

DENON DJ



engine
PRIME

User Guide

English

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Introduction

Thank you for downloading Engine Prime. At Denon DJ, we know how serious music is to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be.

Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit denondj.com.

For additional product support, visit denondj.com/support.

Installation

1. Double-click the **.exe** (Windows®) or **.dmg** (macOS®) installer file you downloaded.
2. Follow the on-screen instructions.

Important: Engine Prime v1.1 is not backwards compatible with Engine Prime v1.0. Switching back to v1.0 may cause undesired behavior and loss of collection integrity. We recommend backing up the **Music/Engine Library** folder as an extra safety precaution before upgrading.

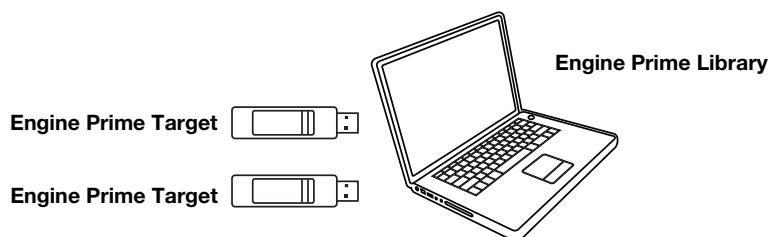
About Engine Prime

Engine Prime Library vs. Engine Prime Target

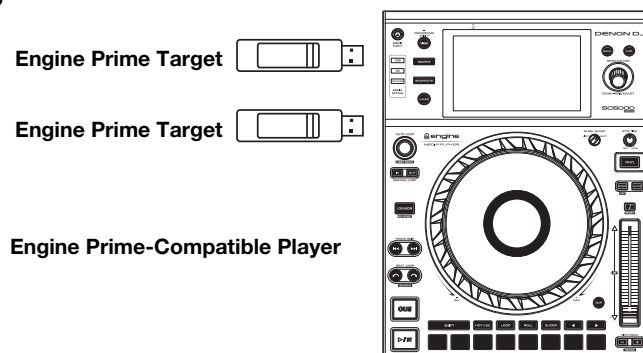
Engine Prime Library refers to a database on your computer that contains all the tracks you use with Engine Prime. You can add tracks stored on the computer's internal hard drive or an external USB hard drive or flash drive connected to the computer. You can even create databases that span multiple drives. A database can contain up to 100,000 tracks.

An **Engine Prime Target** refers to a database on your USB hard drive or flash drive that is connected to a player. You can add tracks to it by adding tracks from your **Engine Prime Library** to an **Engine Prime Target**. Your Engine Prime-compatible DJ player searches for music using an Engine Prime Target database. Each USB drive can have an independent Engine Prime Target database on it, so if your player lets you connect multiple USB drives, you can use it to access multiple Engine Prime Targets.

Preparing

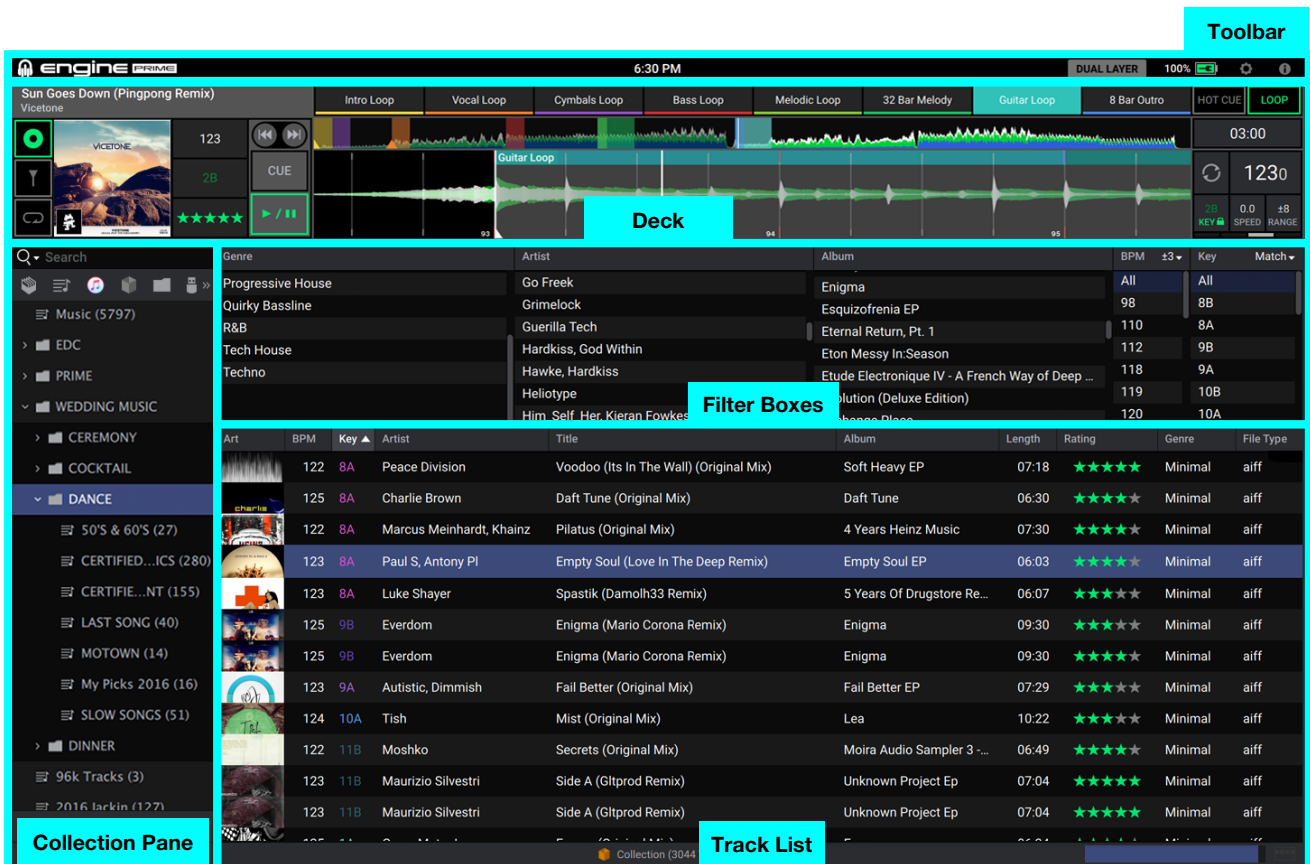


Performing



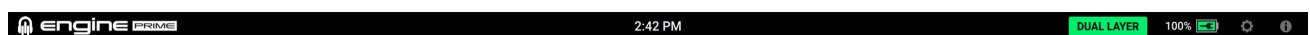
Overview

This is an overview of the different areas of Engine Prime's main software window. Click a name to jump to its Overview chapter: [Toolbar](#), [Deck](#), [Collection Pane](#), [Filter Boxes](#), or [Track List](#).



