



DJ PROMIXER



MANUAL

VERSION 3.001



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Welcome to *DJ ProMixer 3.0*

DJ ProMixer 3.0 represents the evolution of *DJ ProMixer 2.0*. At *Digital Multi Soft*, we pay exceptional attention to detail in design and ergonomics to ensure that our software is a highly useful and advanced tool for DJs.

The *DJ ProMixer* project is the result of years of effort in developing multiple prototypes to achieve the best results in terms of ergonomics. Our aim is to offer a universal software solution at the most competitive price on the market. To use the Premium Version of *DJ ProMixer 3.0*, you only need to accept our partner's terms and conditions; no registration or payment is required.

Thank you for choosing *DJ ProMixer 3.0*.

Digital Multi Soft Team

Product

This manual covers all elements of:

DJ PROMIXER 3.0 FREE HOME EDITION (LITE) / PREMIUM EDITION



DJ PROMIXER 3.0

- **FREE HOME EDITION (LITE)**
- **PREMIUM EDITION**
(when it is activated)

System Requirements

DJ ProMixer 3.0 is compatible with Windows 11, 10, 8.1, 8, 7 (32 & 64 bits), Vista y XP.

DJ ProMixer 3.0 must be installed on a PC with the following minimum specifications:

- Intel Core I3 or higher.
- 4 GB of RAM (minimum) - 8 GB of RAM (recommended).
- 512 MB of video memory (minimum) – 1 GB of video memory (recommended).
To optimize the application's performance you must see "*System Performance*"
- 40 MB free hard disk space.

Supported files

- MP3, MP2, MP1, WAV, OGG, AIFF, WMA, FLA, AAC.

Screen resolution

- Minimum: 1024 x 768 (1024 x 600 Netbook)
- *Full Screen*: 1280 x (end of the screen).

Installing DJ ProMixer 3.0

To install DJ ProMixer 3.0, simply click on the installation icon.

The installation program will display the startup image. Clicking on 'continue' will open a dialog box indicating the installation path.



After the installation is complete, DJ ProMixer 3.0 Free Home Edition will be installed, with some limited functions listed in the Welcome Splash. It offers the possibility to activate the Premium Edition for free.

DJ PROMIXER 3.0

GET YOUR PREMIUM VERSION FOR FREE

PREMIUM	SELECT YOUR VERSION	LITE
✓	UNLIMITED RECORDING TIME	✗
✓	COMPLEX AUDIO CONFIGURATION	✗
✓	COMPATIBLE WITH MIDI & HID CONTROLLERS	✗
✓	MIDI LEARN (MAP YOURSELF YOUR DJ CONTROLLER)	✗
✓	SHARE DEVICE RESOURCES (BRIGHTDATA.COM)	✗

Web indexing
by Bright Data

Web Indexing

Enabled

No web indexing
by Bright Data

IMPORTANT: To activate PREMIUM VERSION, you just need to enable "Web indexing by Bright Data. IT IS FREE [Learn more](#)

ACTIVATION / DEACTIVATION SCREEN

How to activate *DJ ProMixer 3.0 Premium Edition*?

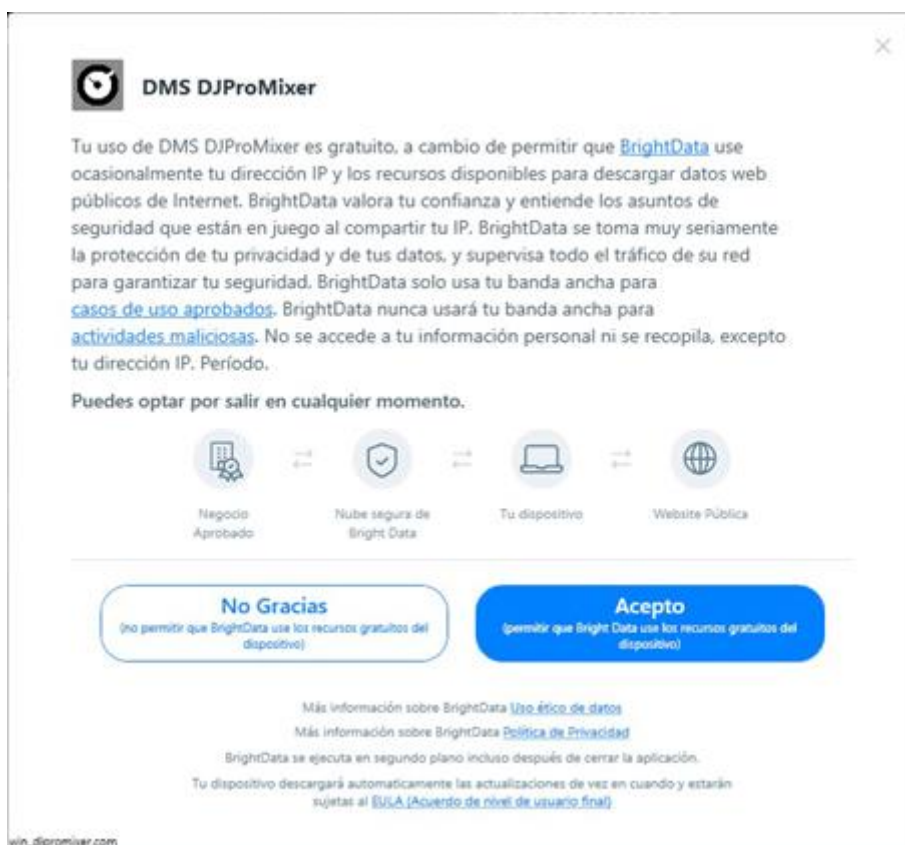
IMPORTANT: TO ACTIVATE DJ PROMIXER 3.0 FULL EDITION YOU MUST BE CONNECTED TO THE INTERNET. THE ACTIVATION IS FREE.

Access to the Activation Screen

When the application starts, a Welcome Screen appears and offers the possibility to activate *DJ ProMixer 3.0 Premium Edition*. You can choose either 'Free' (you can continue with the Free - Home Edition) or, if you want to activate it, by clicking 'Activate,' you will access the Activation Screen.

You can also access the activation screen by clicking the upper button '*DJ ProMixer*,' or through the application's 'Warning' messages if you attempt to use a limited function of the Free-Home Edition.

Once you access the activation screen, choose 'Accept' and accept the terms and conditions. Then, the *Premium version of DJ ProMixer* is activated.



To deactivate the *Premium version*, you may opt out of the Bright Data network by clicking **“LITE”** version on the **“Activation Screen”** of *DJ ProMixer, Premium version* will revert to the *Free Home (Lite) version*.

DJ ProMixer offers two modes: *LITE* and *PREMIUM*, both of which are entirely **FREE**.

NO PAYMENT REQUIRED TO CONVERT TO PREMIUM VERSION.

More info about [Activation / Deactivation](#)

In return for some of the premium features of *DJ ProMixer*, you may choose to be a peer on the Bright Data network. By doing so you agree to have read and accepted the Terms of Service of the Bright SDK EULA: <https://bright-sdk.com/eula> and Bright Data's Privacy Policy: <https://bright-sdk.com/privacy-policy>. You may opt out of the Bright Data network by clicking "LITE" version on the "Activation Screen" of *DJ ProMixer* application.

Uninstall *DJ ProMixer 3.0*

Use our uninstall application provide with the program (recommended) or Windows default tools: Open START> CONTROL PANEL> ADD OR REMOVE PROGRAMS> Install / Uninstall PROGRAMS By clicking and confirming "uninstall", *DJ ProMixer* will be uninstalled of your computer.

Important: If you have any questions or problems activating your software, you can use the direct link that appears in the window or go to <http://www.djpromixer.com> for additional information.

