

# Mix Menu

## Manual Deck View

If play mode is not set to Automix mode, manual deck view is always enabled.

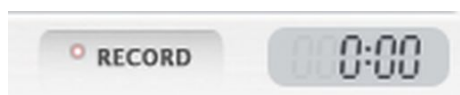
In auto deck view mode (this unselected), the currently playing song will always be on the left side deck and the upcoming (next) song will be on the right side. So song 'Artist A' would be on the left deck and 'Artist B' on the right side, after 'Artist A' has been played 'Artist B' moves to the left side.

## Always Record

User does not have to click 'Record' or select 'Start Record' from 'Mix' menu as recording is always enabled. After stopping recording it is automatically started again by the program. Recording does wait for an initial audio signal so until something is audible it will be at position 0 seconds. This is only initial wait and recording does not pause after that. If recording has been on continuously for more than 6 hours the recording stops (freezes) until the user stops the recording to save the file.

## Start Recording

Starts/stop recording audio output of Disco XT to file. 'Wait for Playback to Start' is enabled by default (in preferences > Recording): record waits for an initial audio signal so until something is audible it will be at position 0 seconds. This is only initial wait and the recording does not pause after that. To start recording before this initial signal you can click 'Record' button in the 'Playback Ctrl' device, duration of recording is shown next to that button. More in 'Recorded Audio'.



## Stop Effect Tails

Usually not needed. When audio effects are added to transition editor the effect tails (reverbation, echo...) can often last longer than the transition and stay audible for a while after song has been changed. This stops any playing effect tails from being audible.

## Wave Scroll Repeat

When selected, adjusting song position by clicking and scrolling waveform, a small audio segment near the current position is repeated while scrolling.

## Limiter

Enables dynamics limiter to the main output. It quickly decreases loudness dynamically when amplitudes rises above threshold (0-100%) to prevent clipping/distortion.

## Multiband Limiter

Same as limiter, but there are three separate limiters instead of one: separate limiters for low, middle and high frequencies. This can produce smoother limiting output: if low frequencies rise too high only the low frequencies are attenuated, keeping middle and high frequencies less affected. Post gain slider sets gain/loudness that is applied after these limiters (default is 85%).

If the normal limiter is enabled too, it is processed after this multiband limiter and the post gain.

The cutoff frequencies of the bands can be adjusted in Hz. Defaults are Low cut:880 and High cut:2600.

## Playback Options...

Opens a window for defining values for song audio analysis.

### Normalize Gain:

Audio files are normalized, reducing loudness differences between the files: quietly "recorded" audio files are amplified.

Peak/Average slider sets whether to use a peak value (maximum single sample number) or more average (average of several sample numbers together). Default is around 500 samples.

File/Normalized: At left side the original loudness of the audio file, at right side the new normalized gain, with this the amount of normalization can be reduced (such as at middle).

Normalization is not visible to the user in the main window: it does not adjust gain knobs on mixer.

### Trim Start

Audio files often have silence or near silence at the beginning of the audio file. This feature automatically skips this silence by setting cue point (starting time) of player to after a set threshold. Default threshold is 14%. With this setting the feature skips silence and also possibly some very quiet intro from songs. If you want these rather quiet intros to play, set this to a value lower than that default, closer to zero, or if you want songs to start from louder threshold, increase this setting. "Transition with gap" slider on right side is a second threshold parameter (equal to the first one) that is used instead when a transition that has silence between songs is used, because it often sounds good to mix songs from above the silence threshold but if there is silence (gap) the songs are not "mixed" and thus lower threshold value. Default transition with gap threshold is 7%.

"Num samples" defines whether the threshold should be more of a peak value or more average of multiple sample numbers, maximum of 5000 samples is same as 1/10 second.

### Trim End

Similar to "Trim Start", this feature skips silence/quietness from the end of audio file. The default value for threshold is 20%, with this setting it does often skip a few quiet seconds from the end of song for a more continuous sounding mix. Default "Transition with gap" threshold is 3%.

### Trim End Correlation

Searches audio data for a smoother transition offset (sort of amplitude snapping comparison function, both audio near the end of the fading-out song and audio at beginning of the fading-in song is used). Range is maximum seconds to move forward/backwards from the end time given by 'Trim End' (and some transition preset offset values). Cor size (correction size) defines the size of the correction window, default value is 1.6 secs (adjusting this value could improve correlation).

