysis is complete. (Engine DJ operates slightly slower during track analysis.)
I cannot copy the external storage drive database.	Make sure that you have enough free space on your external storage drive. You will need more space than the total file size.
My player cannot play tracks from Engine on an external storage drive.	Make sure that your player supports the format and capacity of your external storage drive.

Custom Metronome Sounds

You can replace the included Metronome sound with your own file by doing the following:

1. Navigate to the following location, based on your operating system:
   - **macOS:** Users/<*YourUserName*>/Library/Application Support/AIR Music Technology/EnginePrime/Media
   - **Windows:** C:\Users\<*YourUserName*>\AppData\Local\AIR Music Technology\EnginePrime\Media

   Note: Both file paths are typically hidden on most operating systems. Consult your operating system's instructions to view hidden folders as needed.
2. Inside these folders are two files, **metronome.wav** and **metronome_downbeat.wav**.
3. Rename a compatible file with the same name and replace the existing file in this folder.
4. When Engine DJ is reopened, the Metronome will now play your custom sound.

To return the default sounds, simply delete both files and reopen Engine DJ. The default metronome files will return to the above folders and play as normal.

Keyboard Shortcuts

Utility

Function	macOS	Windows	Explanation
Tool Tips	⌘ (Command) + **T**	**Ctrl** + **T**	Shows relevant information about a feature when moused over.
Open Preferences	⌘ + **,**	**Ctrl** + **,**	Opens the Preferences window.
Cancel / Close Menu	**Esc**	**Esc**	Cancels the current action or closes a menu.
Full Screen	⌘ + **Ctrl** + **F**	**F11**	Sets the application to full screen mode.
Quit Application	⌘ + **Q**	**Alt** + **F4**	Quits Engine DJ.

Navigation

Function	macOS	Windows	Explanation
Place Cursor in Search Field	⌘ + **F**	**Ctrl** + **F**	Moves your cursor to the search field. Use your computer keyboard to enter text into the field.
Cycle Between Collection Pane	**Option** + **Tab**	**Ctrl** + **Tab**	Cycles between the different areas in the Collection pane—Playlists, iTunes/Apple Music, Serato, and File Browser.
Waveform Zoom In	⌘ + **Plus** (+)	**Ctrl** + **Plus** (+)	Zooms in both Layers' waveforms.
Waveform Zoom Out	⌘ + **Minus** (-)	**Ctrl** + **Minus** (-)	Zooms out both Layers' waveforms.
Waveform Zoom Reset	⌘ + **0**	**Ctrl** + **0**	Resets both Layers' waveforms to their default level.
New Playlist	⌘ + **N**	**Ctrl** + **N**	Creates a new top-level playlist.
Remove Playlist	⌘ + **Backspace** or **Delete**	**Ctrl** + **Backspace** or **Delete**	Removes the selected playlist from the Collection.
Show / Hide Drives Panel	⌘ + **D**	**Ctrl** + **D**	Opens or closes the Devices panel.
Navigate Track/Tree List Up / Down	↑/↓ (Up/Down)	↑/↓ (Up/Down)	Navigate up and down the Track List or Tree List.
Expand / Collapse Folders & Playlists	←/→ (Left/Right)	←/→ (Left/Right)	Expands or collapses playlists or folders that contain sub-playlists or sub-folders.
Navigate Area Next	**Tab**	**Tab**	Switches the focus to the next open panel.
Navigate Area Previous	**Shift** + **Tab**	**Shift** + **Tab**	Switches the focus to the previous open panel.
Show / Hide Filter Boxes	**F**	**F**	Opens or closes the Filter Boxes.
Select All Tracks	⌘ + **A**	**Ctrl** + **A**	Selects all tracks displayed in the track list.
Select Multiple Tracks	**Shift** + ↑/↓ (Up/Down)	**Shift** + ↑/↓ (Up/Down)	Selects multiple tracks.
Remove Track from Playlist	⌘ + **Backspace** or **Delete**	**Ctrl** + **Backspace** or **Delete**	Removes the selected track(s) from the current playlist.

Transport

Function	Layer	macOS	Windows	Explanation
Load Track	A	**⌘** + **1**	**Ctrl** + **1**	Loads the selected track to the respective deck.
	B	**⌘** + **2**	**Ctrl** + **2**	
Cue	A	**C**	**C**	Sets the initial Cue Point at the current playhead position.
	B	**Option** + **C**	**Alt** + **C**	
Play / Pause	A	**Spacebar**	**Spacebar**	Plays and pauses the deck.
	B	**Option** + **Spacebar**	**Ctrl** + **Spacebar**	
Beat Jump Back	A	**⌘** + ← (Left)	**Ctrl** + ← (Left)	Skips the playhead backwards by the selected number of beats.
	B	**⌘** + **Option** + ←	**Ctrl** + **Alt** + ←	
Beat Jump Forward	A	**⌘** + → (Right)	**Ctrl** + → (Right)	Skips the playhead forward by the selected number of beats.
	B	**⌘** + **Option** + →	**Ctrl** + **Alt** + →	
Previous Track	A	**⌘** + ↑ (Up)	**Ctrl** + ↑ (Up)	Loads the previous track in the track list, or restarts a currently playing track.
	B	**⌘** + **Option** + ↑	**Ctrl** + **Alt** + ↑	
Next Track	A	**⌘** + ↓ (Down)	**Ctrl** + ↓ (Down)	Loads the next track in the track list.
	B	**⌘** + **Option** + ↓	**Ctrl** + **Alt** + ↓	