Quick Start

Overview

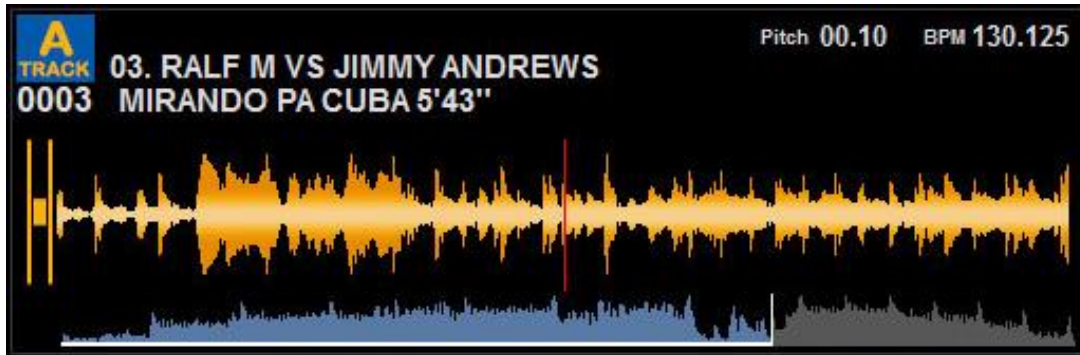


Dj ProMixer has two Decks, identified as A and B.

Each Deck has a large display, with a dedicated jog wheel with different color for each track (orange for A track and green for B track), and a block with control buttons and playback functions.

In the middle of the two decks controls is the Central Panel with common features: Mixer, Effects, Sampler and Automix, the visualization of this area will change with the function button that is enabled. The lower zone is exclusively dedicated to the Tracklist. It has integrated the functions for Playlist, Groups, Browser and the Save Video function.

Decks



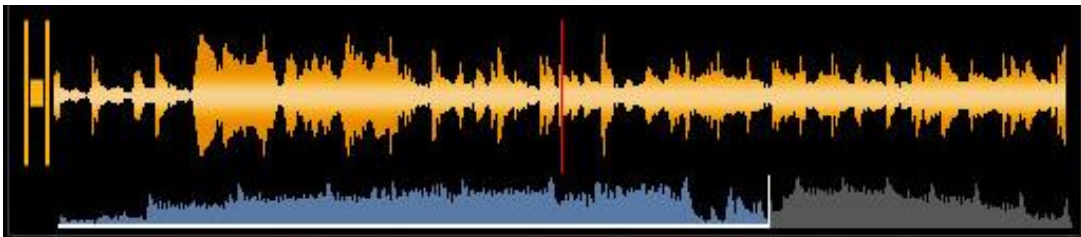
The Displays of Dj ProMixer are divided into three areas:

The top area provides an overview of the track:

- It displays the file information (artist and title) and the order number it occupies in the selected playlist. When a track is loaded, it will be automatically added to the current playlist, or it will indicate the order number if it's already in the Playlist.
- It shows the percentage change (pitch) that we are applying to the track.

Finally, it displays the BPM (Beats Per Minute) of the track. (including three decimal places).

The bottom area with two waveforms (2 and 3):



- a) The local wave display zoom:

Each deck is represented by a color: orange for Deck A and green for Deck B.

The left area shows the previous song that has been played, while the right area displays the part of the track that is currently playing. These parts are separated by a red line, resembling a "stylus" or the current playback point.

At the extremes of this area, there are local wave zoom controls with five positions for each deck. Clicking on this area allows you to perform "Scratch" actions.

- b) Overview of the waveform (*Stripe*):

The Stripe represents the entire waveform of the track. It is generated automatically when the track is loaded for the first time and also includes an automatic BPM count. Once generated, the Stripe and BPM are immediately displayed when the track is reloaded.

The colored area on the left (in blue) indicates the portion of the track that has been played, while the gray area on the right represents the remaining part of the track to be played. The Stripe also functions as a progress bar, allowing you to click on it to navigate to a specific point within the track.

NEW: In addition to create the waveform, the track is normalized to 0 db.

Pitch Control



To synchronize each deck, there is a *pitch control area* with four components for each deck:

1) Pitch:

This control is designed with a long length to provide greater sensitivity. It's a sliding potentiometer that adjusts the percentage change in the track's speed. You can adjust it by 4, 8, 10, 12, 16, and 32% (you can change these values in the Config screen or by right-clicking on the percentage displayed next to the pitch).

The potentiometer will appear in the same position as the last time you left it on the deck. If you are using a physical controller, it will appear at the position corresponding to the controller's pitch.

Double-clicking on the potentiometer resets it to the "0" position.

2) Pitch with adjustable BPM:

Located next to the pitch control, this component follows the same path and is represented by a red dot. To sync up two tracks, press the sync button, and the red dot in the pitch area (of the other deck) will move to the exact point of BPM synchronicity.

When syncing the two decks (by pressing the Sync button), there is usually a difference between the normal pitch and the red dot pitch. In this situation, the red dot pitch always takes precedence over the normal pitch. You can adjust this difference in two ways:

1 - If you are not using controllers, you can move the normal pitch in the software to the same point as the red dot pitch. Then, you can adjust both pitch controls.

2 - Adjust the physical potentiometer of the controller to match the red dot.

In both cases, once you are on the red dot, you can adjust both pitch controls, although this will break the synchronization.

3) Pitch Bend:

The pitch bend control allows you to adjust the beats of the tracks by applying an additional velocity to the mix, either by slowing down or speeding up the track.

4) Display Master Tempo and percentage change

The Master Tempo button enables you to change the speed of the track without altering the tone in any of the pitch ranges. The pitch range is displayed on the button next to Master Tempo. You can change the pitch range in two ways: by right-clicking and selecting the desired pitch range or through the Config screen. If you modify it using the right-click option, you can adjust the pitch range independently for each deck. If you make the change in the Config, it will affect both decks simultaneously.

Jog Wheel

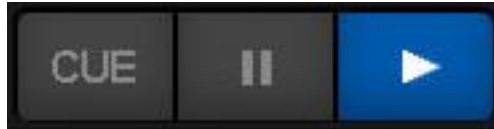


Each Deck has a dedicated multifunction jog wheel, the Wheel is divided into three zones:

- 1) The outer zone:** This zone can be manipulated to perform actions like bending, scratching, searching/quick searching, and manipulating the main parameter of the effect (refer to the "Wheel Mode" section).
 - This area can be activated in two ways: by clicking and dragging with the mouse or by using a physical jog wheel controller.
- 2) The intermediate zone or Display:** This area visually indicates the movement and direction of the track.
- 3) The internal area This area is divided into two semicircles:**
 - In the upper semicircle, you'll find an analog VU meter that indicates the output level (mixed L+R) of the track.

- In the lower semicircle, it displays the playback status of the track (Stop, Pause, Play, Loop). Additionally, it shows a progress bar for the BPM count, which is generated when a track is first loaded into the playlist. You can also see the total time divided into Elapsed Time (time from the start) and Remain (remaining time of the track).

Track: Main Controls (Transport Bar)



- 1) Play / Stutter:**
Initiates playback of the track. When pressed repeatedly or held down, it can create a continuous *play/stutter* effect.
- 2) Pause:**
Stops the track and pauses it. Once paused, you can use the jog wheel to set a CUE point.
- 3) CUE:**
Stops the track and positions it at the current CUE point in the memory bank. If there's no stored CUE point, it takes you to the beginning of the track.

When you pause the track and move the jog wheel, you can create a floating CUE point. This floating point will be deleted when you reload the track.

If you keep the CUE button pressed, you can play the song until you release the button (by releasing the mouse button or the controller), at which point it will return to the CUE point.

Track's Function Block



Between the Jog Wheels and the central panel, you'll find a set of function buttons that include Wheel Mode, Memory Cue/Loop, Loop Set, and other functions like Sync, Load, Reverse, and Brake.

Wheel Mode



The Wheel Mode allows you to set the manipulation mode for the outer part of the jog wheel. There are three different work modes for the wheel:

- a) **Vinyl Mode:** This mode enables manipulation of the outside zone of the wheel and activates the display of the wave/scratch analyzer mode. Vinyl mode is always active on the display of the wave/analyzer without the need for button activation, but the outside zone of the wheel must be activated.

