

# baytex Party! 3.0

## User Manual

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## Chapter 0.1: System Requirements.

Party! will run on most Macs.

### Minimal Requirements:

- 20 MB of free RAM (if applicable)
- QuickTime 4.0
- 800x600 screen resolution
- Carbon extensions if you are trying to run the Carbon (OS X) version
- Navigation Services extension (8.1 or previous)

### Recommended Configuration:

- 40 MB of free real RAM (under 9.x or previous with Virtual Memory disabled)
- 192 MB RAM (under OS X)
- 233 Mhz G3 computer (under 9.x or previous) or a 350 Mhz G3 computer (under OS X)
- Big enough hard disk to store your MP3 (avoid playing MP3 from CD)
- More than one sound card or USB sound device

## Chapter 0.2: Notes before using Party!.

0.- Read this manual. Read it entirely. You'll find important tips.

1.- QuickTime is the MP3 playing platform Party! is based on. This is sometimes good and sometimes bad: QuickTime offers a tremendous compatibility and a huge number of its own functions. On the other hand, QuickTime is not as reliable as a dedicated MP3 decoding engine, so it could skip continuously if you begin CPU intensive processes. Due to Party!'s high processor consumption, we encourage you to quit as many applications as possible. Starting up from MacOS 9.x (instead of X) with virtual memory and every unused extension disabled should heavily increase Party! performance.

2.- You are strongly recommended to AVOID using Variable Bit Rate (VBR) MP3's. QuickTime is not optimized

to work with these files. You should re-encode your MP3 to constant bit rates. VBR could cause skips during the playing (unless you have a HUGE computer).

3.- Baytex Party! is designed to manage multiple sound outputs. If you have more than one, you have to set them up:

**MacOS 9.x or previous:**

- a.- Open Party! Preferences.
- b.- Enable "Use multiple devices" option.
- c.- Select the sound device where your headphones/monitor speakers are plugged in.
- d.- Select the sound device where the amplifier is plugged in.

**MacOS X or better:**

- a.- Open the System Preferences through the Dock or the Apple menu.
- b.- Switch to the Sound panel.
- c.- Click the Alerts tab.
- d.- Choose the output where your headphones/monitor speakers are plugged in the "Play Alerts through" menu.
- e.- Click the Output tab.
- f.- Choose the output where the amplifier is plugged from the list.
- g.- Open Party! Preferences.
- h.- Enable "Use multiple devices" option.

These steps can be set up with the help of Party! Assistant (it will appear first time you launch Party!).

**Now you are ready to use Baytex Party!**

# Chapter 1: Main window: Decks.

As soon as you open the application, the main window is displayed with two decks at the upper left part of the screen.

This is where you'll control most of the functions in Party!.

The main window contains both decks (deck A in the left side, deck B in the right).

These decks are identical in their functionality.

Figure 1: The decks and its parts



Parts in each deck are:

1.- **Song artist, name and category:**

If there is a song loaded its data is shown here. If not, "(Drag a song)" is displayed. You can edit this information in the Song Info window.

2.- **Time information of the current loaded song:**

Current, remaining and mix time is displayed. Mix time is reviewed in Chapter 5.

3.- **Time progress bar shows the current elapsed time:**

Click it to jump to any part of the song.

4.- **BPM and pitch information** (only if available - check Chapter 4):

Original BPM shows the BPM you taped in the Song Info or in the Quick BPM window (Chapter 4).

Pitch shows the current deformation of the song (check Pitch Slider at number 8).

Current BPM show the calculated BPM based on the original BPM and the pitch deformation.

For more information about BPM, pitch and mixing, check chapters 4 and 5.

5.- **Control buttons:**

Start - Jumps to song beginning (only if you are not playing a song or the allow mistakes is enabled).

Eject - Stops the song and empties the deck or forces the Automix to occur now (Chapter 5).

Beat Jump - Jumps 4 beats backwards or forward into the song. If any modifier key is pressed, it jumps 8 beats instead of 4. If there is no BPM set, it will jump some seconds.

