I am currently building a DJ App using JUCE 7 and projucer with the following features:

- can load audio files into audio players - Implemented this using 2 load buttons 1 for each deck
- can play two or more tracks - Two audio players were implemented and they both work individually however once I load a file to deck 2 and play it then deck1 no longer works. I can see the waveform moving like its playing the audio but I can't hear anything. I should be able to play audio in both decks at the same time and mix them
- can mix the tracks by varying each of their volumes - The volume slider was already implemented and works fine however I cant mix the tracks yet because like I said both decks won't work at the same time yet.
- can speed up and slow down the tracks - I have implemented a slider for speed and it works however when I move it, it stops the track and I have to press play again, I would like it to continue playing and not start over and only speed up when I move the speed slider
- User interface layout is modern, colourful and looks similar to modern DJ apps like virtual dj - I need help transforming the UI to look less barebones and more colourful and modern and using modern looking buttons and sliders like virtual DJ or other DJ apps
- GUI code has at least one event listener -
- The custom deck control Component should have custom graphics, implemented in the paint function and it should offer a means to control a deck in some interesting way. I did the implementation for this and the scratch effect works fine however I tried to add a rotation effect to mimic a real life dj app and im not sure if the repaint is performing as it should become none of the graphics drawn and being displayed properly and the rotation doesn't work I need help fixing this
- The music library component should allow the user to manage a library of music within the application. They should be able to search the music library and load music from it into the decks. It should also persist between application loads, so it will need to store its state in a data file. - I have implemented this feature however I's not currently being displayed and needs to be finished

Not yet done need help here

- Implement Hot Cues & Loop effect

- **Idea**: Enable DJs to set and trigger hot cues, which are markers on the track that the DJ can jump to instantly during playback.
- **Implementation**: Allow users to set markers on the waveform at any point in the track. When a marker is triggered, the playback jumps to that position immediately. This feature requires a way to store and recall cue points and interface elements for setting and triggering them.