Vinyl Mode has the unique feature that you don't need to pause the track to create a CUE point.

- b) **Search Mode:** This mode enables Quick Search using the outside part of the wheel.

- c) **FX Mode:** This mode allows you to change the main parameter of the selected effect using the outside part of the wheel.

If there is no active button in the outer Wheel Mode, it enables Bend mode, which allows you to perform bending actions either with the mouse or with the physical wheel of the controller.

Memory Cue / Loop



The Memory Cue / Loop panel provides buttons for saving and playing CUE and/or Loop points. To select a different playback point, you simply need to activate the light under the desired button.

Dj ProMixer offers several ways to **save** and **play** a memory point.

To save a CUE point memory:

- 1) **Recording "On the Fly":** While playing the track, you can save a CUE memory point by activating the "M" (Memory) button before pressing and then allocating the memory bank you want to record it to (1 to 6).
- 2) **Normal Recording:** When the track is paused, you can adjust the point by moving the Wheel to the exact position you want to save. To record it as a memory point, you must click "M" and then allocate it to a memory button (1 to 6). If you don't click "M," it will be saved as a "Floating" CUE point, which disappears when the deck is reloaded.

- 3) Recording with "Vinyl Mode" enabled:** This works like normal recording, and there's no need to be in Pause mode.

After memorizing a CUE point, the button will be activated in orange color (for deck A) or green color (for deck B). This indicates that you have successfully recorded a point in the CUE / Loop Memory Bank.



a) Recording a memory point for Loop:

To save a Loop point, you must first activate a loop while the track is playing in the deck. Then, click the "M" button and allocate it to the memory bank (1 to 6).

When you successfully save a Loop point, the button will be activated in violet color for both decks. This indicates that a Loop has been recorded in the CUE / Loop Memory Bank.



b) Playing a memory point:

You can play a memory point in two different ways: "Normal" and "Hot" Mode. To select the playback mode, click on the "Normal - Hot" window and choose the mode that suits your needs.

In "Normal" mode, the track stops and starts from the saved CUE or Loop point.

In "Hot" mode, the track plays directly from the saved CUE or Loop point in Stutter mode.

c) Delete a CUE point or Loop:

To delete a memory CUE/Loop point in the "Normal" mode, you can click the "X" button and delete it directly from the selected memory point.

Alternatively, you can record a new CUE/Loop point memory over the same point you want to erase. Or, when loading a track from the start without going to any memory point, click "M," and then click on the memory point you want to delete.

Loop Set



The Loop Set is divided into two parts:

- a) **Loop Set Manual:** This part includes three buttons:
 - Loop In: Marks the starting point for Loop
 - Loop-Out: Marks the final point of Loop.
 - Exit-Reloop: Exits the Loop and also calls back the last played Loop when outside of the Loop (the Exit/Reloop buttons function the same way for Auto and Manual Loops).
- b) **Auto Loop:**

This feature automatically creates a synchronized Loop at eight different positions, with a range from $\frac{1}{4}$ of a beat to 32 beats. To exit and repeat the Loop, you can use it in the same way as the Manual Loop.

The Loop created (whether Auto or Manual) is considered a "floating" Loop until you save it to the memory bank.

Function Buttons



- 1) **Sync Button:** Synchronizes the BPM of two tracks loaded on the Decks.
- 2) **Load Button:** Loads a Track in Deck, you can also load the Track by dragging and dropping it from the active list area or by directly dragging the file from your computer's directory or folder.
- 3) **Reverse Button (Rev):** Changes the direction of playback of the Track.
- 4) **Brake Button** Applies a stop effect similar to a "turntable" with an adjustable stop time (5-10-15 sec.), which can be set in the Config (Setup).

Central Panel

The Central Panel in *Dj ProMixer* is linked to the function buttons located at the top bar.

It has four different functions that can be displayed in the central area, and the function can be enabled by clicking the corresponding button: *Mixer*, *Effects*, *Sampler*, or *Automix*.

Mixer:



The Mixer function is the default view when the program starts, but you can activate it by clicking on the "Mixer" button in the Central Panel.

Mixer's elements

a) Sliders:

The Mixer has three sliders. Two control the main output volume of each deck. Clicking on a slider will mute it (set to "0" position). The third slider is the crossfader slider, which balances the main output between decks A and B. Double-clicking on the crossfader sets it to the center position.

b) Rotary potentiometers

here are five rotary knobs per deck, controlling Gain, EQ High, Middle, Bass, and headphone volume. Each EQ band has a Kill function to silence that frequency range. You can adjust these potentiometers using the mouse, physical knobs on a controller, or by clicking the "-" and "+" symbols. Double-clicking on a potentiometer sets it to the center position.

- c) LED level.
Each Deck has two strips of LEDs for the output level of each channel (Left, Right).

1) Effects:



Clicking on the "Effects" button in the Central Panel activates the Effects screen.

You can apply three effects to each Deck simultaneously: **Echo, Flanger, and Wah**

For each Deck, there are individual control potentiometers for Dry/Wet (adjusting the amount of effect for the Deck) and Parameter (modifying the main parameter of the effect).

Echo: This effect doesn't have a Parameter knob assigned to the Encoder. Instead, you can modify it in five positions to the Beat (ranging from 2/1 to 1/8).

Flanger and Wah: These effects don't use sync to the Beat but instead rely on the Parameter knob.

The Parameter is pre-assigned and can be manipulated with the Central Panel Encoder. Alternatively, you can assign it to the Wheel button under "FX" in the "Wheel Mode."

2) Sampler



Clicking on the "Sampler" button in the Central Panel opens the Sampler screen.

With the Sampler screen, you can play six different preloaded samplers individually for each Deck, and these samples can be replaced.

You can allocate files to the samplers in the Config screen (refer to the Config screen for details).

The output of the samplers is automatically configured to sound through the soundcard output of each Deck.

Each Deck has a separate volume control for its Samplers, as well as a stop control.

NEW The sampler has two playback modes: Normal and Hot. The operation of these modes is the same as the Memory Cue Loop playback mode function.

3) Automix



By clicking the "AUTO" button, the "Automix" screen appears in the Central Panel.

The Automix function operates only within the selected Playlist.

Automix can be used in two ways:

- Normal mode: It respects the order of the selected playlist.
- Random mode: It plays songs from the playlist in a random order. You can change this order at any time by clicking the "Random" button, and you can create a new randomized list by clicking the "New List" button.

Additionally, you can use the "Mix Now" button if you want to immediately mix the current track that is playing.

Correct way to mix with Playlist mode:

- a) Load different consecutive tracks from the same Playlist.
- b) Another option is to start with both tracks stopped and then click "On." In this case, it will start with the lower track and continue to the next one, loading it.

Other scenarios when using Automix with irregular situations:

a) If you start playing a track with a higher order number that doesn't correlate:

Example: Deck A Track 1 (Stopped) Deck B Track 5 (Playing) - It will first play Track 5, then Track 1, and the next will be Track 6, continuing in a sequential order.

To resolve this irregular situation in the playlist, for instance, Deck A Track 1 (Stopped) Deck B Track 5 (Playing), you must change and reload Track 6 onto Deck A.

b) When deleted or moved tracks are not in the Playlist:

In this situation, the software will ignore the missing tracks and play the next available track in sequence.

Fade In / Fade Out of inbound and outbound tracks:

These are regulated with two sliders displaying the seconds and can be adjusted from 0 to 60 seconds for the maximum time of Fade In and Fade Out.