Search Back/Forward – Enables the search mode (check Chapter 7).

6.- **Cue button:**

Basically, it marks any part of the song. If the song is being played, it will stop it. If it is already stopped it will mark the current time as CUE mark (check Chapter 7).

7.- **Play/Pause button:**

It will Play/Pause normally unless CUE button is ON. In that case, the playing will begin from the CUE time. If command key is pressed, it will begin playing from the Cue (it will not work as pause).

8.- **Pitch slider:**

Changes the pitch of the song between +12% and -12% (This maximum level is modifiable. See Preferences in Chapter 8).

9.- **Sync button:**

This button automates most of the mixing functions available in Party! (check Chapter 5).

You can set the duration of the synchronization by control clicking (or right-clicking) this button.

10.- **Pitch Shift:**

Increases or decreases the pitch by 12% while the mouse is down (This value is modifiable. See Preferences in Chapter 8)

11.- **Volume slider:**

It controls the volume of the sound through the Sound Output (check Chapter 0).

12.- **Fade In/Out buttons:**

Automatically raises/lowers the Volume Slider.

You can set the duration of each button by control clicking (or right-clicking) it.

13.- **Headphones/Monitor button:**

Enables or disables the sound through your headphones, monitor speakers or any sound device selected as Alerts Output (Only available if you have Multiples Sound Outputs. Check Chapter 0).

14.- **Song Info button:**

Opens the Song Info editor (check Chapter 4).

15.- **Quick BPM button:**

Opens the Quick BPM editor (check Chapter 4).

16.- **Crossfader slider:**

It controls both decks' Volume sliders. In the middle, both volumes are set to their max. Scrolling to each side makes the opposite deck to lower its volume. Buttons A/B automate the crossfader. You can Control click each of these buttons to set the crossfade length. Command clicking these buttons will jump to each side.

17.- **Brake button:**

Turntable stop (right-click or control click it to set its duration).

18 & 19.- **Headphones (or monitor speaker) and Master (Sound Output) volume:**

These controls affect the entire program.

20.- **Automix button:**

Enables/disables Automixing (chapter 5).

## Chapter 2: Main window: Music Library

A basic requirement to use Party! is to have songs. Songs can be in any format, since Party! is based on QuickTime's playing capabilities (read chapter 0 about recommended sound formats).

The Music Library is the place where you virtually storage all your songs (or just those you'd like to have in there). You can browse through the entire lists, show only those songs from a chosen category or search by key words (like the artist or the song title).

In order make your library grow, you have to import your songs manually:

- 1.- Press the "Import" button in order to open a folder selection dialog.
- 2.- Browse through your hard disk and choose a folder containing music files.  
(You can also drag files or folders to this list in order to import songs)
- 3.- A progress bar will be visible showing you the percentage of the total files being imported.
- 4.- The same progress bar will show you the progress getting info on the imported songs.

You can repeat this process as many times as you wish.

Now that your Music Library is filled you can:

- 1.- Click any row header to change the list order (including by BPM).
- 2.- Select some songs and click "Add" to add them to the Playlist (chapter 3).
- 3.- Select some songs and drag them to the Playlist (chapter 3).
- 4.- Select some songs and Control click them and choose "Modify Category..." to classify them.
- 5.- Drag songs directly to the decks to load them.

You can remove songs from the Music Library by selecting them and pressing Command + Delete. They won't be deleted from your hard disk and they can always be imported again. All the info you have changed/added (BPM, Cue's, etc.) will be lost.

There are two buttons in the bottom right corner of the Music Library: "Quick BPM" and "Edit Info". Both allows you to manage and set up songs for a future mix. How to work with these buttons will be covered in chapter 4.

### Detailed description:

- **Search box:** Write any keyword to search songs as you type. It is not necessary to hit return.
- **Only With BPM checkbox:** Only search for songs with calculated BPM (Chapter 4).
- **Category menu:**
  - o Select a category to search only songs from that category.
  - o Control + select a category to modify the selected songs' category to the chosen one.

