

AlyDeejay V5

User Guide for Mac

Two decks. Live waveforms. Stems. FX. Sampler. MIDI. Automix. Library.



AlyDeejay V5 - main workspace

Guide version: July 12, 2026

A complete guide to preparing your library, controlling the decks, and performing a polished mix.

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1. Quick Start

Use these steps to play your first mix with AlyDeejay.



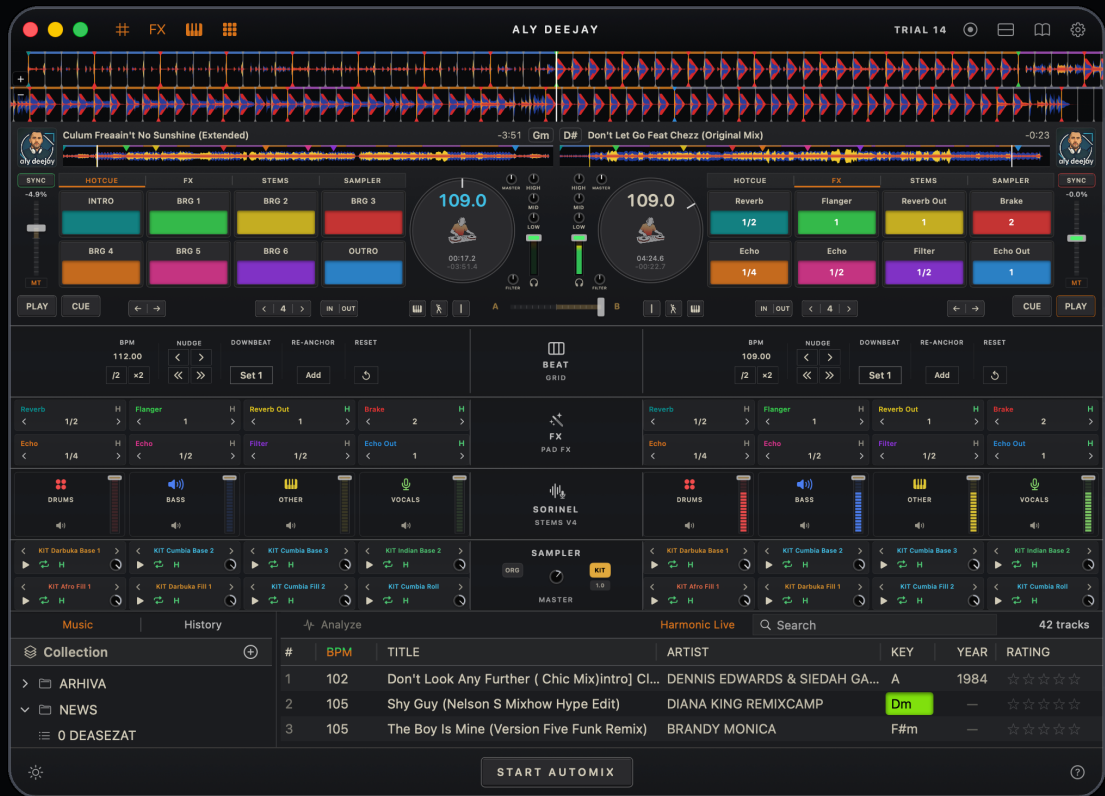
A track loaded in the workspace, the library below, and **START AUTOMIX** in the lower bar.

- Drag a folder of music from Finder into the library area.
- Wait while AlyDeejay reads the tracks. BPM, key, and waveforms appear as analysis completes.
- Drag a track to Deck A, or press the A button on the track row.
- Press **PLAY** on Deck A.
- Load the next track to Deck B, then press **SYNC** on Deck B if you want automatic tempo matching.
- Start Deck B and move the crossfader from A to B.

For automatic playback, select a playlist and press **START AUTOMIX**.

2. The Main Window

AlyDeejay is arranged like a professional DJ setup: two decks, performance controls, optional panels, and a fast music library.

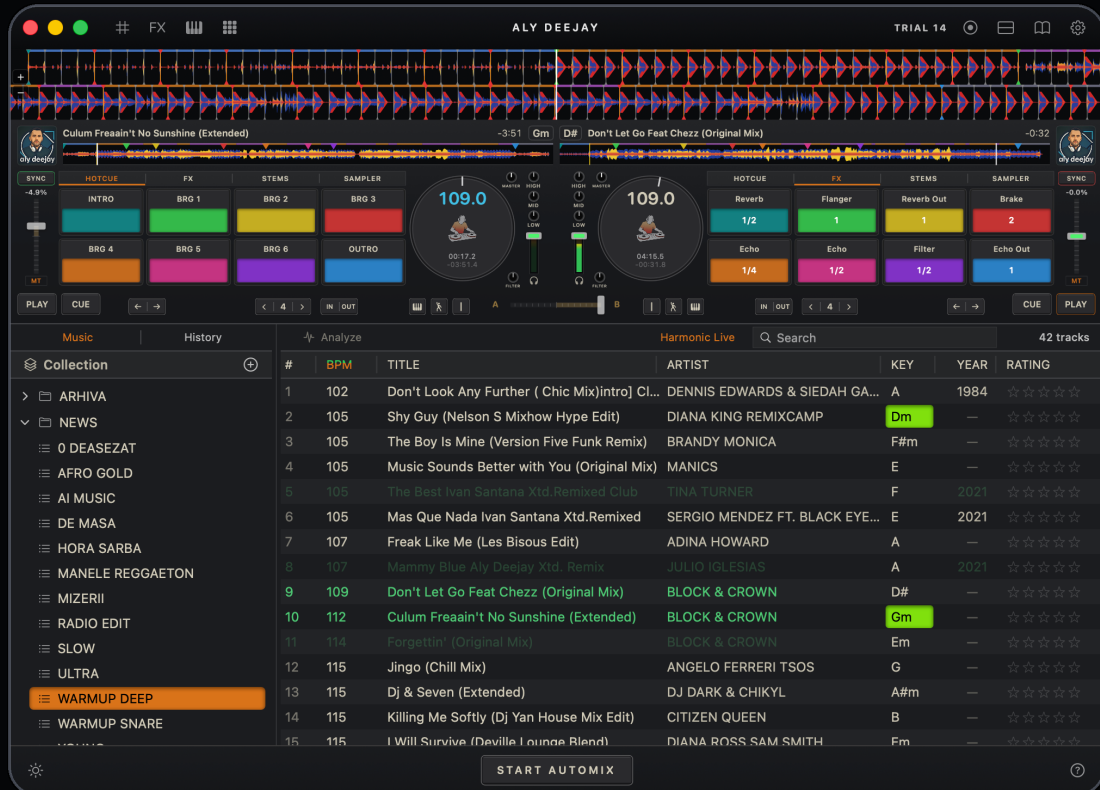


Horizontal waveform layout with decks, panels, and library.