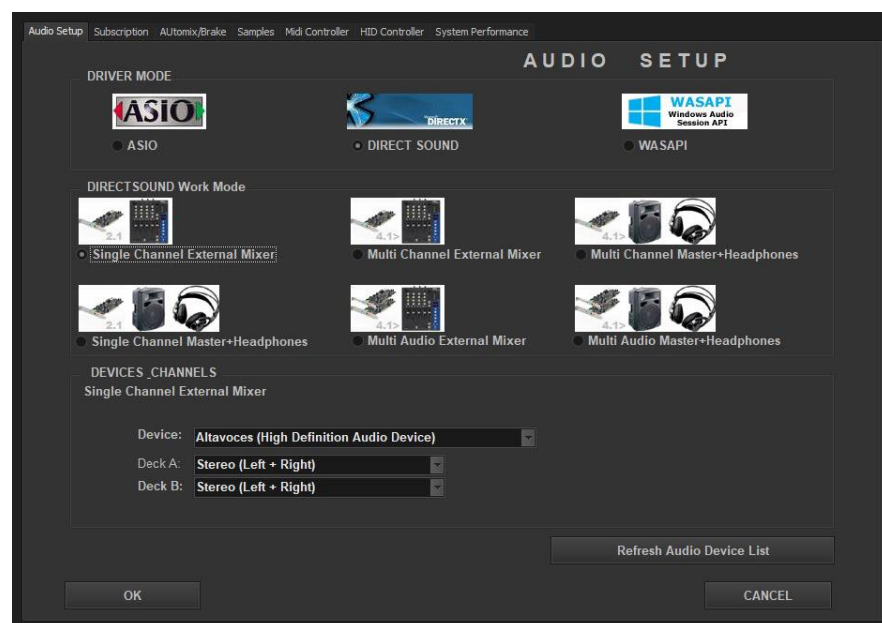
4) Config

The "Config" function appears next to the other buttons that activate the Central Panel (*Mixer, Effects, Sampler, Automix*).

By clicking the button, a floating window appears with the general parameters of the program for configuration.

Within the window, there are several sub-menus:

a) Audio Setup:



Support for assigning the audio outputs of the system's sound card, allowing you to select the output for reproducing the two Decks.

There are three driver modes, depending on whether the sound card has *Direct Sound*, *WASAPI*, and/or *ASIO Drivers* (Please follow the instructions provided by the manufacturer).

ASIO and WASAPI modes use protocols to minimize audio device latency.

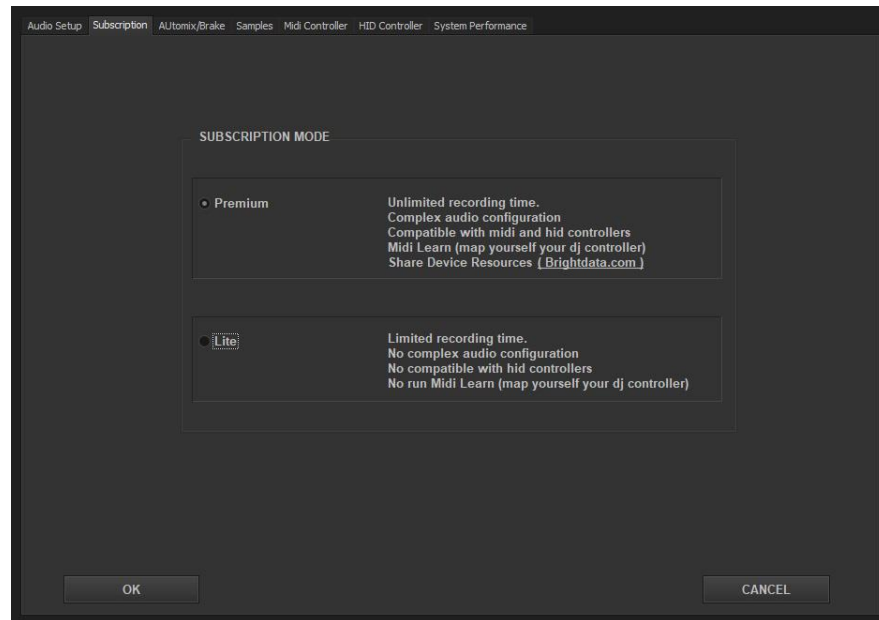
All driver modes can work in single or multi-channel mode and also in single or multi-card mode.

Dj ProMixer allows the use of emulators such as ASIO 4 All.

From this window, you can also manage the output of the samplers. *Dj ProMixer* is designed for the most basic setup of your sound card, so we have opted to assign the output of the Sampler directly to the same output as the Deck.

IMPORTANT: *DJ ProMixer 3.0 Free Home Edition* has limited audio settings to a single sound card with output on both the left and right channels.

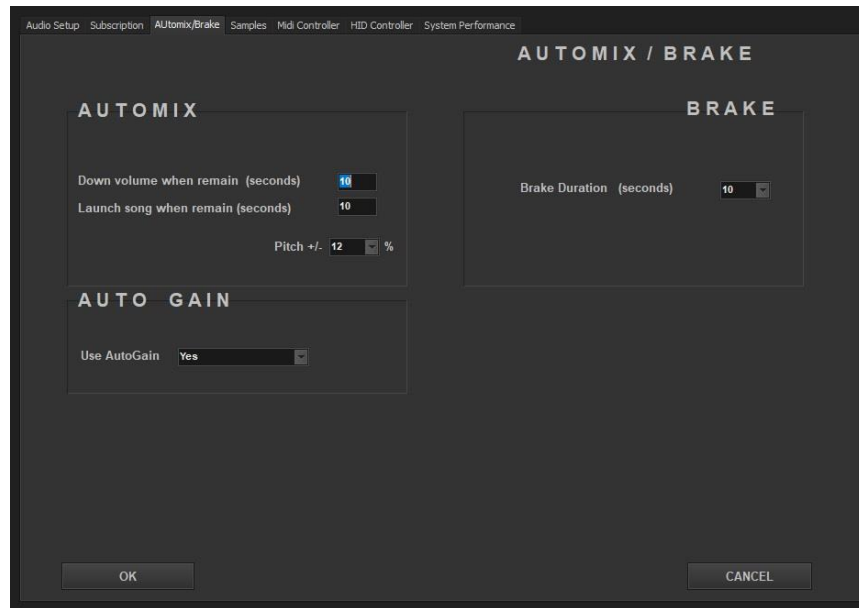
b) License Status



NEW: In this section, you can check the status of your *Lite* or *Premium* license.

You can also upgrade from *Lite* to *Premium* version for free or downgrade your *Premium* version to *Lite*.

c) **Automix / Brake / Normalize:**



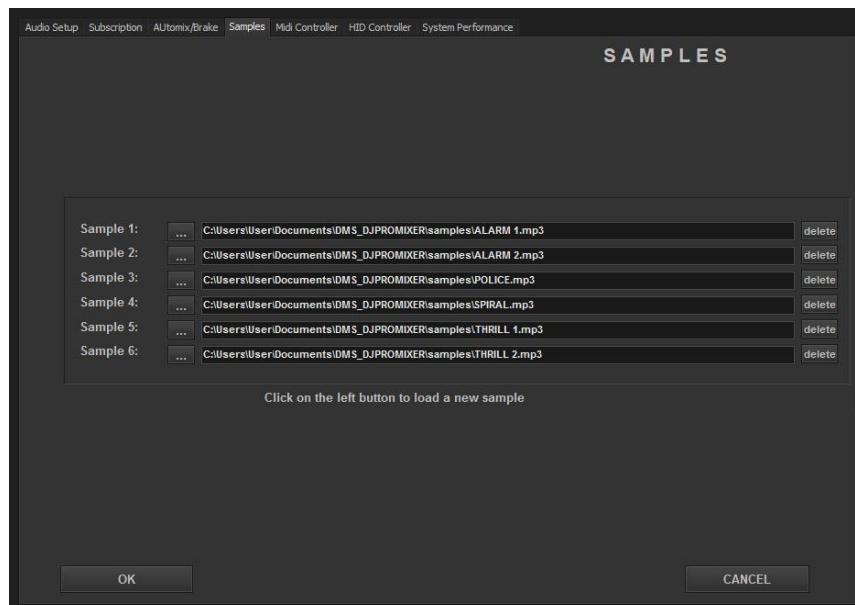
The Automix panel allows you to configure the maximum time (in seconds) for Fade In and Fade Out. This information will also be displayed in the central panel.