Note: These three controls will only appear if you haven't chose "Search in a separate window" in preferences.

- **Song list:**
  - o Select songs and drag them to the Playlist.
  - o Drag a single song to any deck to load it.
  - o Control + Click to display a function menu:
    - Add selected song(s) to the Playlist,
    - Edit selected songs info, Quick BPM or modify their category,
    - Remove selected songs from the Library,
    - Import more songs to the Library.
  - o Command + Delete to remove selected songs from the Library.
  - o Sort found songs by Name, Length, Category or BPM.
- **Edit Info and Quick BPM buttons:** Open both windows.
- **Import:** Open the folder browser dialog to select a folder to import.
- **Add:** Add selected song(s) to the Playlist.

## Chapter 3: Main window: Playlist.

Once you have built your music collection in the Library, you are ready to begin planning your performance:

The Playlist is beside the Music Library, and it may be used in two different ways:

If you are using Party! under Manual Mixing mode (with Automix disabled) you could store in the list all the songs you may want to play in the next minutes. Then, the following possibilities are available:

- 1.- Click any row header to change the list order (including by BPM).
- 2.- Select and drag songs to change their order in the list.
- 3.- Select any song and click "Play" to play it in an empty deck (or the most advanced one).
- 4.- Double click a song, obtaining the same effect than clicking "Play".
- 5.- Drag songs directly to the decks to load them.
- 6.- Save already played and each song in the Playlist into a list file.
- 7.- Save only selected songs into a list file.

If you are using Party! preparing a list to be played under Automix mode, the Playlist represents the order of the real playing. You can always modify this order during the playing, unless you plan to modify those songs being played which is a bit more complicated (This mode will be deeply reviewed in chapter 5).

Commonly, you are going to use a set of songs always in the same order. You should select them, after the first time you have drag them into the Playlist, and then Save Selected songs. This will create a list file that you can add to the Playlist any time you want, by clicking Add List.

If you liked all the list that you have played, you can click Save All to save Already Played, loaded songs and queued songs in the Playlist into a list file.

### Detailed description:

- **Song list:**
  - o Select and drag songs to sort them.
  - o Drag a single song to any deck to load it.
  - o Double click a song to load it in the proper deck.
  - o Control + Click to display a function menu:
    - Add selected song(s) to the Playlist,
    - Load selected song in a specific deck,
    - Edit selected songs info, Quick BPM or modify their category,
    - Remove selected songs from the Playlist.
  - o Press Delete to remove selected songs from the list.
  - o Sort songs by Name, Length, Category or BPM.
- **Edit Info and Quick BPM buttons:** Open both windows.
- **Remove:** Remove selected songs from the Playlist.
- **Already Played:** Shows a floating list containing every song played in this session.
- **Save Selection:** Creates a list file from the selected songs.
- **Save All:** Creates a list file from Already Played songs, currently loaded and queued songs.
- **Add List:** Browse for a list file to add it to the end of the Playlist.

# Chapter 4: Getting BPM: Song Info and Quick BPM windows.

**NOTE: This chapter is very important if you are new to DJ concepts.**

As you have seen in this manual, “BPM” has been named several times:

a.- **BPM** means **Beats per Minutes** and can be simply understood as “**how many times will you tap the floor if you are following the beat with your feet**”. In other words, technically, means the number the main rhythm of the song is repeated during a minute.

This information (the BPM of a song) is very relevant when you are choosing songs to mix “in a nice way”. Song with similar BPM will be easier to mix than songs with very different BPM’s.

Before learning to find song’s BPMs we are going to learn a few more concepts:

b.- **Pitch** is the **acceleration/deceleration** speed that affects a song.

