



# Mixxx User Manual

*Release 2.0-rc1*

**The Mixxx Development Team**

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## Introduction to Mixxx

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Mixxx allows you to perform live DJ mixes with your digital music collection. It helps you rock the party with MIDI controllers, vinyl turntables, or even just your keyboard.

Mixxx is used by professional DJs and bedroom DJs alike. It is designed by an international team of volunteer DJs who want to bring the joy of DJing to everyone. The project is non-profit, open-source and community driven. Together and with your help we aim to build the best DJ software ever created.

### 1.1 Mixxx Features

- **4 Decks:** Each deck features a scratchable, scrolling waveform that marks beats and cue points, along with a whole-song waveform overview for quick seeking.
- **Advanced Controls:** Change playback with time stretching, and loop beat segments.
- **Sampler Decks:** Perfect for dropping that vocal sample or airhorn.
- **External Library Integration:** Use your playlists and songs from iTunes, Traktor, Rhythmbox, and Banshee.
- **BPM Detection and Sync:** Instantly detect and sync the tempo of your songs.
- **DJ Controller Support:** Control your DJ mixes with MIDI/HID controllers.
- **Timecode Support:** Use a real turntable or DJ-CD player as a controller.
- **Live Broadcasting:** Start a radio station and stream your mixes live over the Internet.
- **Powerful Mixing Engine:** Supports various file formats, custom EQ shelves, recording, etc.
- **Automatic Mixing:** Create a quick playlist and let Auto DJ take over.
- **Microphone Input:** Drop vocals or give shoutouts on the air.

### 1.2 New in Mixxx 2.0

- 4 decks
- Master sync
- Color-coded waveforms showing the frequencies in tracks
- Key detection and pitch shifting (independent of tempo) for harmonic mixing
- Choice of traditional, OpenKey, Lancelot, and custom key notations

- 4 effect units with built-in effects
- Controller mapping *GUI*
- Resizable skins
- Beat jumping and loop move
- Multiple library folders
- Hierarchical library sorting
- Cover/album art support
- Vinyl passthrough mode to switch between control vinyl and music vinyl
- Auxiliary inputs that pass through to the master mix
- Mono output and input support
- Improved support for using multiple sound cards
- Over 100 other performance, quality and usability improvements
- For a full list of features go to: <http://mixxx.org/features/>
- For an overview of the new features, go to: <http://mixxx.org/whats-new-in-mixxx-2-0>
- For a full list of new features and bugfixes, go to: <https://launchpad.net/mixxx/2.0.0>

**See also:**

For an overview of previous changes, go to *Version History*.

## 1.3 System Requirements

Mixxx is available for Windows, Mac OS X and GNU/Linux. Mixxx is designed to use very few system resources, but the Mixxx Development Team suggests these minimum requirements for having a great experience with Mixxx:

- A 2GHz or faster CPU
- At least 1GB of RAM
- A soundcard with 2 stereo audio outputs (4 mono output channels)

---

**Hint:** The EQs can be disabled to save CPU usage. Using this feature, Mixxx can be used with an external mixer and a less powerful computer such as a netbook.

---

## 1.4 About the Mixxx Project

Mixxx is designed by an international team of volunteer DJs who want to bring the joy of DJing to everyone. The project is non-profit, open-source and community driven. Together and with your help we aim to build the best DJ software ever created.

Mixxx started as an open-source project because of demand for DJing software on Linux, and discontent with proprietary DJ software on Windows and Mac OS X. Today, Mixxx development is driven by the simple idea that together we can create a better way to DJ, and that has brought Mixxx to the cutting edge.

Mixxx is the only free cross-platform vinyl control software and has the most advanced MIDI/HID controller support via our innovative JavaScript-based scripting engine. We are continuing to pursue new and exciting features that give DJs more tools to create better live mixes.

### 1.4.1 Project History

Mixxx was originally created in 2002 as part of a PhD thesis on new interfaces for DJing by Tue Haste Andersen. After releasing the project as open source, dozens of contributors began modifying and improving Mixxx.

In 2006, a new development team lead by Adam Davison and Albert Santoni began reorganizing the project to ensure smooth growth of both the code-base and the number of contributors. A renewed focus on usability and stability has helped Mixxx grow to become the most popular free DJ software in the world, receiving over 1,000,000 downloads annually. Our committed team has worked hard to create great DJ software, and this growth is a sign of our success.

In 2011, RJ Ryan took over as Lead Developer to successfully continue the team's endeavor to make Mixxx a world-class DJ software.

As our user community grows, so does our development team - Over 150 developers, artists, and translators have helped create Mixxx!

## 1.5 About the Mixxx Manual

Some effort has been made to present the material in a way that is neither too technical nor too dumbed-down. Take some time to look through it and you'll find lots of hints that will enhance both your enjoyment and your productivity.

Through the manual you'll find text formatted like this:

- *Library* → *Add new Playlist*

This is to simplify the business of choosing commands in menus. In this example, the instruction means “Open the *Library* menu at the top of the application window and then choose the *Add new Playlist* command”.

- *Apply*

This is used to indicate a certain area of the *GUI*, including button labels, tabs, checkboxes, field names, values in selection lists etc. .

- STRG + G

This is used to mark a keystroke, or a sequence of keystrokes. In this example, you would have to hold down the *STRG* key, then to press *G*.

- <https://www.wikipedia.org/>

Links to external websites are marked like this.

Important information in this manual are highlighted like this:

- \_\_\_\_\_  
**Note:** For anything that should receive a bit more attention.  
\_\_\_\_\_
- \_\_\_\_\_  
**Hint:** For supplementary information that lightens the work load.  
\_\_\_\_\_
- **See also:**  
For references to other documents or websites if they need special attention.
- **Warning:** For anything that needs to be done with caution.

### 1.5.1 Improving the Manual

- **Send Feedback:** If you have comments, corrections or suggestions regarding the manual, [write us an email](#).
- **Get the Source Code:** To download the source code for the Mixxx manual, go to: <https://github.com/mixxxdj/manual>

## 1.6 Additional Resources

Got questions? Need more information? Want to [contribute](#)? There are a variety of other resources you can use to find out more.

- **Mixxx Website:** For general information and updates, as well as the latest news on Mixxx, go to: <http://mixxx.org>
- **Mixxx Support Websites:** To get support from the Mixxx wiki, IRC channel or Developer mailing list, go to: <http://mixxx.org/support>
- **Mixxx Community Forums:** To search for answers, post your question or answer other DJ's questions, go to: <http://mixxx.org/forums>
- **Mixxx Source Code:** To download the source code for Mixxx, go to: <https://github.com/mixxxdj/mixxx>
- **Mixxx Bug Tracker:** To report a bug or request a feature, go to: <https://bugs.launchpad.net/mixxx>
- **Mixxx Translations:** To translate Mixxx and promote your mother tongue, go to: <https://www.transifex.com/mixxx-dj-software/public/>. Please read the [Translation FAQ](#) first.
- **Social Media:** Follow us on [Twitter](#), [Facebook](#), and [Google+](#).

### Installing Mixxx

This part of the manual provides step-by-step directions for installing Mixxx on your computer.

#### 2.1 Installation on Windows

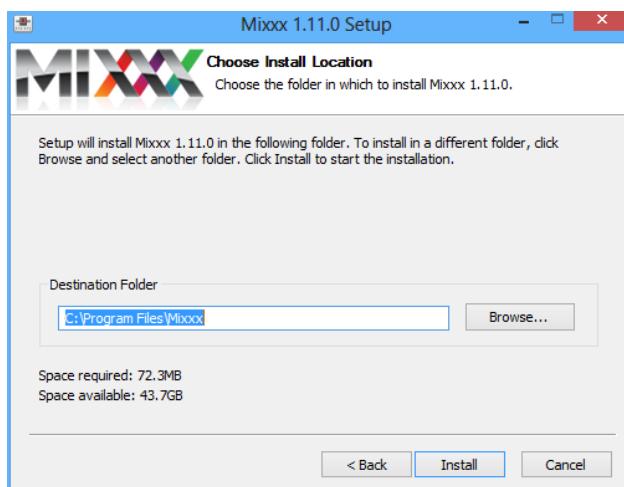


Figure 2.1: Mixxx Installation - Ready to install the application

- Download Mixxx for Windows from <http://mixxx.org/download/>.
- Using Windows Explorer browse to the location where the Mixxx download was saved, usually the Desktop or Downloads folder.
- Double-click the Mixxx installer .EXE to open it up.
- Follow the step-by-step instructions in the installer.
- If the installation is complete, a confirmation screen will appear.
- Close the installer screen.

Mixxx is supported on Windows 10 / 8.1 / 8 / 7 / Vista / XP, with native 32 and 64-bit versions.

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**Note:** If you are not sure about 32-bit versus 64-bit, pick the 32-bit version when downloading the Mixxx installer.

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**Warning:** You may encounter a warning message similar to “Security Warning - Publisher could not be verified”. This is because the Mixxx installer is not digitally signed. Ignore the message and continue the installation. It does not indicate a security risk, if you can trust the source website such as [www.mixxx.org](http://www.mixxx.org).

## 2.2 Installation on Mac OS X

### 2.2.1 Method A: Direct Download

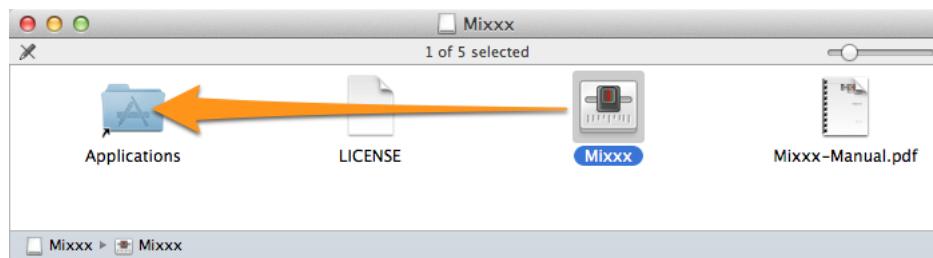


Figure 2.2: Mixxx Installation - Ready to drop the Mixxx icon to the Applications folder

- Download Mixxx for Mac OS X from <http://mixxx.org/download/>.
- Using Finder browse to the location where the Mixxx download was saved, usually the Desktop or Downloads folder.
- Double-click the Mixxx installer .DMG file, a new Finder window appears.
- Locate the *Mixxx* icon within this new Finder window. Drag-and-drop it into your Applications folder.
- Eject the Mixxx installation volume from the Finder by clicking on the icon right next to *Mixxx* volume name.

Mixxx requires an Intel Mac running Mac OS X 10.5 or newer.

### 2.2.2 Method B: The Mac App Store

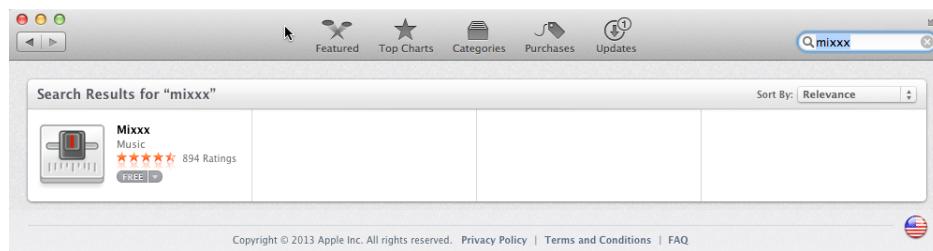


Figure 2.3: Mixxx Installation from the Mac App Store

The Mac App Store makes getting new apps easier than ever.

- Start the Mac App Store.app on your computer.
- Search for *mixxx* in the App Store, alternatively [click this direct link](#).
- Select Mixxx and click the *Install* button.
- Type in your administrator password if asked.

- Mixxx will be installed to your Applications folder.

The App Store version of Mixxx is under some circumstances out of date, therefore using Method A: Direct Download is preferable.

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**Note:** Due to licensing restrictions, *vinyl control* is not available in Mixxx from the Mac App Store.

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## 2.3 Installation on GNU/Linux

Official packages of Mixxx are only offered for Ubuntu Linux. However, Mixxx can build on almost any Linux distribution.

### 2.3.1 Installation on Ubuntu

#### Method A: Personal Package Archive (ppa)

- Open a terminal and type the following commands. Type in your administrator password if asked for.

```
sudo apt-add-repository ppa:mixxx/mixxx
sudo apt-get update
sudo apt-get install libportaudio2 mixxx
```

- Start Mixxx by simply typing mixxx into the terminal, then hit Return .

#### Method B: The Ubuntu Software Center

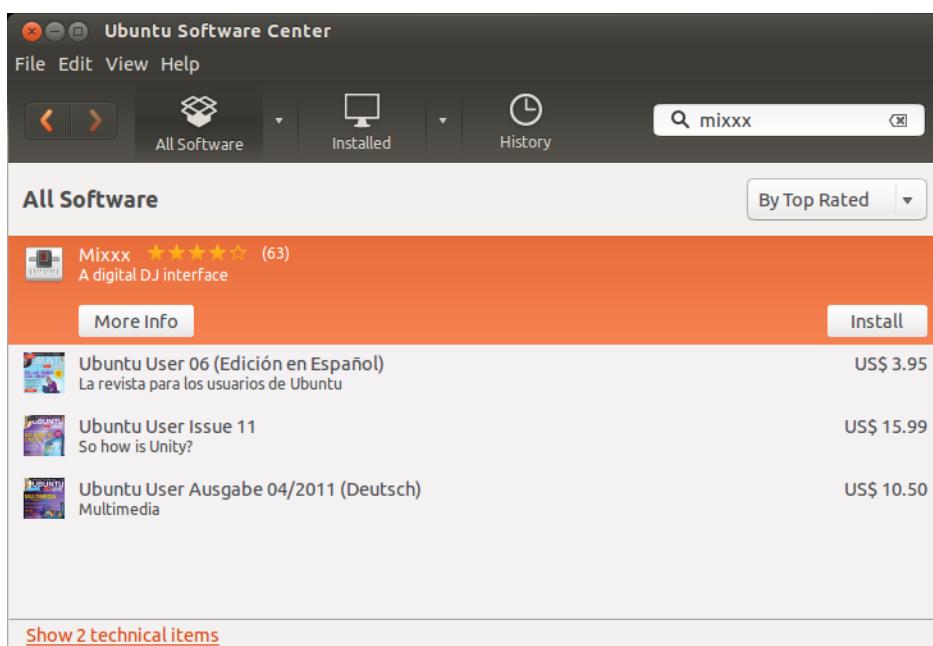


Figure 2.4: Mixxx Installation from the Ubuntu Software Center

The Ubuntu Software Center provides the easiest and safest way to install software on Ubuntu.

- Start the Ubuntu Software Center on your computer.
- Search for *mixxx* in the Software center.
- Select Mixxx and click the *Install* button.
- Type in your administrator password if asked for.
- Mixxx will be installed and an icon is added to the frequently-used program icons on the launcher.

The Software Center version of Mixxx is under some circumstances out of date, therefore using [Method A: Personal Package Archive \(ppa\)](#) is preferable.

### **2.3.2 Installation on Other Distributions**

Your distribution may maintain a non-official build that you may use. Alternatively, you can build Mixxx from source. This should be a pretty straightforward process, and it's certainly easiest on GNU/Linux. For more information, go to:

- [http://mixxx.org/wiki/doku.php/compiling\\_on\\_linux](http://mixxx.org/wiki/doku.php/compiling_on_linux)

## **2.4 Building Mixxx from Source**

If your operating system isn't listed here, then it's likely you're going to have to build Mixxx from the source code. For more information, go to:

- [http://mixxx.org/wiki/doku.php/start#compile\\_mixxx\\_from\\_source\\_code](http://mixxx.org/wiki/doku.php/start#compile_mixxx_from_source_code)

## **2.5 Where to go from here?**

- *Set up your audio devices and controllers*
- *Open Mixxx and start importing your audio files*
- *Get familiar with the Mixxx user interface*

## Hardware Setup

---

This chapter describes the most common hardware setups to serve as examples. We will go over the setup of soundcards, controllers, and timecode records/CDs.

Headphone cueing, or just cueing, is a crucial aspect of DJing that separates DJing from merely making a playlist. Headphone cueing allows you to preview the next track you would like to mix in your headphones. The audience will not hear what you are cueing in your headphones until you decide to mix it in.

In order to use headphone cueing, you will need at least 2 separate audio outputs, typically provided by a USB soundcard (also known as an “audio interface”). The headphone jack on most laptops is not a second audio output. Rather, plugging headphones into the jack simply redirects the laptop’s single stereo output from its speakers to your headphones. A splitter cable can be used to separate the stereo output of a headphone jack into two separate mono outputs for headphone cueing, but it is recommended to use a sound card with at least four mono outputs (for two stereo pairs). Such sound cards tend to be higher quality than those built into laptops and allow your mix to be enjoyed in stereo by your audience.

Unlike some proprietary DJ systems, Mixxx can use any soundcard and any *MIDI* or *HID* controller that your *OS* has drivers to use. Mixxx can use multiple audio devices simultaneously. Depending on your budget and application area, your sound setup and requirements may vary. This section provides useful information for club, hobby, and radio DJs alike.

**See also:**

The [Mixxx DJ Hardware Guide](#) lists controllers and sound cards with information about their compatibility with Mixxx and different *operating systems*. It also has suggestions for what to consider when you are shopping for DJ equipment.

### 3.1 Laptop Only

There is no need to buy any equipment other than a computer if you do not require headphone *cueing*. The built-in soundcard on most computers and laptops comes with a single stereo line-out and a microphone input.

The figure above depicts how the sound configuration might look. The stereo output of your soundcard (channels 1-2) will be connected to the **Master out**.

1. Open *Preferences* → *Sound Hardware*
2. Select the *Output* tab
3. From the *Master* drop-down menu, select your built-in soundcard, then *Channels 1-2*
4. Depending on your soundcard, you can specify a *microphone*
  - (a) Use your built-in microphone or connect a microphone to your computer

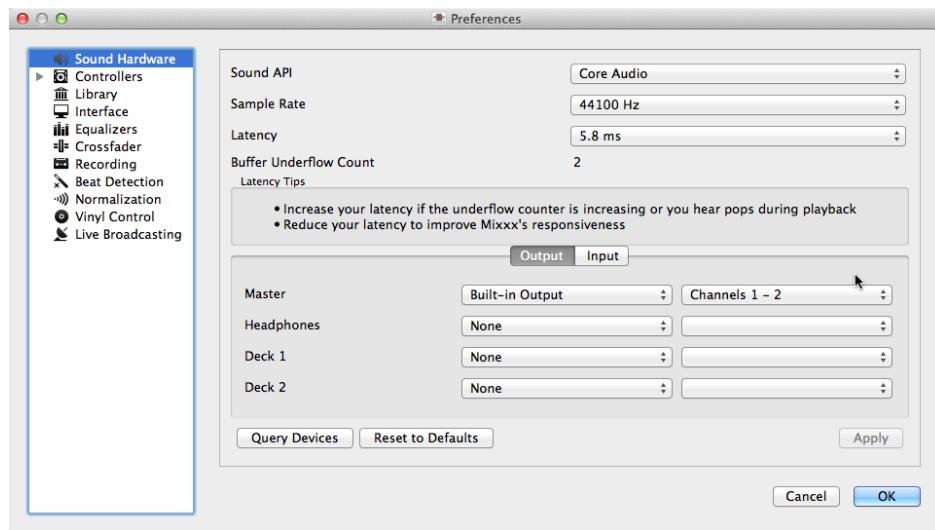


Figure 3.1: Using Mixxx with your built-in sound card

- (b) Check that your microphone is detected by your *OS*
  - (c) Open the *Input* tab
  - (d) From the *Microphone* drop-down menu, select the input your microphone is connected to
5. Click *Apply* to save the changes.

This minimal configuration may be suitable for **radio DJs** who do not need headphone cueing.

## 3.2 Laptop and Splitter Cable

The cheapest way to DJ and *cue* with headphones uses a stereo-to-mono DJ splitter cable (also known as a “Y cable”) plugged into the headphone jack of a laptop or other computer. This cable divides the stereo output from a single jack into two separate mono signals.

This setup allows you to start DJing without having to invest in expensive equipment. However, your audience will not be able to enjoy music producers’ artistic use of stereophonic sound (although many club PA systems are wired in mono anyway). Furthermore, soundcards built into computers are usually low quality.

### Using a built-in soundcard and a stereo-to-mono splitter

1. Open *Preferences* → *Sound Hardware*
2. Select the *Output* tab
3. Check that your headphones are plugged into the side of the cable with a headphones symbol and that the speakers are plugged into the side of the cable with a speaker symbol.
4. From the *Master* drop-down menu, select your built-in soundcard, then *Channel 1*
5. From the *Headphones* drop-down menu, select your built-in soundcard, then *Channel 2*
6. Click *Apply* to save the changes.

### See also:

See [the wiki](#) for a list of DJ splitter cables.



chapters/../../\_static/mixxx\_setup\_splitter\_adaptors.png

**Warning:** Most splitter cables, particularly those marketed as headphone splitter cables, output the same stereo signal to two headphone jacks and will not work for this DJ setup. Also, if you use a generic stereo-to-mono splitter adapter, you may only be able to hear out of one side of your speakers and headphones. DJ splitter cables allow you to hear the same mono signal on both sides of your headphones and speakers.

### 3.3 Laptop and External USB Soundcard

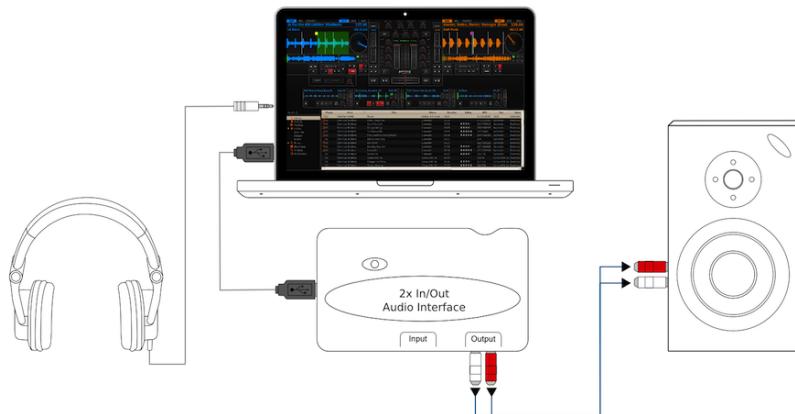


Figure 3.2: Using Mixxx together with an external soundcard

The most common setup for DJing is a laptop and a soundcard with 2 stereo outputs (4 channels). The first stereo output (channels 1-2) is used as the master output and supplies the main mix to the audience. With the second stereo output (channels 3-4) you can *cue* and *preview* the next track in your headphones. If your soundcard only has one stereo output, you can use multiple soundcards to achieve a similar setup. Most DJ controllers above the most basic models include a soundcard with 2 stereo outputs (see [Laptop and MIDI or HID Controller](#) for details).

The configuration depicted above uses two soundcards. This setup is the bare minimum for serious DJing. Without any extra gear, the DJ can control Mixxx via mouse and keyboard. For more information see [Controlling Mixxx](#).

#### Using two soundcards (built-in + external)

1. Open *Preferences* → *Sound Hardware*
2. Select the *Output* tab
3. From the *Master* drop-down menu, select the external soundcard, then *Channels 1-2*
4. From the *Headphones* drop-down menu, select the built-in soundcard, then *Channels 1-2*
5. Click *Apply* to save the changes.

#### Using an external multi-channel soundcard

1. Open *Preferences* → *Sound Hardware*
2. Select the *Output* tab
3. From the *Master* drop-down menu, select the external soundcard, then *Channels 1-2*
4. From the *Headphones* drop-down menu, select the external soundcard, then *Channels 3-4*
5. Click *Apply* to save the changes.

**Hint:** If you have technical difficulties with your external sound card, a *splitter cable* can be used as a portable,

inexpensive backup.

---

**Note:** Soundcards designed and marketed for recording often have a knob that allows you to mix its input directly with its output. This function can be helpful when recording (to hear the input without the latency of going through the computer), but the master output level will be low even if there is no sound on the inputs. To get the maximum output level from these soundcards, you may need to set this knob to only send output from the computer and none from the input(s).

---

## 3.4 Laptop and MIDI or HID Controller

Most DJs prefer the tactile and intuitive control provided by DJ MIDI or HID controllers over only a keyboard and mouse. Mixxx can work with any [MIDI](#) or [HID controller](#) as long as there is a mapping file to tell Mixxx how to understand the controller's signals. Mixxx comes bundled with a number of MIDI and HID mapping presets, which are listed in the [Mixxx DJ Hardware Guide](#) on the wiki. For controllers that Mixxx does not yet support, you can search the [forum](#) to see if anyone has started a mapping. You can also start one yourself using the information in the [Controller Mapping Documentation](#) on the wiki.

### 3.4.1 Controllers with an integrated soundcard

Many DJ controllers include an integrated *multi-channel* soundcard. A setup with this kind of controller may look like the diagram below:

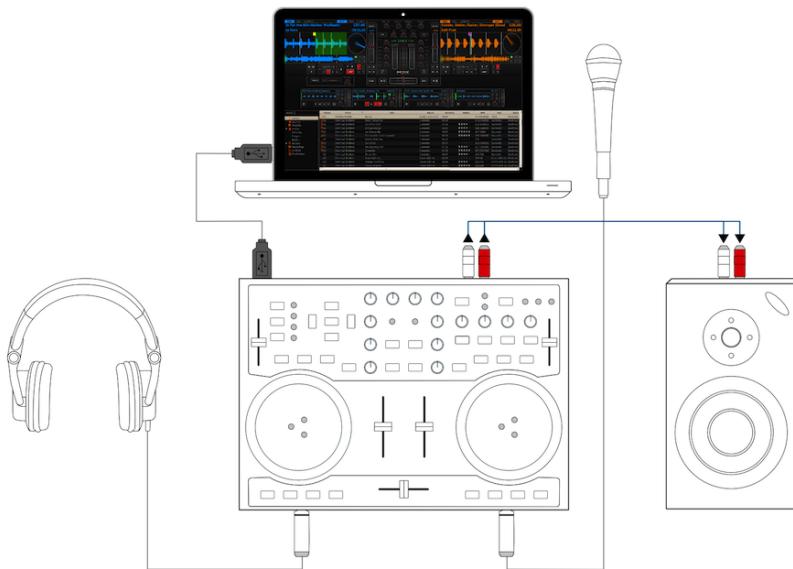


Figure 3.3: Using Mixxx together with a DJ controller and integrated soundcard

#### Using a controller with an integrated multi-channel soundcard

1. Open *Preferences* → *Sound Hardware*
2. Select the *Output* tab
3. From the *Master* drop-down menu, select your controller's soundcard, then *Channels 1-2*
4. From the *Headphones* drop-down menu, select your controller's soundcard, then *Channels 3-4*

- Click *Apply* to save the changes.

### 3.4.2 Controllers without an integrated sound card

Controllers without an integrated soundcard can be used together with a USB soundcard as depicted in the diagram below:

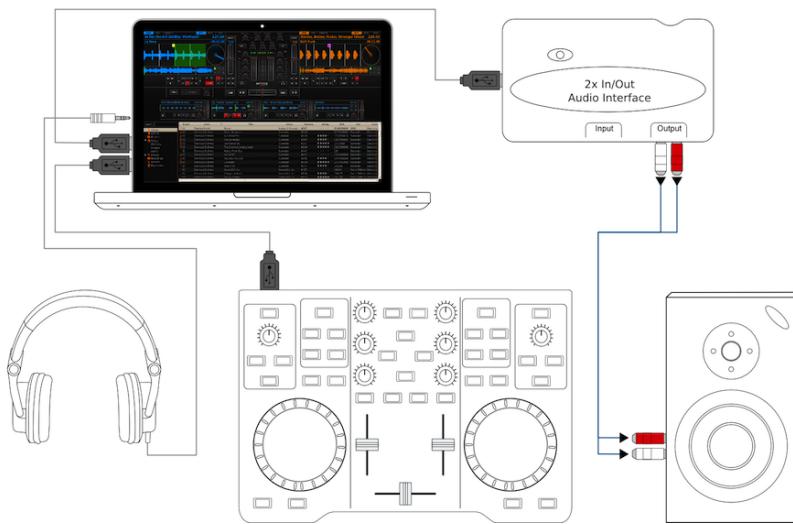


Figure 3.4: Using Mixxx together with a DJ controller and external soundcard

#### Using a controller without an integrated soundcard

- Open *Preferences* → *Sound Hardware*
- Select the *Output* tab
- From the *Master* drop-down menu, select the external soundcard, then *Channels 1-2*
- From the *Headphones* drop-down menu, select the built-in soundcard, then *Channels 1-2*
- Click *Apply* to save the changes.

