🎛️ The DJ console — user guide and command reference (Windows 6.63)

For the DJ at the laptop. Read §1–§4 before a party; keep §5–§8 beside the keyboard. What is new in **6.63** is marked so (and what came with 6.62.1 still is). The console's design and its contract with the party are in `DJ-CONSOLE.md`; the rest of the app is in `USER-GUIDE.md`.

New in 6.63 — in one minute. The console now shows you round itself: 🧭 in the header is a one-minute tour of seven stops (it opens by itself the first time you open the console on a PC), and 📖 opens this guide inside the app. The header says where the console's own sound is heard for as long as a phone is in the party (💻 *Scratch · loops · FX: on the PCs*). And the mouse wheel on the LIVE deck's jog now **flicks the record** instead of being refused.

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1. What the console is

A full-screen DJ console inside SynkEngine's DJ mode: two decks (A cyan, B magenta) with jog wheels, CUE, SYNC, key lock, tempo and pitch bend, 8 hot cues, loops and rolls, beat jump and key shift; a mixer with trim, a 3-band EQ with kills, a filter, channel faders and a crossfader with three curves; two beat-synced FX units; an 8-pad sampler; seven one-tap transitions; headphone cueing; the library (your DJ crate); a keyboard map; and any MIDI controller by MIDI learn.

What makes it SynkEngine's: **one deck at a time is LIVE — the party's song, played by every phone and PC in the room at the same instant.** The other deck is yours: prepare the next track, cue it in your headphones, then hand over. The switch lands on the live song's bar line on every device.

It plays **music files** (from this PC's crate, or a phone's song the party plays). A YouTube or SoundCloud song can be the party's song, but it shows on the live deck as *Live · stream*: you mix out of it into a file.

2. Opening, closing, who drives

- **Open:** in the party screen, 🎧 **DJ** → 🎛️ **Open the console**, or **Ctrl+D**. It opens only in a party — on your own, start a party on this PC first (a party of one is fine).
- **6.63 — the first time** you open the console on a PC, a one-minute **tour** opens by itself: seven stops, each a ring round the part it is about and one sentence. **Next** / **Back** (or **→** / **←**, **Enter**), **Skip the tour** or **Esc** to leave it; 🧭 in the header opens it again whenever you like. Nothing in it reaches the party, and no key plays a deck while it is up.
- **Close:** ×, **Esc** (it first closes the guide, the tour, the keyboard map, MIDI learn and the MIDI panel, if one is up) or **Ctrl+D**. The music never stops on the way in or out: when the console closes, the party screen's player takes the party's song back where the party is. The decks stay loaded for a minute after a close, so reopening is instant.
- **The mode** is the pill in the header:

The header says	What it means	What reaches the party
On air: deck A (or B)	this PC holds the deck and hosts the party	everything in §3
On air: a stream, deck A	as above, the party's song is YouTube or SoundCloud	the stream; hand over to a file
Nothing on air — play a deck and bring it up	holding the deck, no song playing	your first handover
Member DJ — the host hands over	this PC holds the deck as a **member** of someone else's party	the LIVE deck's play, pause, seek, hot cues, jumps and effects — **not** the next song or a handover (the host's)
Preview — take the deck to DJ	another device holds the deck	**nothing** — the console is yours alone

- **Take the deck** (the header's button, shown in preview): on the host PC the deck comes to you at once. On a member PC it is given at once when the host's deck is open (🔓); when it is locked (🔒) the host is asked and decides.
- **Preview** is a safe place to practise: both decks, the mixer and the effects work here and nothing reaches the party. The LIVE deck still follows the party (its waveform, its place) but is silent in this PC's room — the party screen's player keeps playing the party's song here, with the real DJ's effects. A deck *you* play in preview **is** heard on this PC's speakers, over the party's song: keep it in your headphones (§6).