A song with a higher pitch will be faster and higher in tone, while a lower pitch will be slower and lower in tone.

c.- **Why are those pitch changes necessities?**

You are trying to mix two songs. Ok? Normally, those songs won’t have the same BPM and if you could manage to **alter the BPM of one** of them, you could reach the **same Beat frequencies**. Then, your mix will permit a song change without making people to stop dancing (or listening) the same beat.

Pitch changes do modify the song BPM. If you raise the pitch, your BPM will raise too. So, you are able to make two songs beat together.

But REMEMBER: **pitch changes are basically tone changes**. Those tone changes limit you to **small pitch changes**: you are trying to alter the song, not to make the singer sing like “Alvin and the Chipmunks”.

So, now that you know more about BPM, pitch and how would they be useful, let’s learn how to set them.

## 4.1: Song Info window:

Once you have selected a song (in the Music Library, the Playlist or even the loaded song in a deck) you can click the “Edit Info” button. This button will display the Song Info editor, which is divided in four sections:

### 1.- **Song Info:**

Basic information about the song (title, artists) plus its category and the words that will find this song when searching the Music Library.

### 2.- **Time:**

Here you can set a practical start and end of the song.

### 3.- **Rhythm:**

In this window you can set the song BPM. The method is the following:

- a.- The song is being played again.
- b.- Wait until you can distinguish clearly the beat.
- c.- Begin taping the beat (pressing space bar or clicking the marked area)
- d.- Repeat this process continuously until the progress bar get filled.
- e.- You can continue taping the beat as long as you want:  
More beats taped means more accurate BPM.
- f.- If you missed a beat or tap once by error, click “Restart”.
- g.- When you are finished, click the next tab or click “Save”.

After you have finished taping at least 14 beats, you’ll begin hearing a sound marking the rhythm following the taps you have already marked.

h.- If you feel that the marked rhythm is not overlapping the real one, modify it with the Precision controls until it’s perfect.

#### 4.- **Max Pitch:**

Some songs (like Electronica) can accept higher tone changes without being annoying. Here you can choose the exact maximum pitch allowed on this song.

Remember that you can always close this dialog by pressing “Cancel” discarding all the changes made. You can close this window with “Save”, saving your changes.

Saved changes will be reflected in both lists (Music Library and Playlist) and in a deck if the edited song is loaded.

#### 4.2: Quick BPM window:

The Quick BPM editor has the same functionality of the “Rhythm” tab from the Song Info editor. You’ll have instant access to tap with the space bar or the mouse click, allowing you to get the BPM in a much faster way.

A progress bar will be filled as you tap, allowing you to save it you have done more than 10 taps (the bar will get filled with 14 – the minimum recommended amount – but you can do it as long as you want). You can restart or cancel the Quick BPM process at any time (Escape key could be helpful if you don’t want to get your hands off the keyboard).

As Song Info window, here you can also use the Precision tools to exactly match the rhythm..

Remember that you can Quick BPM a song everywhere, included while it’s playing (in that case, the song won’t be played as a background song in your headphones).

NOTE: Party! has many features that will only work on songs with their accurate BPM. We encourage you to calculate as many BPM as you can.



# Chapter 5: Mixing, the Sync button and automixing.

Now that you have your Music Library full of set up songs, you are able to begin assisted mixing.

With BPM calculated there are several commands Party! can do helping you to mix more accurate and cleaner:

- You can sort the Music Library or the Playlist by BPM, so similar songs keeps together to each other.
- You can ask Party! to change the pitch of a song to match another song BPM exactly.
- Party! can start a song (with the correct BPM) exactly from a moment where both rhythms will overlap perfectly.
- Party! can handle a whole Playlist doing BPM matching and three-step crossfading.

We'll review all these features step by step. Finally, in chapter 6 we will see some examples during a whole illustrated Party! session.

## 5.1: Sorting a list by BPM.

Both list have a special row: One of them is the BPM column, where songs show their BPM or “-.-“ if it hasn't been calculated.

You can click the BPM row header to sort the list in a BPM ascending order (click it again to make it descending).

This feature allows you to easily find songs that match the current playing song.