**Note:** You can connect as many controllers as you have ports on your computer. Just follow the steps in [Using MIDI/HID Controllers](#) for each controller you want to use.

## 3.5 Laptop, External Hardware Mixer and Vinyl Control

This setup allows DJs to use the techniques of DJing with vinyl record turntables combined with the portability and flexibility of a laptop computer. Instead of carrying crates of records or CDs, DJs can carry their entire music collection on their laptop. In addition to a laptop and headphones, this setup requires a soundcard with at least two pairs of stereo inputs and outputs as well as a pair of [timecode](#) records.

#### See also:

Go to the chapter [Vinyl Control](#) for detailed information.

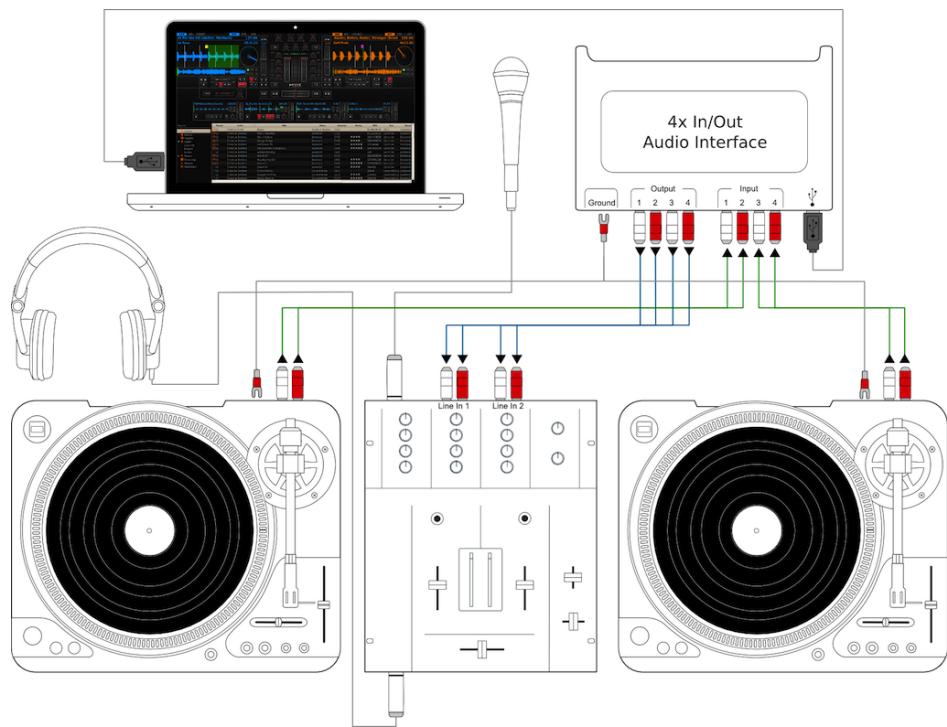


Figure 3.5: Using Mixxx together with turntables and external mixer

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## Mixxx Setup

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### 4.1 Opening Mixxx



Once you've *installed Mixxx*, start by opening Mixxx and import your music to the Mixxx library.

**Windows** Double-click the Mixxx icon on the Desktop. Alternatively, browse your Windows start menu and click the Mixxx icon, or perform a search for `Mixxx.exe`.

**Mac OSX** Double-click the Mixxx icon in the Applications folder. Alternatively, drag the Mixxx icon to the dock and double-click it there or search for "Mixxx" in Spotlight.

**GNU/Linux** Simply type `mixxx` into the terminal, then hit `Return`. With some distributions like Ubuntu you can also double-click the Mixxx icon in the launcher. Alternatively, perform a search for `mixxx`.

### 4.2 Sound Hardware Preferences

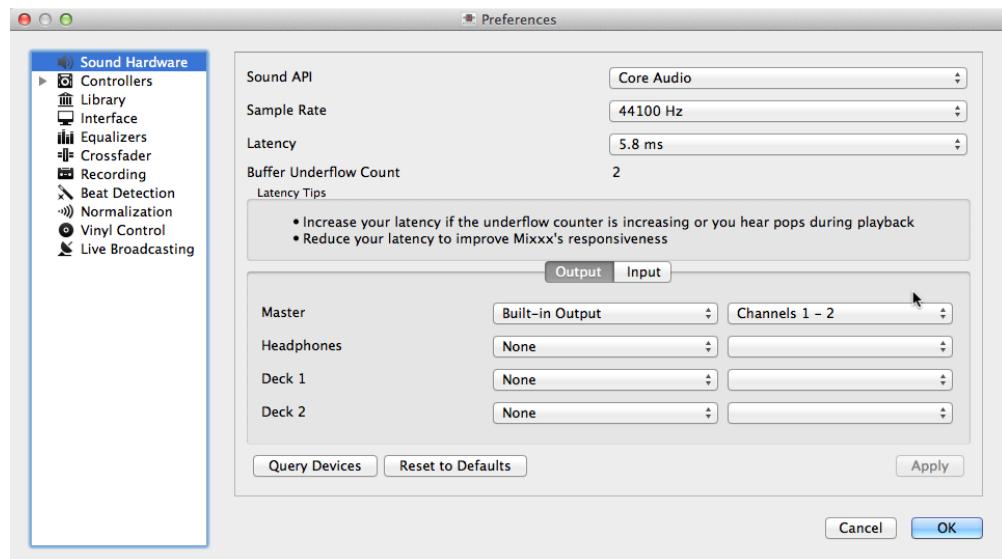


Figure 4.1: Mixxx Sound Hardware Preferences

*Preferences → Sound Hardware* allows you to select the audio in- and outputs to be used.

- **Sound API:** Depending your *Operating System*, select the *API* that Mixxx uses to deliver audio to your audio device. Your choice can drastically affect how smooth Mixxx performs on your computer.
- **Sample Rate:** Allows you to manually select the sample rate for the audio input. The sample rate value should be set to the sample rate of your audio interface. By default, Mixxx tries the system default first, which is most likely 44.1 kHz. Otherwise, Mixxx will pick a different default.
- **Audio buffer:** Also known as latency, this is the lag time in milliseconds that it takes for Mixxx to process your input. Lower latency means Mixxx will be more responsive but on slower computers and cheaper sound cards it might cause glitches.
- **Buffer Underflow Count:** Underflows (no data is available when needed) indicate that some of the subsystems in Mixxx can't keep up with real-time deadlines. This is useful to tune the latency settings. If the counter increases, then increase your audio buffer setting, decrease the sample rate setting or change the sound API setting if available.

## 4.3 Audio Outputs

Mixxx's mixing engine can be used two ways:

**Internal Mixer Mode** In this mode, Mixxx performs the mixing of the decks, microphone, and samplers in software and outputs them to a single output. To enable internal mixer mode assign a valid audio output to the *Master* output in *Preferences → Sound Hardware → Output*.

Internal mode is used in the following configurations:

- *Laptop Only*
- *Laptop and External USB Soundcard*
- *Laptop and MIDI or HID Controller*

**External Mixer Mode** In this mode, Mixxx outputs the audio from each deck to a separate soundcard output. This allows you to route the deck outputs through a hardware mixer. Similarly, to enable external mixer mode, simply select a valid audio output for the *Deck* outputs in *Preferences → Sound Hardware → Output*.

External mode is used in the following configuration:

- *Laptop, External Hardware Mixer and Vinyl Control*

### 4.3.1 Headphone Output

In both internal and external mixer mode, you can choose a headphone output for *pre-fader listening* or *headphone cueing* in *Preferences → Sound Hardware → Output → Headphone*. This allows you to listen and synchronize the track you will play next in your headphones before your audience hears the track. See also *PFL/Headphone Button*.

## 4.4 Latency, Sample Rate, and Audio API

To achieve the best performance with Mixxx it is essential to configure your *audio buffer*, *sample rate*, and *audio API*. These three factors largely determine Mixxx's responsiveness and audio quality and the optimal settings will vary based on your computer and hardware quality.

#### 4.4.1 Audio Buffer

The audio buffer, also known as latency, is the lag time in milliseconds that it takes for Mixxx to process your input (turning knobs, sliding the crossfader, etc.). For example, with an audio buffer of 36 ms, it will take approximately 36 milliseconds for Mixxx to stop the audio after you toggle the play button. Additionally, the audio buffer setting determines how quickly your *Operating System* expects Mixxx to react. A smaller audio buffer means Mixxx will be more responsive. On the other hand, setting your audio buffer too low may be too much for your computer and sound card to handle. In this situation, Mixxx playback will be choppy and very clearly distorted as your computer will not be able to keep up with how frequently Mixxx is processing audio.

An audio buffer between 36-64 ms is acceptable if you are using Mixxx with a keyboard/mouse or a controller. An audio buffer below 10 ms is recommended when vinyl control is used because Mixxx will feel unresponsive otherwise.

Keep in mind that *lower latencies require better soundcards and faster CPUs* and that zero latency DJ software is a myth (although Mixxx is capable of sub-1ms operation).

#### 4.4.2 Sample Rate

The sample rate setting in Mixxx controls how many samples per second are produced by Mixxx. This determines the maximum frequency in Mixxx's signal, which is half the sample rate. Humans can only hear up to 20 kHz, so there is generally no need to use more than a 44.1 kHz (44100 Hz) sample rate for playback. Most music is published with a 44100 Hz sample rate.

**Warning:** A sample rate of 96kHz takes Mixxx over twice as long to compute. Keep in mind that increasing the sample rate will increase CPU usage and likely raise the minimum audio buffer size you can use.

#### 4.4.3 Audio API

The Audio API that Mixxx uses is the method by which Mixxx talks to your *Operating System* in order to deliver audio to your soundcard. Your choice of Audio API can drastically affect Mixxx's performance on your computer. **Therefore it is important to take care to choose the best Audio API available to you.** Refer to the following table of Audio APIs to see what the best choice is for your operating system.

| OS / Audio API              | Quality |
|-----------------------------|---------|
| Windows / WMME              | Poor    |
| Windows / DirectSound       | Poor    |
| Windows / WASAPI            | Good    |
| Windows / ASIO              | Good    |
| Windows / WDDKMS            | Good    |
| Mac OS X / CoreAudio        | Good    |
| GNU Linux / OSS             | OK      |
| GNU Linux / ALSA            | Good    |
| GNU Linux / JACK (Advanced) | Good    |

On Windows, if an ASIO driver is not available for your operating system, you can try installing [ASIO4ALL](#), a low-latency audio driver for WDM audio devices.

On GNU/Linux, ALSA is the simplest sound API to configure. Using ALSA will prevent any other programs from using the sound card(s) that Mixxx is using.

JACK allows you to route audio between JACK-compatible applications in flexible ways and output sound from multiple programs at the same time. However, JACK can be complicated to set up. To use JACK, start the JACK daemon *before* running Mixxx. Otherwise JACK will not appear as a Sound API in the preferences.

Most modern GNU/Linux distributions use PulseAudio by default. When launched from a GUI menu entry or icon, Mixxx suspends PulseAudio while it is running so that Mixxx can use ALSA directly. Like JACK, PulseAudio allows multiple programs to access one sound card, but PulseAudio and JACK have opposite design goals. PulseAudio is designed to make ordinary computer usage such as watching videos online and listening to music easy whereas JACK is designed for demanding low latency audio programs like Mixxx. It can be difficult to setup JACK and PulseAudio to work well together. So, unless you already use JACK, it is easiest to let Mixxx suspend PulseAudio and use ALSA.

**Warning:** On GNU/Linux it is not recommended to use the pulse device with the ALSA Audio API. This is an emulation layer for ALSA provided by PulseAudio. It has poor performance, but may be suitable for basic playback.

## 4.5 Importing your audio files

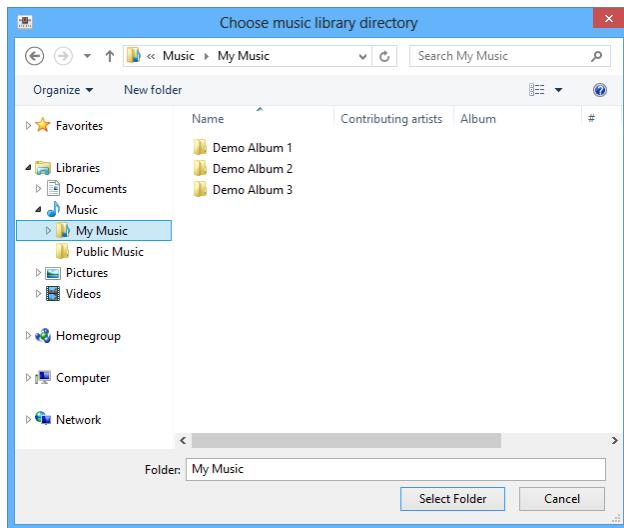


Figure 4.2: Mixxx running on Windows 8 - Choose music library directory dialog

**Setup the music library** The first time you run Mixxx, you are asked to select a directory where your music is stored. By default, the dialog points to a location where music files are typically held, but you can select any location on your computer.

Click *Select Folder* and Mixxx will scan your music library. Depending on the size of your library this could take some time. All the supported music files Mixxx detects will be listed in the *Library - View and edit your whole collection*.

If you want to refresh your library (for example because you added or moved files), you can do this with *Library → Rescan Library* in the menu. If you want to rescan at every launch, select *Preferences → Library → Rescan on startup*.

**Warning:** On Windows 7 and 8 the import dialog points to your Windows “Music“ Library, a special-purpose virtual folder. You can **not** use these virtual folders. Select a regular folder instead, usually “My Music“, like pictured above.

### Compatible files

New in version 2.0: Support for the Opus audio format.

Mixxx supports a variety of audio file formats: [Wave](#) (wav), [Aiff](#) (aiff, aif), [MP3](#) (mp3), [Ogg Vorbis](#) (ogg), [FLAC](#) (flac), [OPUS](#) (opus), and [AAC](#) (aac, m4a) if supported by your [OS](#). [DRM](#) protected files, such as m4p files purchased in the iTunes Store, are not supported.

AAC (M4A) is supported on Windows Vista and Mac OSX 10.5 onwards. The [Platform Update Supplement](#) is required for Windows Vista.

On Linux, AAC playback is disabled by default due to licensing restrictions. To enable the playback of AAC files, [build Mixxx from source with m4a/AAC files support](#).

**Import external libraries** If you have iTunes, Traktor, Rhythmbox, or Banshee installed, Mixxx allows you to access your tracks and playlists in the Mixxx library, see [iTunes, Traktor, Rhythmbox, Banshee - Using external libraries](#).

**Import remote files** To import audio files which are not in your music library directory, drag them directly from an external [file manager](#) or from the [Browse section](#) to the track list. Importing files into Mixxx does not change the location of the files on the hard disk.

---

**Note:** You can not drag complete folders to the library because currently Mixxx can not recursively scan folders for compatible music files.

---

**Import playlists** You can import existing m3u, pls, m3u8, pls playlist files from products other than Mixxx, see [Playlists - Organizing your tracks](#).

**Import music from CDs** Mixxx can not play music from Audio CDs. Convert the content to compatible files in good quality and add them to the Mixxx library. See <https://en.wikipedia.org/wiki/Ripping>

## 4.6 Changing music directories

New in version 2.0: Handles multiple music library folders and adds an option to move them to another location without data loss.

You can manually add, relink, and remove Mixxx music directories in [Preferences → Library](#).

**Add a new music directory** Mixxx handles multiple music library folders. Click *Add* to browse to a directory where your music is stored. Mixxx will watch this directory and its subdirectories for new tracks.

If you add a directory that is already in your library, or you are currently [rescanning your library](#), the operation is canceled.

Directories can also be added from the [Browse](#) sidebar item inside the library.

**Relink a existing music directory** If an existing music directory is moved, Mixxx doesn't know where to find the audio files in it. Click *Relink* to select the music directory in its new location. This will re-establish the links to the audio files in the Mixxx library.

**Remove a music directory** Click *Remove*, and Mixxx will no longer watch a directory and its subdirectories for new tracks, and asks what would you like to do with the tracks from these directories.

- Select *Hide Tracks* to hide all tracks from this directory and subdirectories.
- Select *Delete Track Metadata* to delete all metadata for these tracks from Mixxx permanently
- Select *Leave Tracks Unchanged* to leave the tracks unchanged in your library.

Hiding tracks saves their metadata in case you re-add them in the future.

Metadata means all track details (artist, title, playcount, etc.) as well as beatgrids, hotcues, and loops. This choice only affects the Mixxx library. No files on disk will be changed or deleted.

---

**Hint:** When changing music directories, you might want to run a library rescan afterwards. Select *Library* → *Rescan Library* in the menu.

---

## 4.7 BPM and Beat Detection Preferences

### Todo

Update this section to explain the differences between the beatgrid and beatmap options.

---

Mixxx uses an ultra-precise BPM and beat detector. Manual adjustments are redundant in many cases because Mixxx knows where the beats are.

### 4.7.1 Analyzer Settings

BPM and beat detection is a complex operation. Depending on your computer and the track's bitrate and duration this may take some time. By default Mixxx analyzes the complete track. To accelerate beat detection on slower computers, a "Fast Analysis" option is available. If enabled, the BPM is computed by analyzing the first minute of the track. In most cases this does not affect the beat detection negatively because most of today's dance music is written in a 4/4 signature with a fixed tempo.

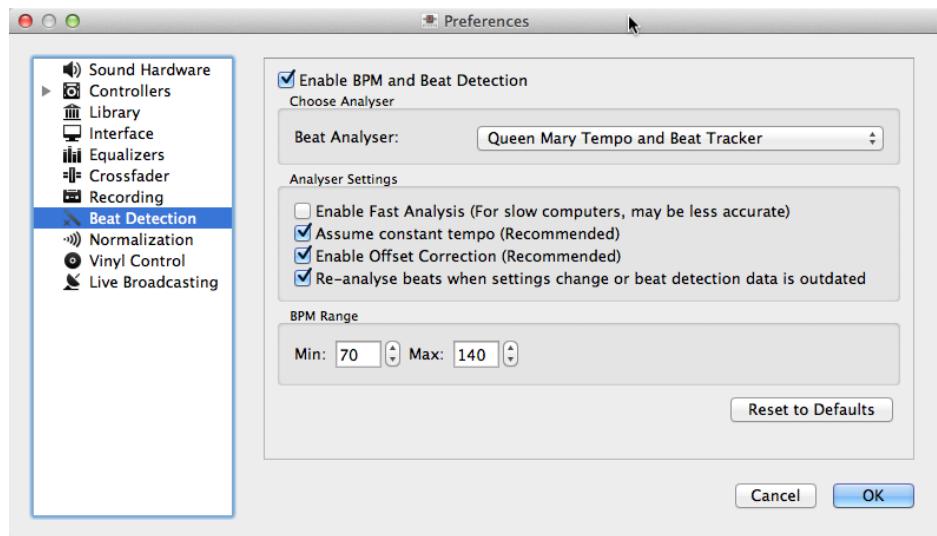


Figure 4.3: Mixxx preferences - BPM settings

The table below summarizes the beat detection settings:

| Option   | Description  |
|--|--|
| Enable Fast Analysis   | If enabled, BPM will be detected by only using the first minute of audio.  |
| Assume constant tempo  | If enabled, Mixxx assumes that the distances between the beats are constant. If disabled, the raw beat grid obtained by the analyzer is presented. The latter is appropriate for tracks with variable tempo. |
| Enable Offset Correction   | Prevents beat markers from being placed incorrectly.   |
| Re-analyze beats when settings change or beat detection data is outdated | If enabled, Mixxx over-writes old beat grids from Mixxx before v1.11. Moreover, it will re-analyze the BPM if your beat detection preferences change or BPM data from 3rd party programs are present.        |

## 4.7.2 Correcting Beat Grids

There may be situations where BPM and beat detection do not result in a proper beat grid.

Typically, the detected BPM is correct but the analyzer has failed to detect the location of the first beat. Consequently, the beat markers are shifted, i.e. the beat markers are always a fixed distance from the true beat. To adjust the beat grid, cue the track before a real beat and click the *Beat-grid Adjust* button in the *Deck Options Button Grid*.

If the detected BPM is not accurate, the corresponding beat grid will also be inaccurate. A deviation of 0.02 BPM units from the correct BPM will cause beatgrid alignment issues on long tracks (e.g. a club mix). If this happens, your beatgrid may look aligned for the few minutes but you will notice a slight drift as the song goes on. Finding the correct BPM is easy in many cases - just follow the note below.

---

**Note:** If the detected BPM value is not sufficiently accurate but very close to an integer value, try to set the BPM value manually to the integer.

---

## 4.8 Key Detection Preferences

Mixxx comes with a high precision key detection to help you making smooth mixes by ensuring that your tracks are musically compatible.

### 4.8.1 Analyzer Settings

Key detection is a complex operation. Depending on your computer and the track's bitrate and duration this may take some time. By default Mixxx analyzes the complete track. To accelerate key detection on slower computers, a "Fast Analysis" option is available. If enabled, the key is computed by analyzing the first minute of the track.

The table below summarizes the Key detection settings:

| Option  | Description   |
|---|---|
| Enable Fast Analysis  | If enabled, the key will be detected by using only the first minute of audio.   |
| Re-analyze key when settings change or Key detection data is outdated | If enabled, Mixxx will re-analyse tracks if you select a different key detection plugin or the key was generated by a program other than Mixxx. |
| Key Notation  | Change the way keys are displayed in the library.   |

## 4.9 Analyze your library

 Mixxx automatically analyzes tracks the first time you load them in a deck, nevertheless it is recommended that you analyze them before playing live with them to ensure the beatgrids are correct. Furthermore, track analysis takes considerable CPU power and might cause skips in the audio — things you surely don't need while performing.

Once you have configured your music directories and your BPM and key detection settings, press *OK* on the Preferences window. Go to the Analyze view on the left side panel of the library. This allows you to run *beatgrid*, *key*, and *ReplayGain* detection on tracks in advance. While analyzing, the progress in percentage and total queue length are shown.

New in version 2.0: Drag and drop tracks from the library or external file managers onto the analysis view to instantly analyze these files. The title changes to *Analyze (x/y)* where x is the number of tracks that have been analyzed so far and y is the total number of tracks originally in the queue.



chapters/../../\_static/Mixxx-112-Preferences-Keydetection.png

Figure 4.4: Mixxx preferences - Key settings

Changed in version 2.0: Does not generate waveforms to save disk space.

The Analyze features in detail:

- **All / New radio-buttons:** Allows you to view a list of either all tracks in the library or tracks added to the library within the last 7 days.
- **Select All button:** Selects all tracks in the current view.
- **Analyze button:** Starts the detection on the selected tracks.

**See also:**

For more information, go to [\*BPM and Beat Detection Preferences\*](#).

## An Overview of the Mixxx Interface

Welcome to the Mixxx interface. This is where the magic happens. You are going to want to get very familiar with this interface because it is the main way to use Mixxx. In this chapter, we present the default interface of Mixxx and describe its elements, knobs and faders.



Figure 5.1: The Mixxx interface - Deere skin

This is the Deere skin. It is the default skin supplied with Mixxx. There are a variety of others skins included with Mixxx. You should explore them all to figure out which one you prefer. This section will focus on Deere only.

### 5.1 The Deck Sections

The deck section allows you to control everything relating to a virtual turntable *deck*. We are going to break this down into sections.



Figure 5.2: A deck with a track loaded

### 5.1.1 Track Information Display

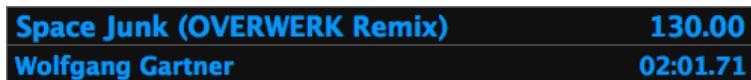


Figure 5.3: The track information section of the deck

New in version 2.0: Parse the title and the artist from the file name when the corresponding *metadata* is missing.

**Track Title** The title of the track that was loaded into a deck is displayed on top. This is the same as the title listed under the *Title* column heading in the Mixxx library. This information is initially loaded from the track's *metadata*.

**Track Artist** The artist of the track is listed below. It is the same as listed under the *Artist* column heading in the Mixxx library.

**BPM (Tempo)** The number at the top right is the effective *BPM* of the track. This is the detected *BPM* of the track, adjusted for the playback rate of the track. For example, if the track is normally 100 BPM, and it is playing at +5%, then the effective BPM will read 105 BPM.

---

**Hint:** Click directly on the BPM display and tap with the beat to set the BPM to the speed you are tapping. You can also use a keyboard shortcut, go to [Using a Keyboard](#) for more information.

**Time Elapsed/Remaining** By default it displays the total elapsed time in the track up to the millisecond. Clicking on the display switches to the *Time Remaining* view, which indicates how much time is left before the track reaches the end. You can change the default in *Preferences → Interface → Position Display*.

### 5.1.2 Waveform Displays

The waveform section of a deck allows you to visualize the audio changes that occur throughout the track, you can basically “see” your music.

Depending on the skin Mixxx displays either parallel waveforms (default) or separate waveforms. Select your preferred appearance in *Preferences → Interface → Skin*.

With some skins the waveform displays are aligned parallel to each other in order to make *beatmatching* easier, as it is possible to beatmatch visually by aligning the beats that appear in each waveform.

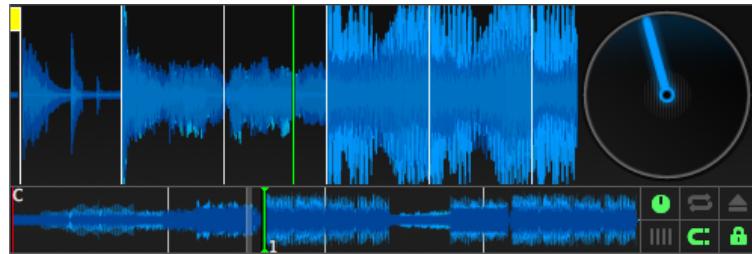


Figure 5.4: The waveform summary and waveform overview of the deck



Figure 5.5: Mixxx default skin (Deere) - Separate waveforms



Figure 5.6: Mixxx alternative skin (Latennight) - Parallel waveforms

**Warning:** If you have a slower computer and notice performance issues with Mixxx, try to lower the frame rate or change the level of detail shown in the waveform in *Preferences → Interface → Waveform Display*.

**Waveform summary** The big waveform summary shows the waveform envelope of the track near the current playback position and is updated in real time. The mouse can be used on the waveform to pause, scratch, spin-back or throw the tracks. Right-clicking on the waveforms allows you to drag with the mouse to make temporary pitch adjustments.

---

**Hint:** You can select from different types of displays for the waveform, which differ primarily in the level of detail shown in the waveform, in *Preferences → Waveforms → Summary type*.

---

### Waveform overview

New in version 2.0: Like with the Waveform summary, you can now select from different types of displays for the overview in *Preferences → Waveforms → Overview type*.

The smaller, zoomed-out version of the waveform shows the various markers within the track as well as the waveform envelope of the entire track. This is useful because they allow DJs to see breakdowns far in advance. Clicking somewhere on the waveform allows you to jump to an arbitrary position in the track.

**Vinyl Widget** The line on the vinyl widget rotates if the track moves. It is similar to the position marker found on scratch records. Use the mouse on the vinyl widget to pause, scratch, spin-back or throw tracks - just like a real record. When performing *Loop rolls* or right-clicking on the vinyl during playback, a “ghost” marker hints where the playback will continue. The Vinyl Widget is hidden by default and can be enabled in the *Deck Options Button Grid*.