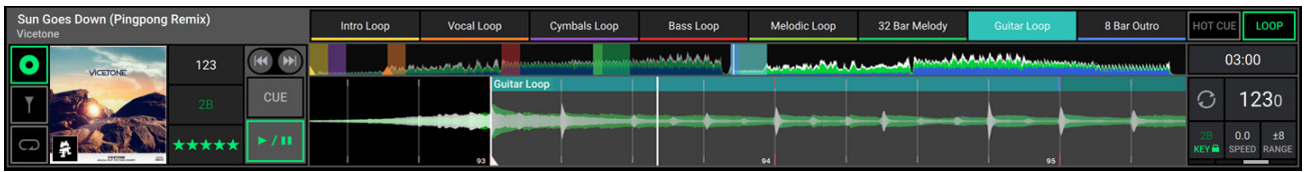
Toolbar

The toolbar gives a quick status overview of the application and allows the user to change modes or behavior quickly.

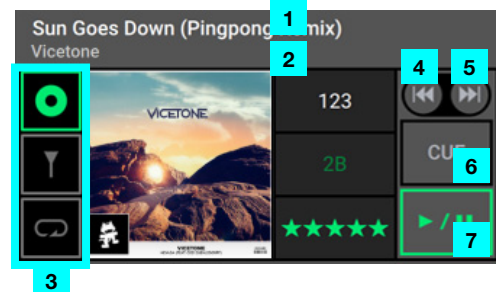


1. **Clock:** Displays the system time in the localized format of the computer.
2. **Dual Layer:** Click here to switch between single and dual layer track view configurations.
3. **Battery Meter:** Shows the percentage of battery life left if the computer has a battery.
4. **Preferences:** Opens the Preferences window. See [Operation > Adjusting Settings > Preferences](#) to learn more.
5. **Tooltips:** When enabled, mousing over a feature will show relevant information.
6. **Full Screen:** Switches the application to full screen view.

Deck



1. **Track Title:** This field displays the title of a loaded track.
2. **Artist Name:** This field displays the credited artists of a loaded track.
3. **Deck Modes:** Click one of these icons to view **Track Info**, **Grid Edit Controls**, or **Loop & Beat Jump Controls**. See [Deck Modes](#) below to learn more.
4. **Previous Track / Restart Track:** Loads the previous track in the track list or restarts a currently playing track.
5. **Next Track:** Loads the next track in the track list.
6. **Cue:** Sets the cue point of the track when paused. If a track is playing, pressing Cue brings the play position back to the cue point. See [Operation > Editing Tracks > Cue Points](#) to learn more.
7. **Play/Pause:** Starts, resumes or pauses playback.



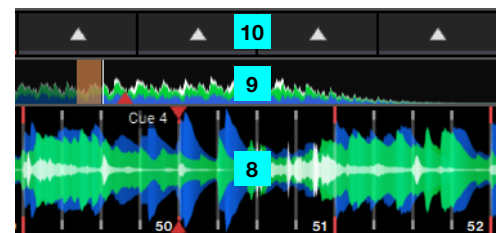
8. **Audio Waveform:** This large waveform represents a section of the current track. The waveform is color-coded to indicate the frequency of the audio signal: **blue** represents low-frequency (bass) content, **green** represents mid-range-frequency content, and **white** represents high-frequency (treble) content. This will also show the current playback position, cue point, hot cue points, loop points, and beat points.

Click and drag the waveform to “scratch” and move through the track.

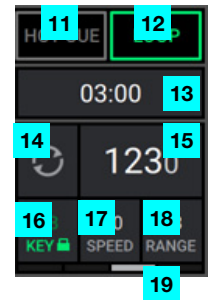
9. **Track Overview:** This smaller waveform represents the entire current track. The waveform is color-coded to indicate the frequency of the audio signal: **blue** represents low-frequency (bass) content, **green** represents mid-range-frequency content, and **white** represents high-frequency (treble) content. This includes the current playback position, cue point, hot cue points, and loop points.

Click a location in this overview during playback to skip immediately to that position in the track. The **audio waveform** above (or below) it will change to show the new position.

10. **Performance Pads:** Click these buttons to set hot cues and saved loops. Your performance points are automatically saved to the prepared track. Right-click a populated pad to rename, clear, or change the color of a hot cue or saved loop.



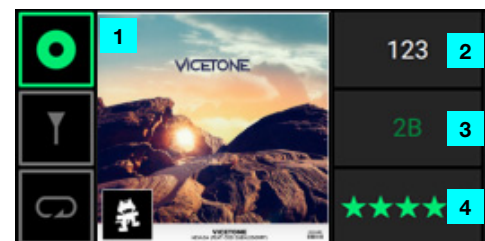
11. **Hot Cue:** Click this icon to set the **Performance Pads** to Hot Cues. Add up to 8 hot cues per track by selecting an available pad. Trigger a hot cue by clicking a populated pad. Edit the name or color of a hot cue by right-clicking a populated pad. Delete an existing hot cue by shift-clicking. See [Operation > Editing Tracks > Hot Cue Points](#) to learn more.
12. **Loop:** Click this icon to set the **Performance Pads** to Loops. Add up to 8 saved loops per track by selecting an available pad to set your loop in and out points. Trigger a saved loop by clicking a populated pad. Edit the name or color of a saved loop by right-clicking a populated pad. Delete an existing saved loop by shift-clicking. See [Operation > Editing Tracks > Loop Points](#) to learn more.
13. **Time Counter:** This field displays the elapsed or remaining time of the track. Click the field to switch between the modes.
14. **Sync Mode:** Click this icon to automatically match the BPM and phase of the decks to each other. Hold **Shift** and click this icon to disable Sync Mode.
15. **Current Tempo:** This field displays the current playback tempo based on the tempo of the track as adjusted by the speed slider.
16. **Key:** This field displays the key of the loaded track, if known. Click this field to enable or disable **Key Lock**, which allows for the track to be played in the original key regardless of speed.
17. **Speed:** This field displays the current playback speed offset. Click and drag within the field to adjust the playback speed. Double-click within the field to reset the speed offset to 0.
18. **Range:** This field displays the maximum range of the available playback speed. Click within the field to cycle through the available ranges.
19. **Beat Counter:** Provides a visual reference of the current beat of the measure.
20. **Crossfader:** When using Dual Layer, the crossfader adjusts the volume balance between Layer A and Layer B. Double-click the crossfader to evenly balance layer volume.