Another tip is to choose the same category, from the category menu and THEN sort the list by BPM. That will assist you to quickly create playlists.

## 5.2: Mixing basics.

There are several ways to mix two songs.

We'll review in this chapter the most common way:

- While one song is being played in your Sound Output, the second one is loaded and can be played through the headphones: To do this **load a song in one deck, play it with it's volume slider raised. Load another song in the other deck, lower its volume slider to the minimum, turn headphones on and push the Play button.**
- Then, moving the pitch slider to synchronize both songs' BPMs: **Drag the pitch slider carefully until you feel that both BPMs are as similar as possible. If you have calculated their BPM (Chapter 4) you could check the Current BPM in the deck's screen to aid you in the matching.**
- After reaching the same BPM, you can press the Pitch Shift buttons to move the second song rhythm forward or backward trying to overlap both rhythms.
- Then, the second song should FADE IN and the old one FADE OUT: **You can do this manually (raising and lowering the volume sliders with the mouse) or use the Fade buttons. Remember that you can Control click them before to set their length.**

All right: you have learned the mixing basics. Probably, you have noticed that both second and third point are very difficult and require a very accurate ear. That's why Party! includes the Sync button to aid you mixing.

## 5.3: Sync button.

In point 5.3 we reviewed mixing basics. We found that matching and overlapping beats was very difficult. Party! has a special button that will help us.

The Sync button has several functions, depending in WHEN and HOW we click it.

First of all, Sync button only work if **BOTH DECKS ARE LOADED** and **BOTH SONGS HAVE BPM**. Please, remember this issue, because sometimes you'll want to use the Sync button and it won't do anything if these requirements are not satisfied.

Sync button functions are:

- If a song is **loaded and paused** in the **target deck** (volume slider state doesn't matter) and another song is loaded –playing or not- in the other deck, **Sync button will instantly raise/lower the pitch** of the target deck **to reach the same BPM than the other deck's song**.
- If a song is **playing** in the **target deck only through headphones** (volume slider is in the bottom) and other song is being played through the Sound Output from other deck, **Sync button will change the target song pitch in order to match both BPMs**. If the pitch change is above the maximum allowed, then the pitch will be changed to the nearest maximum (lowest or highest).
- If Sync button is clicked while pressing COMMAND KEY and a song is **loaded (playing or paused)** in the **target deck** and **is not being played through the Sound Output** (volume slider is in the bottom or is paused) and other song is being played through the Sound Output from other deck, **Sync button will change the target song pitch in order to match both BPMs and will jump the position of the target song to overlap both songs' rhythms, unpausing the song (if necessary)**. If the pitch change is above the maximum allowed, then the pitch will be changed to the nearest value (lowest or highest).
- If a song is playing from the **target deck** through the Sound Output (volume slider raised) and another song is loaded –playing or not- in the other deck, **Sync button will slowly raise/lower the pitch** of the target deck **until it reaches the same BPM than the other deck's song**. You can set the length of this process by Control clicking the Sync button.

With these four functions, the Sync button will help you mixing songs.

## 5.3: Automixing.

Another Party! feature is the ability to manage by itself a playlists loading, synchronizing and crossfading songs by its own.

In order to do this, load the Playlist with all the songs you want to mix, in the order you'd like the mixes to be done.

Once done, turn on Automix, clicking on its button in the top red bar.

Automatically, the first song of your playlist will be loaded and played from Deck A.

Nothing will happen until it load the next song in Deck B.

In Deck A screen you'll see "Sync in" counting down to zero (only if both songs has BPM available).

In that moment, Party! will hit by itself Deck A's Sync button.

Just when the synchronization has finished, Deck B will be synchronized again and it will start fading in (Party! will hit the Sync and then the Fade In button).

A couple of seconds will pass until Party! hit Deck A Fade Out button.

Then this process will be repeated identically for Deck A with the next song. In this way, your playlist will be reproduced song by song, in both decks.