If *Vinyl control* is enabled, it can optionally display the time-coded vinyl signal quality. Activate the option in *Preferences → Vinyl Control → Show Signal Quality in Skin*.

**Waveform Zoom** Using the mouse-wheel everywhere in the waveform summary will zoom the waveform in or out.

You can choose whether to synchronize the zoom level between the decks in *Preferences → Interface → Waveform Display → Synchronize*.

**Waveform Marker** While mixing, various additional markers can appear on the waveforms:

- **Position marker:** The static vertical line in the center of the waveform summary indicates the playback point of the deck.
- **Beat marker:** The regular white lines on the waveform summary indicate the locations of beats in the audio, also called the *beatgrid*.
- **Cue marker:** Indicates the position of the *cue point*.
- **Hotcue marker:** Indicate the position and number of a *hotcue* point if set.
- **Loop-in/Out marker:** Indicate the beginning and the end of a loop.
- **Loop overlay:** Is drawn between the Loop-in/Out markers and changes color depending on whether a loop is activated or not.
- **Track ending notification:** If the waveform overview flashes red, only 30 seconds are left before the track reaches the end.

### 5.1.3 Deck Options Button Grid

The six buttons at the bottom right below the waveform allow you to configure the deck. Starting from the top-left and moving clockwise the buttons are as follows:

**Show/Hide Vinyl Widget** Toggles the visibility of the Vinyl Widget in the *Waveform Displays*.



Figure 5.7: The Options Button Grid of the deck

**Repeat Mode Toggle** If enabled, the repeat mode will jump back to the beginning and continue playing when the track finishes.

**Eject Track Button** Clicking this button ejects the track from the deck. Alternatively you can use a keyboard shortcut, go to the chapter [Using a Keyboard](#) for more information.

**Beat-grid Adjust Button** Clicking this button adjusts the track beat-grid so that the current position is marked as a beat. This is useful if Mixxx was able to accurately detect the track's *BPM* but failed to align the beat markers on the beats. For more information, go to the chapter [BPM and Beat Detection Preferences](#).

**Quantize Mode Toggle** If enabled, all cues, hotcues, loops, and beatloops will be automatically *quantized* so that they begin on a beat.

**Keylock Toggle** *Keylock* locks the track's pitch so that adjustments to its tempo via the rate slider do not affect its pitch. This is useful if you would like to speed up or slow down a track and avoid the "chipmunk" effect that speeding up vocals has.

#### 5.1.4 Vinyl Control Mode and Cueing controls



Figure 5.8: The Vinyl Control Mode and Cueing controls of a deck

The control above the waveforms relate to the *vinyl control* feature in Mixxx and is **hidden** in the default *Mixxx user interface*. Click the *VINYL section expansion button* in the mixer section, or use the specific *Application shortcuts* to show or hide the section.

##### Abs/Rel/Const button

- **Absolute mode:** The track position equals needle position and speed.
- **Relative mode:** The track speed equals needle speed regardless of needle position.
- **Constant mode:** The track speed equals last known-steady speed regardless of needle input.

##### Off/One/Hot button

This button determines how *cue points* are treated in vinyl control relative mode:

- **Off:** Cue points are ignored.
- **One Cue:** If the needle is dropped after the cue point, the track will seek to that cue point.
- **Hot Cue:** The track will seek to nearest previous *hotcue* point.

##### See also:

For more information on how to use Vinyl control in your setup, go to the chapter [Vinyl Control](#).

#### 5.1.5 Sync and Rate Controls

The rate controls allow you to change the rate at which tracks are played. This is very useful for *beatmatching* two tracks together in a mix. You can control rate changes also from your computer's keyboard, see the chapter [Using a Keyboard](#) for more information.

### SYNC button

- **Left-Click:** Changes the *rate* of the track so that the *BPM* and *phase* of the track matches the other deck.
- **Right-Click:** Only changes the *rate* of the track to match the other deck but does not adjust the *phase*.

Decks and samplers now pick which sync target to sync to on the fly. Decks can't sync to samplers and samplers can only sync to decks. The sync target for samplers is:

- The first deck (in numerical order) that is playing a track with a detected beatgrid, and has a rate different than zero.
- The first deck (in numerical order) that has a track loaded with a detected beatgrid, no matter if it is playing or stopped.

So basically, if you sync a sampler and both deck 1 and deck 2 are playing a track with a beatgrid then deck 1 will win since numerically it is first. The sync targets for decks are chosen with the new master sync feature, see [Master Sync](#) for more information.

**Pitch/Rate slider** The slider allows you to change the speed of the song, by default up to 10% from the tracks original tempos. The speed will increase as you move the slider up, opposite to the behavior found on DJ turntables and [CDJ](#). Right-clicking on the slider will reset the tempo to its original value.

**Pitch Rate Display** The percent that the track's rate is sped up or slowed down is noted here. If the Pitch/Rate slider positioned at the center, the pitch rate display is at +0.0%, which indicates no change.

**Pitch/Rate buttons** The plus and minus buttons increase or decrease the tempo in steps at which a song is played, same as pulling the pitch slider slightly. By right-clicking the buttons you get even finer adjustments.

**Temporary Pitch/Rate buttons (Nudge)** Pushing the left and right arrow buttons is like nudging the metal edge of a turntable, or the outer edge of a CD player. It will give the track a push or pull forwards or backwards. If the buttons are released the previous tempo is restored. The buttons can act as either a fixed *pitch bend* or a *ramping pitch bend*.

### See also:

To customize the amount by which the buttons alter the pitch of the track, the slider range as well as the direction, go to [Preferences → Interface](#).

---

**Hint:** If the tempo of a track changes, you'll notice that the tone changes based on the pitch used (e.g. playing at faster pitch gives a chipmunk sound). You can enable the [Keylock](#) feature to maintain a constant tone.

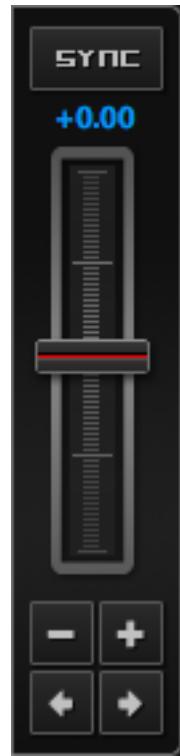


Figure 5.9: Rate controls

## 5.1.6 Transport Controls

New in version 2.0: Right-click on the Reverse button activates Reverse Roll (Censor)

**Fast-Rewind button** As long as the button is pressed, the track will play in reverse with increased speed. Right-clicking on the button will seek the play position to the beginning of the track.

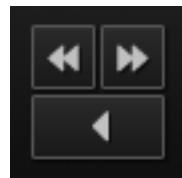


Figure 5.10: The transport controls of the deck

**Fast-Forward button** As long as the button is pressed, the track will play with increased speed. Right-clicking on the button will seek the play position to the end of the track.

**Reverse button** As the name suggests, this button plays a track backwards. Right-clicking on the button puts a track into reverse while being held, resumes the track and disables Slip mode when released. Useful to censor expletives on the fly, or simply as part of your mix.

### 5.1.7 Loop Controls



Figure 5.11: The beatloop and looping controls of the deck

In this section of the Mixxx interface you can control (beat-)loops and set the loop points of a track.

#### Beatlooping Buttons

- **Instant loop:** The numbered buttons represent a different *bar* length. Clicking on any of those buttons will set a loop of the defined number of beats from the beat immediately following the current playback position. If a loop is set, a loop overlay will be drawn on the *waveforms*.
- **Loop roll:** Right-click on any of the numbered loop buttons to temporarily setup a rolling loop over the defined number of beats. Playback will resume where the track would have been if it had not entered the loop.
- **Double loop:** Clicking on the plus button will double the current loop's length up to 64 bars. The length of the loop overlay in the waveform will increase accordingly.
- **Halve loop:** Clicking on the minus button will halve the current loop's length down to 1/32 bars. The length of the loop overlay in the waveform will decrease accordingly.

#### Loop Buttons

- **Loop-In:** This button allows you to manually set the start point of a loop. A loop-in marker is placed on the waveform indicating the position. If clicked when a loop was already set, it moves the start point of a loop to a new position.
- **Loop-Out:** This button allows you to manually set the end point of a loop. A loop-out marker is placed on the waveform indicating the position. If clicked when a loop was already set, it moves the end point of a loop to a new position.
- **Loop:** Also dubbed Reloop, this button toggles whether the loop is active or not. This works for manually placed loops as well as automatic loops set by the beatlooping buttons. Depending on the current status of the loop, the loop overlay on the waveforms changes color.

---

**Hint:** If you are playing inside a loop and want to move the end point beyond its current position in the track, click on the *Loop* button first and when the play position reaches the desired position, click on the *Loop-Out* button.

---

#### See also:

If the *Quantize* mode is enabled, the loops will automatically snap to the nearest beat. This is disabled by default, click on the *Quantize Mode Toggle* to enable it.

### 5.1.8 Hotcue Controls



Figure 5.12: The hotcue controls of the deck

To jump in between different parts of a track, you can use these numbered buttons. You can also use keyboard shortcuts, go to *Using a Keyboard* for more information.

#### Setting Hotcues

Clicking on a numbered button will set a *hotcue* at the current play position on the track. A marker with the corresponding number will appear in the waveform and the button will light up to indicate that the hotcue is set.

#### Playing Hotcues

- **While playing:** Tap a hotcue button to cause the track to instantly jump to the location of the hotcue and continue playing. If you are playing inside a loop and tap a hotcue whose position is outside of the loop, then the track still instantly jumps to the hotcue but the loop will be deactivated.
- **While stopped:** Tap a hotcue button to cause the track to instantly jump to the location of the hotcue and start playing as long as the button is pressed. Press the *Play* keyboard shortcut while the hotcue button is pressed to continue playback, then release the hotcue button.

#### Deleting Hotcues

To delete a hotcue, right-click on the numbered button. The marker in the waveform will be deleted as well.

---

**Note:** Mixxx supports up to 36 hotcues per deck. By default, only some of them are visible in the user interface. You can customize your *keyboard* or *controller* mappings to use all of them.

---

#### See also:

Just as with the loops (see above), if the *quantize* mode is enabled, the hotcues will automatically snap to the nearest beat. This is disabled by default, click on the *Quantize Mode Toggle* to enable it.

## 5.2 The Mixer Section



Figure 5.13: The mixer section

The mixer section of the *Mixxx user interface* allows you to control how the different decks and samplers are mixed together.

### 5.2.1 Channel Faders and Level Meters

**Level meters** In the center of the mixer section are 4 *level meters*. The two outer-most level meters are for each deck, while the 2 inner-most level meters are the left and right level meters for the master output. These should stay at the top of the green region, with the loudest parts of the music (transients) briefly going into the yellow region. They should never be in the red region. Refer to *Setting your levels properly (gain staging)* for more details.

**Line faders** The two large faders on either side of the level meters are the deck volume faders, also known as Channel- or Line-faders. Adjusting these controls the volume of each deck.

---

**Hint:** Some DJ's prefer to use the line faders over the crossfader for fading between tracks. Try it, you may like it.

---

### 5.2.2 Section Expansion Buttons

Above the level meters in the mixer are the optional section expansion buttons.

If you click on either *MIC*, *SAMPLER*, or *VINYL* then you will enable control sections for interacting with:

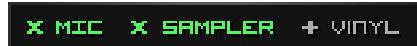


Figure 5.14: The section expansion buttons

- *The Microphone Section*
- *The Sampler Section*
- *Vinyl Control Mode and Cueing controls*

You can also use the specific *Application shortcuts*.

### 5.2.3 Headphone and Master Mix Controls



Figure 5.15: The headphone and master mix knobs

---

#### **Todo**

Update section to reflect 1.12 GUI layout.

---

New in version 2.0: Headphone split cue option

**Head-Mix Knob** Allows you to control how much of the master output you hear in your headphones. It works like a crossfader between the stereo Master and stereo Cueing signal. If the knob is set to the left, you only hear the cueing signal, which is the usual position for prelistening tracks.

**Note:** Don't forget to activate the *PFL* button on the deck you want to listen to in your headphones.

---

**Head-Split Button** If activated, two mono signals are sent to the headphone output instead of one stereo signal. The master signal plays in the right channel, while the cueing signal plays in the left channel. You can still adjust the *Head-Mix Knob* to control the mix of the master and cue signals in the left channel.

**Balance Knob** This knob allows you to adjust the *balance* (left/right orientation) of the master output.

**Gain Knob** The Gain Knob controls the gain applied to the Master output signal that Mixxx sends to your sound card, Internet broadcasting servers, and recorded mixes. Generally, this knob should not be adjusted. To change the output volume, a gain control should be adjusted as close to the speakers as possible for the best signal-to-noise ratio throughout your signal chain. Ideally, the volume would only be adjusted by adjusting the gain on the power amplifier. On active speakers, including computer speakers, studio monitors, and PA systems that do not require a separate amplifier, this means adjusting the gain on the speakers (which may be labeled "Volume").

As a DJ, you may not have access to the power amplifier. In that case, adjust the volume by adjusting the gain on the equipment closest to the power amplifier that you have access to. Typically, this is a DJ mixer. If you are not going through a mixer, adjust the gain of your sound card. If your sound card does not have any controls on it (for example, for sound cards built into computers), adjust the sound card settings with your *OS* mixer program. The Master Gain Knob in Mixxx should be a last resort for adjusting volume.

**Warning:** In no case should any part of the signal chain be clipping, indicated by a level meter going into its red region or an LED labeled "clipping" turning on.

**See also:**

For an explanation of why you should set your gains this way, see [Setting your levels properly \(gain staging\)](#).

**Head Gain Knob** This knob controls the gain applied to the headphone output signal that Mixxx sends to your sound card. Generally, this knob should not be adjusted. To adjust the volume in your headphones, adjust your sound card's gain on the headphone output. Most external sound cards have a gain knob specifically for the headphone jack. If you use an onboard sound card for your headphones, adjust the gain control in your *OS* mixer program. If your sound card only has one gain knob that controls both the main output and the headphone output, then adjust the *Head Gain Knob* in Mixxx to control the volume of your headphones without affecting your main output.

### 5.2.4 PFL/Headphone Button



Figure 5.16: The headphone buttons of both decks in the mixer

The headphone button is also known as the *pre-fader listen or PFL* button and allows you to use headphone cueing. That is, it allows you to hear the track you will play next in your headphones before your audience hears it. This helps you plan when to start the next track and manipulate it to make it blend better with the currently playing track (for example, by synchronizing the beats, setting a loop, or using EQs). Pressing the PFL button plays the track on the headphone output at full volume regardless of the position of the crossfader or the deck's line fader. To play a track in your headphones but not have the audience hear it, press the PFL button and move the crossfader all the way to the opposite side of the deck or turn the deck's volume fader all the way down.

---

**Note:** Headphone cueing is only available if you have configured a Headphone Output in *Preferences → Sound Hardware*.

---

**Note:** If you use an external hardware mixer, plug your headphones into that rather than your sound card. Use the headphone buttons on the mixer rather than the buttons in Mixxx.

---

### 5.2.5 Equalizers and Gain Knobs

**Gain Knob** Above these knobs, the gain knob allows you to adjust the gain applied to the deck. Use this to compensate for the differences in recording levels between tracks. In general, you should adjust this knob so that the track's *level meter* stays around the top of the green region with the loudest parts of the track (the transients) briefly going into the yellow region. **Do NOT turn the Gain Knob up so much that the level meter is in the red region. At this point the track is clipping, which sounds bad and could damage equipment.**

---

**Note:** By default, Mixxx automatically applies an additional ReplayGain so tracks have approximately equal loudness at unity gain. Your tracks must be *analyzed* to take advantage of this feature. When an unanalyzed track is loaded, Mixxx calculates its ReplayGain value, but will not apply a newly calculated ReplayGain value to a track after it has already started playing (to avoid a sudden change in the gain of a playing track).

---

**See also:**

For an explanation of why you should set your gains this way, see [Setting your levels properly \(gain staging\)](#).

**EQ Knobs** The low, mid, and high knobs allow you to change the filters of the audio. This allows you to selectively reduce or boost certain frequency ranges of the audio.

**Warning:** Be careful not to raise the EQs so much that the signal clips, indicated by a *level meter* being in the red region. See [Setting your levels properly \(gain staging\)](#) for a more detailed explanation.

**Kill Switches** The small boxes next to each EQ knob are called *kills*. Hold these buttons to fully remove that frequency range. Short click on the buttons for latching. When in Latch mode, click again to restore the frequency range. If the Kill switches do not work as expected, check the high/low shelf EQ settings in the preferences.

**See also:**

You can customize the EQ settings in *Preferences → Equalizer*.

### 5.2.6 Crossfader

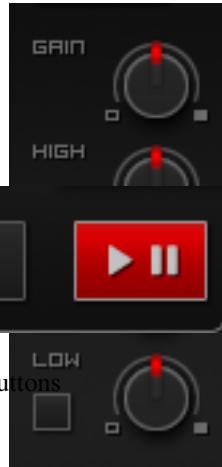


Figure 5.18: The crossfader section of the mixer with Play/Pause and Cue buttons

The *crossfader* determines the actual volume of each deck when moving the slider from left to right. If both decks are playing and the crossfader is in its default center position, then you will hear both decks. Right-clicking on the crossfader will reset the slider to its default position.

You can reverse the configuration of the crossfader, so that the right deck is on the left end of the crossfader and vice versa. This is also known as *Hamster Style*. To adjust the crossfader to your style of mixing, go to *Preferences → Crossfader*.

**Hint:** Using the *AutoDJ* feature in Mixxx, you can automate the crossfade between the decks.

Figure 5.17: EQ Controls

### 5.2.7 Play/Pause Button

Clicking the Play/Pause button starts and pauses the playback.

**See also:**

The actual behavior of the Play/Pause button depends on the selected *Cue mode*.

**Hint:** To return to the beginning of the track, right-click on the deck's *Fast-Rewind Button*.

### 5.2.8 Cue Button

If the button is pressed while the track is playing, the play position jumps to the *Cue point* on the track and the track is paused. Once the track is paused at the Cue point, you can preview it by holding the Cue Button. If you have not moved the Cue point yet, the default point is at the track's beginning.

**See also:**

The actual behavior of the Cue button depends on the selected *Cue mode*.

## Setting Cue points

Every track has a Cue point, by default on its beginning. Unlike with *Hotcues*, you can't delete, but only move Cue points.

The Cue point is moved according to the selected Cue mode, as explained below.

## Using Cue Modes

New in version 2.0: The Mixxx/Pioneer/Denon/Numark Cue modes gives users now even more flexibility.

Mixxx supports various Cue modes that adapt to fit other devices in your setup, or your personal preferences. The actual behavior of the Play, Pause, and Cue buttons depends on the selected Cue mode. To change the Cue mode, go to *Preferences → Interface*.

### Mixxx mode (default)

- **While paused at Cue point (Cue button lit):**

- Holding down the Cue button plays the track from the *Cue point*, as long as the button is pressed. After releasing the Cue button, the track jumps back to Cue point and pauses again. Continue playback by pressing the Play/Pause button before releasing the Cue button.

- **While paused not at Cue point (Cue button flashing):**

- Tapping the Cue button stores the current position as new Cue point.

- **While playing:**

- Tapping the Cue button causes the track to instantly jump to the location of the Cue point where it pauses the playback.
- Tapping the Play/Pause button pauses the track at the current position.

### Pioneer mode

- It is basically the same as Mixxx mode but the buttons are more flashy like a Pioneer CDJ player.
- The Play/Pause button flashes once per second when a track is paused.
- The Cue button flashes twice a second when the next push will move the Cue point.

### Denon mode

- **After track load:** Track is paused.

- **While paused at Cue point (Cue button lit):**

- Holding down the Cue button plays the track from the Cue point, as long as the button is pressed. After releasing the Cue button, the track jumps back to Cue point and pauses again. Continue playback by pressing the Play/Pause button before releasing the Cue button.

- Tapping the Play/Pause button starts the track at the current position.

- **While paused not at Cue point (Play button flashing):**

- Tapping the Cue button moves the track back to Cue point.

- Tab the Play/Pause button to start playing. The Cue point moves to the position where the track was started.
- **While playing:**
- Tapping the Cue button causes the track to instantly jump to the location of the cue point where it pauses the playback.
- Tapping the Play/Pause button pauses the track at the current position.

#### Numark mode

- It is basically the same as Denon mode but without a flashing Play/Pause button.
- This mode is useful if you want to implement a custom skin with 3-button decks, featuring a Cue button, a dedicated Pause button, and a Play/Stutter button.

**Hint:** Use the [Hotcue Controls](#) to place more reference points on a track.

#### See also:

You can also use keyboard shortcuts for Cueing. Go to [Using a Keyboard](#) for more information.

## 5.3 The Sampler Section



Figure 5.19: A sample deck

Samplers are miniature decks. They allow you to play short samples and jingles but also additional tracks in your mix. They come with a small overview waveform and a limited number of controls. All controls work just like on the regular decks, see [The Deck Sections](#).

The Sampler section is **hidden** in the default *Mixxx user interface*. Click the **SAMPLER** button in the mixer section, or use the specific [Application shortcuts](#) to show or hide the section.

### 5.3.1 Waveform Display

**Waveform overview** The waveform shows the various markers within the track as well as the waveform envelope of the entire track. Clicking somewhere on the waveform allows you to jump to an arbitrary position in the track.

**Waveform Marker** While mixing, some additional markers can appear on the waveforms:

- **Position marker:** A vertical line indicates the playback point of the sample deck.
- **Hotcue marker:** Indicate the position and number of a *hotcue* point if set.

### 5.3.2 Track Information Display

**Track Artist>Title** The artist and title of the track that was loaded into a sampler deck is displayed here.

**BPM (Tempo)** The number at the top right is the effective *BPM* of the track. Tap the BPM to set the BPM to the speed you are tapping.

### 5.3.3 Deck Options Button Grid

The buttons grid next to the waveform overview allow you to configure the sampler deck. Starting from the top-left and moving counterclockwise the buttons are as follows:

**Repeat Mode Toggle** If enabled, the repeat mode will jump back to the beginning and continue playing when the track finishes.

**Eject Track Button** Clicking this button ejects the track from the deck.

**Mix Orientation Toggle** This control determines the sampler input's mix orientation.

**Keylock Toggle** *Keylock* locks the track's pitch so that adjustments to its tempo via the rate slider do not affect its pitch.

### 5.3.4 Sample Deck Controls

**Play/Pause button** Clicking the button always starts playback from the *cue point*. If playback is already enabled the play position will jump back to the *cue point*. Right-clicking on the button will stop playback and seek the play position to the beginning of the sample.

**Sync Button** Syncs the Sampler deck to a regular deck, as described in *Sync and Rate Controls*.

- **Left-Click:** Changes the *rate* of the track so that the *BPM* and *phase* of the track matches the sync target.
- **Right-Click:** Only changes the *rate* of the track to match the sync target but does not adjust the *phase*.

**Hotcue Controls** To jump in between different parts of a sample, you can use these numbered hotcue buttons.

**PFL/Headphone Button** If active, the *pre-fader listen or PFL* button allows you to listen to the track in your headphones.

**Gain Knob** Allows you to adjust the gain applied to the track.

**Level Meter** Shows the level of the signal and can be adjusted with the Gain knob.

**Pitch/Rate slider** The slider allows you to change the speed of the sample. Right-clicking on the slider will reset the tempo to its original value.

## 5.4 The Effects Section

New in version 2.0.

Effect chains allow you to apply various effects to your mix. You can either add the effects to the master-output or individually for each deck.

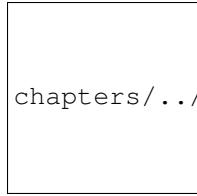


Figure 5.20: A Effect Chain

The Effects section is **hidden** in the default *Mixxx user interface* to save room on small screens. Click the **EFFECTS** button in the mixer section, or use the specific *Application shortcuts* to show or hide the section.

#### See also:

As an advanced user, you can route your audio signal to external software and then apply additional effects. Go to *Additional Effects via external Mixer Mode* for more information.

### 5.4.1 General Effects Controls

**Eject Effect Button** Eject the currently loaded effect.

**Effect on/off Button** Turn the effect on or off.

**Select Buttons** Select an effect.

**Mix Knob** Allows to decide how **strong** the effect should be.

**Channel Buttons** Select if the effect should be applied to master/pfl or different decks. The buttons will light up if the effect is applied to a specific deck.

### 5.4.2 Specific Effect Controls

Each effect provides it's own set of controls, see the *Use Effects* section for more information.

## 5.5 The Microphone Section

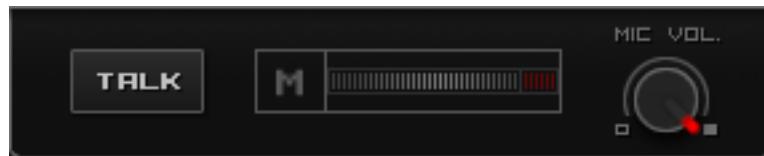


Figure 5.21: The Microphone section

The microphone section is **hidden** in the default *Mixxx user interface*. Click the **MIC** button in the mixer section, or use the specific *Application shortcuts* to show or hide the section.

#### Setup the microphone

New in version 2.0: Microphone can accept stereo or mono input now.

- Most computers have built-in microphones, while some are connected through USB. These work adequately, but don't expect them to be high-quality.
- The best solution is to connect a good external microphone to the "Mic" or "Line" input on your audio device. If available, use the "Gain" knob on the device to adjust the input signal.
- Select the microphone input in *Preference* → *Sound Hardware* → *Input* → *Microphone* and click *Apply*.

### 5.5.1 Microphone Controls

**Talk Button** Hold this button and talk to mix the microphone input into the Mixxx master output. Short click on the button for latching. This is handy for talking for an extended period, for example when *streaming* a radio show. When in Latch mode, click again to mute the microphone input.

**Mix Orientation Toggle** This control determines the microphone input's mix orientation. Either to the left side of crossfader, to the right side or to the center (default). Clicking cycles through all the options.

**Microphone Volume Meter** This displays the microphone volume input signal strength.

**Microphone Gain Knob** Use this knob to adjust the gain of the microphone output. Try to keep the volume at a reasonable level to avoid signal clipping.

## 5.6 Preview Deck Section

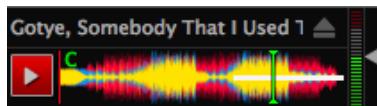


Figure 5.22: The Preview Deck with a track loaded

The Preview Deck is a special deck that allows you to pre-listen to tracks in the headphones before using them in your mix. Pre-listening a track does not change the track's *Played* state as well as the play counter and is not logged in the *History*. Press **CTRL + 4** (Windows/Linux) or **CMD + 4** (Mac) to display the Preview Deck.

The features in detail:

- **Track Artist>Title:** The artist and title of the track is displayed here. This is the same listed under the *Track* and *Title* column in the Mixxx library. This information is initially loaded from the track's *metadata*.
- **Eject Track:** Clicking this button ejects the track from the deck.
- **Waveform overview:** Shows the various markers (Cues, Hotcues) within the track as well as the waveform envelope of the entire track. Clicking somewhere on the waveform allows you to jump to an arbitrary position in the track.
- **Gain:** Move the slider to adjust the gain of the track.
- **VU-Meter:** Shows the current volume of the track. If it's too loud and distorted, a peak indicator flashes red.

**See also:**

For more information, go to the chapter [\*Previewing Tracks\*](#).

## The Mixxx Library

### 6.1 Overview of the Library features



Figure 6.1: The Mixxx Library

The library manages all of your music files. This is where you can find the tracks you want to play and load them into a *deck* or *sampler*; see *Loading Tracks*. Mixxx imports your music library automatically when it is run for the first time, see *Importing your audio files* for more information.

The sidebar on the left contains different collections of music. The track list view on the right displays the tracks in those collections.