Top toolbar	Opens Grids, Effects, Stems, and Sampler. It also includes Record, waveform layout, the guide, and Settings.
Deck A / Deck B	Each deck includes artwork, track information, jog wheel, tempo, play/cue, sync, EQ, filters, volume, and pads.
Waveforms	Show track energy, beatgrid, cue points, loops, and the current playhead position.
Panels	Open only the tools you need: beatgrid, stems, FX, or sampler.
Library	Playlists on the left, tracks on the right.
Bottom bar	Theme control, START AUTOMIX, and tooltips.

3. Library, Playlists, and History

The Library is where you import music, search, sort, edit tags, and prepare playlists.



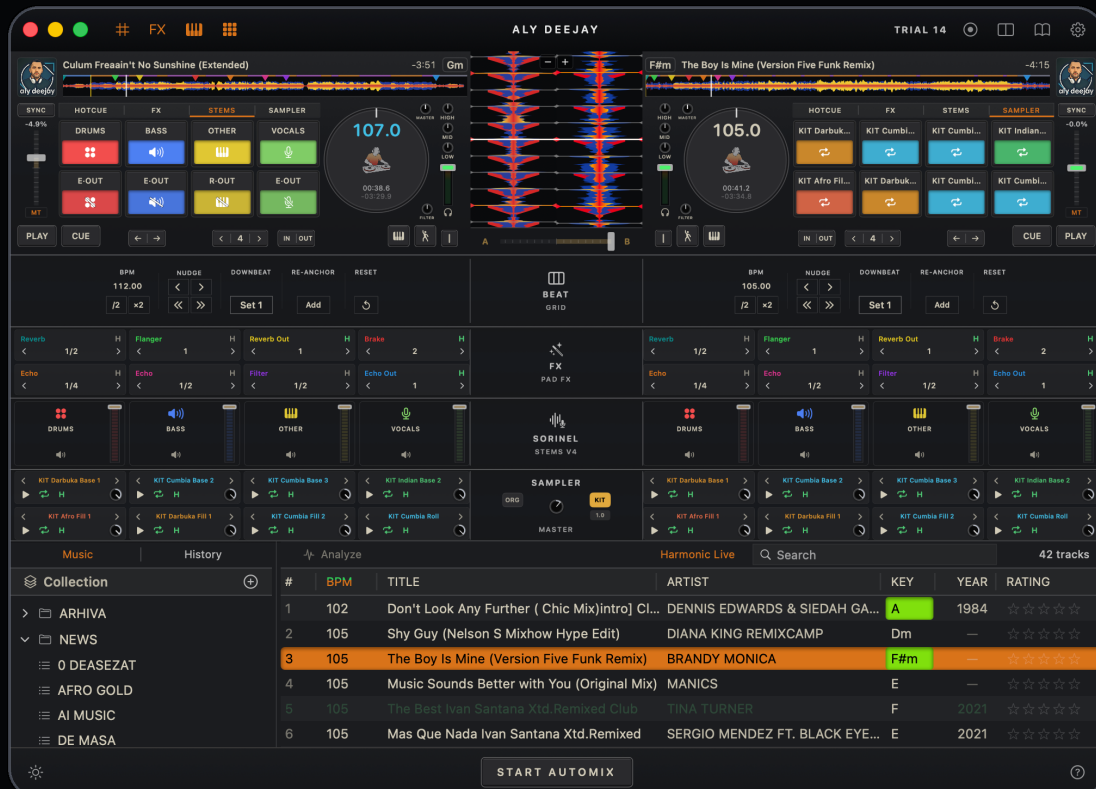
Library with playlists, History, and analyzed tracks.

- Collection contains every track once. A track can appear in multiple playlists without being duplicated in the collection.
- Create playlists or folders from the plus button in the sidebar or from the sidebar context menu.
- Use folders to organize events, genres, clients, or preparation lists.
- History stores played sessions when Save history is enabled in Settings.
- Click a column header to sort. Right-click a header to show or hide columns.
- Drag header edges to resize columns, and drag headers to reorder them.
- Double-click Title, Artist, Album, Year, or Genre to edit tags directly.
- Star rating can be edited directly in the table.

Red tracks usually mean the file is missing, often because an external drive is disconnected or the file was moved.

4. Loading Tracks to the Decks

AlyDeejay gives you several fast ways to load a track.