You can also adjust the pitch percentage for both Decks (+ / - 4, 8, 16, 32%).

Another adjustment on the screen is related to Brake, where you can set the maximum stop time (in seconds), with options for 5, 10, and 15 seconds.

Finally, you can enable or disable the auto gain function, which normalizes each song to 0 db.

d) **Samples**



From this configuration screen, you can assign the six samples to the two decks.

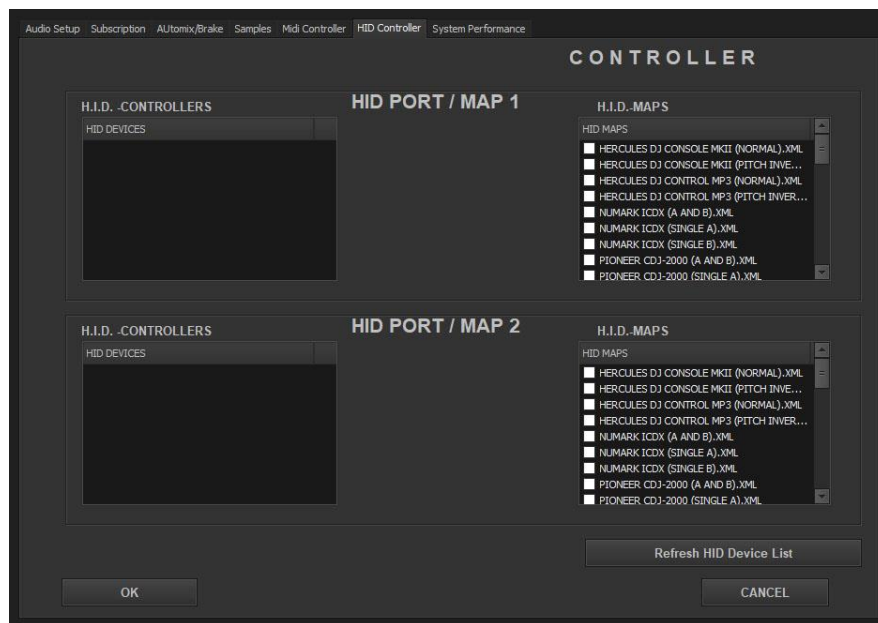
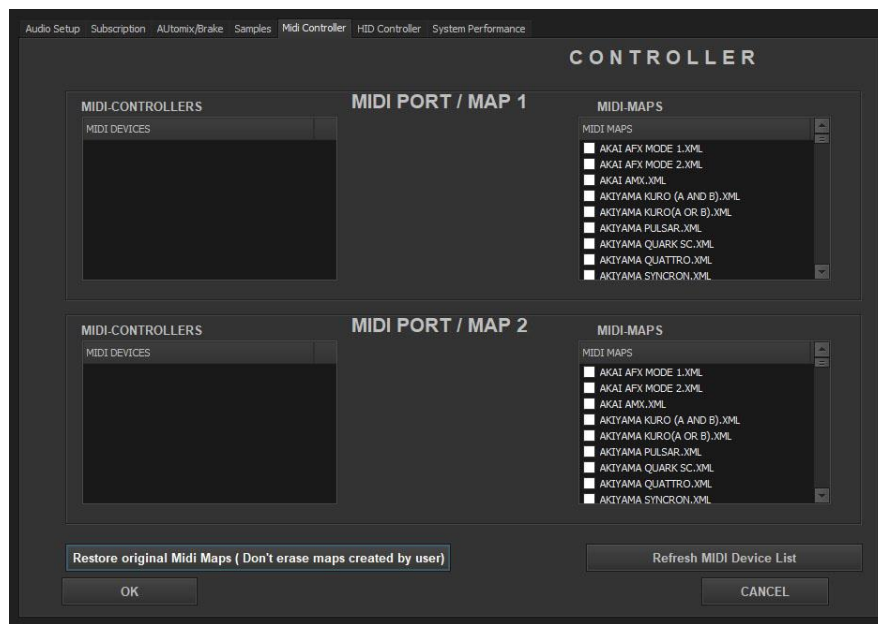
To load a new audio file to replace the current sample, click the left button and a drop-down menu will appear, allowing you to browse for the file.

To remove a sample, simply click the "Delete" button located to the right of the file name.

e) Controller

Assigns the controller from a preset list.

It's important to consider the connection protocol of your system, whether it's MIDI or HID. DJ ProMixer has created two separate menus for this purpose: 1. MIDI Controller 2. HID Controller



In the panels on the left (MIDI or HID), you can find the port to assign your compatible MIDI/HID controller. On the right side, there is a list with the mappings of *DJ ProMixer* compatible controllers.

Some devices have been duplicated to allow assignment to a single deck (MIDI or HID) for using two controllers (one for each deck) in single mode.

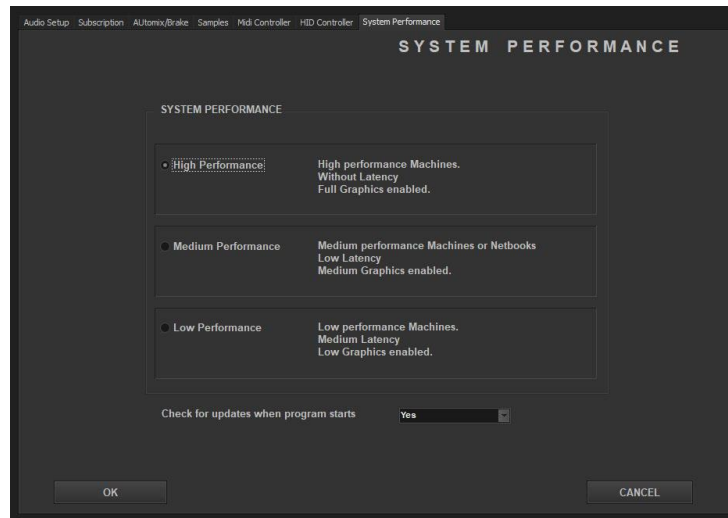
Note: To find compatible hardware, please visit <http://www.djpromixer.com>, where you will find all the information and mappings for MIDI & HID controllers that work with *Dj ProMixer*

IMPORTANT: *DJ ProMixer 3.0 Lite version* is limited to using controllers for only 10 minutes.

NEW: The MIDI mode includes a new button that refreshes and copies the original mappings again in case they have been modified.

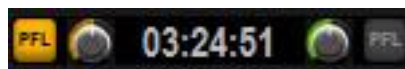
f) System Performance

You can choose from three different performance settings to optimize ProMixer on your computer.



- 1) **High Performance:** This setting is for high-performance computers (recommended specs include I7, I5, I3, Core 2 Duo), and it requires a graphics card with at least 256 MB of dedicated memory (512 MB recommended). This setting maintains all the visual effects of the program with minimal latency.
It's recommended for use with MIDI/HID devices and multiplayer.
- 2) **Medium Performance:** Designed for medium-performance computers (such as Core Duo, Pentium Dual), this setting requires a graphics card with 512 MB of dedicated memory (recommended). It removes the analog VU and increases program latency.
This setting is recommended for high-performance netbooks and tablet PCs.
- 3) **Low Performance:** For low-performance computers (Celeron, Centrino, Pentium IV recommended), especially those with low-power graphics cards or shared system memory, this setting disables the graphic spectrum waves and analog VU.
It maximizes system latency and is suitable for low-performance netbooks and tablet PCs.

Functions and common information at the Central Panel



Common to all screens of the Central Panel (*Mixer, FX, Sampler, Automix*), you will find buttons to activate the headphone output for both decks. Additionally, there is a system clock displayed.

The headphone output can only be activated if the option has been chosen in the Config settings, and it must be compatible with the selected Sound Card. Each headphone output also has a separate volume control located next to the activation button.

General functions of the application

Keyboard, Minimize, Full Screen, Help, Info and Closing the application.