#### Sidebar:

- **Search:** Search for tracks in your Mixxx library.
- **Library:** View and edit your whole collection.
- **Auto DJ:** Automatically load and crossfade tracks for unattended mixing.
- **Playlists:** Organize your tracks in sortable lists.
- **Crates:** Manage your files in unordered track collections.
- **Browse:** Browse and load tracks from your file system and connected devices.
- **Recordings:** Record your mix and view previous recordings.
- **History:** Browse lists of tracks you played in past mixing sessions.
- **Analyze:** Prepare your tracks for optimal mixing experience.
- **External Libraries:** Access your existing iTunes, Traktor, Rhythmbox, and Banshee libraries.

#### Track List:

- **Sort:** Display and sort track collections by different criteria.
- **Load:** Drag tracks you want to play to the waveform display.
- **Edit:** Rate tracks and edit track properties.

## 6.2 Library - View and edit your whole collection



The Library displays a sortable list of all the tracks in your music library.

**Customizing the view** Move columns by clicking in a column header and dragging it to another position. Right-click on a column header to show and hide particular columns. Adjust the column width to fit the contents of the rows by double-clicking on the separator between two column headers.

**Sorting Tracks** Tracks are automatically sorted by the active column. Click on the active column header to reverse the sort order. Click on another column header to change the active column.

**Rating tracks** Make sure the *Rating* column is not hidden. Rate tracks by hovering over the rating field and clicking the stars.

**Track Inline editing** Mixxx reads *metadata* from the tracks to fill the columns of the library. Double-click on a field, edit the data, and hit *Enter* when you are done. Go to the chapter *edit metadata* for detailed information.

**Loading tracks** To load a track into a *deck*, you can either drag it to the waveform display or use the context menu. Go to the chapter *Loading Tracks* for detailed information.

**Importing tracks** Mixxx imports your music library automatically when it is run for the first time. Go to the chapter *Importing your audio files* for detailed information.

**Previewing Tracks** To pre-listen to tracks in your headphones without loading them to a regular deck, click the icon in the *Preview* column. Go to the chapter *Previewing Tracks* for detailed information.

### Cover/Album Art

Mixxx can display any cover art that it finds for a track in the library. The search algorithm will check locally for available cover art, and chooses the first cover that appears in the following list:

1. The first cover saved in the ID3v2 *tags* of the track
2. If just one image file exists in the track folder take that.
3. %track-file-base%.jpg in the track directory for %track-file-base%.mp3
4. %album%.jpg
5. cover.jpg
6. front.jpg
7. album.jpg
8. folder.jpg

Mixxx supports the following image types: jpg, jpeg, png, gif, bmp

**Rescan Library** If you want to manually refresh your library without exiting (for example because you added or moved files) you can do this with *Library* → *Rescan Library* in the menu on top of the application window. You can prompt an automatic rescan when Mixxx is started in *Preferences* → *Library* → *Rescan on startup*.

## 6.2.1 Track list context menu

New in version 2.0: *Reload Track Metadata from MusicBrainz*, *Change BPM* context menu options and *Cover Art*

Changed in version 2.0: All BPM related options are in the *BPM Options* sub-menu.

Right-clicking on selected tracks in the track list reveals the context menu:

- **Add to Auto DJ:** Adds the content of the selection to either the *bottom* or *top* of the *Auto DJ* playlist for automatic mixing.
- **Load to Deck/Sampler:** Loads a selected file to a *Deck*, *Sampler* or *Previewdeck*. Alternatively simply drag it to the *Waveform Displays*. Note that you can't load multiple files at once.
- **Add to playlist/crate:** Add selected tracks to the playlists or crates that you have created before. Alternatively, drag the selection to the playlist or crate in the sidebar.
- **BPM Options sub-menu:**
  - **Change BPM:** Allows to change the *BPM* to 50%, 66%, 75% or 200% of the BPM set by Mixxx when *analyzing* the tracks. If many of the detected BPM are off from the tracks original tempo, you might want to adjust the *BPM Range* in the *Analyzer Settings* and re-run the analysis.
  - **Lock/Unlock BPM:** Locks/Unlocks the *BPM* of selected tracks so you can't edit them in the track properties. The  icon next to the track's BPM in the library row is a toggle. Clicking it will set the status to "locked", and the icon changes to .
  - **Clear BPM and Beatgrid:** Removes *BPM* and *beatgrid* data of selected tracks from the Mixxx library. After doing this, we recommended you to *analyze* the tracks again.
- **Reload Track Metadata from File:** If the track's *metadata* changes, e.g. if you used iTunes to edit them, this option lets you save the new values for the selected tracks to the Mixxx library, see *edit metadata*.
- **Reload Track Metadata from MusicBrainz:** Lookup *metadata* online by searching the *MusicBrainz* database, and apply the search results to your tracks, see *edit metadata*.
- **Cover Art Option sub-menu:**
  - **Choose New Cover:** Select an image from the file-browser as new cover.
  - **Unset Cover:** Delete any cover information saved for this track.
  - **Reload from track/folder:** Reload the cover from the tracks ID3v2 *tags* or a picture in the track folder if they are not available.
- **Hide from Library:** Temporarily hides selected tracks from the track list. Hidden tracks are listed in the *Hidden Tracks* menu item which is explained below.
- **Reset Play Count:** Marks selected tracks as not played in the current session and set their play counter to zero. The icon in the *Played* column changes.
- **Open in File Browser:** Browse for the selected files in your file manager.
- **Properties:** Similar to inline editing explained above, the properties dialog allows you to view and edit metadata such as title, artist, album, and view the full file name and path. Note that you can not edit multiple files at once.

---

**Note:** Most of the context menu items are available in file lists of other views like Auto DJ, Playlists, and Crates as well.

---

## 6.2.2 Missing Tracks

The Missing Tracks view is accessible by expanding the Library tree item in the sidebar. Any tracks that were previously loaded into your library, but were later detected to be missing from your hard disk by Mixxx will appear here. Mixxx does not automatically delete records of missing tracks so that extra metadata Mixxx might have (such as hotcues and the beatgrids) will not be lost if the file is replaced.

The features in detail:

- **Select All button:** Selects all tracks in the current view.
- **Purge button:** Purges the selected tracks from the Mixxx library, but does not remove them from your computer. This will delete all *metadata* Mixxx has for a track.

## 6.2.3 Hidden Tracks

The Hidden Tracks view is also accessible by expanding the Library tree item in the sidebar. Any tracks that were previously loaded into your library, but were later set to be hidden from the library, will appear here. Use the *Hide from Library* context menu item in the *library* view to temporarily hide selected tracks.

The features in detail:

- **Select All button:** Selects all tracks in the current view.
- **Purge Button:** Purges the selected tracks from the Mixxx library, but does not remove them from your computer. This will delete all *metadata* Mixxx has for a track.
- **Unhide Button:** Removes the selected tracks from the *Hidden Tracks* view and makes them available in the regular track list again. The tracks appear again in every playlist or crate they were listed before they were hidden.

## 6.3 Loading Tracks

New in version 2.0: Supports dragging tracks from deck to deck.

Tracks can be loaded into a deck in several ways:

- Right-click the *library track table*: Right-clicking on a track in the table will present the options *Load in Deck 1* and *Load in Deck 2*, among others. Making either selection will load a track into a deck.
- By *Using a Keyboard* to load the selected track from library track table.
- Drag-and-drop from library track table: Dragging-and-dropping a track from the track table onto a waveform display will load a track into a deck.
- Drag-and-drop from deck to deck: Once you've loaded a track to deck, sampler, or preview deck, click on the *track title* and drag it to a deck or sampler.
- Drag-and-drop from external file browser: Dragging-and-dropping a track from an external file browser directly onto a waveform display in Mixxx will load that track. This function also works with some other applications. For example, on Mac OS X, dragging-and-dropping a track from iTunes onto one of Mixxx's waveform displays will load that track into a deck.

## 6.4 Finding Tracks (Search)

The search function filters the current selected list (e.g. a playlist, a crate or even the whole library) for tracks that match your search query.

- Activate the search input field by pressing **CTRL + F** (Windows/Linux) or **CMD + F** (Mac). Alternatively click into the search box.
- Type your search term. Mixxx filters the tracks and retains only the ones that match the search term. Search terms can include an artist's name, a song title, BPM, etc.
- To clear the search string hit **ESC** or click the clear button right next to the input field.
- Hit **TAB** to cycle between the search and the list of results in the library. Use the **ARROW UP** and **ARROW DOWN** keys to scroll in the list of results.

---

**Note:** If the search input field has focus, the Mixxx keyboard shortcuts are disabled, see [Using a Keyboard](#).

---

### 6.4.1 Using search operators

Search operators allow you to form more complex search queries. They allow you to limit certain search terms to particular properties of your tracks.

New in version 2.0: Adds *location*, *album\_artist*, and *key* search keywords. Supports human-readable time suffixes in time-based search query filters, e.g. 1 : 30, 1m30s, 1m30, 90, 90s. Supports negative search filters.

Mixxx supports the following filters:

- **Text filtering:** artist, album, album\_artist, genre, title, composer, comment, key, location
- **Numeric filtering:** year, track, bpm, played, rating, bitrate, duration
- **Special filtering:**
  - Supports fuzzy matching of key searches. The following example list tracks with harmonically compatible keys to C# minor.

`~key:c#m`

You can combine operators but there's no way to do an "OR" search right now. The following example list all tracks by "Danger" over 3 minutes long that are rated 4 or 5.

`artist:Danger duration:>3m rating:>=4`

- Negative search filters. Use the **-** prefix as negation operator. The following example would find "hip-hop" from any year but 1990.

`genre:hip-hop -year:1990`

| Examples for text filtering   | Examples for numeric filtering   | Examples for duration filtering   |
|---|--|---|
| <p>artist: "com truise"</p> <p>album:Danger</p> <p>genre: Trance</p> <p>title: foo</p> <p>composer: foo</p> <p>comment: foo</p> <p>genre:hip-hop -genre:gangsta</p> <p>Note it doesn't matter if you have space between the colon and the argument or not. Quotes must be used for multi-word text arguments.</p> | <p>bpm:140</p> <p>bpm: &gt;140</p> <p>year: &lt;2010</p> <p>bpm: &gt;=140</p> <p>rating: &lt;=4</p> <p>bpm: 140-150</p> <p>played: &gt;10</p> <p>Note that you can put a space between the colon but currently there must be no space between the operator and the number.</p> | <p>duration:2m10</p> <p>duration:&lt;2:10</p> <p>duration:&gt;1m35s</p> <p>duration:&gt;62</p> <p>Note that you can put a space between the colon but currently there must be no space between the operator and the number.</p> |

## 6.5 Previewing Tracks

To pre-listen to a track, activate the *Preview* column in a library view. Clicking the icon in the library's *Preview* column loads the selected track in a special *Preview Deck* that will only output sound in the *headphones* channel. Click the icon to stop the playback.

Alternatively, select a track from the track list of the Mixxx library, drag the track to the waveform view of the *Preview Deck* and click the *Play* button next to the waveform.

To display the Preview deck, press **CTRL + 4** (Windows/Linux) or **CMD + 4** (Mac).

## 6.6 Edit metadata of audio files

Mixxx reads relevant *metadata* from the tracks and displays them in the library columns. You are free to edit most metadata, and Mixxx offers a number of different ways to do so. Note that some information can not be edited, such as bitrate, size, length, type, filename, and location.

**Note:** Mixxx does not support editing the metadata of many tracks at a time (bulk editing).

**Warning:** Changes to a track's metadata will be saved to the Mixxx library, but **not** to the track itself. Mixxx wont touch your audio files to prevent data loss.

### 6.6.1 Manual Edit

**Track Inline editing:** Double-click on a field in the *library*. If the field is editable, it will become an editable text box. Enter a value and hit **Enter** when you are done.



Figure 6.2: Mixxx library - Inline editing

**Properties editor:** Click on a **single track** in the library and select *Properties* to open the editor. Add or change values in the editable fields, and save your changes as explained below.

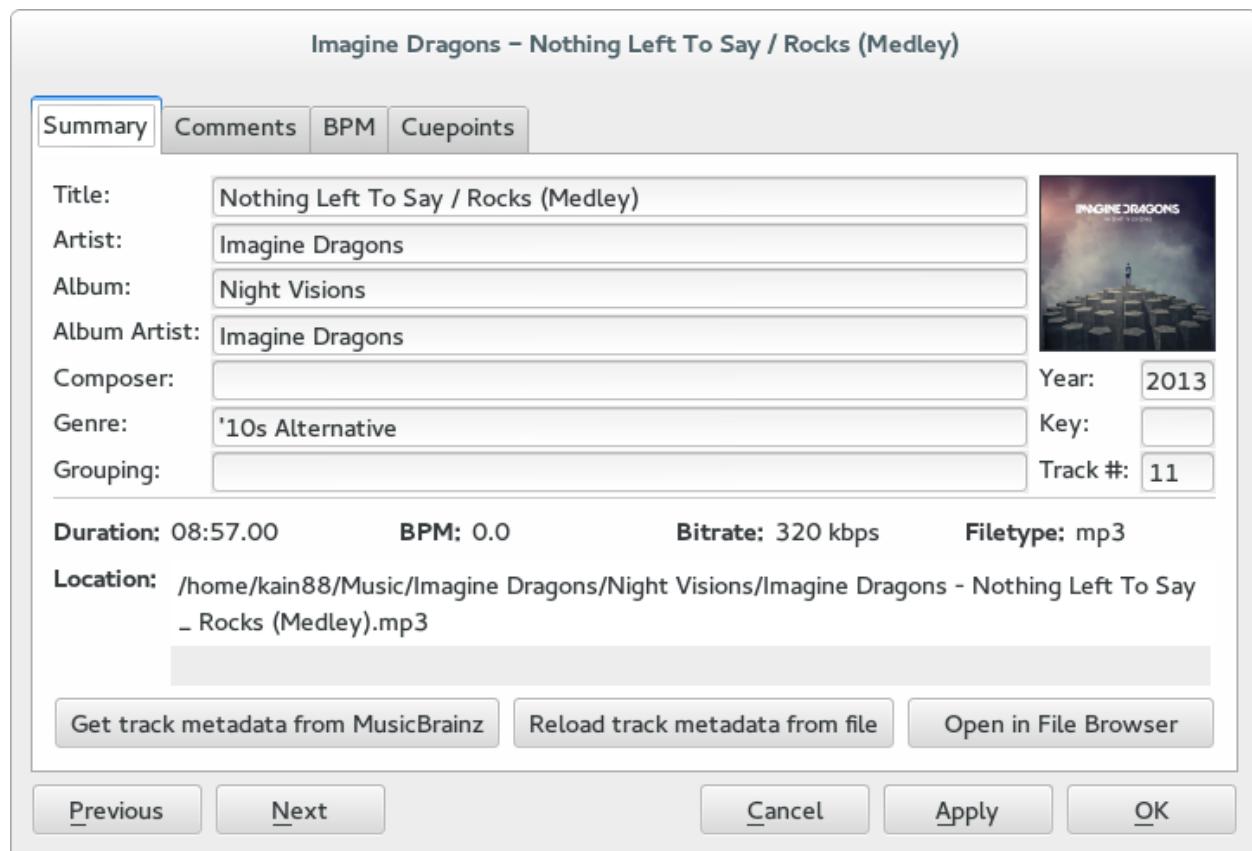


Figure 6.3: Mixxx library - Properties editor

- **OK:** Accept the changes and close the editor.
- **Apply:** Accept the changes you made into the metadata.
- **Cancel:** Discard the changes and close the editor.
- **Previous/Next:** Load the previous or next track in the current library view.
- **Reload Track Metadata from File:** Prompts Mixxx to re-read the metadata of the selected track if you have modified metadata in 3rd-party software,
- **Reload Track Metadata from MusicBrainz:** Lookup metadata online by searching the [MusicBrainz](#) database, see below.

## 6.6.2 Using the MusicBrainz online database

Musicbrainz is an *open-source* music encyclopedia that collects music *metadata* and makes it available to the public.

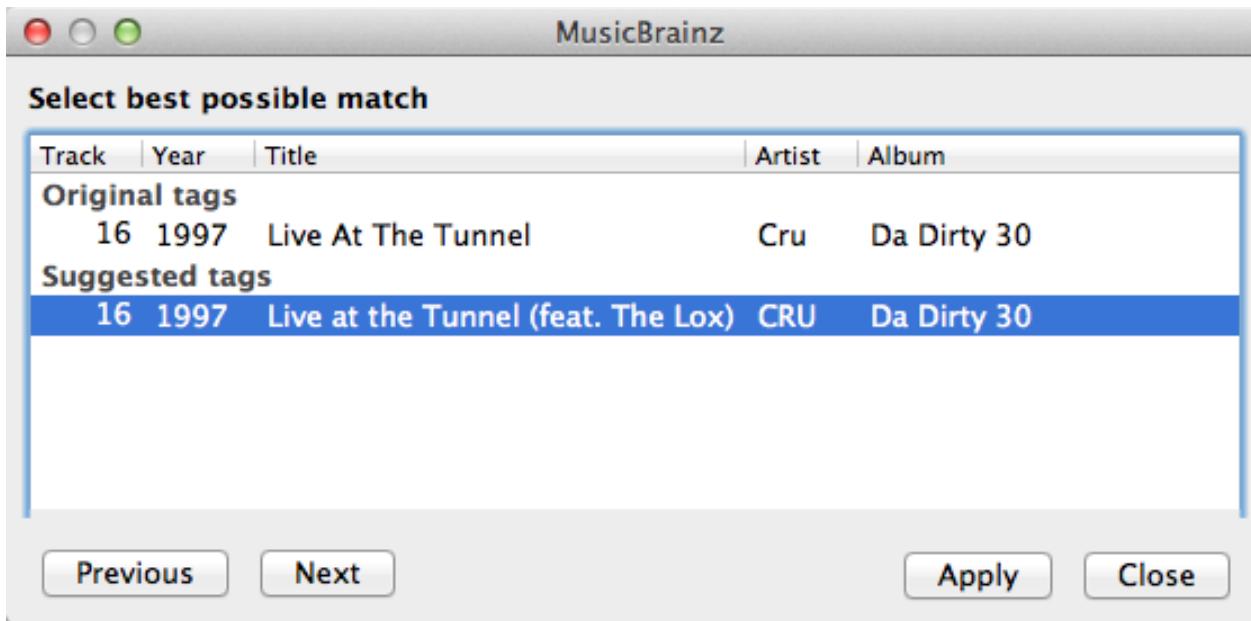


Figure 6.4: Mixxx library - MusicBrainz Wizard

The MusicBrainz wizard in Mixxx allows to search the MusicBrainz database and apply the search results to your tracks.

Click on a **single track** in the library and select *Get Metadata from MusicBrainz*. Mixxx fetches track data from the MusicBrainz database and displays the search results.

Select the best possible match from the search results by clicking on it in the list.

- **Apply:** Apply the selected MusicBrainz metadata to the track.
- **Close:** Close the wizard.
- **Previous/Next:** Load the previous or next track in the current library view and perform a MusicBrainz lookup on them as well.

Fetching track metadata from MusicBrainz can possibly fail if Mixxx could not find the requested track in the MusicBrainz database, could not connect to the MusicBrainz servers, or because you are not connected to the Internet.

---

**Hint:** The MusicBrainz service has been designed for identifying full audio files. Is a track less then 2 minutes long, identifying the file will likely fail. Identifying a layered mix-track or mash-up may produce false positives in the result list.

---

### 6.6.3 Using 3rd-party software

If you have modified file metadata in 3rd-party software, select *Library* → *Rescan Library* in the menu on top of the application window. This prompts Mixxx to re-read the metadata from **all** tracks in the library.

**Popular software to edit metadata of audio files include:**

- [Mp3tag](#) (Windows)
- [Kid3](#) (Linux)
- [Picard](#) (Mac, Windows, Linux)

## 6.7 Auto DJ - Automate your mix



The Auto DJ queue is a special playlist that contains extra controls for automatic mixing. This is useful for taking a break from live mixing or for using Mixxx as media player.

The Auto DJ features in detail:

- **Shuffle button:** Shuffles the content of the Auto DJ playlist.
- **Add Random button:** Add random track from Auto DJ Crates.
- **Skip track button:** Skips the next track in the Auto DJ playlist.
- **Fade now button:** Triggers the transition to the next track.
- **Transition time spin-box:** Determines the duration of the transition.
- **Enable Auto DJ button:** Toggles the Auto DJ mode on or off.

The *Skip track*, *Add Random* and *Fade now* buttons are only accessible if the Auto DJ mode is enabled. The Search field in the upper left corner is disabled in Auto DJ. By default, Auto DJ removes tracks after playing them but if you want AutoDJ to play the same tracks over and over again, you may activate the *Auto DJ Requeue* option in *Preferences* → *Auto DJ* → *Re-queue tracks after playback*.

#### AutoDJ Crates

New in version 2.0.

It is possible to add random tracks to the bottom of the Auto DJ playlist. The tracks are not chosen from the standard library but from a set of crates. It will be all the crates that you have set as a source for Auto DJ. Mixxx will normally try to select a track that you haven't played so far. You can set a amount off tracks that is always supposed to be available for selection no matter when they where last played in *Preferences* → *Auto DJ* → *Minimum available tracks in Track Source*.

---

**Hint:** Put a pause between tracks that are automatically mixed by using a negative value in the *Transition time* spin-box.

---

**See also:**

For more information, go to the chapter [Using Auto DJ For Automatic Mixing](#).

## 6.8 Playlists - Organizing your tracks



Playlists are ordered lists of tracks that allow you to plan your DJ sets. Some DJs construct playlists before they perform live, but others prefer to build them on-the-fly.

Playlists are not directly loadable into the decks as Mixxx is primarily intended for live, attended performance use. However, you can use the [Auto DJ](#) explained above.

- **Create a playlist:** Right-click on the *Playlists* sidebar item and select *New playlist*. Name the playlist and click *OK*.
- **Add Tracks:** Add tracks to a previously created playlist by dragging-and-dropping a selection of tracks from the library or playlists onto the name of a playlist in the sidebar. Alternatively, use the right-click context menu in the library's *track list*.

New in version 2.0: *Analyze Playlist* option in the context menu. Import playlists by drag-and-dropping them into a playlist in the sidebar. *Import playlist* and *Export playlist* context menu options remember the last selected playlist directory. Displays the total number of tracks, and the total duration next to the playlist's name.

Right-click on an existing playlist's name to access the different features in the context menu:

- **Add to Auto DJ:** Adds the content of the playlist to the [Auto DJ](#) queue for automatic mixing.
- **Rename:** To rename a playlist, just put in a new playlist name and click *OK*.
- **Duplicate:** Sometimes you want to build a playlist based on an existing one. Select the playlist you would like to duplicate, choose *Duplicate Playlist*, name the new playlist and click *OK*.
- **Remove:** Removes an unlocked playlist. Tracks in the playlist are still available in the library for later use.
- **Lock:** This icon indicates a locked playlist. If a playlist is locked, you cannot add tracks, rename or delete the playlist. Choose *Unlock* from the context menu to unlock the playlist.
- **Analyze entire playlist:** Forces the analysis of the playlist in the [Analyze](#) view.
- **Import playlist:** Import tracks from external playlists to a playlist in various file formats. For more information, go to [iTunes, Traktor, Rhythmbox, Banshee - Using external libraries](#).
- **Export playlist:** Export a playlist in various file formats, such as `m3u`, `pls`, or `csv`. Ideal for processing the data in other applications.

## 6.9 Crates - Working with track collections



Crates are unordered collections of tracks, and are similar to playlists. Think of it like a DJ case to organize your favorite vinyls into.

- **Create a crate:** Right-click on the *Crates* sidebar item and select *New Crate*. Name the crate and click *OK*.
- **Add Tracks:** Add tracks to a previously created crate by drag-and-dropping a selection of tracks from the library or playlists onto the name of a crate in the sidebar. Alternatively use the context menu in the library's *track list*.

New in version 2.0: *Analyze Crate* context menu option. *Import crate* and *Export crate* context menu options remember the last selected playlist directory. Displays the total number of tracks, and the total duration next to the crate's name.

Right-click on an existing crate's name to access the different features in the context menu:

- **Rename:** To rename a crate, enter the new crate name and click *OK*.
- **Duplicate:** Just like playlists you can duplicate an existing crate. Select the crate you would like to duplicate, choose *Duplicate Crate*, name the new crate and click *OK*.
- **Remove:** Removes an unlocked crate. Tracks in the crate are still available in the library for later use.
- **Lock:**  This icon indicates a locked crate. If a crate is locked, you cannot add tracks, rename or delete the crate. Choose *Unlock* from the context menu to unlock the crate.
- **AutoDJ Track Source:** Use this crate as a source for random tracks in AutoDJ.
- **Analyze entire crate:** Forces the analysis of the crate in the *Analyze* view.
- **Import crate:** Import tracks from an external playlist to a crate in various file formats.
- **Export crate:** Export a crate in various file formats, such as `m3u`, `pls`, or `csv`. Ideal for processing the data in other applications.

### 6.9.1 Crates vs. Playlists

Crates are unordered collections of tracks. Unlike playlists, they cannot contain duplicate entries and do not support drag-and-drop within them.

Playlists serve a limited purpose of keeping an ordered list of tracks. You can right-click a playlist to queue it to *Auto DJ*, so in a sense you can “play” it.

Often DJs keep a playlist of favorites or plan a list of tracks they want to play at a party. In these cases they rarely care about the order since they will likely choose the order at the party based on the dance floor and mood and they certainly don't want duplicates. This is where crates come in. You can think of them like labels in GMail or Web 2.0 tags for your music.

On the other hand, if you want to specifically plan out a set and practice the transitions you might want to keep an ordering of tracks or repeat them (if you plan to mix a track back in later on) so in that situation you could use a playlist.

## 6.10 Browse - Loading remote tracks



Browse mode works like a file-manager and allows you to load tracks that are not necessarily already in your Mixxx library.

New in version 2.0: Add music directories directly from the Browse sidebar item.

Click the *Browse* sidebar item to navigate the computer and find your music. Depending on your *operating system*, the music will usually be found in the “My Music” or “Music” folder. Drag the files you want to import to the  *Library* icon or directly to the *Waveform Displays*.

---

**Note:** Currently you can drag only files but not folders to the Mixxx library.

---

Right-click on a folder and choose *Add to Library* to add the folder as new music directory. Mixxx will watch this directory and its subdirectories for new tracks.

#### See also:

For more informations, go to [Changing music directories](#).

### 6.10.1 Quick Links - Bookmark your favorite folders

Using the *Quick Links* sub-menu you can bookmark folders for direct access. Click the *Browse* sidebar item and navigate to the folder you would like to bookmark. Right-click and choose *Add to Quick Links*. The folder is now pinned below the *Quick Links*. To un-pin that folder, right-click and choose *Remove from Quick Links*.

## 6.11 Recordings



In this section of the library you can start and stop recordings well as view previous recordings and the dates they were made.

#### See also:

For more information, go to [Recording Your Mix](#).

### 6.12 History - Keep track of your last sessions



The history section automatically keeps a list of tracks you play in your DJ sets. This is handy for remembering what worked in your DJ sets, posting set-lists, or reporting your plays to licensing organizations. Every time you start Mixxx, a new history section is created. If you don't play a track during the current session, it will be discarded.



Click on the *History* icon in the sidebar to switch to the *History* view, then right-click on a sessions name to access the different features:

New in version 2.0: *Create new history playlist* context menu option. *Export playlist* context menu option remember the last selected playlist directory.

- **Add to Auto DJ:** Adds the content of the session to the [Auto DJ](#) queue for automatic mixing.
- **Rename:** Rename a session, default is the calendar date (YYYY-MM-DD).
- **Remove:** Remove a previous session, but not the locked sessions or even the current session.
- **Lock:** Protect a previous session against accidental merge and deletion. An icon indicates a locked session.
- **Create new history playlist:** Split off the current history session, and add a new session without having to restart Mixxx. The current history must contain at least one track for this option to be available.
- **Join with previous:** Join the current history session with a previous one.
- **Export playlist:** Export a session in various file formats, ideal for processing the data in other applications.

## 6.13 Analyze - Prepare your tracks

This section allows you to analyze your tracks in advance of loading them into a deck. Analyzing tracks requires considerably CPU power and may cause skips in the audio while performing, so it helps to have your tracks analyzed before you play. See [Analyze your library](#) for details.