Deck Modes

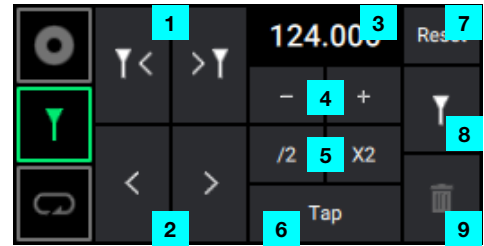
Track Info

1. **Album Art:** This field displays the album artwork of the current track.
2. **BPM:** This field displays the tempo of the current track as a BPM value (beats per minute). Engine Prime automatically detects this value when Auto Analyze is set to **On** (see [Operation > Adjusting Settings > Preferences](#) to learn about this).
3. **Key:** This field displays the key of the current track, if known. Engine Prime automatically detects this information when Auto Analyze is set to **On** (see [Operation > Adjusting Settings > Preferences](#) to learn about this).
4. **Rating:** This field allows you to rate a track from 1–5 stars. To remove a rating, click to the left of the first star.



Grid Edit Controls

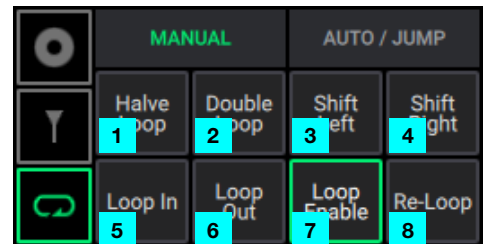
1. **Downbeat Left/Right:** Moves downbeat based on the current analyzed grid.
2. **Grid Left/Right:** Moves or "slips" the entire grid left or right.
3. **BPM:** This field displays the tempo of the current track as a BPM value. Click inside this field to edit it using your keyboard.
4. **+ / - BPM:** Increases and decreases BPM in small increments when pressed.
5. **/2 and 2X:** Halves or doubles the current BPM.
6. **Tap Tempo:** Manually sets tempo based on repeated taps.
7. **Reset:** Resets to the original analyzed tempo and grid.
8. **Move Anchor:** Moves the closest anchor to the playhead, allowing for warping of songs with fluctuating tempos.
9. **Delete Anchor:** Deletes the closest anchor within a few beats.



Loop & Beat Jump Controls

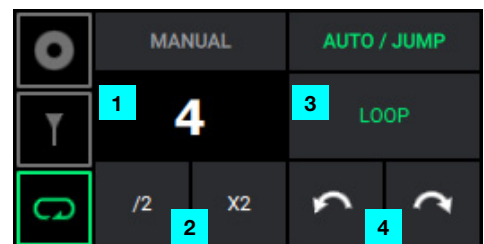
Manual: Select this option to manually set loop points.

1. **Halve Loop:** Click this to reduce the length of the loop by half.
2. **Double Loop:** Click this to double the length of the loop.
3. **Shift Left:** Click this to shift the loop one measure to the left, based on the current beat grid.
4. **Shift Right:** Click this to shift the loop one measure to the right, based on the current beat grid.
5. **Loop In:** Click this to set a Loop In point.
6. **Loop Out:** Click this to set a Loop Out point.
7. **Loop Enable:** Click this to enable (or disable) the Loop.
8. **Re-Loop:** Click this to start the Loop from the beginning.



Auto / Jump: Select this option to create a loop of a set size.

1. **Value Display:** Displays the current auto loop and beat jump resolution.
2. **/2 and X2:** Use these buttons to set the auto loop and beat jump resolution to **1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32, or 64** beats.
3. **Loop:** Activates or deactivates a loop.
4. **Jump Back and Jump Forward:** Click one of these buttons to jump back or forward by the set length.



Collection Pane

The Collection pane lets you browse your Engine Prime Library and Engine Prime Target device databases on any connected USB drives.

1. **Crates:** Displays the entire music library and all crates. Crates are used to organize tracks into custom categories. Tracks that appear in sub-crates will also appear in parent crates.

See [Operation > Using Crates](#) to learn more.

2. **Playlists:** Displays all playlists. Playlists are ordered organization tools that can be used to plan music sets.

See [Operation > Using Playlists](#) to learn more.

3. **iTunes Library:** Displays a read-only version of your iTunes Library. Import your iTunes Library by clicking the **Update iTunes Library** button.

See [Operation > Using an iTunes® Library](#) to learn more.

4. **Serato Library:** Displays a read-only version of your Serato Library. Import your Serato Library by clicking the **Update Serato Library** button.

See [Operation > Using a Serato Library](#) to learn more.

5. **File System Browser:** Use the system file browser to browse the file structure of all attached drives. Compatible tracks appear in the track list and can be added to the database by dragging to either the collection, a crate, or playlist.

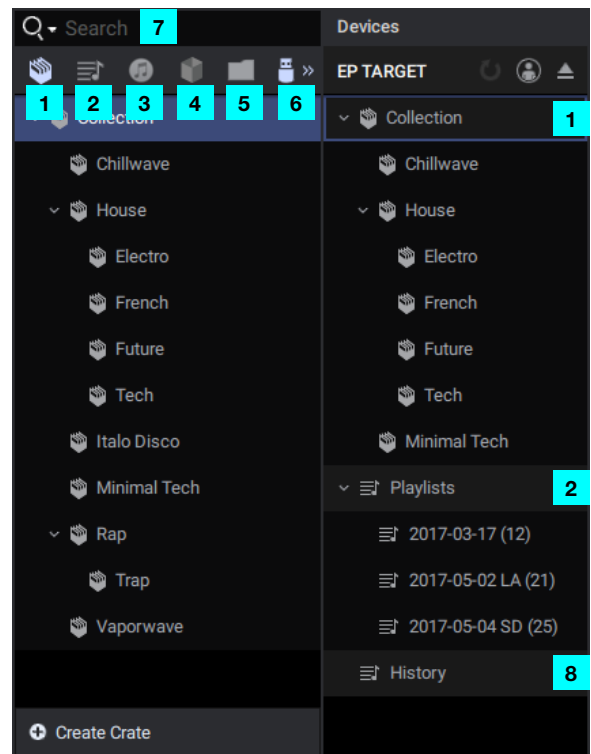
6. **Devices:** Click this icon to show or hide the media devices panel, which will show any connected Engine Prime Target devices.