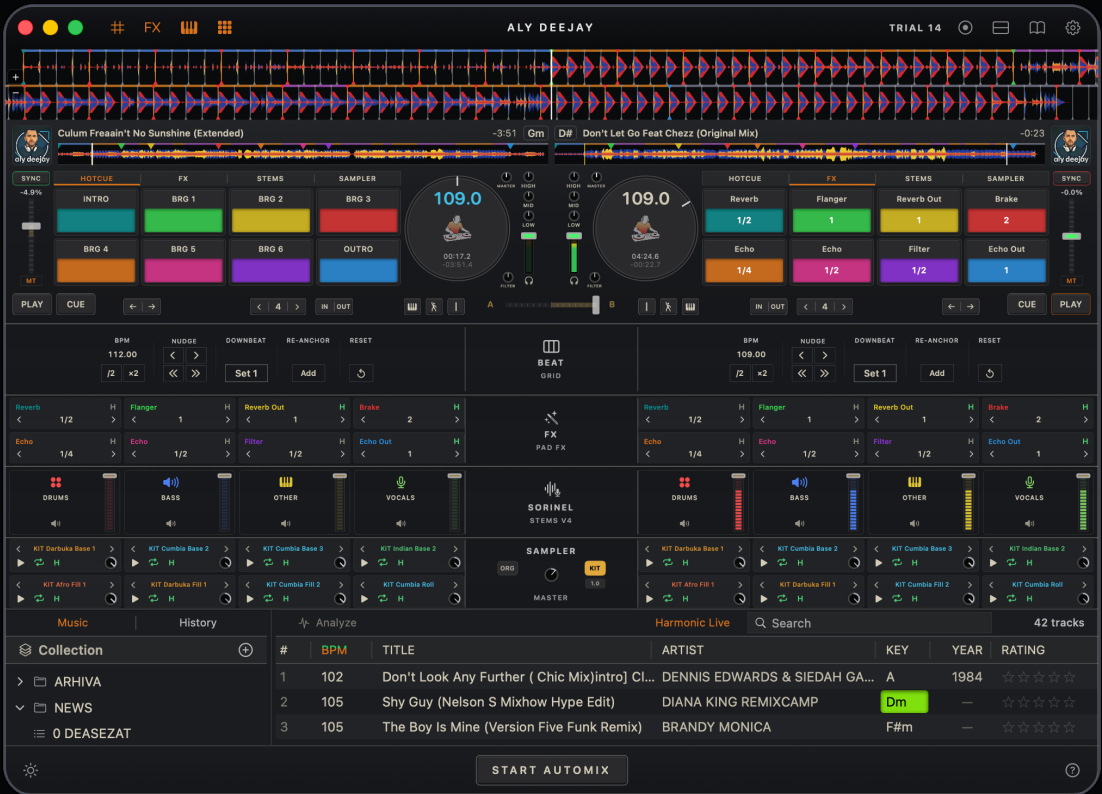


The A and B buttons load a track directly to the chosen deck.

- Drag a track directly onto Deck A or Deck B.
- Press the A or B button on the track row.
- Use a mapped MIDI controller for browsing and loading.
- When Protect active deck is enabled, AlyDeejay helps prevent loading over a deck that is currently playing.
- In Settings, you can choose whether a loaded track starts automatically, jumps to the first beat, or jumps to the first hot cue.

5. Play, Cue, Jog, Tempo, and Sync

The main deck controls follow familiar DJ player behavior.

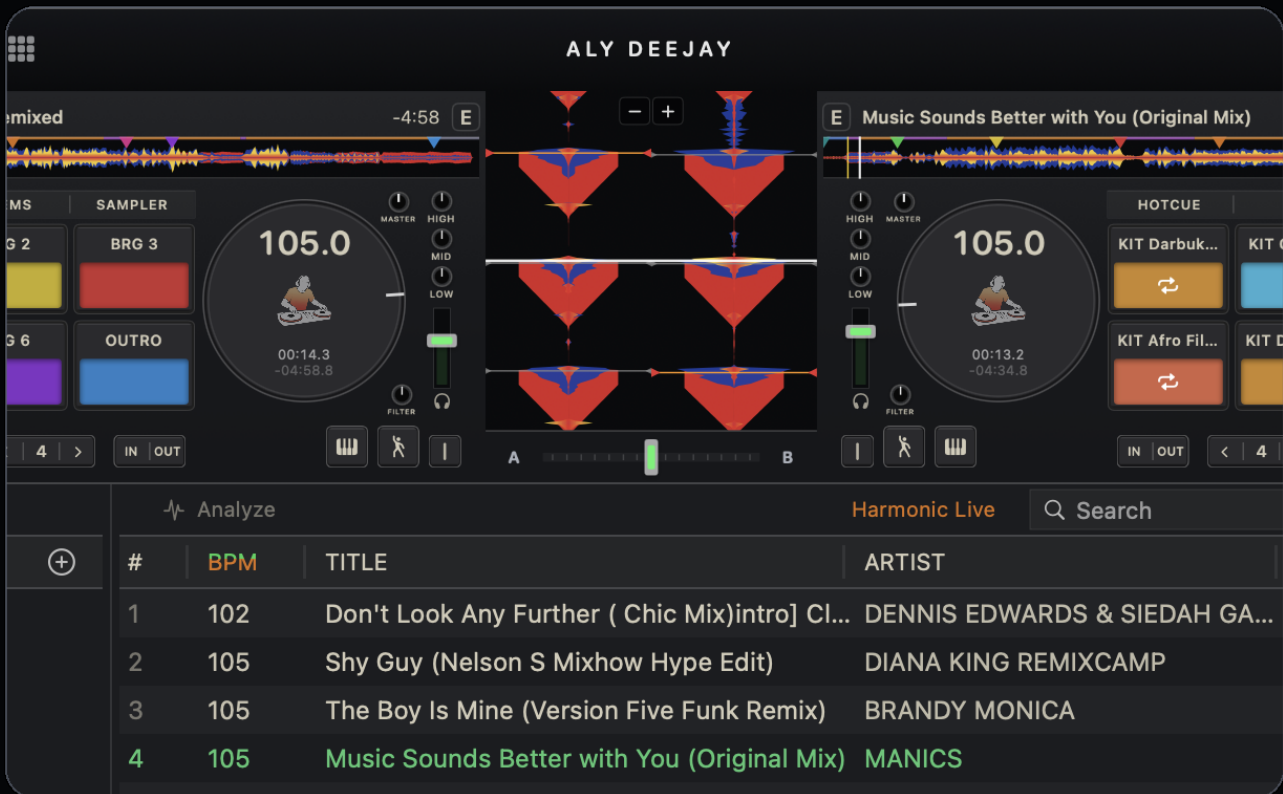


Deck controls with jog wheels, transport, EQ, pads, and waveform.

PLAY	Starts or pauses playback. Space controls the active deck.
CUE	Sets or returns to cue. Hold it to preview from the cue point.
Jog wheel	Drag for scratch or nudge. While playing, small movements help align beats manually.
Tempo	Changes track speed. Double-click to reset to zero.
MT	Master Tempo keeps the musical key stable when speed changes.
SYNC	Matches tempo and, depending on settings, aligns beats with the other deck.
Headphones	Sends the deck to cue for pre-listening.
Crossfader	Blends Deck A and Deck B. It can be bypassed if you prefer individual channel volume control.

6. Waveforms, Zoom, and Track Navigation

The waveform is the visual map of the track. Colors and grid lines help you read energy, timing, and structure.