They are grouped above the function buttons on the *Central Panel*.



From left to right we find:

1) **Keyboard**

Clicking the Keyboard button activates the keyboard for controlling the main functions of *Dj ProMixer*. Turning off the keyboard button disables this control function and returns the keyboard to normal use. The "Search" keyboard function is always accessible, regardless of whether the "Keyboard" button is on or off.

Key functions



- See final appendix

2) **Minimize**

Move the application to the desktop toolbar.

3) **Full Screen**

The minimum screen size for *Dj ProMixer* is 1024 x 768. If your resolution is higher, the Lists will extend to fill the screen accordingly.

When using the Full Screen option, the skin will expand to a width of 1280 pixels, revealing a sidebar containing the central panels for *Automix*, *Effects*, and *Sampler*.

In this Full Screen mode, the buttons on the Central Panel cannot activate any functions (except for the Config button, which remains accessible). Instead, all the functions of the Central Panel will be available in the Sidebar.

Furthermore, if your screen resolution permits, the extended Full Screen mode can display the system clock in an expanded format.

Full Screen (With Sidebar)



4) Help

Clicking on the "Help" button will open a screen that provides access to installed manuals, including the Quick Start and Manual. It also offers links to online support webpages and forums (internet connection required). Additionally, you can access an online list of available controllers (internet connection required).

DJ PROMIXER 3.0



- [PDF](#) Quick Start - Activation
 - [PDF](#) Manual
 - [Support](#) Videos - FAQ's - Tutorials...
 - [Forum](#) Forum
 - [Controllers](#) Compatible Controllers
- [Cancel](#)

HELP

5) **Info**

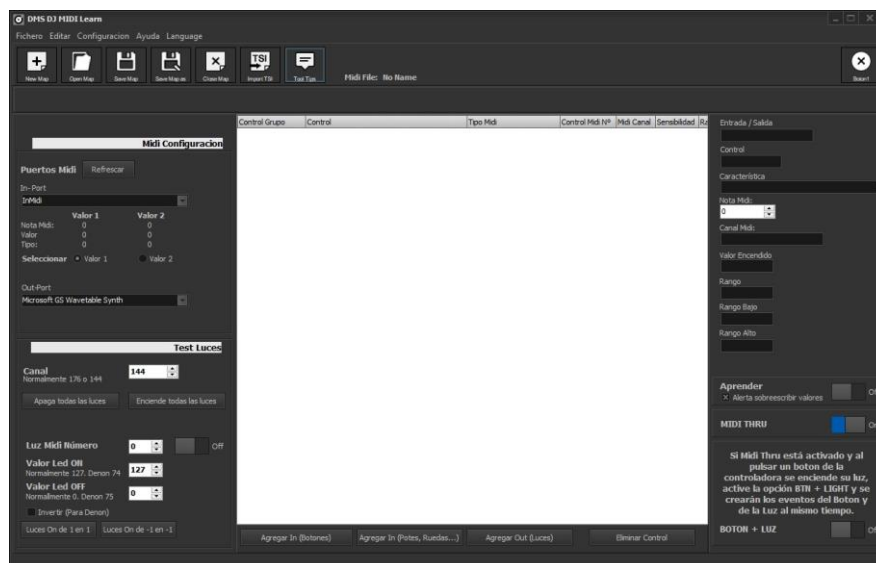
It contains the *credits* and the *current info* about the installed version of the software.

6) **Close the application**

The button represented by "X" is used to close the application. To exit the application, the decks must be in the "CUE" position for security reasons. After clicking this button, a new screen will ask for confirmation to exit the application. *Dj ProMixer* also memorizes the general parameters for the next session, allowing you to restart with the same settings as when you closed the application.

7) **MIDI Learn (NEW)**

MIDI Learn is a feature that enables you to map your MIDI controller to *DJ ProMixer* if your controller is not on the list of compatible controllers. Please note that MIDI Learn is only available in the Premium mode of *DJ ProMixer*.



For further information please, visit <https://www.djpromixer.com>

Recording



Located in the upper right corner, it has a direct button and a control level.

1. Choose the location on your computer where you want to save the recording.
2. Assign a name to the new recording file.

The recording format is WAV file. The recording type is internal.

Please note that the recording feature is limited to 10 minutes in *DJ ProMixer 3.0 Lite*. To have unlimited recording time, you'll need to upgrade to the Premium version of the software.

Master (NEW)

In the upper left part, it is the master or general volume of the application.



License Status

Shows in the upper left the type of license: ***Lite (Not activate) Premium (Activated)***.

IMPORTANT: Activation of *DJ ProMixer* is free, and it doesn't come with any additional costs. You simply need to accept the conditions of our partner during the activation process.

Tracklist

The Tracklist in *DJ ProMixer* is divided into three parts: Playlists, Groups, and Browser. Additionally, in this version, a "Save Video" function has been added, allowing you to download and convert YouTube videos to audio (WAV and MP3 files) or video format. However, this function needs to be downloaded and installed separately as an independent application (NEW).

The Tracklist feature allows you to work with different configurations depending on your screen size, using one, two, or three panels simultaneously. If your screen size is less than 15.4 inches, you may not be able to use more than one panel simultaneously, and to use multiple panels, you'll need a higher screen resolution and size.

Common features available for all three elements (*Deck, Track Number, BPMs, Artist, Title, and Time*) are displayed in the Tracklist. The list can extend downwards as much as possible based on your screen size, and you can locate the cursor's position by observing the horizontal blue bar.

Tracklist Overview

The screenshot displays the DJ Promixer interface with three main sections: Playlists, Groups, and Browser. Each section contains a table of tracks with the following columns: Track (T), BPM, Artist, Title, and Time. The tracks listed are:

T	BPM	Artist	Title	Time
0001	130.000	01. RALF M VS JIMMY ANDREWS	READY 4U LOVE (RADIO VERSION) 4...	0:04:11:16
B 0002	130.000	02. FREAK CHICKEN	ARE YOU A FREAK CHICKEN 5'40"	0:05:40:06
A 0003	128.000	03. RALF M VS JIMMY ANDREWS	MIRANDO PA CUBA 5'43"	0:05:43:43
0004	130.500	04. Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Extended Versión)...	0:07:47:46
0005	130.000	05. Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Dub Tech Versión) ...	0:07:04:69
0006	130.000	06. Ralf M vs Jimmy Andrews Pres S...	5 Elements Fire (Radio Version) 4'1...	0:04:18:27
0007	130.000	07. ELECTRA MOVE	(Ralf M vs Jimmy Andrews Extende...	0:05:25:14
0008	130.000	08. ELECTRA MOVE	(Ralf M vs Jimmy Andrews Gothic R...	0:05:18:43
0009	130.000	09. ELECTRA MOVE	(Ralf M vs Jimmy Andrews Melody ...	0:06:38:49
0010	130.000	10. ELECTRA MOVE	(Danny Pardo _Claudi Trullen Origin...	0:05:52:28
0011	125.000	11. RAUL DE DIOS	MY BEAT (EXTENDED ORIGINAL VE...	0:05:25:19
0012	125.000	12. RAUL DE DIOS	MY BEAT (SOUL DUB REMIX) 7'48"	0:07:48:92
0013	125.000	13. RAUL DE DIOS	MY BEAT (RADIO EDIT) 3'36"	0:03:36:55
0014	129.500	14. RALF M VS TIMMY ANDREWS	I FES AGAIN (RFI OOP VFRSION) 7'33"	0:07:33:27

1) Playlist

You can organize your tracks using various playlists:

The screenshot shows the Playlists panel with a context menu open over the 'House' playlist. The menu options are:

- New Playlist
- Delete Playlist
- Edit Name
- Clear Playlist
- Re-Order Playlist

The background tracklist table is identical to the one shown in the previous screenshot.

The Playlist is the first block of the List and can interact with the Browser and Groups/Subgroups. When you load a track into a Deck, whether from the Browser or Group/Subgroup, it will be automatically added to the Current Playlist.