See [Operation > Using USB Drives](#) to learn more.

7. **Search:** Click this field, and then use your computer keyboard to enter text to search for it in your tracks. Click the magnifying glass (🔍) to modify your search fields. Click **X** to clear your search.

See [Operation > Searching for Tracks](#) to learn more.

8. **History:** A list of already-played tracks. The tracks loaded into the player are automatically added in their playback order. You can view the playback history for the last **100** tracks.



Filter Boxes

Genre	Artist	Album	BPM ±3	Key	Match
Progressive House	Go Freek	Enigma	All	All	
Quirky Bassline	Grimelock	Esquizofrenia EP	98	8B	
R&B	Guerilla Tech	Eternal Return, Pt. 1	110	8A	
Tech House	Hardkiss, God Within	Eton Messy In:Season	112	9B	
Techno	Hawke, Hardkiss	Etude Electronique IV - A French Way of Deep ...	118	9A	
	Heliotype	Evolution (Deluxe Edition)	119	10B	
	Him_Self_Her, Kieran Fowkes	Exchange Place	120	10A	

The 5 filters enable you to display tracks only when they belong to the category/categories you select. The available categories are: **Genre**, **BPM**, **Artist**, **Album**, and **Key**. You can select one or more categories in each filter column.

To show or hide the filters, click the **Filters** button in the lower right corner of the Engine Prime window.

To select a category in a filter column, click it.

To select multiple categories in a filter column, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all categories from the currently selected one to the one you click.

Note: This can be used in combination with a word search.

The **BPM** and **Key** categories can also be refined to expand your search results:

- **BPM Range:** This setting determines the “tolerance” of the **BPM** filter so you can include tracks with tempos that are within a small range of the selected tempo. Select **±0, 1, 2, 3, 5, 10, or 15**.
- **Key Compatibility:** This setting determines whether the **Key** filter shows tracks with the same key only (**Match**) or tracks with harmonically compatible keys (**Compatible**).

Note: When searching in a range of BPM or in multiple Keys, all matching selections will be highlighted in the filter boxes.

Track List

Art	BPM	Key ▲	Artist	Title	Album	Length	Rating	Genre	File Type
	122	8A	Peace Division	Voodoo (Its In The Wall) (Original Mix)	Soft Heavy EP	07:18	★★★★★	Minimal	aiff
	125	8A	Charlie Brown	Daft Tune (Original Mix)	Daft Tune	06:30	★★★★☆	Minimal	aiff
	122	8A	Marcus Meinhardt, Khainz	Pilatus (Original Mix)	4 Years Heinz Music	07:30	★★★★☆	Minimal	aiff
	123	8A	Paul S, Antony Pl	Empty Soul (Love In The Deep Remix)	Empty Soul EP	06:03	★★★★☆	Minimal	aiff
	123	8A	Luke Shayer	Spastik (Damolh33 Remix)	5 Years Of Drugstore Re...	06:07	★★★★☆	Minimal	aiff
	125	9B	Everdom	Enigma (Mario Corona Remix)	Enigma	09:30	★★★★☆	Minimal	aiff
	125	9B	Everdom	Enigma (Mario Corona Remix)	Enigma	09:30	★★★★☆	Minimal	aiff
	123	9A	Autistic, Dimmish	Fail Better (Original Mix)	Fail Better EP	07:29	★★★★☆	Minimal	aiff
	124	10A	Tish	Mist (Original Mix)	Lea	10:22	★★★★☆	Minimal	aiff
	122	11B	Moshko	Secrets (Original Mix)	Moira Audio Sampler 3 - ...	06:49	★★★★☆	Minimal	aiff
	123	11B	Maurizio Silvestri	Side A (Gltprod Remix)	Unknown Project Ep	07:04	★★★★★	Minimal	aiff
	123	11B	Maurizio Silvestri	Side A (Gltprod Remix)	Unknown Project Ep	07:04	★★★★★	Minimal	aiff

Collection (3044 Tracks) 3 4

1. **Columns:** Click the top of a column to sort the track list by that column.

To select the columns to display, right-click a column and then select any of the following options:

Art	Length	BPM	Genre	Mixartist	Date Created
Title	Key	Grid	Year	Filename	Date Added
Artist	Rating	Packed	Publisher	File Type	Drive
Album	Comment	Track #	Composer	Directory	

Columns can be rearranged by clicking and dragging a column into a new position in the Track List panel, or by right-clicking a column and clicking and dragging the column name into a new position in the menu that appears.

2. **Track List:** This field displays the information for all tracks in the currently selected location. The tracks are sorted by column. The bottom of the window displays the total number of tracks in the list.

To edit information for a track, click it to select it, and then click a field to edit the meta data. You can edit information for any of the following columns:

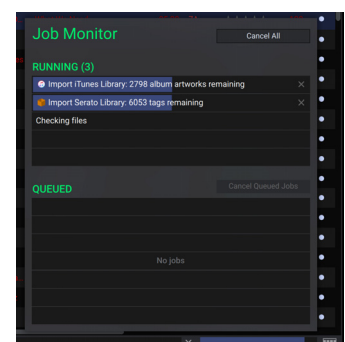
Title	Album	Rating	Track #	Year	Composer
Artist	Key	Comment	Genre	Publisher	Mixartist

When you are done editing, press **Enter** on your computer keyboard to save your edits.

Double-click a track to load it to Layer A.

3. **Job Monitor:** While jobs such as analyzing tracks or packing crates to a device are running, the Job Monitor will show a progress bar to indicate the current status. You can click the progress bar to view a list of Running and Queued Jobs and cancel one or all jobs at any time. The progress bar will show "No jobs running" when there are no jobs in progress or queued.

4. **Filters:** Click this icon to open or close the Filter Boxes. See [Filter Boxes](#) to learn more.