3. What the party hears

The console is the booth; the phones are the room's speakers. The party plays **one** song at a time, on its own clock, and every phone plays its own copy of that file. So:

What you do	This PC	Other PCs in the party	Phones
The LIVE deck's song	✔ (the console plays it, locked to the party's clock)	✔	✔
▶❙❙, CUE, a hot cue, a beat jump, a click on the LIVE deck's waveform	moves the **whole party**	✔	✔
Scratch, censor, a pad roll, a loop on the LIVE deck	✔ only here (*slip*: the party runs on underneath; let go and the deck is where the party is)	—	—
FX 1 / FX 2 on the LIVE deck or on **M** (the master), holding the deck, a file on air	✔	✔ as the party's effect — Roll, Spin back, Brake and the riser too (Delay plays there as an echo; the Filter sweep stays here)	—
FX on the other deck; TRIM, EQ, kills, FILTER; the sampler	✔	—	—
The other (off-air) deck	✔ if its fader and the crossfader let it into the master; in the headphones with 🎧	—	—

What you do	This PC	Other PCs in the party	Phones
A handover (crossfader, ⇄, a transition)	the real blend	the transition's blend (Smooth blend and Filter sweep as a fade, Bass swap, Echo out); otherwise the switch	a clean change of song on the bar line

The rules behind it:

1. **The LIVE deck plays at 100 %, in the party's time** (its tempo reads *100 %* 🔒). Phones cannot play at another speed, so on the LIVE deck the tempo fader, SYNC, pitch bend and key shift are locked and SLIP is always on. Tempo is the other deck's job.
2. **The other deck is yours:** any tempo, any loop, cue it in your headphones. A file you load on it (holding the deck, as the host) becomes the party's **next song** at the head of the queue, so every phone copies it ahead: the deck says *Phones copying · N s*, then *Next up*.
3. **The handover.** When the other deck becomes the louder one in the master (the crossfader past its middle, or the channel faders), at a transition's middle bar line, or when you press **⇄ Put deck B on air** (key **N**), the console asks the party to switch **on the LIVE deck's next bar line, at least 1.2 s ahead** (*Deck B on air in 1.4 s*). At that bar line the new deck goes to 100 % (key lock on: no pitch jump), and the deck going off air keeps the new tempo for the rest of your blend. *Deck B is on air* confirms it. One crossing, one handover: after a ⇄ or a transition, the new LIVE deck has to be the louder one before the faders can hand over again — no bouncing back to the old deck.
4. **The floor.** While karaoke, a speech or the stage countdown has the floor, handovers and transitions wait (*Karaoke has the floor — no mix until it ends*; the header shows 🎤). The console's sound ducks with the party's, and follows this PC's volume.
5. **Phones and the handover:** they change song on the bar line (Android 6.61.x goes quiet from the switch's message to that bar line). They never play effects.
6. **6.63 — said where you look.** For as long as a phone is in the party and this PC drives, the header shows 💻 *Scratch · loops · FX: on the PCs*: what you scratch, loop, roll, sample and filter is heard on the PCs; the phones keep the party's song in step. (To make the phones hear a scratch they would have to play the console's own sound instead of their copy of the song — the app does not do that.)

4. Quick start: a first mix in 8 steps

1. **Fill the crate:** 🎧 DJ → **+ Add files…** (MP3, M4A/AAC, FLAC, OGG/Opus, WAV; up to 80 MB a file). The BPM and key are measured on this PC.
2. **Open the console** (Ctrl+D). The party's song comes up on a deck marked ● **Live**.
3. **Load the next track on the other deck:** pick it in the library and press ⇟ **B** (or double-click it, or drag it onto the deck, or **Shift+M**). Wait for *Phones copying · N s* to become **Next up**.
4. **Headphones:** under 🎧 Headphones choose **Split** (headphones plugged into this PC) or **Device** (USB headphones); press 🎧 on channel B; turn **CUE⇄MST** toward CUE.
5. **Play deck B** (▶❙❙, or the comma key). With the crossfader on the live deck's side, only your headphones hear it.
6. **Match it: SYNC** on deck B takes the live deck's tempo and lines up the bars. By ear: deck B's tempo until *Δ 0.0 BPM*, then a held pitch bend until the phase dot sits in the middle and lights.
7. **Shape it:** deck B's **LOW** down (or **K**), an effect, the filter.
8. **Hand over:** slide the crossfader across (or ⇄ / **N**, or pick a transition and ▶ **Go** / **B**). Deck B goes live on the next bar line; bring its LOW back up as the old track leaves.