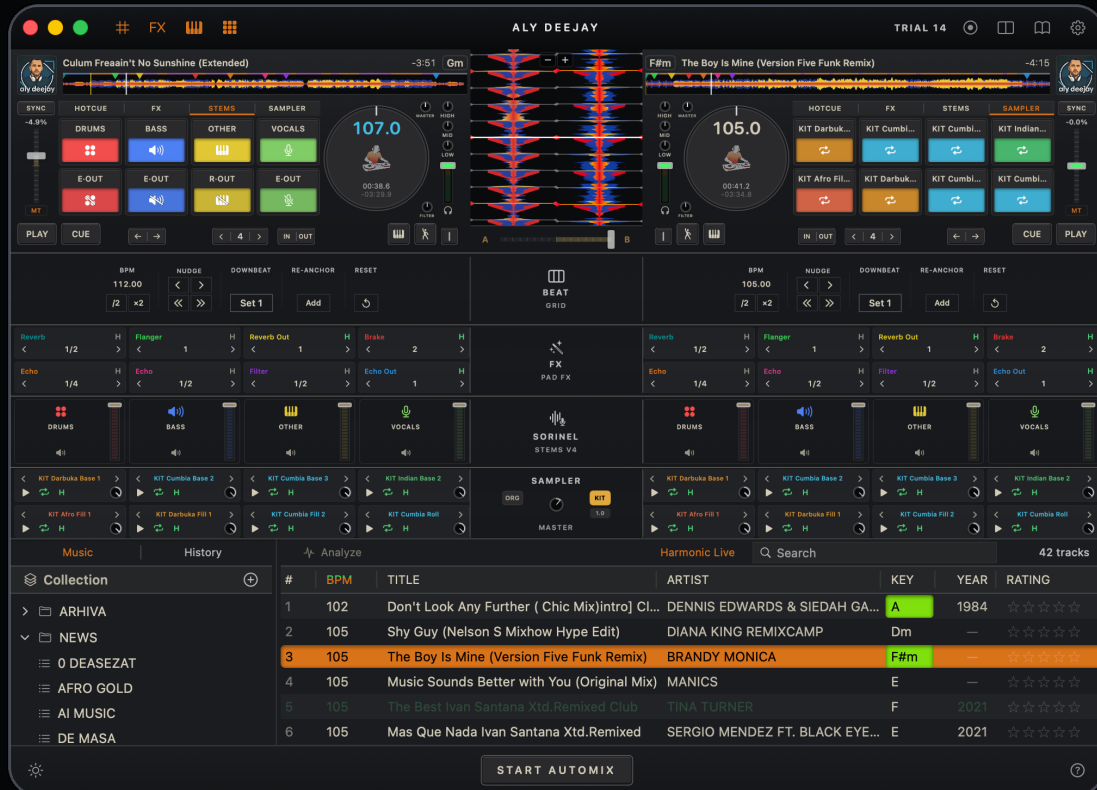


Waveform zoom for precise alignment and structure reading.

- Red usually represents low-end energy such as kick and bass.
- Blue represents midrange energy.
- Yellow and white represent higher frequencies.
- Vertical lines mark the beatgrid.
- Colored triangles mark hot cues.
- Plus and minus buttons control zoom.
- The mini-waveform in the deck header is for quick seeking.
- The large waveform is for hands-on vinyl-style control: scratch, hold, and nudge.

7. Hot Cues and Cue Point Writing

Hot cues are fast access points in a track: intro, drop, vocal, break, outro, or any important moment.



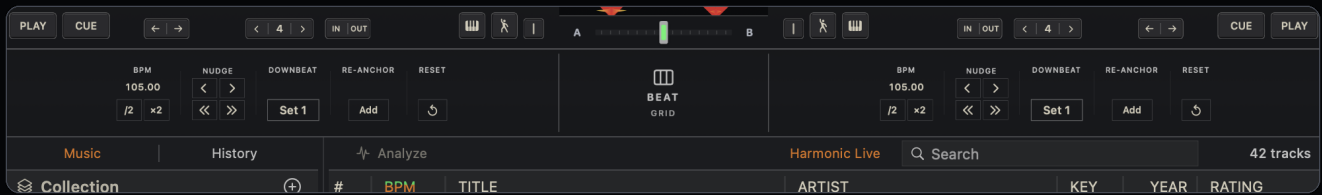
HOTCUE pads provide quick access to important points in the track.

- Select HOTCUE above the pads.
- Press an empty pad to set a cue at the current playhead position.
- Press a stored cue pad to jump to that point.
- Use Shift or right-click to delete a cue.
- In the library, right-click selected tracks and use Write Cue Points to generate cue points automatically.
- Clean Cue Points removes previously written cue points when you want to rebuild them.
- Reload cues from file reads available cue information from the audio file.

Write Cue Points settings are in Settings - General, including how many cues are written and whether existing cues are preserved.

8. Loops, Beat Jump, and Beatgrid Repair

Loops and Beat Jump help keep phrases controlled. The Grids panel gives manual correction tools for tracks that need tighter timing.