Operation

Launching Engine Prime

To open Engine Prime:

- **On Windows:** Click **Start** (the Windows icon), click **All Programs**, click **Engine Prime**, and click **Engine Prime**.
- **On macOS:** In your **Applications** window, double-click **Engine Prime**.



Adjusting Settings

The first time you use Engine Prime, configure the settings described in this chapter.

Preferences

Click the **Preferences** icon in the Toolbar to open the Preferences window.

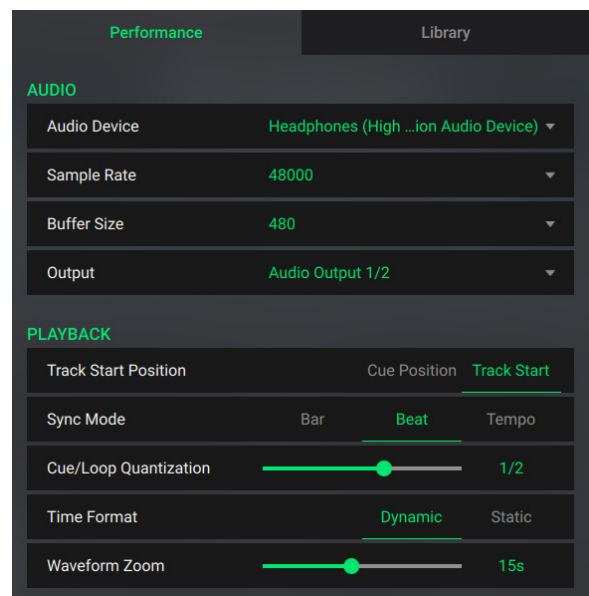
Performance

To set up devices for playing tracks on the computer during offline editing:

1. Click the **Preferences** icon, and then click **Performance**.
2. Configure the following settings under **Audio**:
 - **Audio Device:** The type of driver used by the device for playing tracks.
 - **Sample Rate:** The sampling frequency for playing tracks.
 - **Buffer Size:** The buffer size that the driver will use.
 - **Output:** The driver for the device for playing tracks.

To set up devices for playing tracks on the computer during offline editing:

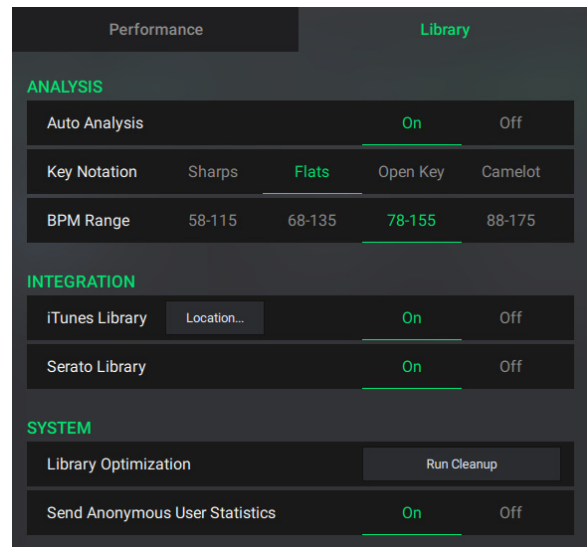
1. Click the **Preferences** icon, and then click **Performance**.
2. Configure the following settings under **Playback**:
 - **Track Start Position:** This setting determines where the beginning of a track is after it loads. Select the automatically detected beginning of an audio signal (**Cue Position**) or the actual start of the file (**Track Start**).
 - **Sync Mode:** The degree of synchronization applied when you press the **Sync** button.
 - o **Bar:** The tempo will be synced, and the track will be automatically bar-matched with the track on the master deck (the downbeats of each bar will be aligned).
 - o **Beat:** The tempo will be synced, and the track will be automatically beat-matched with the track on the master deck.
 - o **Tempo:** Only the tempo will be synced (the BPM will match that of the master deck).
 - **Cue/Loop Quantization:** The degree of quantization for time-based features: hot cue points, loops, and loop rolls. Select **Off**, **1/8**, **1/4**, **1/2**, **1**, or **2** beats.
 - **Time Format:** This setting determines whether or not pitch adjustment affects how the track time is displayed. When set to **Static**, the track's time corresponds to locations in the track as usual; adjusting the pitch does not affect it. When set to **Dynamic**, the track's time will automatically adjust to account for changes in pitch. For instance, if you set the pitch fader to **-8%**, the track time will increase so it is 8% longer.
 - **Waveform Zoom:** Sets the level of scrolling waveform zoom, from **3** seconds to **30** seconds.



Library

To configure settings for track analysis during offline editing:

1. Click the **Preferences** menu, and then click **Library**.
2. Configure the following settings under **Analysis**:
 - **Auto Analysis:** This setting determines whether or not Engine Prime will automatically analyze track information when you add files. Select **On** to automatically analyze track information, or **Off** to disable.
 - **Key Notation:** This setting determines how the track key is notated in the display. You can view the key as all **Sharps**, all **Flats**, **Open Key**, or **Camelot**.
 - **BPM Range:** Sets the minimum and maximum guidelines for BPM analysis. Select **58–115**, **68–135**, **78–155**, or **88–175**.



Note: If too narrow of a BPM range is set, either min or max may be exceeded.

Engine Prime supports the following file types:

AAC/M4A	MP3 (32–320 kbps, VBR)
AIF/AIFF (44.1–192 kHz, 16–32-bit)	MP4
ALAC	Ogg Vorbis
FLAC	WAV (44.1–192 kHz, 16–32-bit)

Important: DRM-protected files cannot be added.

To set up an iTunes® or Serato Library to use during offline editing:

1. Click the **Preferences** menu, and then click **Library**.
2. Configure the following settings under **Integration**:
 - **iTunes Library:** This setting turns iTunes library support **On** or **Off**. When enabled, the iTunes library, including playlists, will be available in Engine Prime. This will also import iTunes ratings from files added in the iTunes library. See [Using an iTunes® Library](#) to learn more. When disabled, the iTunes icon will disappear from the Collections pane. Use the **Location...** button to select the location of your iTunes library XML file if needed.
 - **Serato Library:** This setting turns Serato library support **On** or **Off**. When enabled, the Serato library, including crates (except smart crates), will be available in Engine Prime. This will also import Serato Cue and Loop points from files added in the Serato library. See [Using a Serato Library](#) to learn more. When disabled, the Serato icon will disappear from the Collections pane.