5. The screen, area by area

5.1 The header

Control	What it does
The mode pill	who drives (§2)
Take the deck	asks for the deck (shown only when you do not hold it)
🎤 chip	the floor: karaoke, a speech or the stage countdown — no mix until it ends
The console's sound is not in this build	the engine did not start (§10)
💻 *Scratch · loops · FX: on the PCs*	**6.63:** shown while a phone is in the party and this PC drives — where the console's own sound is heard (§3); hover it for the whole sentence
🧭	**6.63:** the one-minute tour — seven stops round the screen: the LIVE deck, your deck, the library, the jog, the handover, where the sound is heard, the keys and this guide. **Next** / **Back**, **→ / ←**, **Enter**; **Esc** or **Skip the tour** leaves it
📖	**6.63:** this guide, inside the app (in English). **Esc** or × closes it; the console stays as it was
🎹 **MIDI**	the MIDI panel (● when MIDI is on) — §8
⌨	the keyboard map (also **?** or **F1**); **6.62.1:** with a *How it works* box on top
×	closes the console (Esc)

5.2 The waveforms (middle band)

- **Both decks' scrolling waveforms**, one above the other, so the beats line up by eye: lows in the deck's colour, mids lighter, highs white; the beat grid with bars numbered; the loop in green; hot cues as coloured marks; the playhead red on the LIVE deck.
- **−** / **+** zoom out / in (2 s to 32 s on screen, kept for next time).
- **The phase meter:** where the other deck's beat falls against the live deck's (half a beat either way); the dot lights when they are within 3 % of a beat.
- **Δ BPM** — the tempo difference; **the keys** — e.g. *8A → 9A ✓* (*✗*: a clash).
- **⇄ Put deck B on air** — the handover button (key **N**); while one is on its way it counts down. Greyed with its reason (*Play deck B first*, *Load a track on deck B*, *Take the deck to hand over*, *The phones are still copying it — ready in N s*, *Wait — a handover is on its way*, *The next song and the handover are the host's…*).

5.3 A deck

The head: the deck letter; its state — ● **Live**, *Live · stream*, *Next up*, *Phones copying · N s*, *⇄ Going live*, *Off air*; title and artist (or *Loading…*, *copying the song… N %*, *Not on this PC yet*, *Could not copy it to this PC*, *Deck A could not load it: …*); the BPM now and the tempo (*+1.2 %*, or *100 %* 🔒 on the live deck); the key on the Camelot wheel (*?* when unsure); elapsed · −remaining.

The overview strip (the whole track, with cues and the loop): a press moves the deck there. On the LIVE deck it is the party's seek, sent when you let go; in preview it is refused.

Control	The other deck	The LIVE deck	In preview
Jog wheel	VINYL on: hold and drag to **scratch**; an untouched turn — the mouse wheel, the arrow keys on it, a MIDI jog with no touch learnt — **nudges** (**6.62.1**: it did nothing in VINYL mode); VINYL off: drag to **nudge**	VINYL on: hold and drag to scratch (slip — the PCs only), and **6.63:** an untouched turn — the mouse wheel, the arrow keys, a MIDI jog with no touch learnt — **flicks the record**: a short scratch, the hand up 0.2 s after the last turn, the party playing on underneath. VINYL off: a nudge is refused, and the console says why (*The LIVE deck keeps the party's time — switch VINYL on to scratch it, or nudge the other deck*)	as the other deck
▶❙❙	play / pause this deck	plays or pauses **the party**	live deck greyed
CUE	CDJ style: playing → back to the cue point, paused; paused at the cue point → plays while held, back when you let go; paused elsewhere → sets the cue point here (on the beat with Q)	playing → the party pauses at the cue point; paused → sets the cue point at the party's place	live deck greyed
SYNC	takes the other deck's tempo and lines up its bar (beat if stopped); stays on until you move the tempo; needs both beat grids — **6.62.1:** without one it goes back off and says why	greyed (locked at 100 %)	as the other deck
KEY 🔒 (key lock)	the tempo changes, the pitch does not (on by default)	as left	—
Q (quantize)	cues, loops, jumps — and the sampler — land on the beat (on by default)	the same	—
SLIP	after a scratch, loop or roll the track is where it would have been	always on, greyed	—
VINYL	the jog scratches while held (on by default) and nudges when turned untouched; off: it always nudges	—	—
CENSOR (held)	plays backwards while held, then carries on	this PC only	—
TEMPO fader	the deck's tempo; **±8 / ±16 / ±50** below it cycles the range; double-click: back to 0	greyed (*100 %* 🔒)	as the other deck
Pitch bend **− / +** (held)	±4 % while held, to line the beats up	greyed	—