Please, note that every length (synchronization, fade in, playing both and fade out) can be set up in Party! Preferences (Chapter 8).

Note: If either of the songs affected in the automix hasn't had its BPM set, the Sync stage will be skipped.

Note: If the pitch change is above the maximum allowed for each song, Party! will change the old song to its maximum allowed and will change the new song pitch to secure a safe beat transition.

## Chapter 6: Mixing and Automixing examples.

You have now learned how to use several Party! functions. Let's be a little more practical:

We'll start from the beginning. You have just started Party! and your Music Library is empty (and your Playlist is empty too).

### 6.1: Manual mixing example.

- 1.- Click the import button from the Music Library and choose the MP3 folder.
- 2.- Let's select some songs, searching by artist (in the search box), hit Command + A to select them all, then control click them and choose "Modify Category...".
- 3.- After doing that on several songs, let's begin getting songs BPM: select separately songs you'd like to set for continuous playing and click "Quick BPM" (Chapter 4).
- 4.- Now you have got several BPMs...Let's begin putting songs into the Playlist, just to handle them quickly.
- 5.- We are going to manual mix, so the Playlist order is not an issue. We'll just put there the next songs. We neither need to choose all the songs right now (we can select songs while others are being played).
- 6.- Let's decide how will our party/performance begin. Select that category from the Category menu in the Library. Find a good song for starting our show and directly drag it to any deck. Drag some songs that nearly match our first song BPM to the Playlist.
- 7.- You can start the song just by raising its volume to the maximum and hit Play or by clicking Fade In. You can even play the song through the headphones looking for a proper start and then fade in (More info on searching a song start on Chapter 7). Turn off the headphones in that deck.
- 8.- Now the song is being played. Drag any song from the Playlist (or maybe the Library) to the other deck. Turn on the headphones and play it. Look for a proper start and pause it.
- 9.- You should decide if it the song must start with initial volume or fade in (if you choose to fade, control click the Fade In button to set up the fade length).
- 10.- You should consider the same issue regarding the playing song (stop or fade out – if you selected fade out, control click before the mix to set up its length).
- 11.- Wait until you want to mix. Hit Command + Sync to overlap the beats. If you decided fade in, click the Fade In button. Then stop or fade out the old song. You should review the keyboard shortcuts to handle the mix easier.
- 12.- Drag another song to the old deck to replace the song loading a new one.

Now, play with Party! for a while until you feel comfortable managing all those mixing functions.

### 6.2: Automixing example.

- 1.- Follow steps 1 to 3 from Manual mixing example until you have enough songs with BPM and Category.
  - 2.- Decide which music category you'd like to start your party/performance. Select that category from the Category menu in the Library. Find a good song for starting our show and directly drag it to the Playlist.
  - 3.- Now, sort the Library by BPM (in the same category). Drag some songs that nearly match our first song BPM to the Playlist.
- Note: You can build the entire list at once or you can leave Party! automixing and continue adding songs before the Playlist get empty. In the last case, check point 6 and turn Automix on now .
- 4.- When you are done with the first category, choose another category (one that matches the old one). Select a song that would be nice as a category transferor. Then sort the list by BPM and choose more songs, adding them to the Playlist.
  - 5.- Repeat these steps until you have enough songs to dance for a while
  - 6.- Check in the Preferences that the fades lengths match the music style. If not, modify them.
  - 7.- If you haven't turned on Automix yet, do it. Go back to the dance floor and enjoy!

## Chapter 7: Advanced Manual Mixing.

Party! is designed for beginner DJs and amateur DJs, as well as professional DJ. The following features are designed specifically for those DJs accustomed to work with standard professional tools.

### 7.1: Cue button.

The Cue button works as a marker. You are listening the song, and you would like to mark the song so then you can come back exactly to the same part of the song.

While Cue button is on –it means it has a mark somewhere in the song- each type the deck is unpaused (triggered with the Play button or a Fade button) it will start exactly where the Cue button was set.