To configure other system settings:

1. Click the **Preferences** menu, and then click **Library**.
2. Configure the following settings under **System**:
 - **Library Optimization:** This process clears the database of un-needed information. Click **Run Cleanup** to perform. While the cleanup is in progress, do not close Engine Prime or shut off your computer.
 - **Send Anonymous User Statistics:** When set to **On**, Engine Prime collects anonymous usage information that will help us improve its stability. To opt out of this service, select **Off**.

Using USB Drives

To prepare a USB hard drive or flash drive to use with an Engine Prime-compatible player, you will need to create an **Engine Prime Target** database on the USB drive. When a player plays the tracks on the USB drive, it will reference its Engine Prime Library database information, resulting in a smoother performance. Each USB drive can have an independent Engine Prime Target database on it, so if your player lets you connect multiple USB drives, you can use it to access multiple Engine Prime Targets.

An Engine Prime Target database includes information to enable the following features:

Crates	Cue Points	Loop Points	BPM	Filter Search
Playlists	Hot Cue Points	Beat Points	Waveform Data	Word Search

Important:

An Engine Prime Target database requires approximately **500 MB** of free space on your USB drive.

Make sure your player supports the USB drive's file system format and capacity. When formatting a USB drive for an Engine Prime Target database, we recommend using a FAT32 partition type for the best performance.

Tracks contained in a database on an external drive will also appear in the main database. Songs that have been copied to a drive will have a dot (•) in the **Packed** column of the Track List.

Before adding tracks, playlists, or crates to a USB drive, make sure your USB drive is properly connected to your computer. The drive will appear in the Devices panel when it is connected.

To access connected drives in Engine Prime, click the **Devices** icon in the Collection pane. A new pane will appear and show any connected drives.

To learn how to add tracks to a USB drive, see [Adding & Deleting Tracks](#).

To learn how to add a playlist to a USB drive, see [Using Playlists](#).

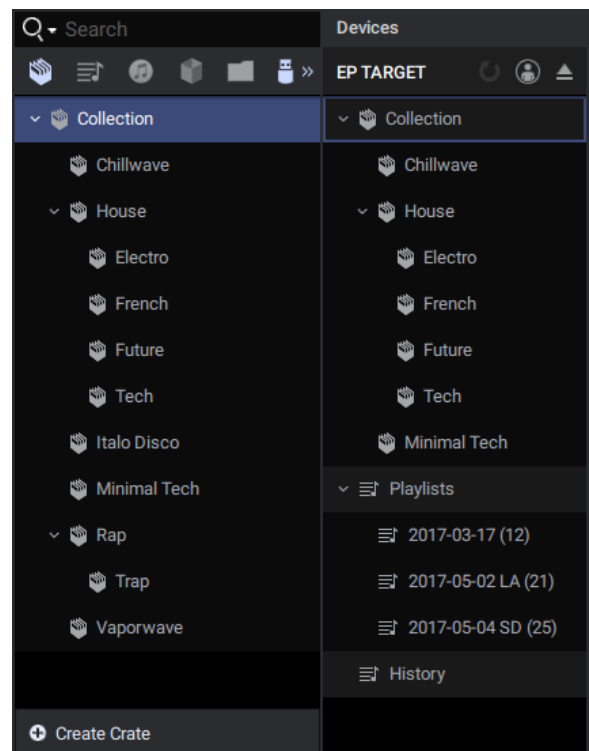
To learn how to add a crate to a USB drive, see [Using Crates](#).

To resync track info, click the **Resync Track Info** button in the media devices panel. This will resync any changes to cues, loops, beat grid, and meta tag data back to the main database.

To edit the configuration settings for the USB drive, click the **Profile Preferences** icon in the media devices panel. See [User Profiles](#) below for more information.

To eject a connected USB drive:

1. Press the **Eject** button in the media devices panel.
2. An alert window will appear. Click **Eject** to eject the drive, or click **Cancel** to leave it connected to Engine Prime.



User Profiles

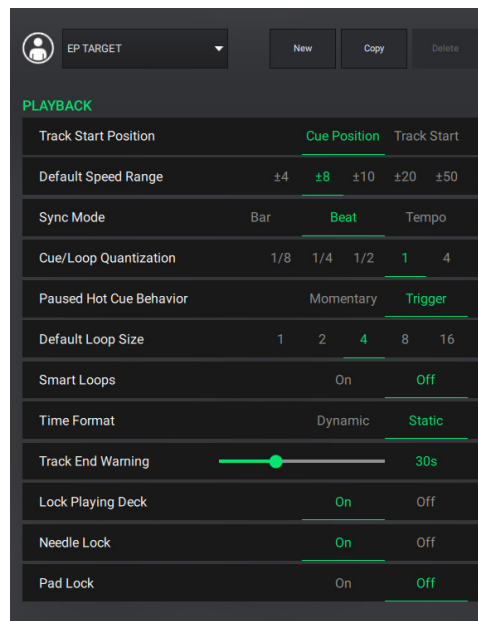
User Profiles are configuration settings that can be used with the Engine Prime-compatible controllers. When saved to a device, the settings can be loaded when the drive is connected to the controller.

To edit user profile preferences, click the **Profile Preferences** icon in the Devices panel.