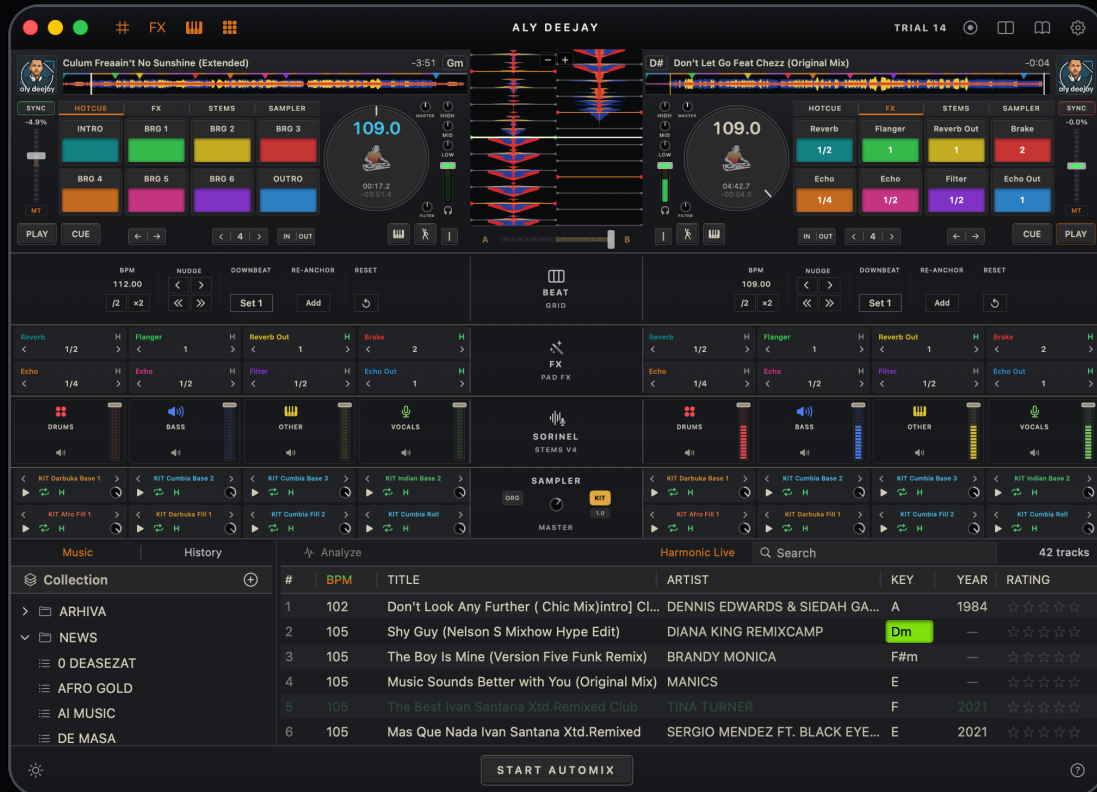


Beatgrid repair workflow.

- Loop starts a beat-perfect loop at the selected length.
- Halve and double buttons change loop length during playback.
- IN and OUT create a manual loop between two points.
- Beat Jump moves forward or backward by the size selected in Settings.
- SET 1 places beat 1 at the current playhead position.
- Shift + Jog moves the grid when it is offset.
- BPM nudge makes fine or larger tempo corrections.
- ADD creates an anchor when the grid drifts over time, such as in live recordings.
- RESET reanalyzes the grid from the beginning.

9. Stems, Instrumental, and Acapella

Stems separate the track into parts you can control live: drums, bass, instrumental, and vocals.

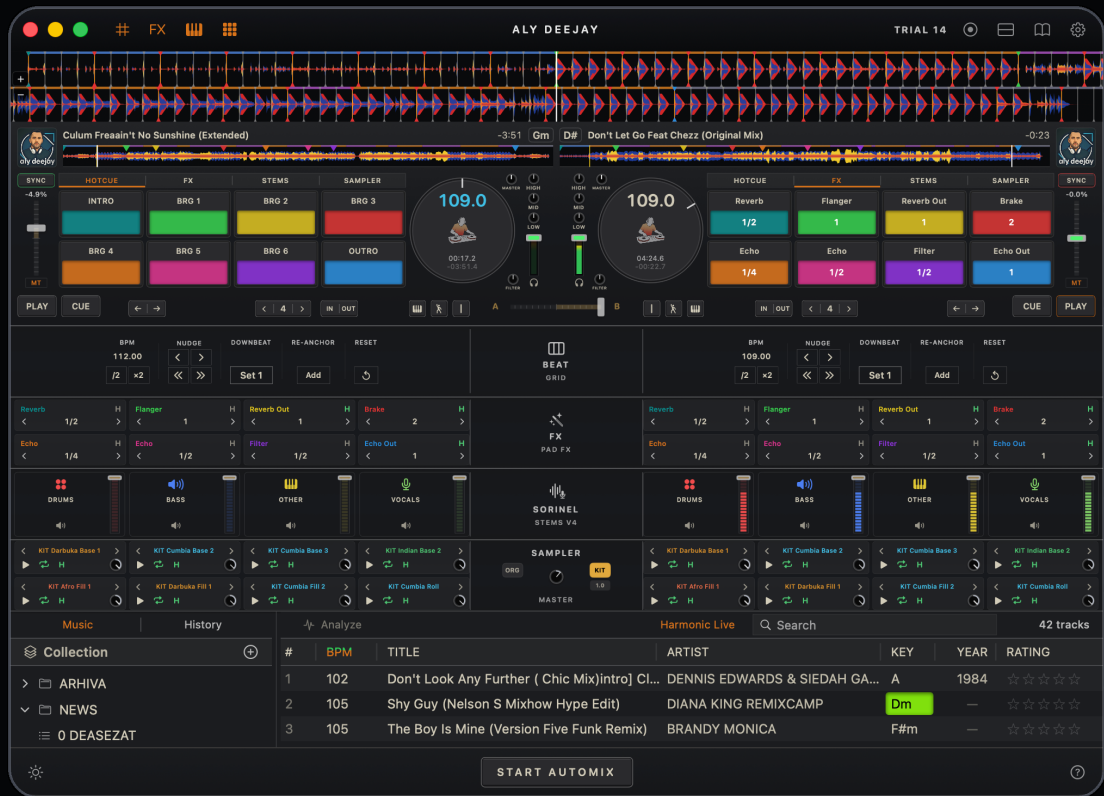


Stems panel and performance pads.

- In STEMS mode, the top pad row mutes or restores each stem.
- Instrumental removes the vocal and leaves the music.
- Acapella keeps the vocal and removes the other parts.
- The Stems panel gives separate volume control for each stem on each deck.
- Stem FX Out sends a stem out with an effect tail for transitions.
- Stems may need a few moments after loading before they are fully ready.

10. FX and Release FX

FX add movement, space, and impact during transitions. Each deck can trigger effects from the performance pads.



Effects panel with slots and beat divisions.

Echo	Rhythmic repeats synced to the beat.
Echo Out	Cuts the signal and leaves an echo tail, useful for phrase exits.
Reverb	Adds space and depth.
Reverb Out	Dissolves the exit into a reverb tail.
Brake	Vinyl-style stop effect.
Loop	Holds a short section in a loop while active.
Flanger	Beat-synced movement effect.
Filter	Thins or closes the sound for build-ups.

H enables latch behavior: press once to turn the effect on, press again to turn it off. Without latch, the effect stays active only while held.

11. Sampler, Percussion Kits, and Percussion Lab

The Sampler can play your own samples, built-in percussion patterns, or rhythms created from your sound in Percussion Lab.



Sampler in KIT mode with percussion patterns.

- Open the Sampler panel from the toolbar.
- Drag short audio files onto slots for drops, sirens, vocals, or effects.
- Play triggers the sample.
- Repeat enabled means a beat-synced loop; repeat disabled means one-shot playback.
- Each slot has its own volume, and the center control is the sampler master volume.
- ORG uses your samples.
- KIT uses built-in percussion patterns and rhythms saved from Percussion Lab.
- Hold/latch controls whether a sound plays while held or stays active until stopped.