**Specifically, the Cue button will do the following:**

- If the song is being played, the Cue button will act like the Pause button, stopping the song.
- If the song is stopped and the Cue button is off (it doesn't have any mark), it will turn on, saving the current time as the new mark.
- If the song is in Search mode (point 7.2 in this chapter) and the Cue button will turn on, saving the search time as the new mark (erasing an old one if there was any).
- If the song is stopped and the Cue button is on (it does have a mark), it will turn off, cleaning the mark.

You can use Cue to play a song start and then fade out or simply stop. Then, you can repeat the same piece, just by unpausing the song again.

Cue marks are saved. Next time you load the same song, it will continue marked.

### 7.2: Search buttons and Search mode.

Often, when you are looking for a precise song start with the Cue (before Fading In or unpausing a song), you need more precision than simply listening a song cueing it on the fly.

Here is where the Search mode is useful.

When you are near the song start, hit any Search button. Then the song will stop, but it will keep repeating the moment when you switched to Search mode.

Use both Search buttons to browse with centesimal precision through the nearly events.

When are satisfied with that Search time as a precise Cue mark, hit the Cue button to cue the Search time and exit that mode. The song will be stopped and the Cue buttons should be on.

Now, if you hit Play or Fade In, the song will start exactly from the searched time.

**Specifically, Search buttons will do the following:**

- If the song is being played, set the current time as Search time, then stop it (from headphones and Sound Output). The song will start repeating in Search mode around the Search time (only through headphones).
- If the song is in Search mode, Search Back/Forward buttons will de/increase Search time in 0.01 second for each click.

Note: You can exit Search mode by clicking Play or Cueing the song in the Search time.

## Chapter 8: Preferences.

Party! is built to match your needs: Maybe you do want to be interrupted by search functions in the same window. Maybe you need help stopping pushing unwanted buttons during performances. Sometime, the kind of music you mix needs longer fades... whatever.

You can open the Preferences window by clicking on the Preferences button in the Main window, or selecting the Preferences option in the Party! menu.

Preferences window is divided in four areas: General Preferences, Multiple Sound Devices, Manual mix and Automatic mix.

### Manual mixing preferences:

**Maximum Pitch:** Default maximum and minimum ( $\pm$ ) values of the pitch slider.

**Shift pitch:** Sets the increase/decrease factor when Pitch Shifting (Check chapter 1, control 10).

**Hidden Sounds:** Percentage of the headphones volume assigned to monitor sound left in background (i.e. while you are hearing a song through headphones and begin QuickBPM in a song in the Playlist).

### Multiple Sound Devices preferences:

**Use multiple devices:** Enables the headphone/monitor channel in both decks.

**Headphones/Monitors:** Sound device where your headphones are plugged in.

**Amplifier Sound Output:** Sound device where the amplifier is plugged in.

### Automatic mix preferences:

**Secs per 1% of Pitch:** Seconds assigned to each percentage point of a pitch change (i.e.: If an automatic Sync needs 5% of pitch change, and you have 4 secs per 1% of Pitch, the Sync will take 20 seconds).