Loops, jumps, key (the row under the deck):

Control	What it does
LOOP IN / OUT	marks the loop's start / end by hand
⟲	reloop (back into the last loop) / exit it
½ · n · ×2	halve the loop size · an auto loop of *n* beats (1/32 … 32) on/off · double
◂ ▸	move the playing loop back / on by **its own length** (**6.62.1**; a loop set by IN/OUT moved by the auto size before)
JUMP ◀ · n · ▶	jump back / ahead by *n* beats (the middle button cycles 1·2·4·8·16·32); on the LIVE deck the party jumps, whole beats, keeping the groove
KEY ♭ · ±n · ♯	key shift by semitones (−12 … +12; turns key lock on); greyed on the LIVE deck

Loops, the loop size buttons and jumps need the song's **beat grid** (*no beat found in this song yet* until the measure has one). On the LIVE deck a loop is a slip performance: this PC loops, the party plays on.

The pads (eight per deck; the mode tabs above them; **G** / **H** cycle the mode):

Mode	A pad does
HOT CUE	empty: sets a hot cue at the playhead (on the beat with Q); set: jumps there (on the LIVE deck **the party** jumps); **Shift**+press or right-click clears it. Hot cues are kept per song on this PC (shared with the DJ panel's set).
ROLL	held: repeats from the beat — 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8 beats; let go and the track is where it would have been (this PC only on the LIVE deck)
JUMP	◀ 1 · 2 · 4 · 8 beats back, ▶ 1 · 2 · 4 · 8 ahead
SAMPLER	the eight sampler sounds (§5.6)
LOOP	a loop of 1/8, 1/4, 1/2, 1, 2, 4, 8 or 16 beats; the same pad again exits it

5.4 The mixer

Control	What it does
TRIM	the channel's gain (shown in dB); double-click: back to 0 dB
HI · MID · LOW + K	3-band EQ (crossovers 300 Hz and 4 kHz); **K** kills the band at once — tap again to bring it back
FILTER	one knob: left = low-pass, right = high-pass, middle = off
🎧 (per channel)	this channel in the headphones (before its fader: you hear it with the fader down)
Channel fader + meter	the channel's level (85 % to start)
Crossfader	A ⇠ ⇢ B; past the middle it hands over (§3)
Smooth · Cut · Scratch	the crossfader's curve: an equal-power blend · each side at full level until 90 % of the way, then a sharp cut · an instant cut-in at the very ends (for scratching)
⇄ (under the crossfader)	reverses the crossfader (hamster)
MASTER + meter	the console's output level (the party's volume and ducks apply after it)
CUE⇄MST · LEVEL	the headphones' cue ↔ master mix, and their level (§6)

Control	What it does
Headphones mode	**Off · Split · Device** (§6)

The mixer's EQ, kills, filter and trim are this PC's only.

5.5 FX 1 and FX 2

Each unit: **the effect** · ◂ **beats** ▸ (1/8, 1/4, 1/2, 3/4, 1, 2, 4, 8, 16 — timed on the deck's beat) · **dry ↔ wet** · **ON** · **A / B / M** (on deck A, deck B or the master). FX 1 starts as an Echo of 3/4 beat on A, FX 2 as a Reverb on M.

Effect	What it does (beats = …)
Echo	repeats that fade away (the repeat time)
Delay	one repeat (its time)
Reverb	a 2.4 s room (beats unused)
Flanger · Phaser	a sweeping comb / phase (one sweep)
Filter sweep	a resonant filter swinging up and down (one swing) — **this PC only**, even on the live deck
Gate / Trans	chops the sound on and off (the chop)
Bitcrush	lo-fi: the wet knob lowers the bits (beats unused)
Roll	from the next beat, repeats the last *n* beats while ON
↺ Spin back · 🛑 Brake	a one-shot on the next quarter-beat (the length; a spin up to 3 s, a brake up to 6 s), then the unit turns itself off; on a deck it is that deck's platter
Noise riser	a rising noise over 4, 8 or 16 beats, then off

The **ON** button's tooltip says where it plays: *On the LIVE deck or the master: every PC in the party plays it too*, or *This PC only*. On the other PCs the beats are rounded to what the party's effects take (an echo up to 4 beats, a roll 1/4 … 4, a riser 4/8/16). The phones never play them.