## 6.14 iTunes, Traktor, Rhythmbox, Banshee - Using external libraries

Supported libraries:

-  iTunes (Windows, Mac OS X)
-  Traktor (Windows, Mac OS X),
-  Rhythmbox (GNU/Linux)
-  Banshee (Windows, Mac OS X, GNU/Linux)

New in version 2.0: Support for Banshee music player

The external library views allow you to use the music libraries you have created in these third party applications. You can access music and playlists. If available, Mixxx automatically loads the external libraries from their default locations on your hard drive.

---

**Note:** Playing a track from an external library will add it to your Mixxx library.

---

Right-click on the iTunes icon in the Library tree and select *Choose Library* to load the iTunes Music Library.xml from a different location. Select *Use Default Library* to reset.

- Right-click on a iTunes/Traktor/Rhythmbox/Banshee playlist and choose *Import Playlist* to import it to be a regular Mixxx playlist.
- If you have an iTunes configuration file (\*.xml) from a Windows or Mac partition mounted in Linux, you can load it and use your iTunes tracks and playlists.

**See also:**

You can disable external libraries in *Preferences → Library*.

## Controlling Mixxx

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Mixxx can be controlled with a keyboard, a mouse, [MIDI/HID](#) controllers, time-code records/CDs, or a combination of these. The choice usually depends on your budget or style of DJing.

### 7.1 Using a Mouse and Touchpad

Use your mouse to interact with the controls in the [Mixxx User Interface](#) on your computer screen. You can perform actions by pointing and clicking with your mouse.

- **Single Left Click:** Performing a left mouse click on buttons triggers the default action for that control. Moreover if you click on a value in the track list of the Mixxx [library](#), you can change the value. For example the year of a track.
- **Single Right Click:** On most buttons, performing a right click triggers a different action than a left click. You can return any knob or fader to its default value by right-clicking that control.
- **Mouse Drag:** Click on a knob or fader, hold the left mouse button and move your cursor to change the value of the control. Use mouse drag to drop tracks from the file list to the decks, crates, playlists, etc.
- **Mouse Wheel:** Just like Mouse Drag, you can change knob and fader values by placing the cursor over the control and moving the mouse wheel.

---

**Hint:** If you hover with the mouse over a control (e.g the crossfader) in the Mixxx user interface, the tooltip lists the left- and right-click action respectively.

---

**Hint:** On a Macbook or a computer with a touchpad that lacks mouse buttons, a two-finger click gesture is often treated as a right click.

---

#### See also:

Using the Mouse drag/wheel on the waveforms you can adjust zoom and playback rate of the tracks. For more information, go to [Waveform Displays](#).

### 7.2 Using a Keyboard

Controlling Mixxx with a keyboard is handy. Unlike mouse control, the keyboard allows you to manage things simultaneously. For example, you can start playing a track on deck 1 whilst stopping deck 2 at the same time.

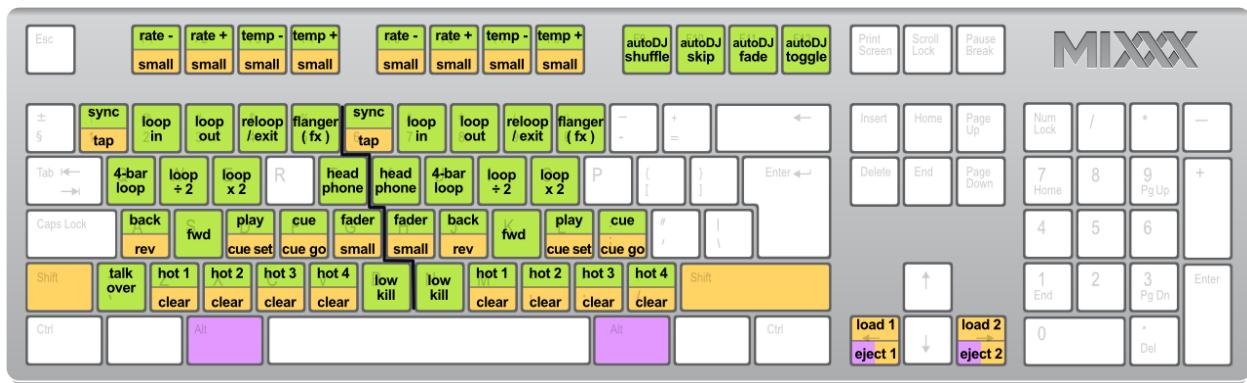


Figure 7.1: Mixxx Keyboard shortcuts (for en-us keyboard layout)

[Download the image](#)

The default mapping for English keyboards is depicted in the figure above. It is divided into a left-hand side for deck 1 and right-hand side for deck 2. Please note that you can also access the functions through Mixxx's interface.

For some user groups, like those using *controllers* or *vinyl control*, it might be useful to enable/disable the keyboard mappings at runtime. You can do so by clicking *Options* → *Enable Keyboard Shortcuts*.

---

**Hint:** If you hover with the mouse over a control (e.g. the crossfader) in the Mixxx user interface, the tooltip lists the keyboard shortcuts of the control among a description of the control.

#### See also:

For a list of default shortcuts, go to *Keyboard mapping table*.

### 7.2.1 Customizing the keyboard mapping

Mixxx allows you to customize the keyboard control. For more information, go to:

- *Making a Custom Keyboard Mapping*

## 7.3 Using MIDI/HID Controllers

Mixxx supports MIDI and HID *controllers* which are external hardware devices used to control audio applications. Many DJs prefer the hands-on feel of a controller with Mixxx because it can feel similar to using a real mixer and turntables or *CDJ*.

### 7.3.1 Loading a controller preset

Without loading the correct preset, your controller does not work with Mixxx.

1. Connect your controller(s) to your computer
2. Start Mixxx
3. Go to *Preferences* → *Controllers*
4. Select your device from the list of available devices on the left, and the right pane will change
5. Activate the *Enabled* checkbox

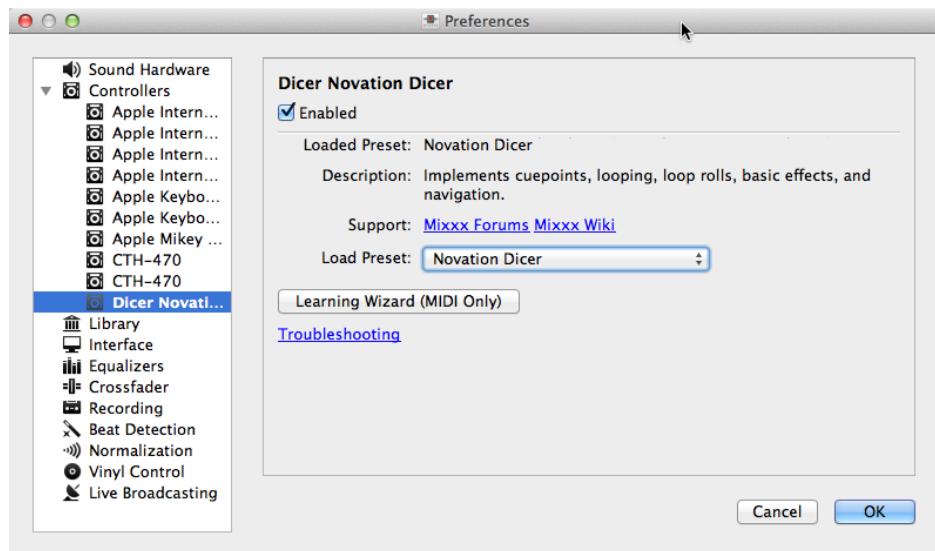


Figure 7.2: Mixxx Preferences - Loading a controller preset

6. Select the mapping for your controller from the *Presets* drop-down menu
7. Click *OK* and Mixxx can now be controlled by your controller(s).
8. Repeat step 4-7 for any of the controllers you want to use

---

**Hint:** If you do not find a connected device in the list, make sure to install any necessary drivers for that device.

---

### 7.3.2 Supported controllers

Mixxx can use any [MIDI/HID](#) controller that is recognized by your [OS](#) (some may require drivers), as long as there is a MIDI/HID mapping file to tell Mixxx how to understand it. Mixxx comes bundled with a number of mappings for various devices. There are two levels of controller mappings:

- **Mixxx Certified Mappings:** These mappings are verified by the Mixxx Development Team.
- **Community Supported Mappings:** These mappings are provided and have been verified as working by the Mixxx community, but the Mixxx Development Team is unable to verify their quality because we don't have the devices ourselves. They might have bugs or rough edges.

If you run into issues with any of these mappings, please file a [bug report](#) on our [Bug Tracker](#) or tell us about it on our mailing list, forums, or [IRC](#) channel. Device support varies for each supported [OS](#), so make sure to consult the documentation of the device.

---

**Hint:** Additional mappings are available in the [Controller presets forum](#).

---

#### See also:

Before purchasing a controller to use with Mixxx, consult our [Hardware Compatibility](#) wiki page. It contains the most up-to-date information about which controllers work with Mixxx and the details of each.

### 7.3.3 Installing a preset from the forum

To use a controller mapping that did not come bundled with Mixxx, place the controller mapping in your User Presets folder. This is the folder called “controllers” inside your User Preferences folder. To open your User Presets folder, go to *Preferences → Controllers* and click the *Open User Preset Folder* button. Alternatively, navigate to the folder in your *OS* file browser:

- GNU/Linux: /home/<username>/.mixxx/controllers
- OS X: /Users/<username>/Library/Application Support/Mixxx/controllers
- Windows Vista and newer: C:\Users\<username>\AppData\Mixxx\controllers
- Windows XP: C:\Documents and Settings\<username>\AppData\controllers

On Windows, the AppData folder is hidden, so if you have not already, you will need to set Windows Explorer to show hidden files and folders (how to do this varies with each version of Windows).

If the mapping was posted as a .zip file, first extract the .zip file by right clicking on it in your file browser and selecting the option for extracting an archive or compressed folder. Copy the .xml file into your User Preset folder. If there is a .js file, also copy that to your User Preset folder. Restart Mixxx and *load the preset*.

### 7.3.4 Map your own your controller

There is no mapping available for your controller or you want to change an existing mapping? You can map your controller by using the Controller Wizard or take full control with the MIDI Scripting support in Mixxx.

**See also:**

Go to *Adding support for your MIDI/HID Controller* for detailed information.

## 7.4 Using Timecode Vinyl Records and CDs

*Vinyl control* allows a user to manipulate the playback of a track in Mixxx using a turntable or *CDJ* as an interface. In effect, it simulates the sound and feel of having your digital music collection on vinyl. Many DJs prefer the tactile feel of vinyl, and vinyl control allows that feel to be preserved while retaining the benefits of using digital audio.

**See also:**

Go to *Vinyl Control* for detailed information.

## Vinyl Control

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Vinyl control allows a user to manipulate the playback of a track in Mixxx using a real turntable as a controller. In effect, it simulates the sound and feel of having your digital music collection on vinyl. Many DJs prefer the tactile feel of vinyl, and vinyl control allows that feel to be preserved while retaining the benefits of using digital audio.

### 8.1 How does it work?

Vinyl control uses special *timecode* records or CD's which are placed on real turntables or *CDJ*. The audio output of the turntables is plugged into a soundcard connected to a computer on which Mixxx is running. When a record is played on one of the attached turntables, Mixxx reads the timecode from the record and uses the information to manipulate whatever track is loaded.

### 8.2 What do I need to use it?

It is possible to use Mixxx's vinyl control with a variety of setups. Unlike some proprietary DJ software, Mixxx can use several types of timecode media and any soundcard that your *operating system* has drivers to use. Optionally, any *MIDI/HID controller* can be used together with timecode control. The basic setups for timecode control are:

#### Setup 1: Vinyl DJ

2-4 timecode vinyls, 2-4 turntables with phono pre-amplifiers (or line-level output), and 2-4 stereo sound inputs.

Your sound card inputs must match the turntable outputs. Turntables output very quiet phono-level outputs that must be amplified for Mixxx to use. You should either find a sound card that has phono pre-amplifiers built in (one for each deck), use standalone phono pre-amplifiers, or use turntables with built in phono pre-amplifiers.

You can try skipping the phono pre-amps if you use the software pre-amp in Mixxx on the Vinyl Control preferences pane. This may not work for everyone. Line-level signals are preferred and recommended.

For turntables a typical setup is depicted in the figure below. First, connect the RCA cables from the turntables to the inputs on your sound card. Second, connect the outputs of your sound card to the inputs on your mixer.

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**Note:** Many modern turntables have a *Line/Phono* select switch. If yours does, make sure it matches the input or switch setting on your sound card.

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#### Setup 2: CDJ

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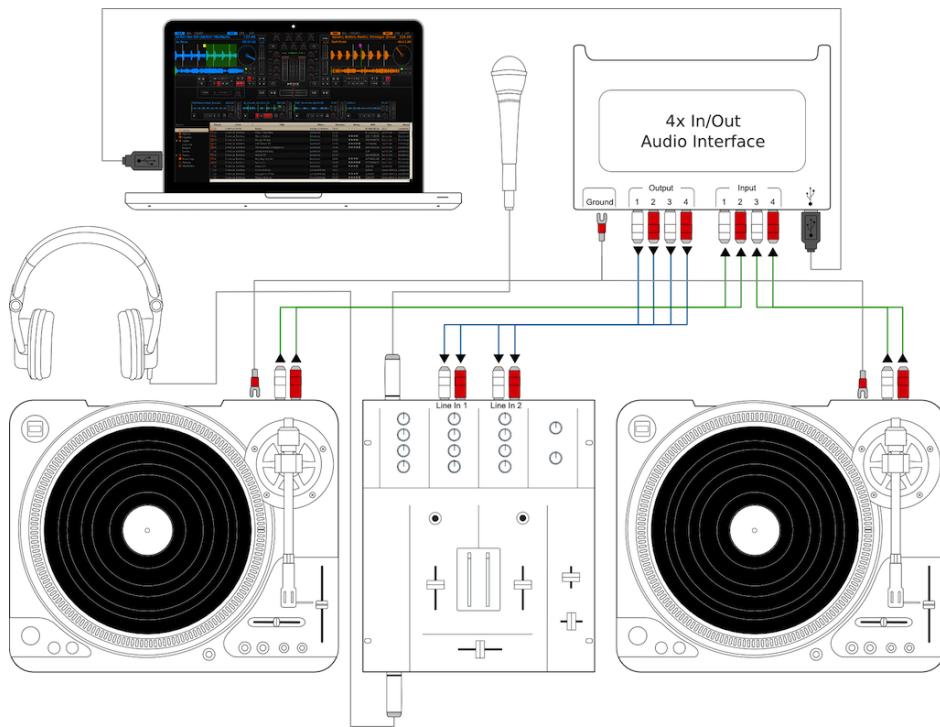


Figure 8.1: Using Mixxx together with turntables and external mixer

2-4 timecode CDs, 2-4 CD decks, and 2-4 stereo sound inputs.

Setting up CDJs for use with timecode CDs is similar to setting up turntables. The figure below outlines a typical configuration. First, connect the RCA cables of the CDJs to inputs of your sound card. Second, connect the inputs of your mixer to the outputs of your sound card. Make sure the input mode of your sound card is set to *Line*.

### Sound inputs

- It is recommended to use a proper DJ sound card that has **multiple** stereo line inputs on it.
- Alternatively you can use multiple sound cards, each with a single stereo line in, but this is strongly discouraged.

Mixxx supports vinyl control input through a single soundcard with at least 4-channels of input (two stereo line-in jacks), or through multiple separate soundcards which each have 2-channels of input (a single stereo line-in jack). Vinyl control requires the use of stereo line-in jacks - Mono or microphone inputs will not work.

It is strongly recommended to use a soundcard that comes with native low latency drivers such as ASIO (Windows) or CoreAudio (Mac). Linux users depend on the quality of the corresponding open source driver.

---

**Note:** For best scratch performance with vinyl control, we recommend using a system capable of *latencies* of 10ms. With higher latencies the scratch sound will start to become distorted.

---



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**Note:** An external hardware mixer is not required for using timecode control. You can use a *MIDI or HID controller* to mix in software instead.

---

### 8.2.1 Supported Timecode media

You can use any of the timecode media supported by Mixxx:

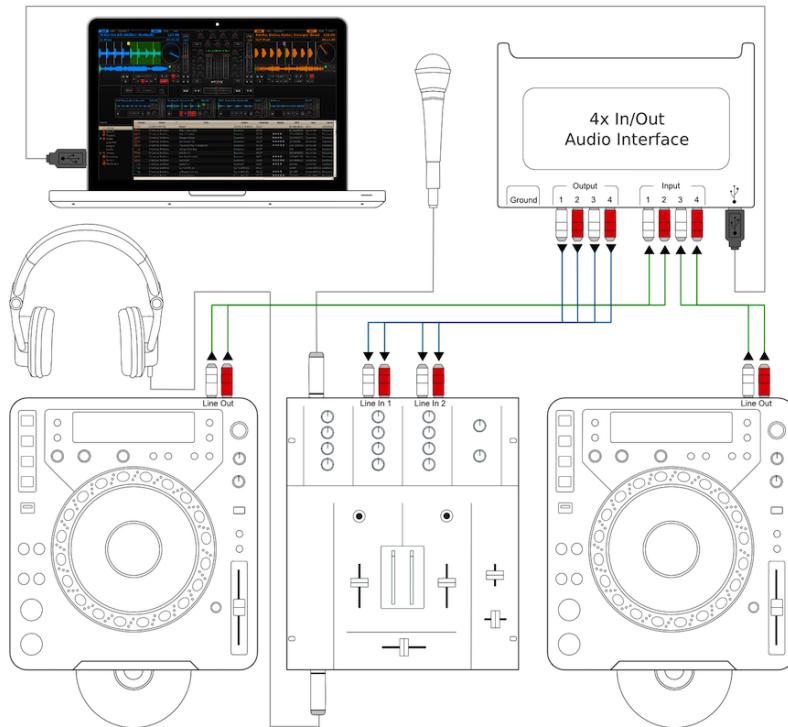


Figure 8.2: Using Mixxx together with CDJs and external mixer

| Type                      | Responsiveness |
|---------------------------|----------------|
| Serato CV02 Vinyl         | Very high      |
| Serato CV02 CD            | Very high      |
| Traktor Scratch MK1 Vinyl | Very high      |
| Traktor Scratch MK2 Vinyl | Not supported  |
| MixVibes DVS V2 Vinyl     | Very high      |

At the present time, Serato records are recommended if you are looking to buy vinyl. If you want to use CDs, you can download a free copy for personal use from [Serato](#).

## 8.3 Configuring Input and Output devices

Mixxx can be controlled by up to 4 decks with either timecoded vinyl or timecoded CDs.

1. Open *Preferences* → *Sound Hardware*
2. Select the *Input* tab
3. From the *Vinyl Control 1* - *Vinyl Control 4* drop-down menus, select the soundcard(s) which your decks are plugged into
4. In the channel selection drop-down menu, select the channel pairs corresponding to the plug on your soundcard that your deck(s) are plugged into, typically *Channels 1-2* and *Channels 3-4* etc.
5. Click *Apply* to save the changes.
6. Select the *Output* tab
7. Specify *Deck 1* - *Deck 4* to route Mixxx's output directly to the external mixer

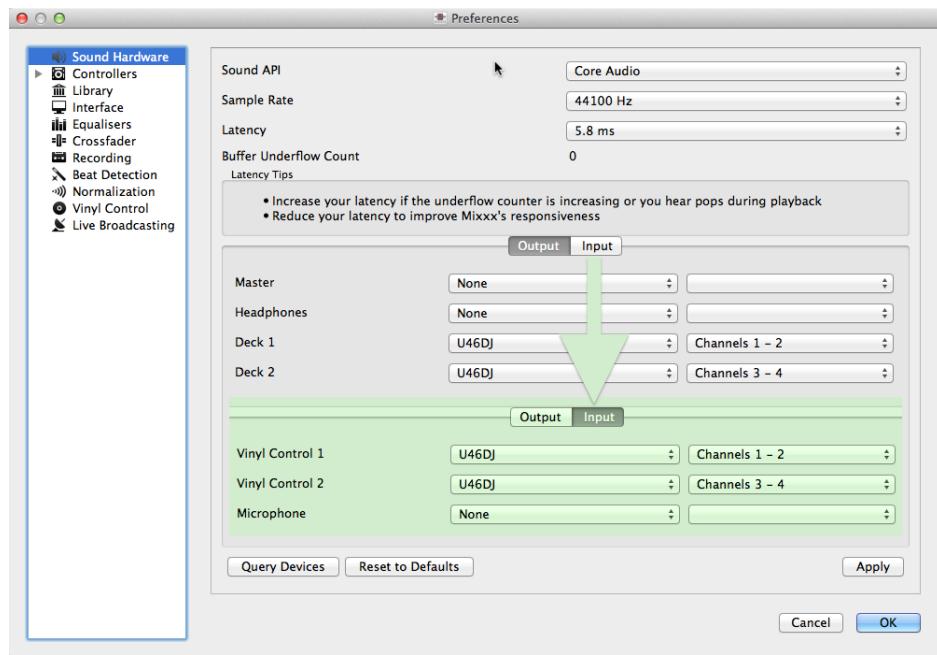


Figure 8.3: Mixxx preferences - Setting up Input and Output devices for Vinyl Control

- Click *Apply* to save the changes.

## 8.4 Configuring Vinyl Control

You can configure vinyl control in *Preferences* → *Vinyl Control*.

### 8.4.1 Turntable Input Preamplifier

Many turntables provide unamplified “phono level” output which must be boosted to a “line level” signal. Normally, a mixer or soundcard provides this amplification, but if you’re plugging a turntable’s phono output directly into a soundcard that doesn’t support phono input, Mixxx can do the amplification. The *Turntable Input Preamplifier* slider allows you to adjust the level of preamplification applied to your decks’ signal. However it is always preferable to use a proper phono preamplifier if you have one.

### 8.4.2 Vinyl Configuration

- Vinyl Type:** Several types of timecoded media can be used to control Mixxx. Configure the drop-down menus to match what type of timecoded media you are using on your decks.
- Deck Vinyl Tempo:** Change this if you prefer to scratch with your turntable or CDJ set at 45 RPM, default is 33 RPM.
- Lead-in Time:** Allows you to set a dead-zone at the start of your vinyl or CD, where the time code will be ignored. This is useful in situations where the time code begins very close to the edge of a vinyl which can make back-cueing over the first beat in a track tricky to do without your turntable’s needle falling off the vinyl. Setting a lead-in time of 20 seconds or more helps alleviate this by giving you more room on the vinyl to cue with. It’s also useful when you’ve worn the grooves at the edge of a control record to the point that it no longer

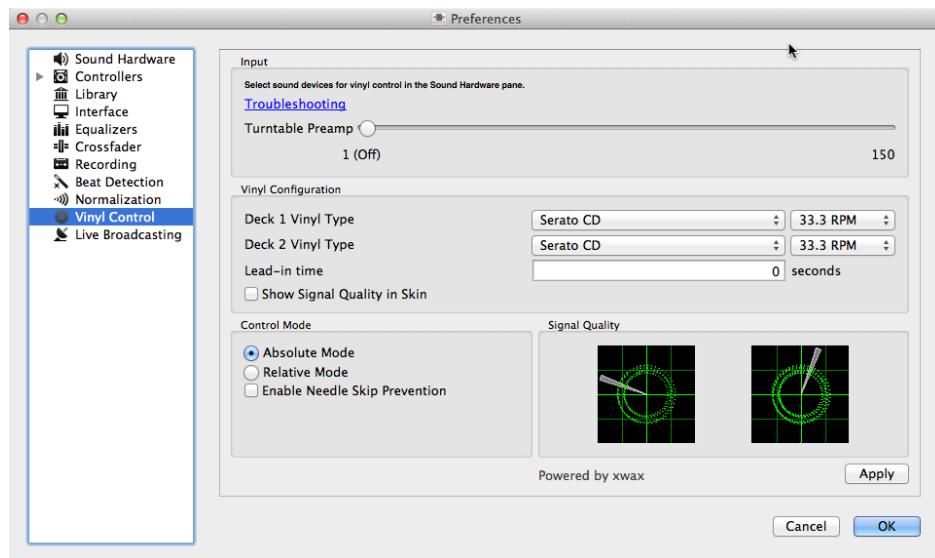


Figure 8.4: Mixxx preferences - Setting up vinyl control

works reliably: you simply set the lead-in so that the start of the tracks begin in good groove area. You can keep doing this until you run out of groove area, thereby decreasing your record replacement frequency.

- **Show Signal Quality in Skins:** If enabled, a circular representation of the incoming timecode signal is displayed in real-time on the *Vinyl Widget* in the Mixxx Interface.

---

**Hint:** Although not recommended, you can use different kinds of timecode media per deck.

---

### 8.4.3 Control Mode

Mixxx has three control modes regardless of which control records you use.

- **Absolute Mode:** Provides Mixxx with both pitch and position information from the timecode, and allows you to seek by needle dropping on your vinyl or seeking on your CDJ.
- **Relative Mode:** Takes the position to be relative to your deck's starting point, and only controls the pitch in Mixxx. It is not possible to seek using your deck in relative mode, with one exception. If you drop the needle in the *Lead-in Time* area (see *Vinyl Configuration*), Mixxx will seek back to the beginning of the track. Once a track is playing in Relative Mode, Mixxx will not allow you to select Absolute mode. Otherwise, the track would suddenly jump to a new position. Make sure the record is stopped and then you're free to select Absolute mode.
- **Constant Mode:** This special mode is usually only activated when Mixxx needs to keep playing a track even if the vinyl control signal isn't present. Constant mode is automatically enabled when the needle reaches the end of a vinyl control record.

### 8.4.4 Cueing Modes

Mixxx has two optional cueing modes for vinyl control which **only** apply to **Relative Mode**. These modes are useful for quickly seeking to specific positions in a track without touching the laptop. Turntablists often need to find a break or a vocal sample, and cueing modes make these easy to find.

- **Cue:** In this mode, when you drop the needle on the record *after* the Cue point, Mixxx will seek to that cue point.
- **Hot Cue:** When the needle is dropped Mixxx will seek to the nearest hotcue point, working backwards. So if you have a hotcue at the one-minute mark, and another at the two-minute mark, you can drop the needle anywhere between one and two minutes and Mixxx will seek to the one-minute hotcue.

**Hint:** You can change the Control and Cueing Modes directly in the Mixxx user interface while mixing, go to [Vinyl Control Mode and Cueing controls](#). Alternatively, use the [Application shortcuts](#).

## 8.4.5 Signal Quality

A successful vinyl control setup hinges on good signal quality. Many factors can affect signal quality, but the most important one is ensuring the volume level of your timecode signal is moderate. A signal that is too loud or too quiet will cause adverse performance, often characterized by a loss of position data causing absolute mode to behave like relative mode.

Mixxx represents the quality of the timecode signal as a circular graphic coming from the vinyl control audio itself. The graphs correspond to your active input devices *Deck 1 - Deck 4*.

If your vinyl signal is working, you should see a round, green circle drawn with two lines. This vinyl “doughnut” should be as circular as possible, and the lines should be clear with a minimum amount of fuzz.

**Hint:** You can display the signal quality in the Mixxx user interface while mixing, see [Configuring Input and Output devices](#).

## 8.5 Enabling Vinyl Control

For each deck, select *Options* → *Vinyl Control* → *Enable Vinyl Control*, or use the [Application shortcuts](#).

### 8.5.1 Vinyl Control Status Display



Figure 8.5: The vinyl control status, and signal quality display of the deck

A rectangle provides visual feedback with regards to vinyl control status of a deck.

- **Off:** Vinyl control disabled on the deck.

- **Green:** Vinyl control is enabled on the deck.
- **Yellow:** The needle has reached End-Of-Record.

## 8.6 Single Deck Control

If you only have one turntable, you can still use Mixxx to play your sets. In the *Preferences → Sound Hardware → Input* tab, use the same audio input for both *Vinyl Control* decks.