11.1 Percussion Lab

Percussion Lab turns one imported percussion one-shot into eight beat-synced rhythm ideas that can be previewed, named, saved, and performed from the KIT pads.



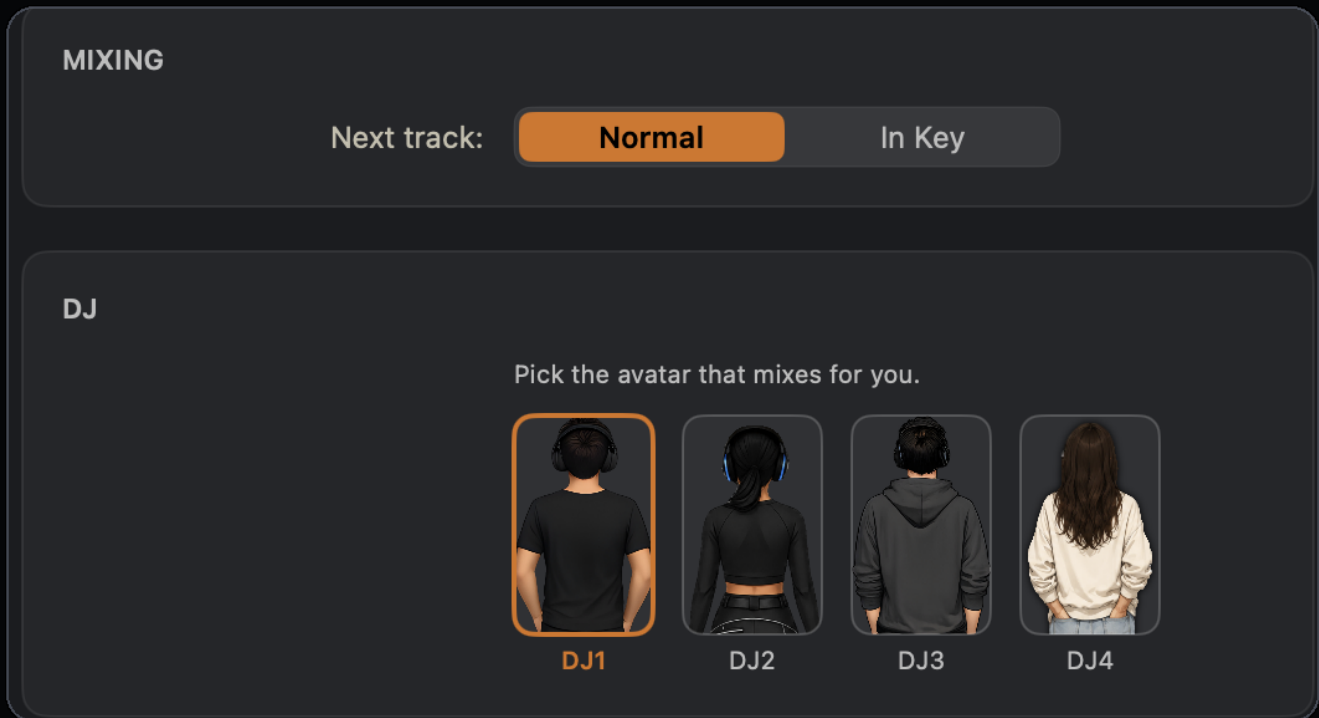
Eight generated rhythm ideas created from one imported one-shot.

- Open the Sampler panel and press LAB.
- Choose or drop one short, clean percussion one-shot. Percussion Lab uses the imported sound, not the built-in kit sounds.
- Choose a Sound character and a Rhythm style. Natural is a good starting point.
- Press Generate to create eight one-bar rhythm ideas with beat-synced preview timing.
- Use Play to audition each rhythm. Regenerate an individual card or lock the ideas you want to keep before generating again.
- Edit a rhythm name, then press Save to add only that rhythm to the KIT selector.
- Use All Kits saves the complete set and loads all eight rhythms onto the sampler pads.
- Saved rhythms appear under My Rhythms or My Kits and can be deleted from the KIT selector. ORG samples are never changed.

Generated ideas remain temporary until you press **Save** or **Use All Kits**.

12. Automix and the Visual DJ

Automix can play and mix a playlist automatically. It is useful for warm-up, background playback, breaks, and listening sessions.



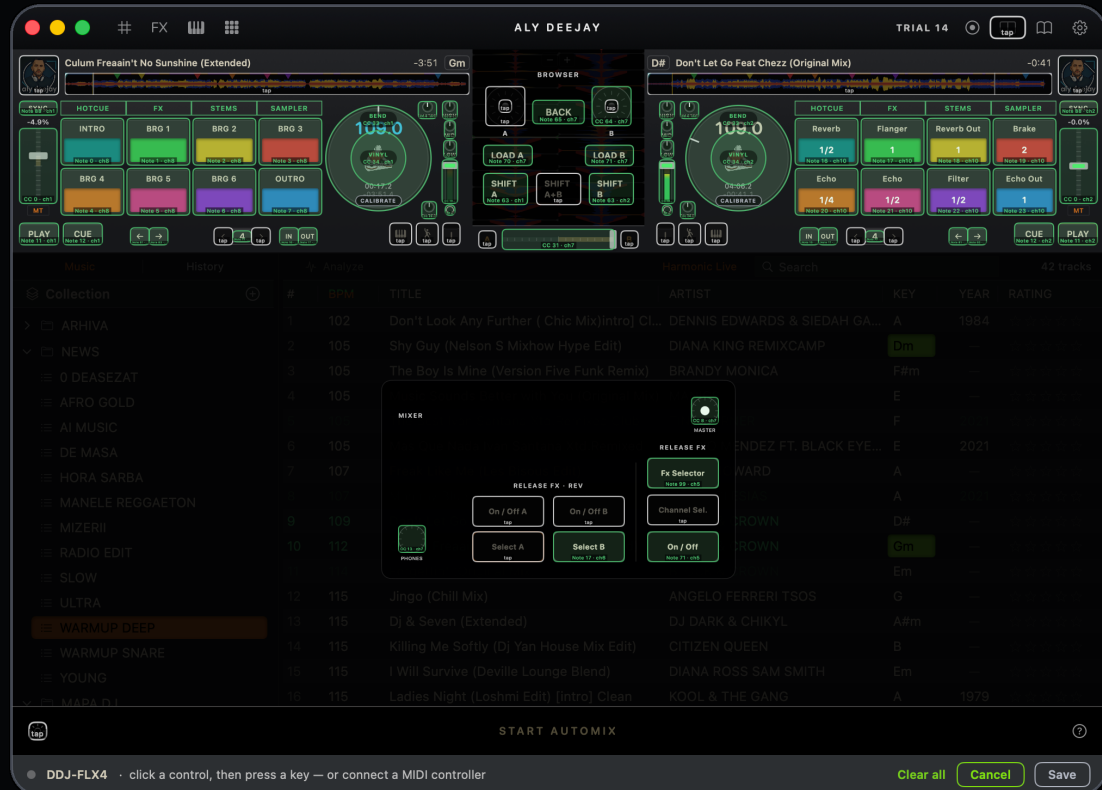
Automix settings: mode, visual DJ, and transition effects.