5.6 Sampler

📯 Air horn · 🚨 Siren · ⚡ Laser · ⏪ Rewind · 🥁 Kick · 🪘 Snare · 👏 Clap · 💥 Crash, and their volume. The console makes these sounds itself (nothing recorded from anyone). **This PC only**, on the next quarter-beat when quantize is on; eight at once (the oldest makes way).

5.7 Transitions (MIX)

Pick a style and a length (**4 · 8 · 16 · 32** beats), then ▶ **Go** (key **B**); ■ **Stop** stops it where it is (before its bar line: as if it never started). It starts on the master deck's next bar line (in a party at least 1.2 s ahead); a paused incoming deck is synced and started in phase on that bar line; the handover is asked for at the transition's **middle** bar line.

Style	What happens
Smooth blend	an equal-power crossfade over the length
Bass swap	the new track comes in with its bass cut; at the middle the basses swap; the old track fades out at the end
Echo out	the old track gets an echo; at the middle the faders swap and the echo rings out
Filter sweep	the old track's high-pass climbs while the new track's low-pass opens, crossfaded

Style	What happens
Spinback · Brake	the old track spins back (≤ 2 beats) or brakes to a stop (≤ 4 beats); the new one comes in 4 beats after the bar line
Cut on the one	an instant switch on the bar line

A hand on what it moves takes over: the crossfader or a channel fader (and the low EQ for a Bass swap, the filters for a Filter sweep). Refused by the party (the floor, the phones still copying), a transition not yet begun is as if it never was; one already begun comes back to the party's song over a beat. Greyed with its reason (*Load a track on deck B*, *Take the deck to hand over*, *The phones are still copying it — ready in N s*, the floor…).

5.8 The library (your crate)

- **Filter by title or artist** (**Ctrl+F**; ↑/↓ move the selection; **Enter** loads it on the off-air deck; Esc leaves the box).
- **Order:** *As added* · *BPM* · *Key* (kept for next time).
- Each row: ◉ (on a deck) · the title · length · BPM · key — ✓ when it mixes with the live deck's key.
- **⤓ A / ⤓ B** load it on a deck; a double-click loads it on the off-air deck; drag a row onto a deck. **+ Add files…** opens Windows' own file picker.
- You cannot load over the LIVE deck while it plays the party's song (*Deck A is live — load on the other deck, or hand over first*), nor on a deck a handover is going to (*Wait — a handover is on its way*).

6. Headphones

Mode	Where the sound goes
Off (the default)	no headphones: this PC's output plays the master — what the room hears
Split	headphones on this PC's own jack: the cue in the left ear, the master in the right (both mono). The room hears **nothing** from this PC.
Device	the cue on another output (USB headphones, a second sound card) — pick it in the list (*No other output found* if Windows lists none); it plays about 20–40 ms after the master (fine for cueing) and stays silent until Windows accepts that output

🎧 on a channel puts it in the cue; **CUE⇄MST** mixes the cue with the master; **LEVEL** sets the headphones. A cue on another device is your own ears: the karaoke duck does not touch it. Split shares this PC's output, so a hard mute (a device held, a silent wall panel) mutes it too.

7. The keyboard

Keys go by **where they sit** on the keyboard (any layout: the ⌨ map shows your own keyboard's letters). The table uses the US letters.