Profile Preferences

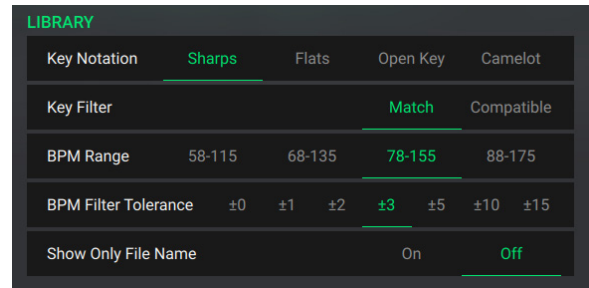
Playback

- **Track Start Position:** This setting determines where the beginning of a track is after it loads. Select the automatically detected beginning of an audio signal (**Cue Position**) or the actual start of the file (**Track Start**).
- **Default Speed Range:** This setting determines the range of the **pitch fader**. Select **±4%**, **8%**, **10%**, **20%**, or **50%**.
- **Sync Mode:** This setting determines the degree of synchronization applied when you press the **Sync** button:
 - **Bar:** The tempo will be synced, and the track will be automatically bar-matched with the track on the master unit (the downbeats of each bar will be aligned).
 - **Beat:** The tempo will be synced, and the track will automatically be beat-matched with the track on the master unit.
 - **Tempo:** Only the tempo will be synced (the BPM will match that of the master deck).
- **Cue/Loop Quantization:** This setting determines the degree of quantization for time-based features: hot cue points, loops, and loop rolls. Select **1/8**, **1/4**, **1/2**, **1**, or **4 Beats**.
- **Paused Hot Cue Behavior:** This setting determines the behavior for hot cues when playback is paused. Select **Momentary** for the hot cue to play only while the pad is held, or select **Trigger** for the hot cue to continue playing once the pad is pressed.
- **Default Loop Size:** This setting determines the default size for loops. Select **1**, **2**, **4**, **8**, or **16 Beats**.
- **Smart Loops:** This setting determines whether or not a manual loop will be automatically expanded or reduced to a conventional length (e.g., 2 beats, 4 beats, 8 beats, etc.) when you set it. Select **On** or **Off**. This setting works independently of the quantization setting.
- **Time Format:** This setting determines whether or not pitch adjustment affects how the track time is displayed. When set to **Dynamic**, the track's time will automatically adjust to account for changes in pitch. For instance, if you set the pitch fader to **-8%**, the track time will increase so it is 8% longer. When set to **Static**, the track's time corresponds to locations in the track as usual; adjusting the pitch does not affect it.
- **Track End Warning:** This setting determines how long before the end of a track that the controller will warn you it is nearing the end. Select **Off** to disable Track End Warning, or select a time between **1 second** and **90 seconds**.
- **Lock Playing Deck:** This setting determines whether or not you will be able to load a track to the deck as it is playing. Select **On** or **Off**. When this setting is on, the deck must be paused in order to load a track to it.
- **Needle Lock:** This setting determines whether or not you can click the **track overview** in the display to jump to that location in the track during playback. Select **On** or **Off**. You can use the track overview while playback is stopped regardless of this setting.
- **Pad Lock:** This setting determines whether the pads and pad mode buttons (**Hot Cue**, **Loop**, **Roll**, **Slicer**) are enabled or disabled. Select **On** or **Off**.



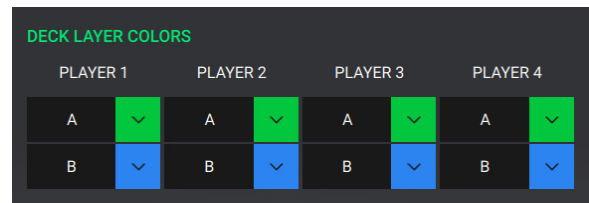
Library

- **Key Notation:** This setting determines how the track key is notated in the display. You can view the key as all **Sharps**, all **Flats**, **Open Key**, or **Camelot**.
- **Key Filter:** This setting determines whether the **Key** filter shows tracks with the same key only (**Match**) or tracks with compatible keys (**Compatible**).
- **BPM Range:** Sets the minimum and maximum guidelines for BPM analysis. Select **58–115**, **68–135**, **78–155**, or **88–175**.
- **BPM Filter Tolerance:** This setting determines the “tolerance” of the **BPM** filter so you can include tracks with tempos that are within a small range of the selected tempo. Select **±0**, **1**, **2**, **3**, **5**, **10**, or **15**.
- **Show Only File Name:** This setting determines how tracks appear on your controller. Select **On** to show only the track's file name, or select **Off** to show the track's ID3 tags.



Deck Layer Colors

These settings determine the colors of the light ring around the platter for each layer on each player. Click the arrow next to **A** or **B** to select the layer, and then click a color to select it.



Using an iTunes® Library

If you use iTunes® on your computer, you can add tracks from your iTunes library into your Engine Prime Library and Engine Prime Target databases. This will also import iTunes ratings from files added in the iTunes library.

To view tracks in your iTunes library:

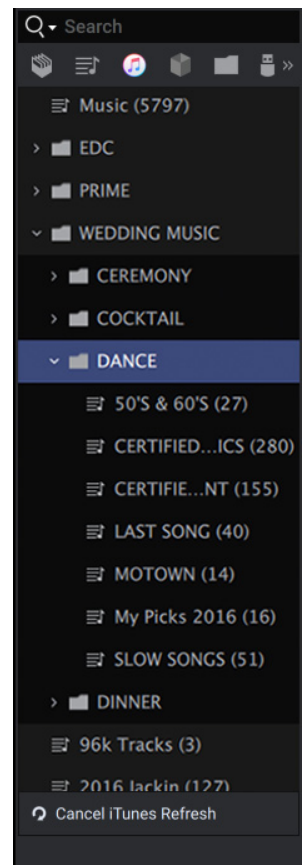
1. Make sure iTunes Library Integration is set to **On** in the Library Preferences menu. See [Operation > Adjusting Settings > Preferences](#) to learn about this.
2. Click the **iTunes** icon in the Collection pane.
3. Click **Update iTunes Library**. Your iTunes library will appear in the track list (this may take a few minutes if you have a large iTunes library).

Tip: You can search for tracks in the iTunes library as you normally would in **Engine Prime**. See [Searching for Tracks](#) to learn about this.

To add tracks from iTunes to your Engine Prime Library or Engine Prime Target database, use one of the following methods:

- Click and drag them from the track list to the **Collection** icon of your **Engine Prime Library** or **Engine Prime Target**. You can also drag the tracks directly to a crate or sub-crate.
- Right-click on the track(s) and select **Add Tracks to Collection** in the menu that appears.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.



Importing iTunes Playlists

Engine Prime also allows you to import iTunes music playlists as Engine Prime playlists or crates.

To import iTunes playlists, use one of the following methods:

- Right-click the iTunes playlist and choose **Import as Playlist** or **Import as Crate**.
- Click and drag the iTunes playlist directly to the Collection pane. This will create a playlist or a crate, depending on where you drag the iTunes playlist to.

Using a Serato Library

If you use Serato on your computer, you can add tracks from your Serato library into your Engine Prime Library and Engine Prime Target databases. This will also import Serato Cue and Loop points from files added in the Serato library.