When mixing, you'll have one track playing automatically while the other is controlled by the turntable. Start by enabling vinyl control on the first deck, and start mixing. When you're ready to cue up the next record, just disable vinyl control on the first deck and enable it on the second deck. Playback will continue on the first deck without interruption. Cue up the second track and mix it in. When you're ready to cue the first deck again, just toggle the second deck off and the first deck on again.

Use the *Application shortcuts* to swap focus from one deck to the other. Alternatively, select *Vinyl → Single Deck mode* in the *Controller Wizard*, to assign the control to a key on your controller.

## 8.7 End-Of-Record Mode

Sometimes the track you are playing is longer than the timecode area on your record. If the needle reaches the end of the vinyl timecode, Mixxx will enter a special *End-Of-Record Mode*. When this happens, the vinyl indicator (usually a green rectangle) will blink yellow as a warning. At the same time, Mixxx will automatically enable *Constant Mode* and will ignore the turntable's pitch. At this point the track will simply continue playing until the end. When you load a new track, *End-Of-Record Mode* will be automatically disabled and *Constant Mode* turned off.

When you're in *End-Of-Record Mode* and you want to still use the turntable for pitch control, simply lift the needle and place it anywhere in the main timecode area. It's OK, the track won't stop playing. As soon as Mixxx detects that the needle has settled, it will automatically switch to *Relative Mode*.

## 8.8 Control Track

Some vinyl control records have a special portion of grooves near the center of the record for selecting and loading tracks in the user interface. You can see these grooves because there is a gap between the main timecode area and the inner circle. Some control records have not been tested with Mixxx, and their control areas are not supported. Serato CV02 Vinyl and Traktor Vinyl MK1 are known to work. Serato CV02 CDs are known not to work.

Just drop the needle in the control area and let the record play forward or backward. The highlighted row in the library should move up or down. Simply lift the needle and drop it anywhere in the main timecode area to load the track.

## 8.9 Troubleshooting

### Configuration

To complete your setup you must configure Mixxx properly. Make sure you have:

- specified *Deck 1 - Deck 4* in *Preferences → Sound Hardware* to route Mixxx's output directly to the external mixer
- specified *Vinyl Control 1 - Vinyl Control 4* under *Preferences → Sound Hardware → Input*

- selected the correct control type under *Preferences* → *Vinyl Control* → *Vinyl type* in the preferences. See the list of [Supported Timecode media](#)
- enabled vinyl control via the menu under *Options* -> *Vinyl Control* → *Enable Vinyl Control*.

## Signal Quality

The graph is displayed in *Preferences* → *Vinyl Control*, see [Signal Quality](#).

| Signal | Meaning   | Troubleshooting  |
|--------|---|--|
|        | Vinyl control input channels not correctly set up.<br>Vinyl control will not work.  | Open Preferences/ Sound Hardware and set up the devices you want to use, see <a href="#">Configuring Input and Output devices</a>                        |
|        | Vinyl control input channels set up correctly.<br>Waiting for timecode input signal.  | Start your turntable or CDJ with the selected timecode vinyl or CD.  |
|        | Nearly perfect green doughnut about half the width of the graph. Rotating radar sweeps in the direction your record on the turntable is spinning. | Everything is OK, nothing to do. Go spin some beats.   |
|        | Incorrect choice of vinyl control source.<br>Doughnut looks good but has a solid red color.   | Select the correct vinyl type in the preferences. E.g. maybe you selected side B of the Serato Vinyl but your record is on side A.                       |
|        | Input signal is bad. As the vinyl signal gets worse, you'll see the color of the doughnut change from green over orange to red.                   | Check the wiring / grounding on your turntable / CDJ. You timecode record / CD might be worn out or the needle on your turntable is dirty.               |
|        | Wrong direction. The green doughnut looks good but the radar sweeps in the opposite direction of the record on your turntable / CDJ.              | You probably have a wiring problem. Try reversing the left and right inputs on your turntable. You may also have to rewire the headshell.                |
|        | Input signal is no timecode signal. Mixxx receives a normal audio signal while it expects a timecode signal.                                      | Start your turntable or CDJ with the selected timecode vinyl or CD. You may want to check if the inputs devices are set up correctly in the preferences. |
|        | Left or right channel is missing. Mixxx receives only a mono signal but needs a stereo timecode signal to operate.                                | Check the wiring on your turntable / CDJ and also the headshell and needle on your turntable.  |
|        | Timecode signal too loud. Mixxx receives a signal which has too much amplification.   | Lower the amplification, either on your external Mixer, soundcard or with the <a href="#">Turntable Input Preamp</a>                                     |
|        | Timecode signal too quiet. Mixxx receives a signal which has not enough amplification.  | Boost the amplification, either on your external Mixer, soundcard or with the <a href="#">Turntable Input Preamp</a>                                     |

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## Live Broadcasting - Start your own Internet radio

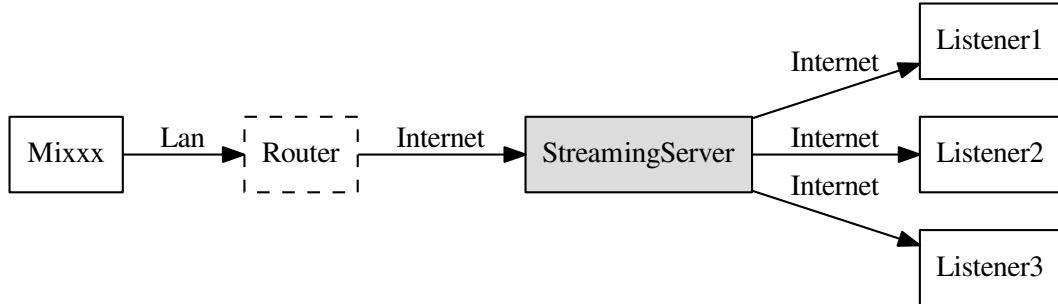
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Live Broadcasting in Mixxx allow you to stream your mix over the Internet to listeners around the world.

### 9.1 Streaming Servers

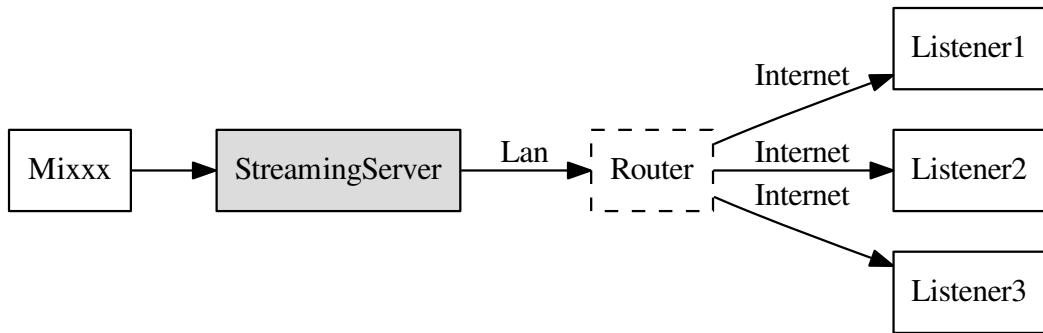
**Remote streaming server** Mixxx allows you to feed your audio stream directly to [Shoutcast](#) and [Icecast](#) streaming servers. Depending on the number of listeners, streaming audio requires a significant amount of bandwidth. Streaming servers provide the required bandwidth and broadcast the stream to your listeners. A popular free streaming service is [Caster.fm](#). A review of several free and paid stream hosts is available at [broadcasting-world.net](#).

Figure 9.1: Mixxx as client-side streaming source broadcasting to an remote streaming server



**Local streaming server** For experienced users, it may be interesting to set up your own local streaming server. This turns your personal computer into a radio station and listeners connect directly to your server. Mixxx as a streaming source does not need to run on the same computer as your streaming server. However, professional stations often run the streaming source on the same computer as the streaming server for stability and reliability reasons. Keep in mind that if want to stream audio to a significant number of listeners, you'll need enough bandwidth. Read the [Shoutcast documentation](#) or [Icecast documentation](#) for server setup instructions.

Figure 9.2: Mixxx as client-side streaming source broadcasting to an local streaming server



## 9.2 Configuring Mixxx

Start by supplying Mixxx with all information needed to establish a connection to the streaming server:

- Open *Preferences* → *Live Broadcasting*.
- Insert the settings following the descriptions in the *Live Broadcasting Preferences*
- Click *OK*
- Go to *Options* → *Enable Live Broadcasting* or use the *Application shortcuts* to start broadcasting.

## 9.3 Live Broadcasting Preferences

### Server Connection

- **Type:** Select the type of streaming server you want to connect with. *Shoutcast 1*, *Icecast 1*, and *Icecast 2* servers are supported.
- **Host:** You can enter the host as either a host name or an IP address.
- **Login:** As provided by your streaming server provider. Without this, you will not connect successfully to the server. The default login for *Icecast* is `source` while the default login for *Shoutcast* is `admin`.
- **Mount:** A mount point is a unique name identifying a particular stream. For *Shoutcast* it is not necessary to specify a mount point. The setting must not be blank if you are using *Icecast*. Try the default `/mount` or `/live`. If you haven't been given a specific mount point you can usually make one up. It always begins with a `/` (slash) followed by a text without any special characters in it.
- **Port:** As provided by your streaming server provider. Most servers use the default port 8000.
- **Password:** As provided by your streaming server provider, unless you run your own radio server. It is required to establish the connection to the server and to start the broadcast.

**Warning:** Do not enter a *URL* as the host! `http://example.com:8000` does not work. Use `example.com` in the *Host* field and `8000` in the *Port* field instead.

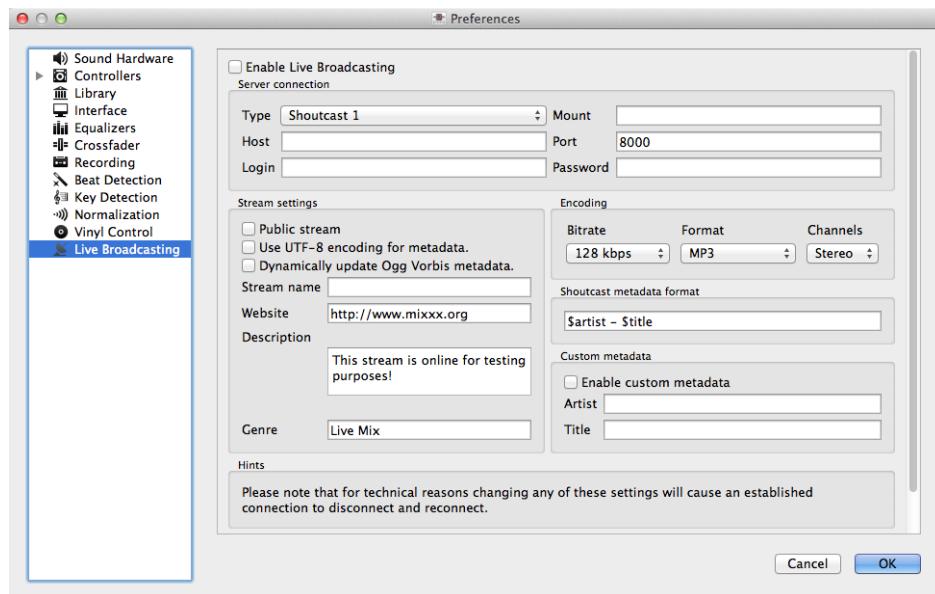


Figure 9.3: Mixxx preferences - Setting up live broadcasting

## Stream Setting

New in version 2.0: *Dynamically update Ogg Vorbis metadata* option

- **Public stream:** If enabled, this option adds your radio station to the Shoutcast/Icecast directory.
- **Enable UTF-8 metadata:** If enabled, this option fixes broken accented and foreign language symbols in *meta-data*, assuming the streaming provider has configured the server to support UTF-8 metadata.
- **Dynamically update Ogg Vorbis metadata:** Due to flaws in some streaming clients, updating Ogg Vorbis metadata dynamically can cause listener glitches and disconnections. Check this box to update the metadata anyway.
- **Stream name:** So, what's the name of your show?
- **Website:** The website you would like your listeners to visit.
- **Description:** Enter your DJ name and a short tagline.
- **Genre:** List the main genres you play. This attracts search hits on stream directories. Genre must not be blank.

## Encoding

- **Bitrate:** Selecting a *bitrate* of 128 or 160 *kbytes per second* is common and provides sufficient quality to your listeners. Higher bitrates will use a larger chunk in your Internet connection bandwidth to stream and for your listeners to receive the stream.
- **Format:** Mixxx supports streaming to Icecast servers either in *MP3* or *Ogg Vorbis* format, streaming to Shoutcast servers is supported in *MP3* format.

## Shoutcast metadata format

New in version 2.0.

This allows to set custom metadata formats for the Shoutcast title field. Previously only *artist - title* was allowed. For example if you were broadcasting as part of a station, you could add the station's name or the presenter's name in the title: *MyStation | \$artist - \$title*. Or if you were doing a live mix with several artists, you could have: *Live mix by MyName - currently*

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playing: \$artist. Or even if you wanted a very unusual format: Hey, I like \$artist, here is \$title by \$artist.

The changes **do not** affect the case for the combination of OGG/Icecast2.

### Custom metadata

By default, Mixxx broadcasts artist and title information of the files that you play to your listeners. You can disable this feature and use your own custom metadata.

- **Enable custom metadata:** Toggles custom metadata on and off.
- **Artist:** Insert your custom artist metadata here, your DJ name for example.
- **Title:** Insert your custom title metadata here.

---

**Note:** Due to licensing restrictions, MP3 streaming is not enabled by default. For information on how to enable MP3 streaming, go to the chapter [Activate MP3 streaming support](#).

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### 9.3.1 Icecast vs. Shoutcast

Both essentially serve the same purpose. An Icecast server can stream either *MP3* or *Ogg Vorbis*. However, although Ogg is more efficient and effective (you get higher-fidelity sound than MP3 at lower data rates) not all players can play Ogg streams. As a result MP3 is probably a safe choice unless you know your listeners can hear an Ogg stream successfully.

### 9.3.2 Broadcast directories

Generally your streaming server host adds your radio station to the Shoutcast/Icecast directory, if you enable the *Public Stream* option in *Preferences* → *Live Broadcasting* → *Stream Settings*.

- **Shoutcast radio directory:** [www.shoutcast.com](http://www.shoutcast.com)
- **Icecast radio directory:** [dir.xiph.org](http://dir.xiph.org)

Often streaming hosts will run their own directories. Check your host's FAQ to find out. If you want to promote your streaming radio station even more, register at services like [streamfinder.com](http://streamfinder.com). An overview of different internet radio directories is available at [shoutcheap.com](http://shoutcheap.com)

## 9.4 Troubleshooting

- If you have trouble connecting to your streaming server, check the configuration in the [Live Broadcasting Preferences](#).
- You may need the *LAME* libraries to stream in MP3. See [Activate MP3 streaming support](#).
- You may have selected the *Ogg Vorbis* format that is unsupported by Shoutcast servers.
- You may need to check your firewall settings. Both Icecast and Shoutcast use two ports. If you are streaming on a port (for example, port 8000) then you need to open up the next port (port 8001) as well.
- You may need to configure port forwarding if you are behind a router or your router will block requests to your streaming port (for example, port 8000)

## 9.5 Activate MP3 streaming support

Due to licensing restrictions, [MP3](#) streaming is not enabled by default. In order to enable MP3 streaming you must install the [LAME](#) MP3 *codec* yourself. The following section explains how you can do that.

**Hint:** If you have activated MP3 streaming support, you'll be also able to record your mixes in MP3 format. Go to the chapter [Recording Your Mix](#) for more information.

### 9.5.1 Activate MP3 streaming support on Windows

To activate MP3 streaming on Windows, follow these steps:

1. Download LAME 3.98.4 *binaries* from <http://www.rarewares.org/mp3-lame-libraries.php>.

**Hint:** The download page includes 32-bit and 64-bit versions. Make sure the version you download matches the version of Mixxx that you use, not the version of Windows. If you are on 64bit Windows but are using 32bit Mixxx, you need the 32bit ("x86") version of the LAME binaries.

2. Unpack the downloaded archive. You need a utility for manipulating archives like the free [7zip](#).
3. Copy `libmp3lame.dll` to the location you have installed Mixxx, probably `C:\Program Files\Mixxx\`.
4. **Only if** you are running Mixxx 1.11 or earlier, you **must** also rename `libmp3lame.dll` to `lame_enc.dll` in the folder where you have installed Mixxx. Select *Help* → *About* to find out your version of Mixxx.
5. Restart Mixxx

#### Windows Troubleshooting

- Double check that the version of LAME you use ("x86" = 32-bit vs. "x64" = 64-bit) matches the version of Mixxx you use.
- If you are running Mixxx 1.11 or earlier, did you rename the `libmp3lame.dll` to `lame_enc.dll`?
- Make sure you put the correct LAME \*.dll file in the same folder that contains the installation of Mixxx you are using.

**Warning:** Some websites like [Audacity](#) provide lame *binaries* too. Do not use these versions or Mixxx will show an error when activating live broadcasting and your stream will fail.

### 9.5.2 Activate MP3 streaming support on Mac OS X

#### Method A: Download

To activate MP3 streaming on Mac OS X, follow these steps:

1. Download [LAME 3.98.4 Intel \(Mac OS X 10.5+ 32-bit & 64-bit\)](#)
2. Double-click on the downloaded zip file to unpack the file and you'll get an installer package file
3. Double-click on the installer package file and follow the step-by-step instructions in the installer
4. Restart Mixxx

## Method B: Package manager

Another easy way to activate MP3 streaming is to use [Homebrew](#) or [MacPorts](#), which are package managers like [apt](#) on Debian/Ubuntu Linux. They provide a convenient way to install many Open Source packages. Once Homebrew or Macports is installed, adding MP3 support to Mixxx is rather simple.

### Homebrew:

1. Open a terminal and type the following commands:

```
brew install lame
```

2. Restart Mixxx

### Macports:

1. Open a terminal and type the following commands:

```
sudo port install lame
```

2. Restart Mixxx

## 9.5.3 Activate MP3 streaming support on Linux

On Ubuntu and GNU/Linux-based operating systems MP3 streams can be activated by installing the package `libmp3lame`. Dependent on your Linux distribution the package might be slightly named different such as `lame`.

1. Open a terminal and type the following commands:

```
sudo apt-get install libmp3lame0
```

2. Restart Mixxx

---

## DJing With Mixxx

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Mixxx was designed to be easy to learn for both novice and experienced DJs.

This part of the manual provides you with directions for using Mixxx's features to create your own mixes.

### 10.1 Setting Your Levels Properly (Gain Staging)



Setting your levels properly, also known as gain staging, is essential for getting the best sound quality out of the equipment you are using. At every link in your signal chain, from Mixxx's channel gains to the power amplifier, the level should be well above the noise floor, but lower than the maximum level before the signal clips. The *level meters* should mostly be around the top of their green region. The level meter pictured to the left shows where Mixxx's level meters should average at the loudest parts of tracks. The average level should not be in the yellow region. Use the yellow region to leave headroom, or available level above the average before the signal clips. The loudest parts of the music (the transients) should briefly go into the yellow region.

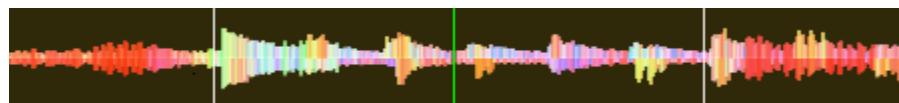


Figure 10.1: A waveform at a good level. Note that the example waveforms in this section were made by adjusting the visual gain of the waveform display in Mixxx to illustrate the concepts. Adjusting the visual gain of the waveform display does not change the level of the audio.



If a level meter is in its red region, the signal is clipping and the gain should be turned down. Some equipment doesn't have a level meter and only has an LED that turns on when the signal clips. Clipping means that the peaks of the waveform are flattened because the equipment has reached the maximum level that it can amplify the signal to. This distorts sound in an unpleasant way and can damage equipment by driving it with more power than it is designed to handle. Increasing the gain past the point where clipping begins (further into the red on a meter) will distort the signal more. If you want to make the sound louder when every part of the signal chain is at its maximum without clipping, use more speakers or use speakers that are more sensitive and convert electrical energy into acoustic energy more efficiently.

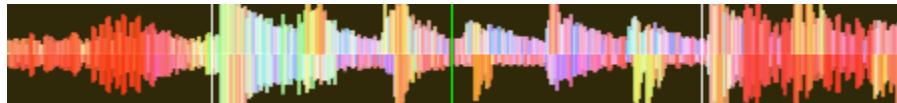


Figure 10.2: A clipping waveform



On the other hand, the signal should not be too low. This is because every audio device generates a little noise at a level referred to as its noise floor. Additionally, analog signals pick up noise as they travel along wires. The signal measured by the meter on the left is relatively close to the noise floor. When a device is turned up, the noise floor does not go up; only the signal does. However, every time the signal is amplified by the gain of another piece of equipment, both the noise and the signal from previous devices in the signal chain are amplified. For example, if your sound card is turned down and you turn the gain up on your mixer to compensate, the signal-to-noise ratio (SNR) of the sound card output will be low and the mixer's gain will amplify the signal and the noise from the sound card, plus the noise picked up along the wire. The end result will have more noise than if the output of the sound card was turned up before the signal reached the mixer and the mixer's gain did not have to be turned up.

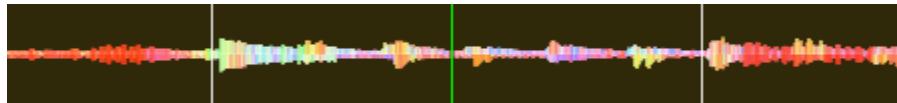


Figure 10.3: A waveform that is too close to the noise floor

---

**Note:** To adjust the output volume of a sound system while maintaining a high signal-to-noise ratio, the gain should be adjusted as close to the speakers as possible. Refer to the [Gain Knob](#) section for details.

---

## 10.2 Beatmatching and Mixing

*Beatmatching* is the process of adjusting the playback rate of a track so that it matches the tempo of another track. Beatmatching also involves adjusting the *phase* of the beats in a track so that they are aligned with the beats in the other track. Matching the *tempo* and aligning the beats are the two things a DJ must do to beatmatch.

Mixxx can match the tempo and align the beats for you but this requires an accurately detected BPM value and a correct beat grid for both tracks. To enable this feature, tap the *SYNC* button. To beatmatch manually, the tempo of the two tracks must be synchronized by adjusting the playback rate sliders. You can adjust the phase of the beats by

right-clicking and dragging on either waveform display to temporarily speed up or slow down one of the tracks until the beats are aligned. The temporary pitch bend buttons can also be used to momentarily adjust the playback rate, allowing you to “shuffle” the beats in a track forwards or backwards, so they can be aligned with another track. See the chapter [Sync and Rate Controls](#).

Two tracks are beatmatched once their tempos are matched and their beats are aligned. A “perfect” beatmatch is nearly impossible - there will always be a tiny difference in the playback rates. A keen DJ will keep his or her ears open and listen for the beats drifting out of alignment. This has a distinct “double bass kick” sound which is often preceded by the kick weakening in intensity as the two kicks drift out of phase. When this happens, the beats can be realigned by simply tapping one of the temporary pitch bend buttons a few times in the appropriate direction.

## 10.3 Master Sync

New in version 2.0.

*Master Sync* is an intelligent assistant that allows you to leave the beatmatching to Mixxx so you can focus on track selection, effects manipulation, looping, 4 deck mixing, and other advanced DJing techniques.

To activate Master Sync on a deck, push and hold (or click and hold) the **SYNC** button. You’ll know Master Sync is on because the sync button will remain lit. Changing the rate of any deck that has Sync lit will change the rates of all other decks that also have the Sync button lit. There is no need to set specific decks to be a master or followers. You can play, stop, eject, load, and queue any track with master sync and it won’t interrupt the playback of the other decks. Changing the rate of stopped deck will change the rate of playing decks, however.

Master Sync will also notice if one of your tracks is double the BPM of another track and match them correctly. So if you want to mix a 140 BPM drum & bass track with a 70 bpm dubstep track, Master Sync will make sure they are lined up properly.

---

**Hint:** Usually, Master Sync will only make sure the rate sliders are set correctly. If you also want to make sure your beats are perfectly in sync, turn on the *QUANTIZE* button. When activated, Quantize will ensure that the beats are perfectly lined up as well.

---

## 10.4 Harmonic Mixing

Harmonic mixing is a technique to mix songs with matching melodies and harmonies. To learn more about harmonic mixing you might want to check out [the mixshare site](#).

Mixxx has two features to help you with harmonic mixing. The first is a *key lock*. When it is active changing the speed of a track won’t affect the key. To enable *key lock*, click the *key lock* button in the *Deck Options Button Grid*. The second is that Mixxx can automatically detect the key of a track and will display it in the library and the decks. The notation which is used to display a key can be changed in [Key Detection Preferences](#).

## 10.5 Using Effects

New in version 2.0.

Mixxx comes with a set of native effects.

### 10.5.1 Flanger

This effect applies a “sweeping” sound to the channel and can add extra depth to a mix when used tactfully.



Figure 10.4: Flanger controls

**FX Button** The FX (“Effects”) button enables a built-in flanger effect on the selected channel.

**Delay/Depth/LFO Knobs** Adjusts the phase delay, intensity and the wavelength of the flange effect.

---

**Hint:** For the most noticeable effect, enable the FX button and turn the Depth knob completely to the right.

---

### 10.5.2 BitCrusher

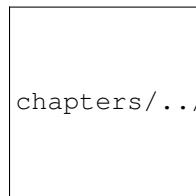


Figure 10.5: BitCrusher controls

The BitCrusher is an effect that adds quantisation noise to the signal by the reduction of the resolution or bandwidth of the samples

**Bit Depth** Adjusts the bit depth of the samples.

**Downsampling** Adjusts the sample rate, to which the signal is downsampled.

### 10.5.3 Filter

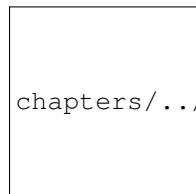


Figure 10.6: Filter controls

The filter changes the tone of the music by allowing only high or low frequencies to pass through.

**LPF** Corner frequency ratio of the low pass filter

**Q** Resonance of the filters, default = Flat top

**HPF** Corner frequency ratio of the high pass filter

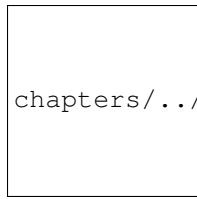


Figure 10.7: Reverb controls

#### 10.5.4 Reverb

This is a port of the GPL'ed CAPS Reverb plugin, which has the following description: This is based on some of the famous Stanford CCRMA reverbs (NRev, KipRev) all based on the Chowning/Moorer/Schroeder reverberators, which use networks of simple allpass and comb delay filters.

**Bandwidth** Higher bandwidth values cause more bright (high-frequency) tones to be included

**Damping** Higher damping values cause reverberations to die out more quickly.

---

**Note:** This effect is not available in the Mac App Store version of Mixxx.

---

#### 10.5.5 Echo

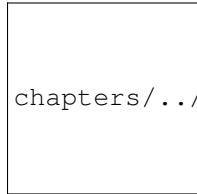


Figure 10.8: Echo controls

Simple Echo with pingpong

**Send** How much of the signal to send into the delay buffer

**Delay** Delay time (seconds)

**Feedback** Amount the echo fades each time it loops

**PingPong** As the ping-pong amount increases, increasing amounts of the echoed signal is bounced between the left and right speakers.

### 10.6 Recording Your Mix

With the integrated recording feature you can record your mix as an audio file and listen to it later, distribute it as *Podcast* or burn it to CD. Mixxx records the master output - the audio you hear from the speakers including the microphone.

Mixxx can record your mix in various audio formats and quality settings. You can split your recordings, generate *cue files*, choose a custom recording directory and even set your own *metadata*. By default, Mixxx saves your recordings as lossless *wav* files to a Mixxx/Recordings sub-folder in the Mixxx music directory. Before you start recording, we recommend that you adjust the settings in *Preferences* → *Recording*.