	Deck A	Deck B
CUE (held)	**Z**	**M**
Play / pause	**X**	**,**
SYNC	**C**	**.**
CENSOR (held)	**V**	**/**

	Deck A	Deck B
Tempo − / + (0.1 % a press; **Shift**: 1 %)	**A / S**	**J / K**
Pitch bend − / + (held)	**D / F**	**L / ;**
Pads 1–4 · pads 5–8	**1 2 3 4** · **Q W E R**	**7 8 9 0** · **U I O P**
Clear that hot cue	**Shift**+pad key	**Shift**+pad key
Next pad mode (**Shift**: the one before)	**G**	**H**
Loop on / off (the loop size)	**T**	**Y**
Load the library's selected song	**Shift+Z**	**Shift+M**

Mix and party	
← / →	crossfader (5 % a press; **Shift**: 25 %)
N	hand over to the other deck (⇄)
B	transition: go / stop
[/]	FX 1 / FX 2 on / off
↑ / ↓	the library: the song above / below

The console	
Ctrl+F	find in the library
? (Shift+/) or **F1**	the keyboard map
Esc	closes the guide, the tour, the map, then MIDI learn, the MIDI panel, then the console
→ / ←, **Enter**	**6.63**, while the tour is up: the next stop / the one before (no key plays a deck under the tour or the guide)
Ctrl+D	closes the console (and opens it from the party screen)
Tab / **Shift+Tab**	every control in turn; then the arrows, Space or Enter

On a focused knob or fader: ↑/→ and ↓/← a step (**Shift** ×10), PgUp/PgDn ten steps, Home/End the ends, Delete or a double-click its rest; the mouse wheel steps it; a drag moves it (**Shift** for fine moves on a knob). The arrows act on a focused slider instead of the crossfader and the library. The console's keys do nothing while you type in the filter. A held key repeats only the tempo, the crossfader and the library's ↑/↓.

8. MIDI controllers

1. 🎹 **MIDI** (header) → **MIDI on**. Your controllers are listed (🎹 name; ⚠ name (why) for one that did not open). The switch is remembered: next time MIDI opens with the console.
2. **Learn** → click a control on the screen (it is highlighted: *Now move it on the controller: …*) → move or press it on the controller → *Learnt: … ← …*. Click the next control, and so on. **Learn** again (or Esc) to finish.
3. Done. The map is kept for next time (*Controls learnt: N*); **Forget them all** clears it.

On the controller	Learn it on	Notes
a button or pad (a note, or a CC that goes to 127)	any button, toggle or pad	held buttons (CUE, CENSOR, bends, pads) follow press and release
a fader or knob (a CC 0–127, or the 14-bit pitch bend)	a knob or fader	*That control needs a knob or a fader* if you press a button on one
an endless knob (relative)	a knob or fader	recognised as relative from the first few moves
a jog wheel	the jog — twice	once turning it (its turns, relative), once pressing the platter's top (**its touch**, a note)

Good to know:

- **A jog in VINYL mode scratches only while touched** (a learnt touch, or the mouse held on the screen's jog). Turned untouched it nudges (**6.62.1**; before, it did nothing in VINYL mode) — learn its touch to scratch with it. On the **LIVE** deck, which cannot be nudged, an untouched turn flicks the record (**6.63**).
- **Input only:** SynkEngine never sends anything to a controller (no lights, no SysEx). Up to four controllers at once; one plugged in while the console is open is found within 2 s; one another program is using opens as soon as it is free.
- A press that moves the party (the LIVE deck's PLAY, CUE, jumps, hot cue and jump pads) is taken at most every 150 ms per control — a faulty controller cannot flood the phones.
- *No MIDI controller found* · *MIDI is not available on this PC* · *The MIDI map is full*. **Windows only for now.**

9. Recipes

- **Beatmatch with SYNC.** Load B, play it in the headphones, press **SYNC** on B: it takes the live tempo and lines up its bar. SYNC stays on until you touch B's tempo. (Both songs need a beat grid.)
- **Beatmatch by ear.** Move B's tempo until *Δ 0.0 BPM*; hold pitch bend − or + until the phase dot sits in the middle and lights; listen in Split mode, the left ear on B.
- **Bass swap by hand.** B's LOW fully down (or **K**), crossfader to the middle (the handover goes when B gets louder), then on a bar line A's LOW down and B's LOW up together; finish the crossfade. Or choose **Bass swap** and press **B**.
- **Echo out.** Choose **Echo out** (8 beats) and **▶ Go** — or FX 1 = Echo on A, wet up, **ON**, then cut to B.
- **Loop-roll fills.** Pads in **ROLL** mode; hold 1/4 then 1/8 on the LIVE deck for a stutter build. Only this PC stutters; the party runs on, and on release the deck is where the party is.
- **Prepare hot cues.** On the off-air deck (or before the party), **HOT CUE** pads: tap an empty pad at the drop, the chorus, the outro. Quantize keeps them on the beat. On air, a tap moves the whole party to that cue.
- **A karaoke or speech moment.** When someone sings or speaks, the console's sound ducks with everything else and mixes wait (🎤 in the header). Prepare the next track meanwhile; hand over when the floor is free.