The order number appears next to the track name and title on the Deck. If the track is already included in the playlist, it will simply indicate its order number. However, if it's not in the playlist, it will appear as "New" and be added to the Active Playlist at the top.

By continuously adding new tracks to the Active Playlist from the Browser or Group/Subgroup, you can arrange the tracks in the playback order that suits you.

You can also add tracks to the Playlist by dragging and dropping them from your computer's folders. In this case, the track will be added as the first track in the Playlist. However, when adding tracks from Groups/Subgroups using this method, they will be placed at the bottom of the list.

The functions related to the Playlist are divided into two blocks: Playlist Features and File Actions within the Playlist. These functions can be accessed by right-clicking on the left side of the listing in the Playlist:

- New Playlist: Create a new Playlist.
- Delete Playlist: Removes the selected Playlist.
- Edit Name: Edit the name of the playlist to edit it.
- Clear Playlist: Deletes all files in the selected Playlist.

Note: Dj ProMixer always performs a non-destructive delete of tracks, which means that when you delete songs, it does not affect the original files on your computer; it only removes them from the application.

Functions Playlist files:

- *File Info*: Contains basic information about the track (Track information).



It provides information of the BMP track, we can divide or multiply by 2 in the case of an anomalous BPM count by the structure of matter, must say it is not common, but as an example that appears in irregular count Tracks like *Drum Bass* style and generally songs with very BMP increases (greater than 140 BPM's) and / or an irregular percussive structure.

There is also a "Clear" button that clears the BPM's track, it enables to modify manually (rewriting the field) or automatic (reloading the same track).

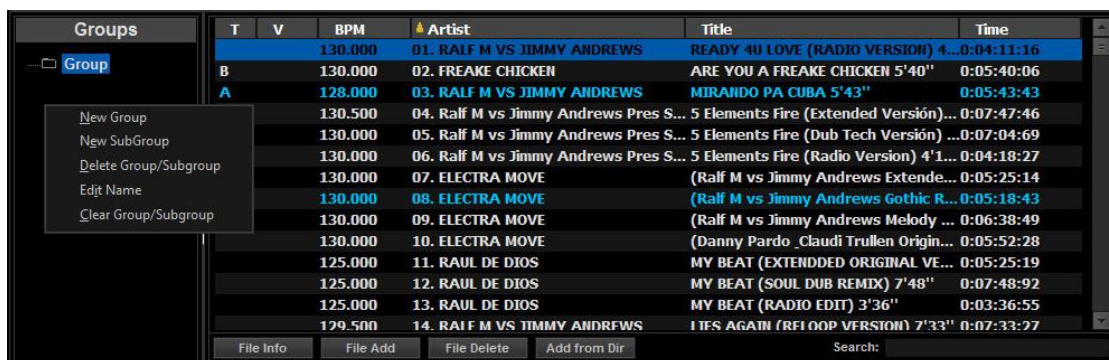
Also, we can edit / change name and artist, and also informs us about the location in the storage disk ("File Location").

- File Add: Add files to Playlist independently.
- File delete: Deletes independently (and non-destructively) the selected file.
- Add from Dir: We added groups (files from directories) to Playlist.
- Search: Advanced search enables us to locate the file by any letter or keyword.

2) Groups / Subgroups

Let's organize files on a system of major groups and subgroups. We can create subgroups up to 2 levels.

The Group as the main component appears directly in the menu. To access the subgroup, it will show a drop-down list from the main group.



The functions -like the Playlist- are divided into two blocks: Groups / Subgroups features and the files contained therein:

Groups / Subgroups features:

By clicking the right mouse button on the left side, the "Groups List" will appear.

Then you will see a dropdown menu to access to main features:

- New Group: Create a new group.
- New Subgroup: Create a new subgroup from a group.
- Delete Group / Subgroup: Deletes the selected group or subgroup.
- Edit Nam Group / Subgroup: Edit the name of the Group / Subgroup.
- Clear Group / Subgroup: Deletes all files in the Group / Subgroup selected (not destructive).

File features *Groups / Subgroups*:

They are just the same functions as those for Playlist files: *File Info*, *Add File*, *File Delete*, *Add from Dir*, *Search* (see functions Playlist files) applied to the groups / subgroups.

3) Browser

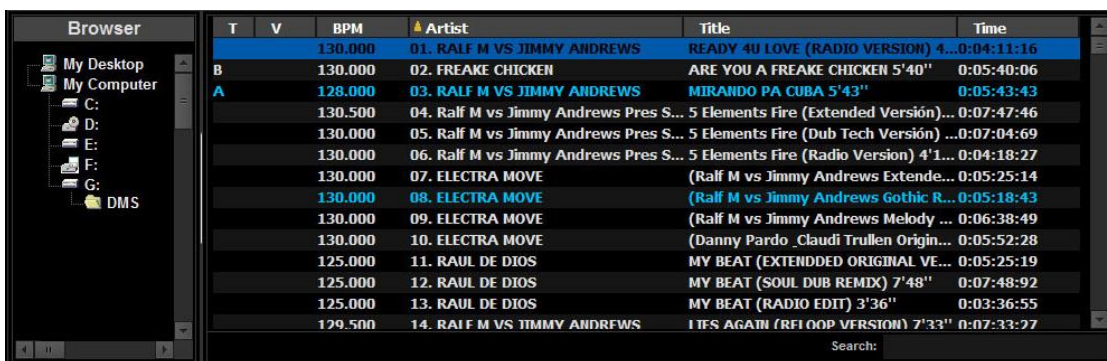
It provides direct access to our audio files, showing all storage units of the PC.

It has the advantage to detect USB and/or external drives in "hot mode", without restarting the application.

The Browser also displays essential information about audio files, including artist, title, time, BPM, and previous play history.

You can add tracks from the Browser to the Playlist and Groups/Subgroups by dragging them with the mouse or directly to the deck.

It includes a "Search" function for conducting a general search and locating specific storage units or directories.



BPM Counter

Dj ProMixer automatically detects the BPM of a track when it's loaded for the first time.

You can modify the BPM in the "File Info" window (refer to "File Info" for details). Additionally, you have the option to erase the BPM of a track, and it will be recalculated the next time it's loaded.