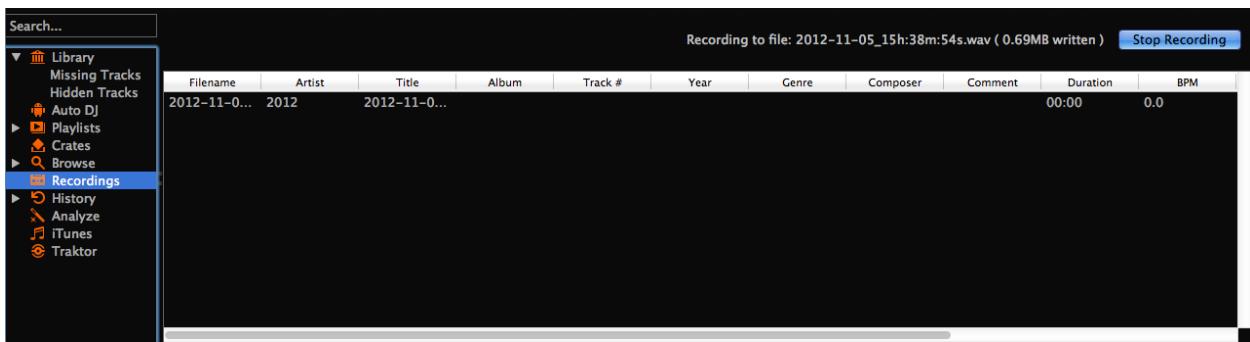


Figure 10.9: Mixxx library - Recordings view

If you click on the *Recordings* icon in the sidebar of the Mixxx library, the track table to the right displays the content of your recordings directory. New recordings are automatically saved to this directory as well as CUE files if you choose to create them in the preferences.

---

**Hint:** Recording your mixes and listening to them later to critique yourself is a great tool for improving your DJing skills. Sending your mixes to other DJs for feedback can also be helpful.

---

### 10.6.1 Record your mix to disk

New in version 2.0: Displays the duration of the recording.

- Click on the *Recordings* icon in the sidebar to switch to the *Recordings* view
- Click the *Start Recording* button or click *Options* → *Record Mix* in the menu on top of the Mixxx application window.
- The display above the track table shows how many data has already been recorded, as well as the duration of the recording.
- Perform your mix
- Click the *Stop Recording* button to stop the recording when the mix has finished.

---

**Hint:** You can instantly play your recording as track in Mixxx. Simply drag-and-drop the track to a deck.

---

## 10.7 Using Auto DJ For Automatic Mixing

Auto DJ allows you to automatically load tracks from the Auto DJ playlist when the current track is nearly finished, and crossfade into it. See *Auto DJ - Automate your mix*.

### 10.7.1 Loading tracks into Auto DJ

To play tracks automatically, they must first be loaded into the Auto DJ playlist. The Auto DJ playlist is empty by default.

There are several ways to load tracks into the Auto DJ playlist:

- Select single or multiple tracks from the library, a regular playlist or crate and drag them to the Auto DJ icon on the left.

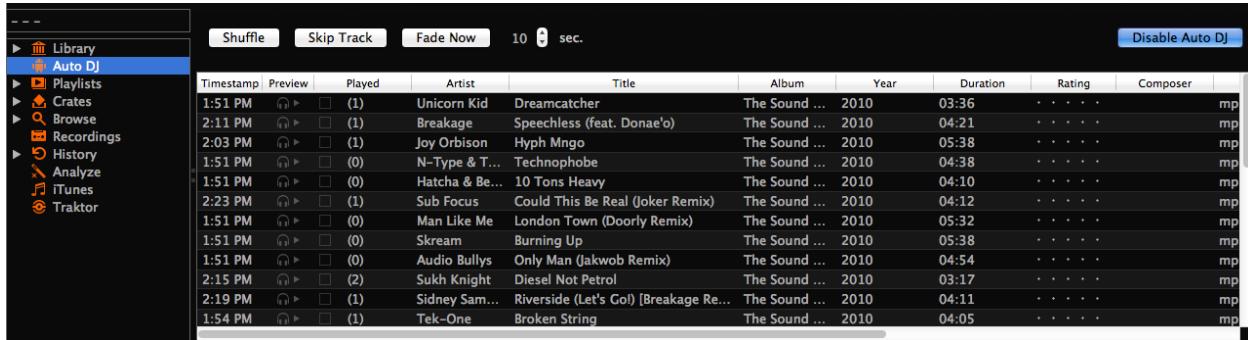


Figure 10.10: Mixxx library - Auto DJ view

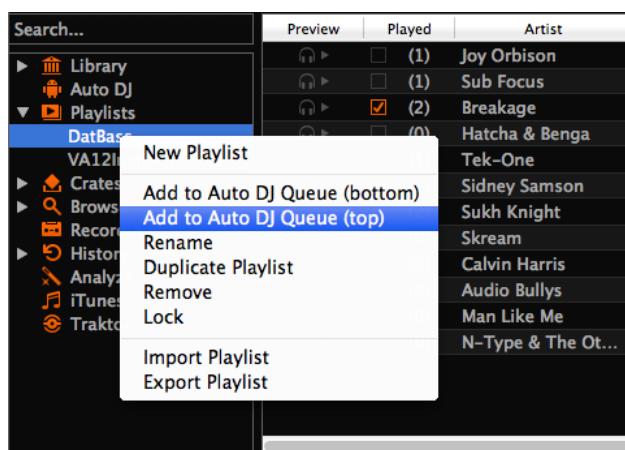


Figure 10.11: Mixxx library - Adding a playlist to Auto DJ

- Select a regular playlist or crate, right-click with the mouse and select *Add to Auto DJ* from the mouse menu. This adds all tracks to Auto DJ.
- While in the Auto DJ view of the library, drag tracks from external file managers to the Auto DJ icon in the sidebar or to the Auto DJ track table on the right.

### 10.7.2 Playing tracks in Auto DJ

Now that you have loaded tracks into the Auto DJ playlist, you can activate Auto DJ as follows:

- Click on the *Auto DJ* icon in the sidebar to switch to the *Auto DJ* view of the library.
- Click the *Enable Auto DJ* button.
- The first tracks from your list are loaded into the decks and the playback starts.
- Mixxx will continue to automatically mix until the Auto DJ playlist is empty.
- Click the *Disable Auto DJ* button to stop the automatic mixing

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## Advanced Topics

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### 11.1 Adding support for your MIDI/HID Controller

With several dozens DJ controllers supported out-of-the-box, Mixxx gives you comprehensive hardware control for your DJ mixes, see [Using MIDI/HID Controllers](#).

Support for additional devices can be added to Mixxx by creating a new preset file. This file tells Mixxx how to translate, or map, [MIDI/HID](#) messages from a controller into commands that Mixxx understands.

You can download and share custom controller presets in the [Mixxx User customizations forums](#).

#### 11.1.1 Controller Wizard

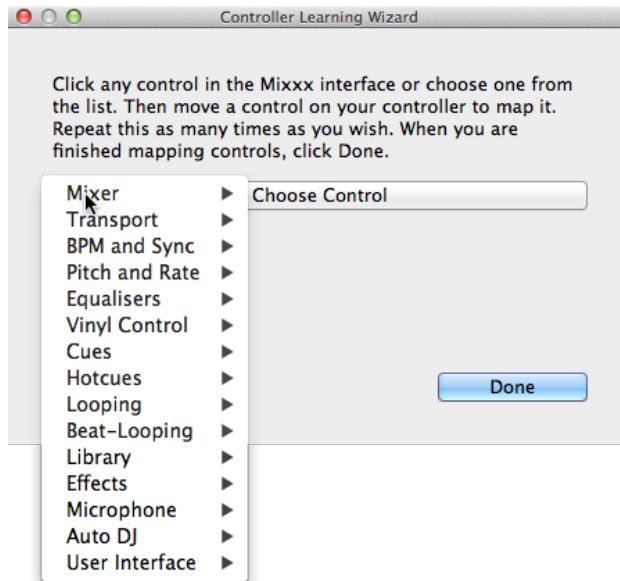


Figure 11.1: Mixxx Controller Wizard - Mapping a control

By far, the easiest way to create a new MIDI preset is by using the Controller Wizard.

1. Connect your controller(s) to your computer
2. Start Mixxx

3. Go to *Preferences* → *Controllers*
4. Select your device from the list of available devices on the left, and the right pane will change
5. Activate the *Enabled* checkbox
6. Click on *Learning Wizard* to open the selection dialog
7. Click any control in the Mixxx *GUI*
8. Alternatively, click the *Choose Control* button and choose one from the selection list
9. Push *Learn* and then move a control or push a button on your controller to map it. You can also move a control without pushing the *Learn* button if you are learning many controls.
10. If you are learning a button, just push it once. If you are learning a knob or a slider, try to move it throughout its range.
11. After Mixxx detects the control, you may click *Learn Another* or you can just click on another button in the Mixxx *GUI* to learn another control.
12. When you are finished mapping controls, click *Done*

There are also some advanced options in the Midi Wizard you may need to use:

- Soft Takeover: Use this option for knobs or sliders to avoid sudden jumps in value when the knob in the term:*GUI* doesn't match the physical knob. If you select this option, you won't be able to perform super-fast motions as easily. (Recommended off)
- Invert: Use this option for controls that you want to work backwards from how they were detected.
- Switch Mode: Use this option on controllers that have controls that act like switches and emit one value on the first press, and a different value on the next press. (Think an actual hardware toggle switch, or a button that lights up on the first press and turns off on the second press).
- Jog Wheel / Select Knob: Use this for knobs that don't have a beginning or an end, but spin continuously.

The Controller wizard saves the new preset to the following file paths:

- Linux: /home/<username>/ .mixxx/controllers
- Mac OS X: /Users/<username>/Library/ApplicationSupport/Mixxx/controllers
- Windows: %LOCALAPPDATA%\Mixxx\controllers

You can then modify the XML file it creates (or any of the ones that ship with Mixxx) if you'd like to fine-tune it or add more presets. For more information, go to [http://mixxx.org/wiki/doku.php/midi\\_controller\\_mapping\\_file\\_format](http://mixxx.org/wiki/doku.php/midi_controller_mapping_file_format).

The Controller Wizard works only for *MIDI* devices. Currently you can't map modifier (shift) keys and platter rotations. Use *MIDI Scripting* instead.

### 11.1.2 MIDI Scripting

In order to support the advanced features of many *MIDI/HID* controllers, Mixxx offers what we call MIDI Scripting.

It enables MIDI controls to be mapped to *QtScript* (aka Javascript/EMCAScript) functions stored in function library files, freeing Mixxx from a one-to-one MIDI mapping ideology. These user-created functions can then do anything desired with the MIDI event info such as have a single controller button simultaneously affect two or more Mixxx properties (“controls”), adjust incoming control values to work better with Mixxx (scratching,) display a complex LED sequence, or even send messages to text displays on the controller.

For more information, go to [http://mixxx.org/wiki/doku.php/midi\\_scripting](http://mixxx.org/wiki/doku.php/midi_scripting) and [http://mixxx.org/wiki/doku.php/hid\\_mapping\\_format](http://mixxx.org/wiki/doku.php/hid_mapping_format).

## 11.2 Making a Custom Keyboard Mapping

The *default keyboard mappings* are defined in a text file which can be found at the following location:

- Linux: /usr/local/share/mixxx/keyboard/en\_US.kbd.cfg
- Mac OS X: /Applications/Mixxx.app/Contents/Resources/keyboard/en\_US.kbd.cfg
- Windows: <Mixxx installation directory>\keyboard\en\_US.kbd.cfg

Depending on your systems language settings, Mixxx might use a different file as default, e.g. de\_DE.kbd.cfg for German or es\_ES.kbd.cfg for Spanish.

It is not recommended to modify the system-wide keyboard mapping file because all your changes can be lost if you uninstall or upgrade Mixxx. Instead, copy the default mapping file to the following location:

- Linux: ~/.mixxx/Custom.kbd.cfg
- Mac OS X: ~/Library/ApplicationSupport/Mixxx/Custom.kbd.cfg
- Windows: %USERPROFILE%\Local Settings\Application Data\Mixxx\Custom.kbd.cfg

Then edit this file and save the changes. On the next startup, Mixxx will check if Custom.kbd.cfg is present and load that file instead of the default mapping file. This has the advantage, that you can always revert back to the default mapping, just by deleting Custom.kbd.cfg.

For a list of controls that can be used in a keyboard mapping, see <http://www.mixxx.org/wiki/doku.php/mixxcontrols>.

You can download and share custom keyboard mappings in the [Mixxx User customizations forums](#).

## 11.3 Additional Effects via external Mixer Mode

Mixxx does not have an effects engine yet (work on one is in progress). To hold you over you can use some external tools. Using the *external mixer mode* you route each deck directly to 3rd party effect hosts.

The following examples are only intended to encourage experimentation, they are no definitive guidance.

### 11.3.1 Effects via AU Lab on Mac OS X

On Mac OS X there is a pretty simple and free way to give Mixxx access to the collection of AU/VST/MAS plugins that are installed on your system.

- Install the free [Soundflower](#), a system extension for inter-application audio routing.
- Download AU Lab.app standalone from Apple (you will need an free Apple Developer Login though), go to the [Downloads for Developers](#) page and search for “AU Lab” to get it.

#### In Mixxx

- Go to *Preferences* → *Sound Hardware* → *Output*
- Select for *Deck 1* the *Soundflower 16* device with *Channel 1-2*
- Select for *Deck 2* the *Soundflower 16* device with *Channel 3-4*
- Click the *Apply* button

#### In AU Lab

- Click on the + button to create a new configuration
- Add 2 stereo inputs tracks in the *Audio Input Tab*

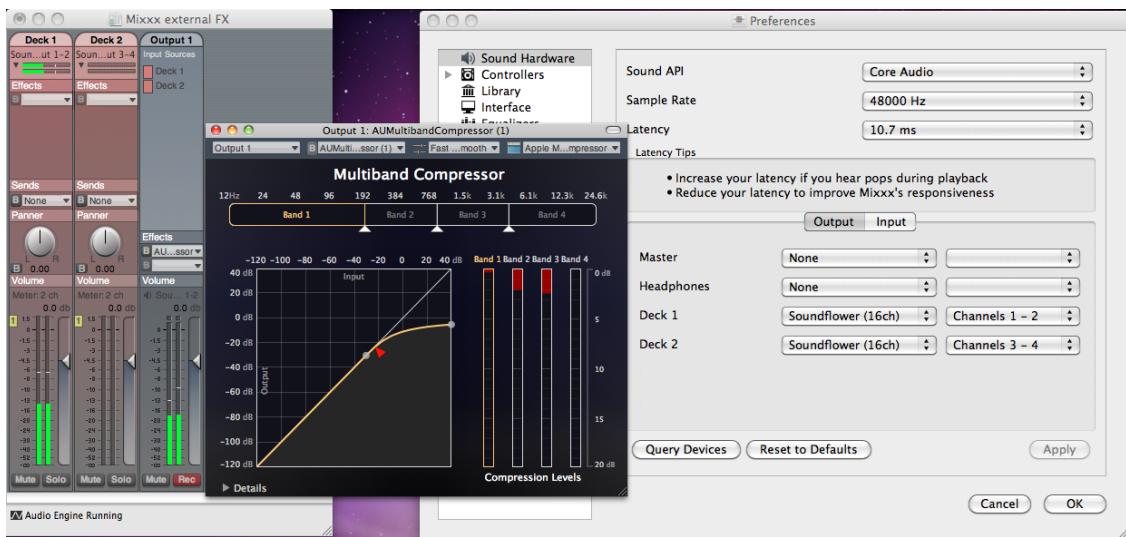


Figure 11.2: The Au Lab routing for external effects on Mac OS X

- Add 2 stereo output tracks in the *Audio Output Tab*
- Click *OK*
- Change the audio input device to *Soundflower 16*
- Change the audio output device for example to *Built-in Output*
- Click *Create document*
- In the *Output 1* channel, select an effect from the drop-down menu, for example *Apple > AUCompressor*

The effect should now react if you play a track in Mixxx.

### 11.3.2 Effects via JACK Rack on GNU/Linux

Use **Jack** to route each deck directly through **JACK Rack** effect racks, or for more control you can use **Ardour** (or other DAW) using sends for effects. This gives Mixxx access to the extensive collection of LADSPA plugins.

Make sure the correct multichannel sound card has been selected in Jack (Jack settings visible bottom left). Note that Mixxx possibly labels its Jack ports as “Portaudio”.

## 11.4 Deleting Your Library

The library file is stored in the following places depending on your *operating system*:

**Windows** The Mixxx library is stored in the `%USERPROFILE%\Local Settings\Application Data\Mixxx\` folder. To delete your library on Windows, delete the `mixxxdb.sqlite` file in this folder.

**Mac OS X** The Mixxx library is stored in the `Library/Application Support/Mixxx` folder in your home directory. To delete your library on Mac OS X type the following command into a terminal:

```
rm ~/Library/Application\ Support/Mixxx/mixxxdb.sqlite
```

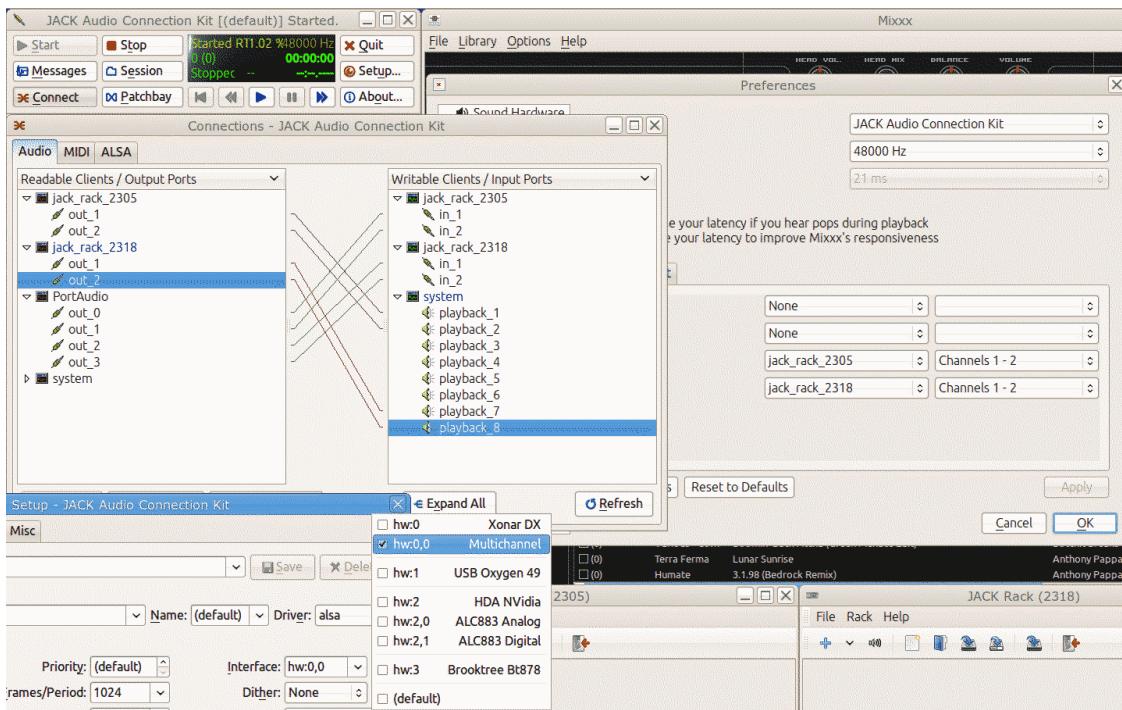


Figure 11.3: The Jack routing for external effects on GNU/Linux

**GNU/Linux** The Mixxx library is stored in the `.mixxx` folder in your home directory. To delete your library on GNU/Linux type the following command into a terminal:

```
rm ~/mixxx/mixxxdb.sqlite
```

**Warning:** Deleting your library will lose all of your *metadata*. This includes saved hotcues, loops, comments, ratings, and other library related metadata. Only delete your library if you are fine with losing these.

## Contributing to the Project

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Mixxx is a community-driven project involving many DJs worldwide. Without the contributions from these DJs, Mixxx would not exist, and we're constantly looking for more contributors.

We want to make it as easy as possible for people to get involved in Mixxx development. First off, to be clear **you don't have to be a programmer to contribute**.

### 12.1 As a non-developer

- Donate to Mixxx using Paypal to help support and enhance development.
- Make skins
- Make MIDI mappings for your controller
- Report bugs
- Update our [Wiki](#) to make sure the information on it is up to date.
- Translate Mixxx using [Transifex](#)
- Answer questions on the [Troubleshooting Forum](#) and the [Launchpad Answers page](#)
- Help promote Mixxx: If you've got a blog, write an article about Mixxx. Blog about our new releases when they come out. Any exposure on the web and in print helps our project grow, and is much appreciated.
- Send us some photos of you using Mixxx at a gig!

### 12.2 As a software developer

- You don't have to know C++. There are developers who got into Mixxx development while learning C++ along the way.
- Join our mailing list: [mixxx-devel](#)
- Join our [IRC](#) channel, #mixxx on [Freenode](#)
- Tell us your ideas! Email us, talk on IRC, file wishlist [bugs](#), or post on the forums.
- Register an account on our development platform [Github](#) and fork our code. See [Using Git for Mixxx Development](#)
- Join the [Mixxx Development Team](#) on Launchpad.

- Get familiar with the code. Pick a bug off of the [Easy Bug List](#)
- Get help fixing the bug on IRC, talk to us about the best way to do it.

**Contributing to Mixxx in 3 Easy Steps:**

1. Pick a bug off of the [Easy Bug List](#)
2. Talk to us on IRC for help on how to fix it.
3. Fix it! *Done!* Your name will now be on the [Mixxx contributor list](#).

**Appendix**

## 13.1 Keyboard mapping table

Shortcuts let you work more efficiently. This table lists the default keyboard shortcuts for accessing Mixxx with an English keyboard layout. Depending on your language settings the defaults may be different.

New in version 2.0: *Passthrough*, *Vinylcontrol Mode*, *Vinylcontrol Cueing*, and *Single Deck Vinylcontrol Toggle* shortcuts

Changed in version 2.0: *Auto DJ* shortcuts, *Esc* key exit search and leave focus

| Function                          | Deck 1             | Deck 2              | Master    |
|-----------------------------------|--------------------|---------------------|-----------|
| <b>Mixer</b>                      |                    |                     |           |
| Crossfade Left                    |                    |                     | G         |
| Crossfade Right                   |                    |                     | H         |
| Small Crossfade Left              |                    |                     | Shift + G |
| Small Crossfade Right             |                    |                     | Shift + H |
| Activate/Disable Effects Unit     | 5                  | 0                   |           |
| Headphone Cue (Pre-fader listen)  | T                  | Y                   |           |
| Bass Kill                         | B                  | N                   |           |
| <b>Playback</b>                   |                    |                     |           |
| Load selected track to deck       | Shift + left       | Shift + right       |           |
| Unload track from deck            | Alt + Shift + left | Alt + Shift + right |           |
| Playback                          | D                  | L                   |           |
| Seek Backwards                    | A                  | J                   |           |
| Reverse Playback                  | Shift + A          | Shift + J           |           |
| Seek Forwards                     | S                  | K                   |           |
| Tempo Adjust Down                 | F1                 | F5                  |           |
| Tempo Adjust Up                   | F2                 | F6                  |           |
| Small Tempo Adjust Down           | Shift + F1         | Shift + F5          |           |
| Small Tempo Adjust Up             | Shift + F2         | Shift + F6          |           |
| Temporary Tempo Adjust Down       | F3                 | F7                  |           |
| Temporary Tempo Adjust Up         | F4                 | F8                  |           |
| Small Temporary Tempo Adjust Down | Shift + F3         | Shift + F7          |           |
| Small Temporary Tempo Adjust Up   | Shift + F4         | Shift + F8          |           |
| Tempo (BPM) Sync                  | 1                  | 6                   |           |
| BPM Tap Tempo Adjust              | Shift + !          | Shift + ^           |           |
| <b>Cue and Loop</b>               |                    |                     |           |
| Set Cuepoint                      | Shift + D          | Shift + L           |           |
| Cue                               | F                  | ;                   |           |

Continued on next page

Table 13.1 – continued from previous page

| Function                              | Deck 1           | Deck 2  | Master       |
|---------------------------------------|------------------|---|--------------|
| Cue Go-to-and-stop                    | Shift + F        | Shift + :   |              |
| Activate 4 Beat Loop                  | Q                | U   |              |
| Halve Beat Loop Size                  | W                | I   |              |
| Double Beat Loop Size                 | E                | O   |              |
| Set Loop In Point                     | 2                | 7   |              |
| Set Loop Out Point (Activates Loop)   | 3                | 8   |              |
| Toggle Loop On/Off                    | 4                | 9   |              |
| Set Hot cue 1                         | Z                | M   |              |
| Set Hot cue 2                         | X                | ,   |              |
| Set Hot cue 3                         | C                | .   |              |
| Set Hot cue 4                         | V                | /   |              |
| Clear Hot cue 1                       | Shift + Z        | Shift + M   |              |
| Clear Hot cue 2                       | Shift + X        | Shift + <   |              |
| Clear Hot cue 3                       | Shift + C        | Shift + >   |              |
| Clear Hot cue 4                       | Shift + V        | Shift + ?   |              |
| <b>Microphone</b>                     |                  |   |              |
| Microphone Talkover                   |                  |   | '            |
| <b>Auto DJ</b>                        |                  |   |              |
| Shuffle Auto DJ playlist              |                  |   | Shift + F9   |
| Skip next track in Auto DJ            |                  |   | Shift + F10  |
| Fade to next track in Auto DJ         |                  |   | Shift + F11  |
| Toggle Auto DJ on/Off                 |                  |   | Shift + F12  |
| <b>Preview Deck</b>                   |                  |   |              |
| Load Selected Track And Play          |                  |   | Alt + Return |
| Start/Stop                            |                  |   | Return       |
| Seek Backwards                        |                  |   | Alt + Left   |
| Seek Forwards                         |                  |   | Alt + Right  |
| <b>Vinyl Control</b>                  |                  |   |              |
| Passthrough                           | Ctrl + J         | Ctrl + K  |              |
| Vinylcontrol Mode                     | Ctrl + Shift + Y | Ctrl + Shift + U                                  |              |
| Vinylcontrol Cueing                   | Ctrl + Alt+ Y    | Ctrl + Alt + U                                    |              |
| Single Deck Toggle / Swap Decks       | Ctrl + T         | Ctrl + T  |              |
| <b>Search bar</b>                     |                  |   |              |
| Focus                                 | Ctrl + F         |   |              |
| Clear input                           | Ctrl + Back      |   |              |
| Exit search and leave focus           | ESC              |   |              |
| <b>Library</b>                        |                  |   |              |
| Select all files in current list      | Ctrl + A         |   |              |
| Select group of files in current list |                  | Click first item, hold Shift key, click last item |              |

**See also:**

Mixxx allows you to customize the keyboard shortcuts. For more information, and to download a keyboard mapping image, go to [Using a Keyboard](#).

## 13.2 Application shortcuts

Use these shortcuts to access features available in the menu on top of the application window.

New in version 2.0: Added *Show Effect Rack*, *Maximize Library*, and *Show Cover Art* shortcuts. Added a *Developer Tools* option to the *Developer* menu which provides various useful debugging tools.