10. Troubleshooting

Some things work and some don't. Almost always it is the LIVE deck: it is the party's song on every device, so its tempo, SYNC, pitch bend and key shift are locked, and what you scratch or loop on it is heard on the PCs only. **6.63:** take the tour (🧭, one minute) — it shows which deck is the party's, which is yours, and where each sound is heard.

A control does nothing. It is greyed for a reason. **6.62.1:** press it (mouse, key or MIDI) and the console says why — at most every 2 s per control. Before 6.62.1, hover it for the tooltip.

Greyed because	Which controls	What to do
The LIVE deck plays at 100 % — it is the party's song	the LIVE deck's tempo, SYNC, pitch bend, key shift (SLIP always on)	pitch the other deck; hand over
Preview: take the deck to drive the party · Take the deck to hand over	the LIVE deck's ▶❙❙, CUE, its set hot cues, jumps and waveform; ⇄; transitions	**Take the deck**
The next song and the handover are the host's (member DJ)	⇄, transitions (and a track you load is not queued)	the host hands over; the LIVE deck's play, seek and effects are yours
the floor — *Karaoke has the floor*, *A speech has the floor*, *The stage countdown is on*	⇄, transitions	wait for it to end
Empty — drop a track here / *Loading…*	the deck's buttons	load a track; wait for it
no beat found in this song yet	the loop sizes, jumps, ROLL and LOOP pads (and SYNC, which turns itself off)	wait for the measure (*measuring…*)
A stream: no waveform, no loops	a stream's pads and jumps	hand over to a music file

Also: in **VINYL** mode the jog scratches only while held; turned untouched (the mouse wheel, the arrow keys) it nudges — **6.62.1** (before, it did nothing there). The LIVE deck cannot be nudged (it plays the party's time): **6.63** — in VINYL mode an untouched turn flicks the record there (a short scratch); with VINYL off it is refused and the console says so.

The phones don't hear my scratch or my effects. By design (§3): the phones play the song itself, in step. Scratch, censor, loops, rolls, the sampler and the mixer's EQ and filter are this PC's; FX on the LIVE deck or the master reach the **other PCs** too. The phones change song on the handover's bar line. **6.63:** the header says so while a phone is in the party (💻 *Scratch · loops · FX: on the PCs*). For a crowd to hear the scratch, play it where the PCs' speakers are — or put the PC on the room's speaker.

The tempo fader is locked. It is the LIVE deck: *100 %* 🔒 — the party's time on every device. Use the other deck's tempo; after the handover the new LIVE deck goes to 100 % on the bar line (key lock: no pitch jump), and the outgoing deck keeps the new tempo while it fades.

The next song waits on deck A. A music file queued after the current song waits as the next song — on the console's off-air deck (*Next up*) and, in the party screen's player, on its spare deck ready for the end-of-song blend (the record's *the next song waits on deck A for the mix* is that player, not the console's deck A). It plays when the current song ends — or as soon as you hand over (crossfader, ⇄, a transition), once the phones have copied it.

The handover is refused. The console says why in words: *The phones are still copying it — ready in N s* (held: it goes by itself once they have it, if the crossfader is still over), *Too late for that bar line — try again*, *Wait — a handover is on its way*, *Play deck B first* (⇄ needs the deck playing; a transition starts it for you), the floor, preview or member DJ, *The party can't play this file — it is not shared from this PC*, *The party did not take deck B* (no answer by its bar line: try again).

No sound in my headphones. Headphones mode **Off** means no headphones — choose **Split** (headphones on this PC) or **Device** (and pick the output); press 🎧 on the channel; turn CUE⇄MST toward CUE; raise LEVEL.

My controller isn't seen. MIDI on? The panel lists it within 2 s of plugging it in; ⚠ with a reason means another program has it (close that program); *No MIDI controller found* — check the cable or its USB port. Nothing happens on a control: learn it first (§8). A jog that only nudges: VINYL mode scratches with its touch — learn the platter's top too.