Playback

Function	Layer	macOS	Windows	Explanation
Keylock	A	**K**	**K**	Allows for the track to be played in the original key regardless of speed.
	B	**Option** + **K**	**Alt** + **K**	
Store / Trigger Performance Pad (1–8)	A	**1–8**	**1–8**	Stores or triggers a Hot Cue or Loop, depending on the currently selected mode.
	B	**Option** + **1–8**	**Alt** + **1–8**	
Delete Performance Pad (1–8)	A	**Shift** + **1–8**	**Shift** + **1–8**	Deletes an existing Hot Cue or Loop.
	B	**Option** + **Shift** + **1–8**	**Alt** + **Shift** + **1–8**	
Hot Cues Edit Mode	A	**⌘** + **K**	**Ctrl** + **K**	Sets the Performance Pads to Hot Cue Mode.
	B	**⌘** + **K**	**Ctrl** + **Alt** + **K**	
Loops Edit Mode	A	**⌘** + **L**	**Ctrl** + **L**	Sets the Performance Pads to Loop Mode.
	B	**Option** + **L**	**Ctrl** + **Alt** + **L**	
Insert Anchor	A	**M**	**M**	Sets a custom beat grid anchor.
	B	**Option** + **M**	**Alt** + **M**	
Delete Anchor	A	**Shift** + **M**	**Shift** + **M**	Deletes a custom grid anchor within a few beats.
	B	**Option** + **Shift** + **M**	**Alt** + **Shift** + **M**	

Technical Specifications

System Requirements – Minimum required	**Windows**	Version: Windows 10 or 11 (64 bit) Processor: i5 2.0 GHz or faster Memory: 8 GB RAM or more Video Card: Intel HD Graphics or better Display Resolution: 1024x768 minimum Sound Interface: DirectX Compatible interface Free Space: 5 GB or more **Note:** Users of Windows 10 will need to make sure the latest patches are installed via Windows Update.
	Mac	Version: macOS 15, 26, or 27 Processor: i5 2.0Ghz or faster, Apple M Series Memory: 8 GB RAM or more Video Card: Intel HD Graphics or better Display Resolution: 1024x768 minimum Sound Interface: Internal sound card or Core Audio compatible interface Free space: 5 GB or more
System Requirements – High performance *(Recommended for more demanding tasks such as Stem rendering and large packing jobs)*	**Windows**	Version: Windows 10 or 11 (64 bit) Processor: i9 or faster Memory: 16 GB RAM or more Video Card: Intel HD Graphics or better Display Resolution: 1024x768 minimum Sound Interface: DirectX Compatible interface Free Space: 5 GB or more **Note:** Users of Windows 10 will need to make sure the latest patches are installed via Windows Update.
	Mac	Version: macOS 15, 26, or 27 Processor: i9 or faster, Apple M Series Memory: 16 GB RAM or more Video Card: Intel HD Graphics or better Display Resolution: 1024x768 minimum Sound Interface: Internal sound card or Core Audio compatible interface Free space: 5 GB or more
Library Support	iTunes 10, iTunes 11, iTunes/Apple Music 12 Serato DJ Traktor Rekordbox	
Maximum Database Size	**Files**	≤ 100,000 playable files (Recommended database size of 50,000 tracks or less for search speed optimization)
	Playlists	≤ 512 playlists with 7 sub-playlist layers

Playable Media	**Type**	SD/SDHC/SDXC card USB mass-storage drives (flash memory, external HDD enclosures)
	File Systems	exFAT (recommended) FAT32 APFS/HFS/HFS+ (macOS only) NTFS (Windows only)
	File Formats	Lossless: WAV 16-32 bit, 44.1k – 192k AIFF 16-32 bit, 44.1k – 192k FLAC, ALAC Compressed: MP3 32 kbit/s – 320 kbit/s + VBR/CBR M4A/AAC MP4 OGG Vorbis Stems Rendering: 11025, 44100, 48000, 88200, and 96000 Hz

Specifications are subject to change without notice.

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Engine DJ incorporates the following technologies:

- ELASTIQUE efficient V3 by zplane.development
- TONART V3 by zplane.development
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