Changed in version 2.0: Shortcuts for *Enable Vinyl Control 1-4*.

| Function                           | Key                 |
|------------------------------------|---------------------|
| <b>File menu</b>                   |                     |
| Load Track to Deck 1               | Ctrl + O            |
| Load Track to Deck 2               | Ctrl + Shift + O    |
| <b>Library menu</b>                |                     |
| Add new Playlist                   | Ctrl + N            |
| Add new Crate                      | Ctrl + Shift + N    |
| <b>View menu</b>                   |                     |
| Show Samplers                      | Ctrl + 1            |
| Show Microphone Section            | Ctrl + 2            |
| Show Vinyl Control Section         | Ctrl + 3            |
| Show Preview Deck                  | Ctrl + 4            |
| Show Effect Rack                   | Ctrl + 5            |
| Show Cover Art                     | Ctrl + 6            |
| Maximize Library                   | Space               |
| Full Screen (Windows & Linux)      | F11                 |
| Full Screen (Mac OS X)             | Shift + Command + F |
| <b>Options menu</b>                |                     |
| Enable Vinyl Control 1             | Ctrl + T            |
| Enable Vinyl Control 2             | Ctrl + Y            |
| Enable Vinyl Control 3             | Ctrl + U            |
| Enable Vinyl Control 4             | Ctrl + I            |
| Enable Live Broadcasting           | Ctrl + L            |
| Record Mix                         | Ctrl + R            |
| Enable Keyboard Shortcuts          | Ctrl + ‘            |
| Open Preferences (Windows & Linux) | Ctrl + P            |
| Open Preferences (Mac OS X)        | Ctrl + ,            |
| Exit Mixxx                         | Ctrl + Q            |
| <b>Developer menu</b>              |                     |
| Reload skin                        | Ctrl + Shift + R    |
| Developer Tools                    | Ctrl + Shift + T    |
| Stats: Base Bucket                 | Ctrl + Shift + B    |
| Stats: Experiment Bucket           | Ctrl + Shift + E    |
| Debugger Enabled                   | Ctrl + Shift + D    |

---

**Hint:** The Ctrl key on Windows & Linux is equivalent to the Command key on Mac OS X. The Alt key on Windows & Linux is equivalent to the Option key on Mac OS X. Application shortcuts are not customizable.

---



---

**Note:** The Developer menu is available if Mixxx is started using the [Command line options](#).

---

### 13.3 Command line options

Mixxx is designed to be as user-friendly as possible. As such, its command line options are only useful for development or debugging, as they make these tasks easier. Command line options are case-sensitive.

New in version 2.0: Show debug tooltips Provide extra skins when developer mode is enabled. Adds the debugger during skin parsing in --developer mode Adds “Enable Base” and “Enable Experiment” option in --developer mode Added --safeMode option.

| Option             | Description   |
|--------------------|---|
| [FILE]             | Load the specified music file(s) at start-up. Each file you specify will be loaded into the next virtual deck. Supported file types: mp3, ogg, aiff, aif, wav, flac, and optional unprotected aac (m4a)   |
| -resourcePath PATH | Top-level directory where Mixxx should look for its resource files such as MIDI mappings, overriding the default installation location.   |
| -pluginPath PATH   | Top-level directory where Mixxx should look for sound source plugins in addition to default locations.  |
| -settingsPath PATH | Top-level directory where Mixxx should look for user settings files such as the library database and preferences configuration file.  |
| -controllerDebug   | Causes Mixxx to display/log all controller data it receives and script functions it loads.  |
| -developer         | Enables developer-mode. Includes extra log info, stats on performance, a Developer tools menu, extra developer skins, and provides useful information for skin writers in widget tooltips and logs .  |
| -safeMode          | Disables risky things at start up. This should help troubleshoot crashes at startup or if Mixxx won't boot. <ul style="list-style-type: none"> <li>• Automatically loads empty waveforms</li> <li>• Disables spinning vinyl widgets</li> <li>• Disables synchronization polling</li> <li>• Doesn't open controllers by default</li> </ul> |
| -locale LOCALE     | Use a custom locale for loading translations (e.g 'fr')   |
| -f, --fullScreen   | Starts Mixxx in full-screen mode  |
| -h, --help         | Display this help message and exit  |

## 13.4 Developer tools

To start Mixxx in Developer mode from a custom resource directory with *MIDI* and *HID* logging enabled, type the following line into the terminal and hit return:

```
./mixxx --controllerDebug --developer --resourcePath res
```

### 13.4.1 Experiment modes for rapid development and testing

New in version 2.0: Adds a static *Experiment* class with a tri-state mode flag that indicates whether the experiment mode is OFF, BASE, or EXPERIMENT. Adds *Developer→Stats:Experiment Bucket* and *Developer→Stats:Base Bucket*. Each one toggles between OFF and BASE/EXPERIMENT so you can choose exactly what time spans you would like to collect in your base and experiment buckets. Updates StatsManager to segment collected stats into a base and experiment bucket. This allows you to quickly measure the difference a code change has on relevant counters / timers within the same execution of Mixxx.

This is useful for quickly enabling and disabling a code change without a re-compile/re-run cycle to get an anecdotal sense of how it “feels” as well as a quantified sense of how it differs in terms of stats Mixxx collects.

All stats collected via the usual Counter/Timer/ScopedTimer/etc. tools are segmented into a BASE STATS and EXPERIMENT STATS section printed to the log on exit.

## 13.5 Version History

### v2.0.0 (2015-12-31)

- 4 Decks with Master Sync
- New Effects Framework with 4 Effect Units and 5 Built-in Effects: \* Flanger, Bit Crusher, Reverb, Echo, Filter  
\* More to come!
- Configurable, Resizeable User Interface with 3 Brand New Skins
- Cover Art Display
- Music Key Detection and Shifting
- Vinyl Audio Pass-Through
- 4 Microphone inputs and 4 Auxiliary inputs
- MIDI Mapping GUI and Improved Learning Wizard
- RGB Musical Waveforms
- Hundreds of Bug Fixes and Improvements
- New Pitch-Independent Algorithm for Better-Sounding Key-lock

For a full list of new features and bugfixes, go to: <https://launchpad.net/mixxx/2.0>.

### v1.11.0 (2013-05-09)

- Completely revamped Waveforms
- Direct *HID* controller support
- Point & Click Controller Mapping
- Next Generation Beat Detection
- Library History Feature
- Improved AutoDJ
- Beatloop Rolls
- Preview Deck
- Advanced Search
- New and Improved User Manual
- New Controller Support

For a full list of new features and bugfixes, go to: <https://launchpad.net/mixxx/1.11.0>.

### v1.10.1 (2012-06-30)

- Bugfixes

For a full list of bugfixes, go to: <https://launchpad.net/mixxx/1.10.1>.

### v1.10.0 (2011-12-25)

- Rewritten and Improved Vinyl Control Support
- 4 Sampler Decks
- Quantized Loops, Hotcues and Beatloops
- Phase Synchronization

- Beatgrid Adjust Feature
- Microphone Support
- Spinning Turntable Widgets and Waveform Scratching
- M4A Support for Windows Vista and Windows 7 users
- Brand New and Updated Skins
- Accessibility Improvements
- Limited Support for Internationalization
- Revamped and Rewritten User Manual
- Mixing engine improvements
- Updated MIDI Mappings

For a full list of new features and bugfixes, go to: <https://launchpad.net/mixxx/1.10.0>.

**See also:**

For an overview of previous versions, [take a look at the timeline](#).

---

## Glossary of Terms

---

**AAC** Advanced Audio Coding (AAC) is a patented audio compression algorithm which uses a form of *lossy* data compression. Designed to be the successor to *MP3*, AAC generally achieves better sound quality at similar bit rates. While the .AAC extension is sometimes used for AAC-encoded files, they are typically saved with an .M4A file extension.

**AcoustID** An acoustic fingerprint system built entirely on *open-source* technology. It aims to create a free database of user-submitted audio fingerprints with mapping to the *MusicBrainz metadata* database and provide a web service for audio file identification using this database. For more information, see '<https://acoustid.org/>'.

**AIFF** Short for Audio Interchange File Format. High-quality digital audio file format, similar to .wav files. Contains CD-quality audio stored in a non-compressed, *lossless* format. AIFF files generally end with a .AIFF or .AIF extension.

**balance** A balance control on a mixer allows you to adjust the balance between the left and right channel. The balance refers to the relative volume of the corresponding channel in a stereo audio signal.

**bar** In musical notation, a bar (or measure) is a segment of time defined by a given number of beats. Typically, a piece consists of several bars of the same length.

**beatgrid** A series of markers that point to the location of beats within the track. Beatgrids are used for advanced mixing functions such as track *sync*, precise effects synchronization, looping and accurate *BPM* representation.

**beatmatching** A mixing technique used to establish a similar tempo with two or more tracks, making them sound like just one track.

**binaries** Files that contain compiled computer code, which was compiled from source code. Source code, which is usually a bunch of text files, is processed with a program called a compiler. The compiler then generates a binary, which is something like an .exe or a .dll file. By using binaries you are relieved of the task of having to compile the code by yourself.

**bitrate** Describe the quality of an audio or video file. For audio data the bitrate is commonly measured in *Kbps*. For example, an MP3 audio file that is compressed at 192 Kbps will have a greater dynamic range and may sound slightly more clear than the same audio file compressed at 128 Kbps.

**BPM** Beats per minute (BPM) is used as a measure of tempo in music. If you tap your foot to music you are following the “beat”. If you count how many taps you do in a minute you have calculated the BPM.

**bug report** Every software has bugs. When you come across a bug in this software, you should submit a report about it to the developers. They can use this to identify, replicate and fix the issue.

**CDJ** CDJ is a term originally used to describe a line of CD players from Pioneer Electronics. Today CDJ generally refers to DJ CD players that work like a record player. They allow analog control of music using CDs, usually using a touch sensitive emulated vinyl control surface.

**codec** Short for compressor/decompressor, a codec is any technology for compressing and decompressing audio and video data. Some popular codecs for computer audio include [MP3](#) and [Ogg Vorbis](#).

**controller** An external hardware device that generates and transmits signals to a computer, usually via USB, to control software with physical controls other than a mouse and keyboard. Controllers have many uses for music such as controlling DJ programs like Mixxx. They typically send [MIDI](#) signals but some controllers use [HID](#) signals. Many DJs prefer to control DJ software using physical knobs, faders, and wheels on controllers instead of using a computer keyboard and mouse.

**crossfader** The crossfader is a slider that determines how much each deck of audio contributes to the [master output](#).

**cue** A Cue or Cue point is a reference point in the track usually placed on the position the DJ wants the track to start at by default. This is useful to instantly jump to that point without seeking through the track.

**cue sheet** A cue sheet (or CUE file, CUE sheet, etc.) is a formatted plain text file which is used to provide index information for a large audio file. For example, it can be used to tell software extra details about the layout of a CD to burn.

**cueing** Headphone cueing, or just cueing, is listening to the next track you would like to mix in in your headphones. The audience will not hear what you are cueing in your headphones. Being able to cue is a crucial aspect to DJing.

**db** Short for decibels. A Decibel is a logarithmic measurement of sound level. Whispering is around 25 dB while unbearable sound such as a jet engine is around 160 db. Rule of thumb: A volume increase of 10 dB is perceived as twice as loud.

**deck** A deck is like a virtual vinyl turntable. You can load a [track](#) into it and play the track, just like you would put a record on turntable and play it.

**DRM** Digital Rights Management (DRM) technologies attempt to control what you can and can't do with the media and hardware you've purchased. Typically, a DRM system either encrypts the data so that it can only be accessed in a way authorized by copyright holders or marks content with a digital watermark or similar method so that the content can not be freely distributed. For information about how you can get involved in activism against DRM, see [Defective by Design](#).

**fast-forward** To cause something to advance at quicker than normal speed. In terms of audio software that means if you press the fast-forward button the audio will play with increased speed as long as the button is pressed. This is useful to seek through a track.

**fast-rewind** The opposite of [fast-forward](#). If you press the fast-rewind button the audio will play in reverse with increased speed as long as the button is pressed.

**file manager** A computer program that organizes data files into groups and shows you where they are when you need to find them again. Popular file managers for the [operating systems](#) Mixxx supports are Explorer on Windows, Finder on Mac OS X and Nautilus on GNU/Linux.

**FLAC** Free Lossless Audio Compression (FLAC), a patent-free audio compression similar to [MP3](#) but [lossless](#) (i.e. there is no loss in audio quality when used). FLAC files generally end with a .FLAC extension.

**flanger** A flanger is an effect that mixes the input signal with a delayed copy of itself which leads to interferences in the signal and creates a comb-filter effect. By routing the output of the effect back into the input (feedback), the effect is enhanced.

**GUI** Short for “Graphical User Interface” and is pronounced “gooey”. It refers to a user interface based on graphics (icons, pictures and menus) instead of text. In Mixxx, it uses a mouse, keyboard, or [MIDI / HID controllers](#) as input devices.

**head/mix button** The head/mix button is used to control how much you mix the [master output](#) into your [headphone output](#). This can be very useful when [cueing](#) a track, because you can test out how it sounds when mixed with the main mix in your headphones, before letting the audience hear the track.

**headphone button** The headphone button is used to indicate whether or not you are pre-listening to a deck or sampler in your headphones.

**headphone output** The headphone output is what you hear in your headphones.

**HID** Short for Human Interface Device, a part of the USB specification. It specifies a device class (a type of computer hardware) for human interface devices such as keyboards, mice, game controllers, and some DJ *controllers*.

**hotcue** Similar to the main *cue* point, a hotcue is a reference point in the track. DJs usually place hotcues at distinctive positions within a track such as drops, breaks or kicks and snares. Mixxx supports up to 36 hotcues.

**HSV** HSV stands for hue, saturation, and value, and is also often called HSB (B for brightness). The HSV Color Model represents color in a way more suited to the human perception of color. For example, the relationships “stronger than”, “darker than”, and “the opposite of” are easily expressed in HSV. In contrast, the representation of the hardware-oriented *RGB* model is close to what most monitors show.

**icecast** Icecast is free and *open-source* software that allows digital audio content to be broadcast to and from media player software, enabling the creation of Internet radio stations. Unlike *Shoutcast*, the software provides the ability to stream in free file formats like *Ogg Vorbis* and run your own directory server.

**IRC** Internet Relay Chat (IRC) is a an online chat network. The Mixxx IRC channel can be found on the [FreeNode IRC Network](#) in the #mixxx channel.

**kbps** Short for kilobits per second. Here used to measure the quality of audio data. See *bitrate*

**key lock** With key lock enabled, the tempo of the track will change but the pitch remains consistent. When unlocked, the pitch slider will speed up (or slow down) the track and the pitch will increase (or decrease) along with it.

**kill switch** A button to turn on and off individual frequency ranges within a channel, i.e. treble, mid and bass. Useful for effects where the DJ drops a track out for a period or creates room for a transition.

**LAME** LAME is a free software *codec* used to encode/compress audio into the *lossy MP3* file format.

**latency** Latency refers to a short period of delay (usually measured in milliseconds) between when an audio signal enters and when it emerges from a system. Being able to lower the latency as much as possible makes a huge difference in responsiveness.

**level meter** The level meter is used to show the average levels of audio signals. The level should average around the top of the green region, with the loudest parts of the music (the transients) briefly going into the yellow region. If the level meter is in the red, the signal is clipping and the gain should be turned down.

**lossless** Used when describing audio compression algorithms, a lossless algorithm is one which results in no loss in audio quality when used.

**lossy** Used when describing audio compression algorithms, a lossy algorithm is one which results in a loss in audio quality when used.

**master output** The master output is the main audio output. It is what your audience hears.

**metadata** In general, any piece of information about a music file that Mixxx uses (e.g. title, artist, album, hotcue locations, loops, etc.). Various file metadata formats allow information such as the title, artist, album, and track number to be stored in the audio file itself, see <https://en.wikipedia.org/wiki/ID3>. Mixxx stores additional metadata about music files in its database, like *beatgrid*, waveform data, *hotcues*, playlists, crates, number of plays, etc.

**MIDI** Short for Musical Instrument Digital Interface. A digital communications language and hardware specification enabling compatible electronic instruments, sequencers, computers, etc., to communicate with each other in a network. Most DJ *controllers* use MIDI to communicate with computers.

**MP3** A patented audio compression algorithm which uses a form of *lossy* data compression. It is de-facto standard of digital audio compression for music. MP3 files generally end with a .MP3 extension.

**MusicBrainz** A open-source music encyclopedia that collects music *metadata* and makes it available to the public. For more information, see <http://musicbrainz.org/>.

**Ogg Vorbis** A patent-free audio compression algorithm which uses a form of lossy data compression. It is designed to provide for efficient streaming and manipulation of high quality digital audio. Ogg Vorbis files generally end with a .OGG or .OGA extension.

**open-source** Generically, open-source refers to a program for which the source code is available to the public for use and/or modification from its original design free of charge. Open source code is typically created as a collaborative effort in which programmers improve upon the code and share the changes within the community. Open source sprouted in the technological community as a response to proprietary software owned by corporations. For more information, see [Wikipedia](#).

**OpenGL** An *operating system* feature used to draw hardware-accelerated graphics. Mixxx uses OpenGL to draw the waveform displays and spinning vinyl widgets.

**operating system** Your operating system (OS) is the computing environment on your computer. For example, Windows, Mac OS X, or GNU/Linux are the three operating systems that Mixxx supports.

**OPUS** Opus is a totally open, royalty-free, highly versatile *lossy* audio codec. The .OPUS filename extension is recommended.

**PFL** PFL or “pre-fader listen” is a fancy word for whether or not you are “pre-listening” to a deck in your headphones. See also: [headphone button](#).

**phase** The phase of a track is its position relative to another track. If two tracks are *sync'd* to the same tempo and in-phase then they should be playing so that their beats are aligned.

**pitch bend** A technique used by DJs that temporarily *bends* the rate of a track up or down, usually while a button is held. This technique is usually used to make micro-adjustments to the synchronization of tracks while beat-matching. Before digital DJing, this was accomplished by dragging one's finger alongside the turntable to slow it down or by twisting the record spindle to speed it up.

**podcast** A podcast is a feed of audio or video files made available for free or for purchase over the Internet. Podcast clients such as iTunes allow listeners to subscribe to the feed and automatically download content to their portable audio players as it becomes available.

**quantization** Quantization is the process of aligning notes and other events like loops or cuepoints so that they start or finish exactly on beats or fractions of beats.

**ramping pitch bend** Basically identical to the regular *pitch bend* with the difference that the pitch changes gradually, instead of all at once. Often used for temporary pitch changes. It simulates the effect of touching a turntable to temporarily slow down or speed up a record.

**rate** The speed at which a track is played back, usually expressed in terms of a percentage of the speed relative to the tracks normal rate. Often while mixing, DJs adjust the rates of tracks so that they can play at the same tempo as other tracks. This allows DJs to [beatmix](#), and is an essential part of DJing.

**ReplayGain** ReplayGain normalizes audio data in a non-destructive way, so the tracks in your music library don't all play at different volumes. Audio files are scanned by a psychoacoustic algorithm to determine the loudness of the audio data. ReplayGain information is stored as *metadata* in a digital audio file in order for the sound to be correctly played at the right level of loudness.

**reverse** Reverse plays a track backwards.

**RGB** The RGB color model is an additive color model in which red, green, and blue light are added together in various ways to reproduce a broad array of colors. The name of the model comes from the initials of the three additive primary colors, red, green, and blue.

**shoutcast** Shoutcast is proprietary software that allows digital audio content to be broadcast to and from media player software, enabling the creation of Internet radio stations.

**soundcard** Also known as an audio card, it is an internal computer expansion card or external expansion device that facilitates the input and output of audio signals to and from a computer. Today DJ-soundcards are usually connected via USB and have at least 2 stereo audio outputs to support *cueing*.

**sync** Sync allows you to automatically adjust a track's *tempo* and *phase* to be in sync with another deck that is playing.

**tempo** The speed of a track measured in *bpm*.

**timecode** Used here in conjunction with *vinyl control*. A special audio signal on a control vinyl or control CD (timecode media) that a computer can listen to in order to determine speed, direction and position of the playback.

**track** A track is another word for a song.

**url** Uniform Resource Locator. The address that defines the route to a file on an Internet server. URLs are typed into a Web browser to access Web pages and files, and URLs are embedded within the pages themselves as hypertext links. One example of a URL is <http://www.mixxx.org>.

**vinyl control** A method of controlling DJ applications which simulates the traditional DJing paradigm of two turntables. Using special *timecode* media, the DJ application analyzes the timecode signal and simulates the sound and feel of having your music collection on vinyl.

**volume** A term that refers to the degree of sound intensity or audibility; loudness. Volume is determined by people's perception and does not directly correspond to any physical property of sound.

**WAV** Standard digital audio file format used for storing waveform data; allows audio recordings to be saved with different sampling rates and bitrates; often saved in a 44.1 KHz, 16-bit, stereo format, which is the standard format used for CD audio. Wave files are not compressed, and are therefore *lossless*. Wave files generally end with a .WAV extension.

**waveform overview** The waveform overview shows the waveform envelope of the entire track, and is useful because they allow DJs to see breakdowns far in advance.

**waveform summary** The waveform summary shows the waveform envelope of the track near the current playback position.

---

## Automatically generated TODO list

---

The following list is automatically generated from `.. TODO::` directives in the text.

### 15.1 TODO items

---

#### **Todo**

Example of a todo

---

(The *original entry* is located in /home/mixxx/buildserver/workspace/2.0-manual/source/chapters/quickstart.rst, line 14.)

---

#### **Todo**

Update this section to explain the differences between the beatgrid and beatmap options.

---

(The *original entry* is located in /home/mixxx/buildserver/workspace/2.0-manual/source/chapters/configuration.rst, line 351.)

---

#### **Todo**

Update section to reflect 1.12 GUI layout.

---

(The *original entry* is located in /home/mixxx/buildserver/workspace/2.0-manual/source/chapters/user\_interface.rst, line 618.)

---

## Guidelines for Mixxx Manual writers

---

### 16.1 What is the intended outcome of the manual?

A user who doesn't know Mixxx yet should be able to mix two tracks from its music library in the shortest possible time. Assuming he will be more motivated to explore the software and get creative.

(Future) characteristics of the Mixxx manual:

**User-friendly** Easy to use when, where, and how you need it. Examine, how someone else is using the application.

Watch someone else use the manual (preferably someone who has never seen it before). Be consistent with the instructional design so users can follow a set pattern. Don't use the terms you use as a developer, try to find the terminology of the user.

**Based on sound learning principles** For example users should actually learn from it, not just refer to it. Use the KISS principle; keep it sweet and simple. Too much information can be overwhelming, so present one concept at a time. Explain simple features in a matrix.

**Motivational** Keeps users willing to push forward to higher levels. Present general concepts first to provide a frame of reference. Then move to more complex topics.

Group problems the user might hit in a particular task right there with the instruction for that task. Do not force a user to go to a separate "Troubleshooting" section. We can have such separate sections, but as a author you should duplicate pitfalls and problems and include a solution in the task.

### 16.2 Technical conventions

#### 16.2.1 Line Widths

Please configure your editor to have a max column-width of 80-columns. While it is not a strict requirement, 80-column cleanliness makes it easy to tile multiple buffers of code across a laptop screen, which provides significant efficiency gains to developers.

#### 16.2.2 Screenshots

Use English language settings when creating screen-shots of the Mixxx interface. This might change if we ever have true i18n. The preferred file format is PNG. **Don't add shadows** to application window screen-shots as they are added automatically to the document with style-sheets.

Always include descriptive alt text and a figure description. The latter will be numbered in the PDF export. That sets them apart from the text below. Place screen-shots above the context you are going to explain.

Screenshots should only show the necessary area and not the entire screen where not necessary. Use annotation on the screenshot if necessary to emphasize elements, use color #FF1F90 if possible for consistency.

#### .. **figure**::

Use this directive to place images like Screen-shots. Example markup:

```
.. figure:: /_static/icons/mixxx-icon.png
:width: 64px
:align: center
:height: 64px
:alt: Alternate text on mouse over
:figclass: pretty-figures
```

Insert descriptive caption here

Nice screenshot tools with build-in editor for annotations:

- MacOSX: [Skitch](#)
- Linux: [Shutter](#)
- Windows: [PickPic](#)

Alternatively, import your screenshots into [Inkscape](#), add annotations and export as .png to `/static`. Then save the original work as .svg to `/static` as well, so any future contributor can work on your annotations at a later time.

### 16.2.3 File naming

As the manual grows over the time with new versions of Mixxx and new screenshots, it is important to have files named consistently. Save files to the `/static` folder or create a sub-folder in there.

`Mixxx-<major><minor>-<where>-<what>.png`

This scheme makes it easy to know which version a screenshot was taken from and where it belongs and if it must be replaced, like e.g. `Mixxx-111-Preferences-Recording.png`

**Warning:** Do not include any dot in the file names of your screenshots your file name or you wont be able to generate PDF with LaTeX.

### 16.2.4 Double quotes

Use curly double quotes (“ ”). Avoid typewriter double quotes (“ ”) produced by the convenient quotation mark button on your keyboard. For details and key combinations, see [Wikipedia](#).

### 16.2.5 Admonitions

The following admonitions are in use:

#### .. **note**::

For anything that should receive a bit more attention. Example markup:

```
.. note::
  a note
```

#### .. **hint**::

For supplementary information that lightens the work load. Example markup:

```
.. hint::  
    a helpful hint  
  
.. seealso::  
    For references to other documents or websites if they need special attention. References to other documents can  
    also be included in the text inline. Example markup:  
  
.. seealso::  
    a reference and inline link `Google <https://google.com>`_  
  
.. warning::  
    Recommended over note for anything that needs to be done with caution. Example markup:  
  
.. warning::  
    a warning  
  
.. todo::  
    Allow inserting todo items into documents and to keep a automatically generated TODO list Example markup:  
  
.. todo::  
    some task
```

## 16.2.6 Substitution

Replacement images or text can be included in the text. They are added through a substitution (aka alias). This may be appropriate when the replacement image or text is repeated many times throughout one or more documents, especially if it may need to change later.

All replacements are kept in the file `shortcuts.rstext` which is included at the beginning of each file in which a substitution is used.

To use an alias for the Mixxx logo, simply put the definition into `shortcuts.rstext`.

```
.. |logo| image:: /_static/icons/mixxx-icon.png
```



Using this image alias, you can insert it easily in the text with `|logo|`, like this:

For a text replacement the code looks similar:

```
.. |longtext| replace:: Looooooooong text is loooooooooong
```

**Using this text alias, you can insert it easily with `|longtext|`, like this:** Looooooooong text is loooooooooong .

**See also:**

The substitute section in the docs. [Here](#) and [also here](#)

## 16.2.7 Headings

Normally, there are no heading levels assigned to certain characters as the structure is determined from the succession of headings. However, for the Python documentation, this convention is used which you may follow:

- # with overline, for parts
- \* with overline, for chapters
- = for sections

- for subsections
- ^ for subsubsections
- " for paragraphs

Of course, you are free to use your own marker characters (see the reST documentation), and use a deeper nesting level, but keep in mind that most target formats (HTML, LaTeX) have a limited supported nesting depth.

### 16.2.8 Paragraph-level markup

These directives create short paragraphs and can be used inside information units as well as normal text:

- .. **versionadded::** version  
This directive documents the version of the project which added the described feature. Example markup:  
.. versionadded:: 2.5 Add feature description.
- .. **versionchanged::** version  
Similar to `versionadded`, but describes when and what changed in the named feature in some way (new parameters, changed side effects, etc.).

### 16.2.9 Other semantic markup

The following roles don't do anything special except formatting the text in a different style. Nonetheless, use them:

- :guilabel:**  
Any label used in the interface should be marked with this role, including button labels, window titles, field names, menu and menu selection names, and even values in selection lists. An accelerator key for the GUI label can be included using an ampersand; this will be stripped and displayed underlined in the output. To include a literal ampersand, double it. Example markup: *Cancel*  
:guilabel:`&Cancel`
- :kbd:**  
Mark a sequence of keystrokes. Example markup: STRG + G  
:kbd:`STRG` + :kbd:`G`
- :menuselection:**  
This is used to mark a complete sequence of menu selections, including selecting submenus and choosing a specific operation. Example markup: *Options → Enable Live Broadcasting*  
:menuselection:`Options --> Enable Live Broadcasting`
- :file:**  
The name of a file or directory. Example markup: Mixxx/Recordings  
:file:`Mixxx/Recordings`

### 16.2.10 Meta-information markup

- .. **sectionauthor::** name <email>  
Identifies the author of the current section and helps to keep track of contributions. By default, this markup isn't reflected in the output in any way. Example markup:

.. sectionauthor:: Jon Doe <name@domain.tld>