- Select a playlist.
- Press START AUTOMIX in the bottom bar.
- AlyDeejay loads the next track, matches tempo, and transitions near the end of the current track.
- You can stop Automix at any time and take over manually.
- In Settings - Automix, choose Normal or In Key for next-track selection.
- Choose the visual DJ and the Automix background.
- Choose which effects Automix may use during transitions.

Automix supports playback and transitions, but manual performance remains the best choice for key moments.

13. MIDI Controllers and Keyboard Mapping

AlyDeejay can be controlled from MIDI hardware or mapped keyboard shortcuts.

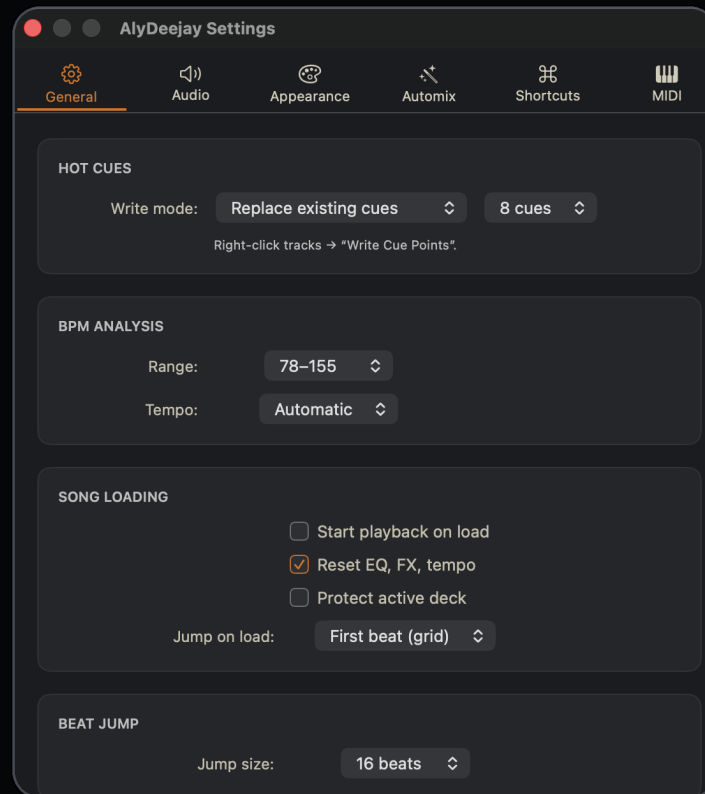


Learn mode for mapping controllers and keys.

- Connect a controller. If a matching preset exists, the mapping activates automatically.
- For an unknown controller, open Settings - MIDI and create a new mapping.
- In Learn mode, click a control in the app, then move the matching button, fader, or jog on the controller.
- For keyboard shortcuts, enter Learn mode and press a key instead of moving hardware.
- Mappings can be enabled, edited, imported, or deleted from Settings - MIDI.
- Show in Finder opens the folder where mappings are stored.
- The jog has different zones: vinyl/scratch, nudge, and Shift for beatgrid movement.
- Controllers can also map browsing, deck loading, crossfader, sampler master, release FX, theme, and waveform layout.

14. Audio, Headphones, Auto Gain, and Latency

Audio settings should be checked before an event or recording session.

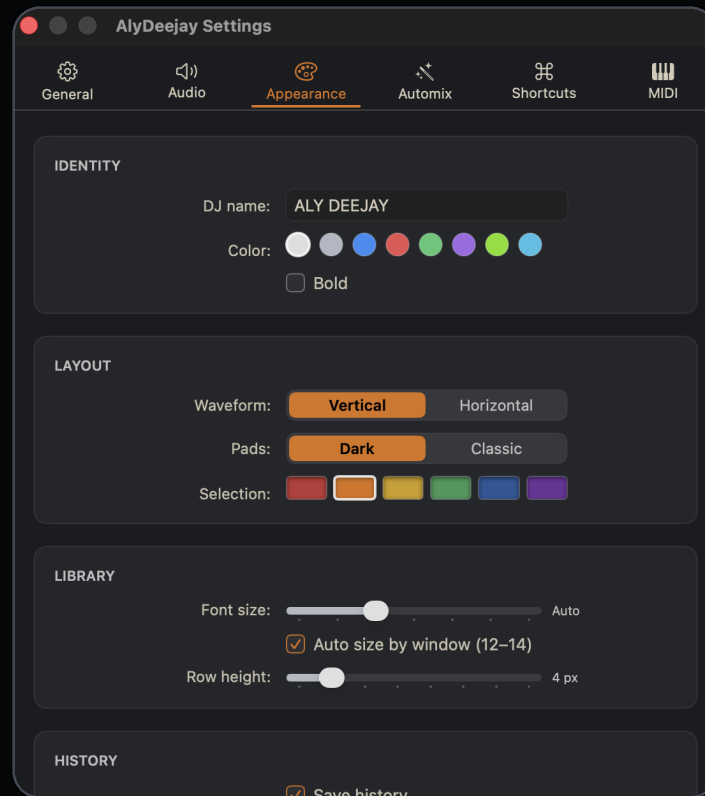


Recommended audio setup: master, headphones, suppressor, auto gain, and latency.

- Master Output is the main output: speakers, mixer, controller, or audio interface.
- Cue / Headphones is used for pre-listening.
- Suppressor protects the master from excessive peaks. In most cases, keep it enabled.
- Auto Gain evens out track loudness. Choose a target such as Festival, Club, Events, or Radio.
- Lower latency feels more responsive, but may cause crackles on busy systems.
- If you hear crackles, raise the latency setting one step.
- When using a controller with headphone output, check master and cue routing before performing.