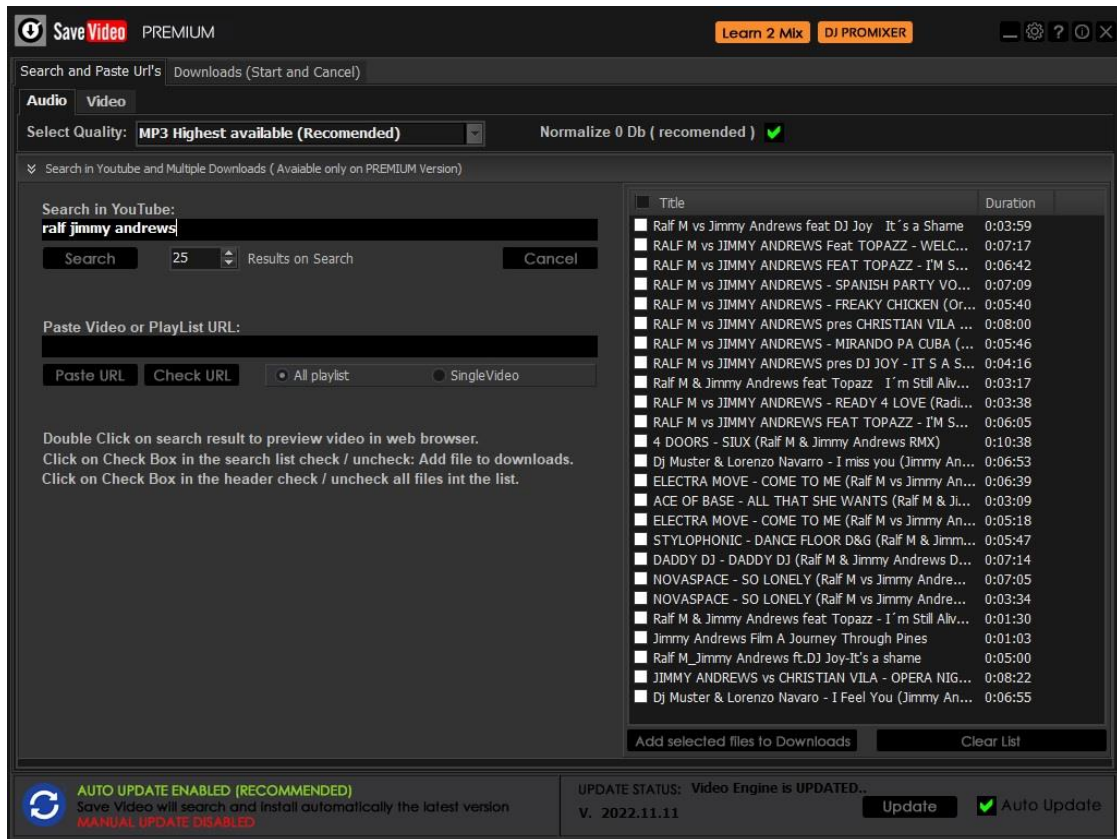
Save Video

Download videos from YouTube and convert to different audio and video formats with *Save Video*.

This powerful tool includes a content search engine and allows you to download individual audio and/or video files, as well as multiple downloads (mixes) from YouTube.

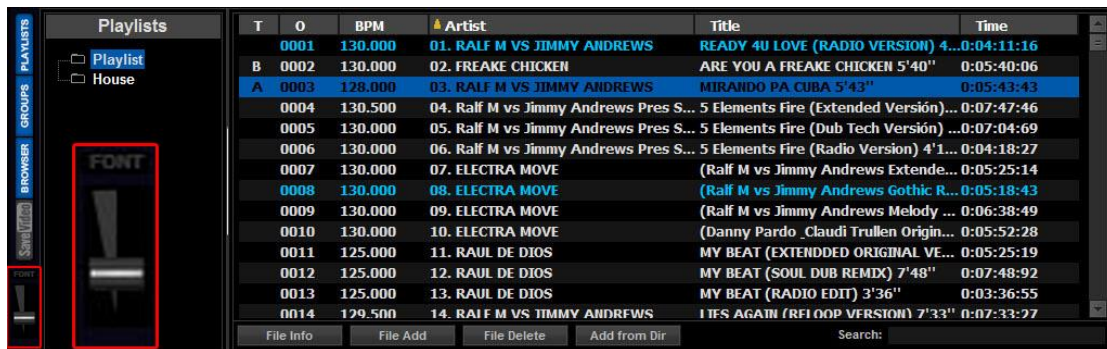
To use Save Video in DJ ProMixer, you need to have the application installed separately. Save Video is a standalone program, and you can find more information and download it from: <https://dmsdown.com/savevideo>

Save Video Overview



Font size

You can adjust the font size in the Browser by using the potentiometer located under the Save Video button. This allows you to increase or decrease the font size to suit your preferences.



User Interface (Overview)

DJ ProMixer 3.0 offers different user interface layouts to cater to various preferences. You can access these layouts from a dropdown menu located at the top of the software's interface.

There are three modes to choose from:

Extended: With all the functions and features (complete skin).



Essential: With the main features, (with the local waveforms and the stripes)



Minimal: Main features and stripes



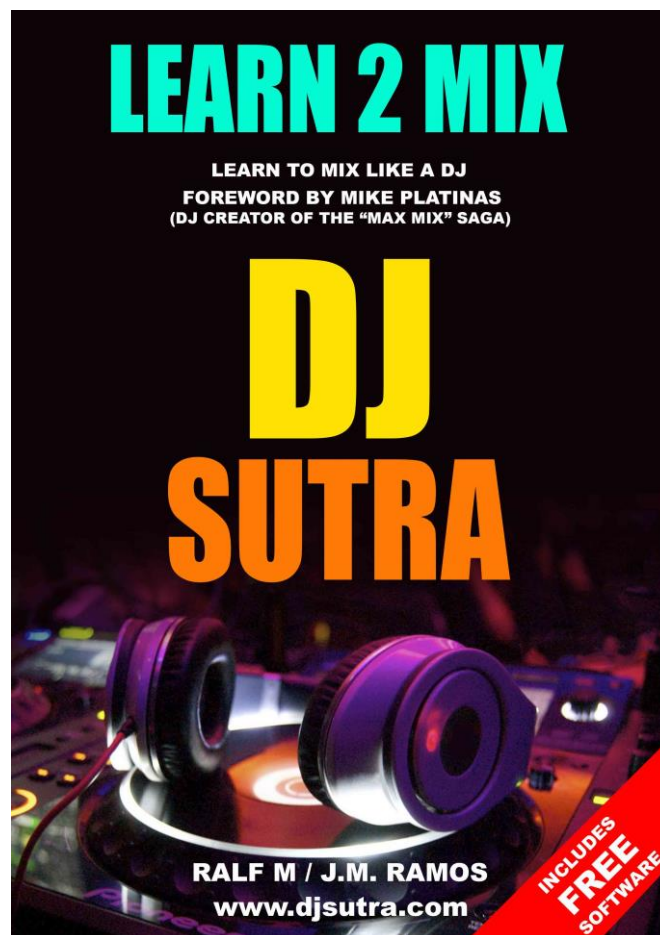
Learn 2 Mix (NEW)

The "Learn 2 Mix" button, highlighted in green at the top of the interface, provides access to the "DJ Sutra" learning book in electronic format (exe). Please note that this book is not initially installed and needs to be downloaded separately.

DJ Sutra is a comprehensive, free electronic book (flipbook) designed to help users learn how to mix music effectively. It offers valuable insights, techniques, and tips for aspiring DJs. The book is authored by Ralf M, with programming by J.M. Ramos and a prologue by Mike Platinas, the creator of the Max Mix series.

DJ Sutra is a comprehensive resource for learning how to mix music effectively, containing a total of 236 pages in both Spanish and English. This electronic book is available for free download,

DJ Sutra is based on **DJ ProMixer** software bundle.



For further information and download, please visit <https://dmsdown.com/dj-sutra>

Appendix: Keyboard Functions

(SPANISH KEYBOARD ISO)

DECK A

CUE A	F1
PAUSE A	F2
PLAY A	F3
SYNC A	F4
BEND - A	F5
BEND + A	F6
MEMO REC A	\
MEMO A 1	1
MEMO A 2	2
MEMO A 3	3
MEMO A 4	4
MEMO A 5	5
MEMO A 6	6
SAMPLER A 1	Q
SAMPLER A 2	W
SAMPLER A 3	E
SAMPLER A 4	R
SAMPLER A 5	T
SAMPLER A 6	Y
LOOP IN A	A
LOOP OUT A	S
EXIT/RELOOP A	D
REVERSE A	F
BRAKE A	G
AUTO LOOP A <	X
AUTO LOOP A 4	C
AUTO LOOP A >	V

LOAD A SHIFT LEFT

LIST:

UP	↑
DOWN	↓

DECK B

CUE B	F9
PAUSE B	F10
PLAY B	F11
SYNC B	F12
BEND - B	F7
BEND + B	F8
MEMO REC B	BACKSPACE LEFT
MEMO B 1	7
MEMO B 2	8
MEMO B 3	9
MEMO B 4	0
MEMO B 5	'
MEMO B 6	i
SAMPLER B 1	U
SAMPLER B 2	I
SAMPLER B 3	O
SAMPLER B 4	P
SAMPLER B 5	`
SAMPLER B 6	+
LOOP IN B	J
LOOP OUT B	K
EXIT/RELOOP B	L
REVERSE B	Ñ
BRAKE B	'
AUTO LOOP B <	M
AUTO LOOP B 4	,
AUTO LOOP B >	.

LOAD B SHIFT RIGHT