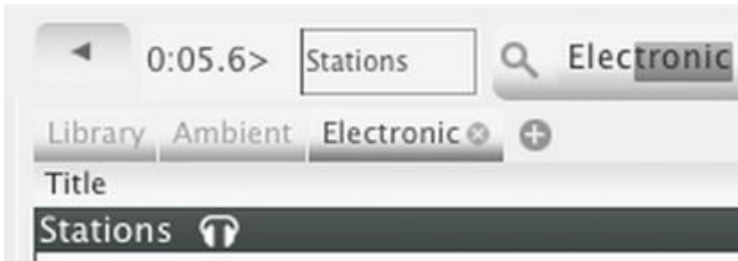
If these values are modified after songs have been loaded to decks from main playlist, click 'Refresh gain' or 'refresh start/end' buttons to refresh changes, this stops playback of audio.

## Prelisten change if playing

If prelistening song on a list and then press up/down arrow keys or otherwise change the selected item, prelistening switches to that selected file. If unchecked, the selected item needs to be double clicked on the list.

## Prelisten play next

When song being prelistened on a list has been played the next item will start playing. This is a simple file change: no transitions are made.



## Prelisten remember position

Remembers which audio file was being prelistened on a playlist and the prelistening position in the file (even after closing and reopening Disco XT), selecting another playlist from the sources and then select to show that playlist again resumes the prelistening from where it left.

## Prelisten through main

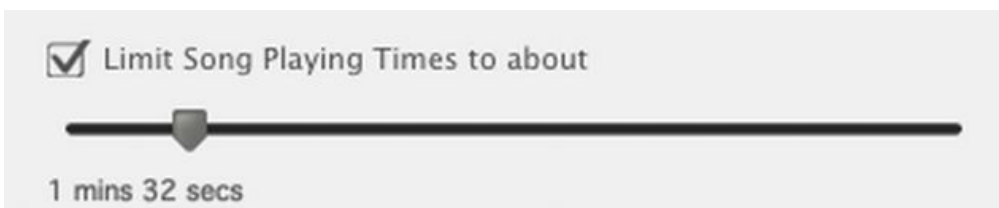
A quicker switch to direct audio prelistening and transition editor prelistens to main output instead of headphone output (as set in preferences > audio).

## Same EQs

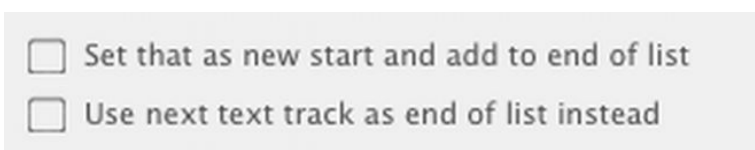
Adjusting (High, Mid, Low) EQs of deck A/B adjusts EQs of Deck B/A to an equal value.

## Song Sampler...

Sets a maximum duration for files to play, slider to set the duration from 10 seconds to up to 10 minutes. No files play longer than the set duration.



If 'Set that as new start and add to end of list' is checked and the duration of the audio file is more than the set maximum duration, the file is placed to the end of the list and it continues from there from that last position. So with a setting of 30 seconds max duration, it first plays for 30 seconds, then song changes, then it continues later from that 30 seconds.



'Use next text track as end of list instead': if there is a text track (these can be inserted by right-clicking song list > insert) and the previous 'Set that as new start...' was also checked, the song will not be placed to the end of the list but instead to just before the next text track. This is for creating a 'Song Sampler Loop' in a longer playlist.

## Manual Mode

Sets playback to manual mode. In manual mode, no songs are loaded from main playlist and no transitions are made automatically when songs reach end. Songs are loaded with keyboard shortcuts, with drag and drop above the decks or with right-clicking songs on lists. Songs are transitioned from one to another using crossfader control on the mixer. Fade Now from 'Mix' menu (and the button in Playback Ctrl) can be used to transition songs in manual mode too.

## Auto (No transitions)

Same as Automix mode, loads songs from main playlist automatically, but no transitions are made automatically. This allows usage such as transitioning with the mixer crossfader control or : wait for currently playing song to finish, then speak to microphone and then click 'Play' on the right deck.

In This mode (in Playback Ctrl this is "Semi") use the 'Fade Now' button or 'Fade Now' from Mix menu to do an automatic transition.

If the song on left side is paused (or completely played through, or completely crossfaded out) and song on right side is playing, 'Fade Now' does not do a fade, but instead it just removes the song on left side, then the song on right side moves to left side and new song is loaded to the right side.



The song can also be set to be changed automatically (without pressing 'Fade Now') in preferences > Misc > "If started playing..."

## Automix Mode

In this mode, the program loads songs from the main playlist to decks A/B (left/right) and transitions (moves to next item on main playlist) automatically when song reaches (near) the end of the audio file.

To customize the transitions, select transition from the transition preset menu or edit song transitions in the transition editor device.

This mode automatically removes quiet audio from the beginning/end of audio files. In 'Playback Options' under 'Mix' menu, the threshold values of this cut/trim can be adjusted.