**Secs Fading in:** Duration in seconds of the automatic Fade In.

**Secs Playing Together:** Time between Fade In and Fade Out.

**Secs Fading Out:** Duration in seconds of the automatic Fade Out.

### General Preferences:

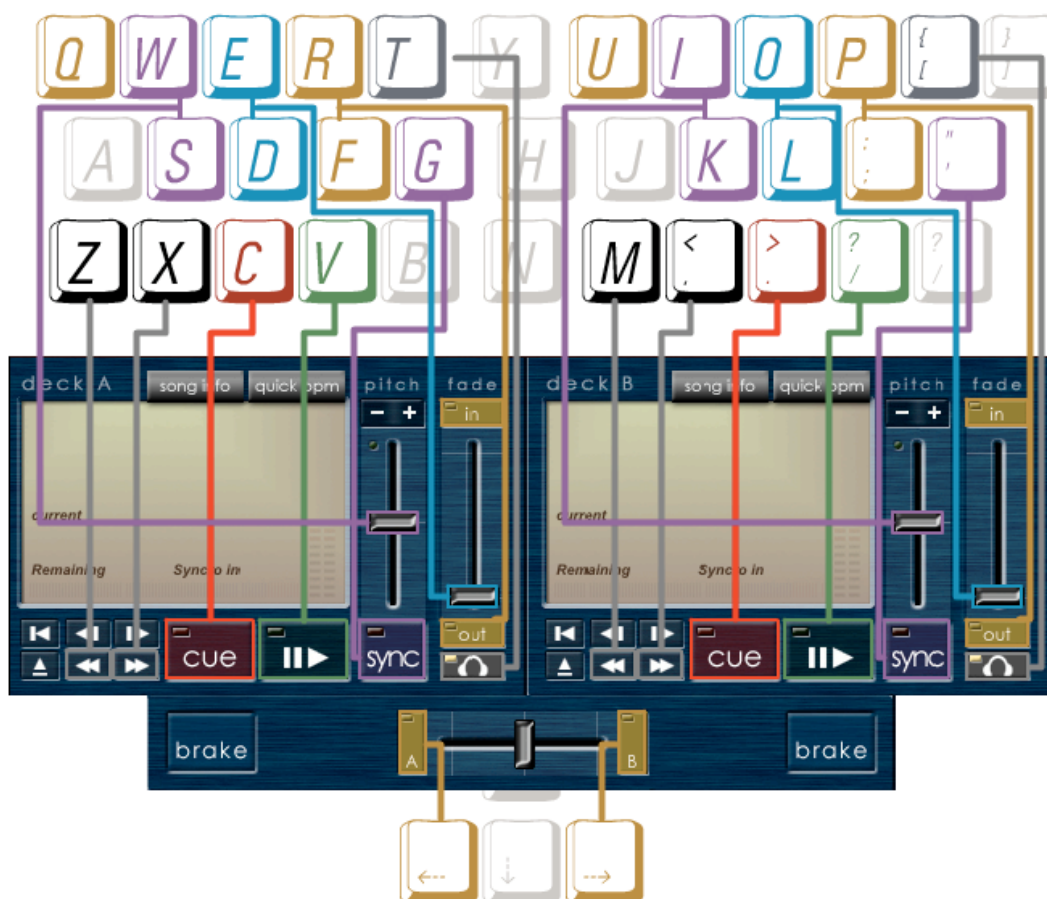
**Search in a separate window:** Hides the search options above the Music Library and shows a Search button.

**Sync only BPM by default:** If this option is checked, when you hit the Sync button the song will only changes it pitch matching, without overlapping rhythm starts, and hitting it with Command key will match BPM and overlap rhythms. If this option is unchecked, it will overlap them by default and Command hitting it will only change pitch.

**Allow possible mistakes while in Sound Output:** Disabling this option won't allow you to enter into search mode or hit the Start button if the current song is being played through the Sound Output.

**Highlight already played songs:** Enabling this option will alert you anytime you are dragging songs, to the Playlist or any deck, that have been already played.

## Chapter 9: Keyboard shortcuts:



	Deck A	Deck B
Turn headphones On/Off	T	[
Press Fade In	R	P
Press Fade Out	F	;
Set Fade In lenght	Control + R	Control + P
Set Fade In lenght	Control + F	Control + ;
Raise Volume slider	E	O
Lower Volume slider	D	L
Invert Volume slider	Q	U
Press Play/Pause button	V	/ (slash)
Press Sync button	G	' (apostrophe)
Set Sync button lenght	Control + G	Control + '
Raise Pitch slider	W	I
Lower Pitch slider	S	K
Press Search Backward	Z	M
Press Search Forward	X	, (coma)
Press Cue button	C	. (period)
Press Crossfader buttons	Left Arrow	Right Arrow
Set Crossfader lenght	Control + L.A.	Control + R.A.
Pause mixing (everything)	Space	