The console is in preview. Another device holds the deck: **Take the deck** (on a locked party the host decides). In preview nothing reaches the party — and a deck you play is heard on this PC's speakers over the party's song.

I can't end the party from my phone master. Only a master **the host chose** can end the party for everyone. A phone that took an **open** deck (🔓) by asking cannot — otherwise any phone on the Wi-Fi could end everyone's party (the same rule on Android and Windows). The host chooses by handing the deck from the PC's members list, by answering a phone's ask for a locked deck, or by locking the deck with 🔒. **6.62.1:** when a phone takes this PC's open deck, the PC offers 🔒 **make them the party's master** — one tap. The lock that a hand-over or that offer sets comes off when the deck comes back to the PC; a 🔒 of your own stays until you open it.

Deck A could not load it: … — *toolong* (over 15 min), *toobig* (over 150 MB decoded, or a file over 400 MB), *channels* (over 8 channels), *format* (not a format the console can bound), *crashed* (the page closed while it decoded this file: refused for this session), *fetch* / *decode* (the file could not be read). *Not on this PC yet* / *copying the song… N %*: a phone's song is being copied here.

The console's sound is not in this build — the console's audio engine is missing or did not start; close and reopen the console; if it stays, send the logs.

After a test, send the logs. 6.62.1: each time the console closes it writes one line to this PC's flight recorder (📼): the time in preview and holding the deck, the controls used and the refusals with their reasons. From the logs we can tell what did not work. **6.62.1:** once a session the console also reminds you that scratch, loops, rolls, effects and the sampler play on the PCs while the phones keep the party's song in step. **6.63:** the tour and the guide write a line too (opened, finished, or the stop it was closed at).

11. Limits

- **Decks play music files only:** MP3, M4A/AAC, FLAC, OGG/Opus, WAV. Up to **15 minutes** (counted from the file's own frames before anything is decoded) and 150 MB decoded; a file over 400 MB is refused unread. The crate takes files up to 80 MB (the phones' limit), 300 tracks.
- **Streams** (YouTube, SoundCloud) can be the party's song but not a deck's track: *Live · stream* — no waveform, loops, pads, scratch or effects on the console. Spotify does not play in a party.
- **The phones** play the song itself and change song on the bar line; no effects, no scratch, no blend on the phones.
- **Two FX units, eight sampler voices, two decks.**
- **MIDI:** input only, up to four controllers, no SysEx, Windows only.
- **The Mac build is not out yet** (the console is built to run there; MIDI on the Mac needs its own code).
- **YouTube under the console for 30 minutes or more:** the idle guard keeps YouTube from pausing by touching the party screen's player, and it cannot touch it while the console covers it. Leave the console (Esc) for a moment now and then during a long YouTube stretch; if the PC's player does pause, it reloads by itself (the phones go on).
- **6.63:** the guide inside the app (📖) is in English; the tour (🧭) and the *How it works* box are in the app's eleven languages.
- The console opens only in a party.

12. Glossary

Word	Meaning
LIVE deck	the deck playing the party's song (● Live); in the party's time, at 100 %
off-air deck	the other deck: yours, for the next track
Next up	the off-air deck's file is the party's next song; the phones have copied it
handover	the party's song moving to the other deck, on a bar line
bar line	the start of a bar (4 beats) on the live song's beat grid
beat grid	where every beat is, measured on this PC (BPM and first beat)
cue / PFL	listening to a channel in the headphones before its fader (🎧)
slip	a scratch, loop or roll plays over the track's timeline, which runs on; let go and the track is where it would have been
quantize (Q)	cues, loops, jumps and samples land on the beat
key lock	tempo changes without changing the pitch
Camelot	keys written as 1A–12B: neighbours (8A, 9A, 8B) mix well
the floor	karaoke, a speech or the stage countdown: no mixing until it ends
preview	the console on a PC that does not hold the deck: nothing reaches the party
member DJ	holding the deck on a PC that does not host: play, seek and effects, not the next song
the party's master	the device holding the deck; **a master the host chose** may also end the party for everyone
the crate	this PC's music files for DJ mode
MIDI learn	teaching the console which controller knob drives which control
relative (endless) encoder	a knob that sends "a step up / down" instead of a position