15. Appearance, Themes, and Tooltips

Appearance settings let you adapt the workspace without changing performance behavior.

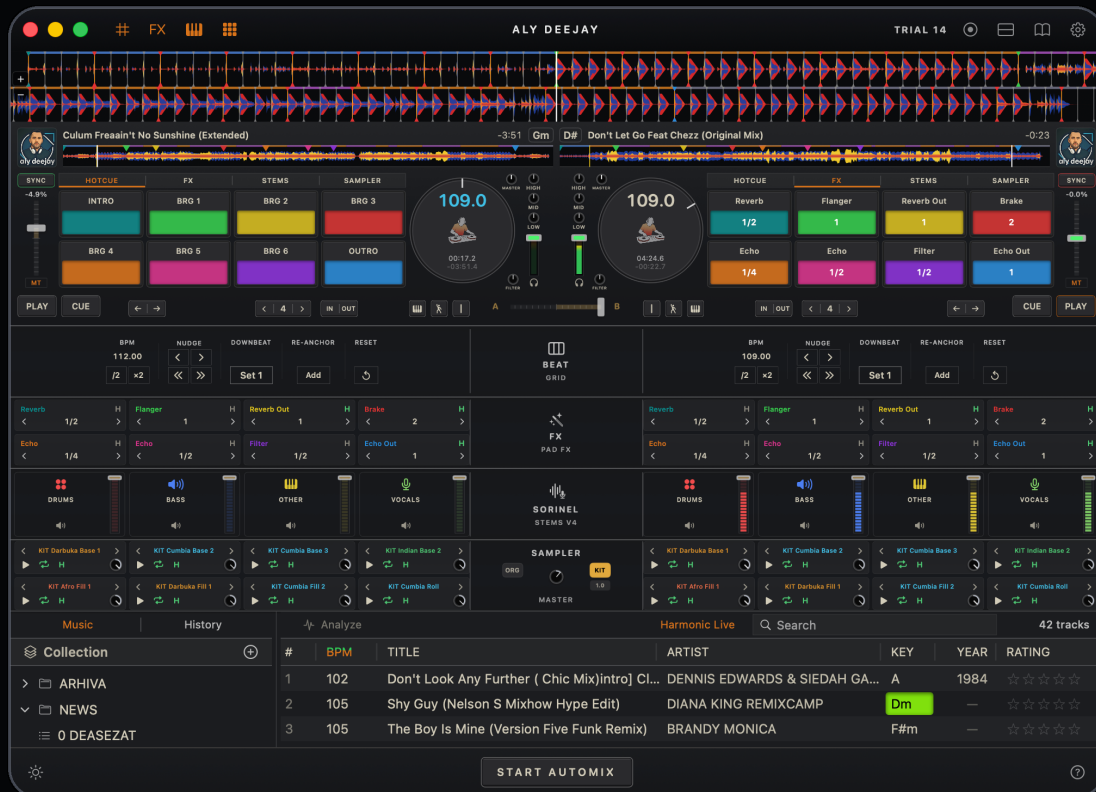


Appearance settings for DJ name, layout, pads, selection color, library, and key display.

- DJ name changes the name displayed in the top toolbar.
- Choose the DJ name color and whether it appears in bold.
- Waveform layout can be Vertical or Horizontal.
- Pads can use Dark or Classic style.
- Selection changes the library selection color.
- Library font size and row height adjust table readability.
- Key format can be Camelot, Classical, or Open Key.
- Tooltips can be enabled from the help button in the lower-right corner.

16. Recording

The Record button in the toolbar records the master output of the mix.



The Record button is in the toolbar next to the trial badge and waveform layout control.

- Press Record, choose the final name and destination, then start recording.
- While recording, the icon indicates the active state.
- A protected working copy is written to Music/AlyDeejay/Recording while the set is in progress.
- Press Record again to stop. AlyDeejay finalizes and verifies the M4A before copying it to the selected destination.
- After a successful copy, the protected working file is removed automatically.
- If delivery fails, the recording remains in Music/AlyDeejay/Recording and Finder opens its location for recovery.
- Before an important session, make a short recording and check the level.
- Auto Gain and Suppressor can help keep the recording level consistent.

Before recording	Check Master Output, cue routing, Auto Gain target, and free disk space. Play the loudest part of a track and confirm the master is not being pushed too hard.
During recording	Avoid changing audio devices. Keep the limiter/suppressor enabled unless you have already tested the full signal chain.
After recording	Listen back to the first minute and one transition. Confirm the recording has clean level, no crackles, and no missing channel.
Long sets	For extended recordings, check that macOS has enough available storage before you begin.

17. Troubleshooting

No sound	Check Master Output, deck volume, trim, crossfader, and system volume.
No headphones	Enable the headphone button on a deck and check Cue / Headphones output.
Controller does nothing	Open Settings - MIDI and confirm that the mapping is enabled.
Jog feels wrong	Run calibration again in Learn mode, especially for the vinyl zone.
Crackles or dropouts	Raise the latency setting one step and close heavy applications.
Red tracks in library	Reconnect the external drive or reimport moved files.
Wrong BPM	Use Grids: SET 1, BPM nudge, /2, x2, or RESET.
Wrong cue points	Use Clean Cue Points, then Write Cue Points again, or edit pads manually.
Automix choices feel wrong	Check Normal/In Key mode and playlist order.
Sampler too loud	Lower the slot volume or Sampler master.

18. Keyboard and Mouse Shortcuts

Space	Play / pause the active deck.
Cmd-A	Select all visible tracks.
Esc	Clear library selection.
Backspace	Remove selected tracks from the current list or library, depending on context.
Cmd-F	Focus Search.
Double-click tag	Edit title, artist, album, year, or genre.
Double-click tempo	Reset tempo to zero.
Shift + hot cue	Delete that cue.
Shift + jog	Move the beatgrid.
Repeated BPM click	Tap tempo.
Right-click track	Open actions for playlist, analysis, cue points, Finder, and removal.
Settings - MIDI	Map almost any action to a controller or keyboard key.

Final

AlyDeejay is designed for fast preparation, precise control, and fluid mixes. Use this guide as a reference for setup, library organization, and live deck performance.