To view tracks in your Serato library:

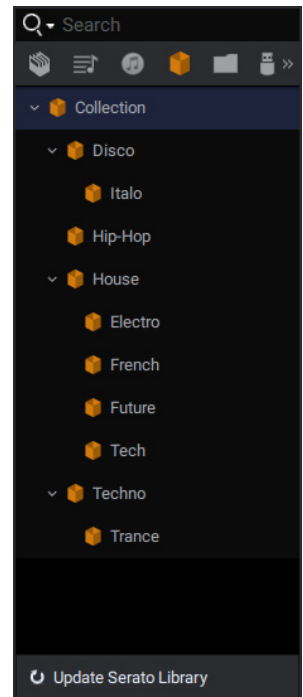
1. Make sure Serato Library Integration is set to **On** in the Library Preferences menu. See [Operation > Adjusting Settings > Preferences](#) to learn about this.
2. Click the **Serato** icon in the Collection pane.
3. Click **Update Serato Library**. Your Serato library will appear in the track list (this may take a few minutes if you have a large Serato library).

Tip: You can search for tracks in the Serato library as you normally would in **Engine Prime**. See [Searching for Tracks](#) to learn about this.

To add tracks from Serato to your Engine Prime Library or Engine Prime Target database, use one of the following methods:

- Click and drag them from the track list onto the **Collection** icon of your **Engine Prime Library** or **Engine Prime Target**. You can also drag the tracks directly to a crate or sub-crate.
- Right-click on the track(s) and select **Add Tracks to Collection** in the menu that appears.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.



Adding & Deleting Tracks

This chapter explains how to add tracks to or delete tracks from your Engine Prime Library or an Engine Prime Target device.

Notes:

If Auto Analyze is **on**, Engine Prime will automatically analyze all tracks you add to your Engine Prime Library. A progress bar will appear at the bottom of the window to indicate the current status. See [Adjusting Settings > Preferences](#) to learn about this.

If you try to quit Engine Prime while analyzing tracks, an alert window will appear. Click **YES** to quit Engine Prime, or click **NO** to continue the analysis. You can choose to have Engine Prime **Keep open** when complete, **Quit** when complete, or **Shutdown** your computer when complete. If you quit Engine Prime, the analysis will resume the next time you open Engine Prime.

You can also add tracks from an iTunes library or Serato library. See [Using an iTunes Library](#) or [Using a Serato Library](#) to learn about this.

Important: Do not rename a connected USB drive after you add tracks from it. This will prevent Engine Prime from detecting those tracks. If you do rename the USB drive, make sure to rename it so it uses the name it had when you originally added the tracks.

To add tracks to Engine Prime, use one of the following methods:

- Click and drag a track or folder from your **Explorer** (Windows) or **Finder** (macOS) onto the track list. You can do this with single or multiple tracks or folders.
- Use the **File System Browser** in the Collection pane to search for files on your computer. Click and drag a track or folder from here to your **Collection**.

To add tracks to an Engine Prime Target device:

1. In the Collection pane, click the **Devices** icon to open the media devices pane.
2. Click and drag a track or folder from your **Explorer** (Windows) or **Finder** (macOS) onto the track list. You can do this with single or multiple tracks or folders.

Alternatively, you can also use the **File System Browser** in the Collection pane to search for files on your computer. Click and drag a track or folder from here to the device's **Collection**.

Notes:

If you add a track to an Engine Prime Target device, it will automatically be added to the Engine Prime Library, as well.

If you have added a track to an Engine Prime Target device before, the database will update (and therefore overwrite) the track's information, but the track itself will not be copied, so you do not need to worry about wasting space with duplicate tracks.

To delete tracks from Engine Prime or an Engine Prime Target device:

1. In the track list, click the track you want to delete. To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.
2. Right-click the track(s) and select **Remove from Collection** in the menu that appears.

Important:

Deleting a track from Engine Prime Library or an Engine Prime Target will **not** delete it from its original location on your computer or USB drive.

Deleting a track from Engine Prime Library will **not** delete it from an Engine Prime Target—and vice versa.

Deleting a track from an Engine Prime Target on one USB drive will remove it from that Engine Prime Target only. It will **not** affect an Engine Prime Target on other USB drives.

Searching for Tracks

To search for tracks using the filters:

1. In the Collection pane, click the location where you want to search: **Crates** or **Devices**. The track list will display all tracks in that location.
2. In the Collection pane, select a crate or sub-crate from your Engine Prime or Engine Prime Target device Collection. The track list will display all tracks in that location.
3. Under any one or more of the filter columns, click a category whose tracks you want to show: **Genre**, **BPM**, **Artist**, **Album**, or **Key**. Only the tracks in that category will be shown in the track list.

To select multiple categories in a filter column, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all categories from the currently selected one to the one you click.

To search for tracks by word:

1. In the Collection pane, click the location you want to search: **Crates**, **Playlists**, **iTunes Library**, **Serato Library**, **File System Browser**, or **Devices**. The track list will display all tracks in that location.
2. Click the word search field, and use your computer keyboard to enter text into the field. All tracks containing that text will be shown in the track list.

The following information can be referenced during searches:

Search All	Album	Comment	Genre	Composer	File Type
Title	Length	BPM	Year	Mixartist	Date Created
Artist	Key	Track #	Publisher	Filename	Date Added

To search for multiple words, enter a space between each word. All tracks that include **all** of the words will be shown in the track list.

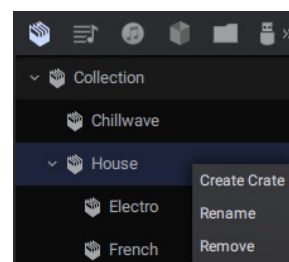
To show tracks with the word(s) you entered only within a specific category, click the magnifying glass icon (🔍), select a category, and enter text into the word search field.

To clear the search field, click **X**.

Using Crates

You can manage the tracks in your library by sorting them into “crates.” A crate will reference the tracks in it as well as the tracks in any sub-crates below it. You can create up to 8 levels of sub-crates. Multiple sub-crates can be created on the same level.

Note: When viewing a crate on an Engine Prime-compatible player, the tracks will be sorted by their titles.



Creating Crates

To create a crate, use one of the following methods while viewing **Crates** in the Collection pane:

- Click **New Crate**, or press **Ctrl+N** (Windows) or **⌘+N** (macOS) on your computer keyboard to add a new crate.
- Right-click the main Collection crate and select **Create Crate** in the menu that appears.

To create a sub-crate, right-click the "destination" crate and select **Create Crate** in the menu that appears. A sub-crate will be created under the destination crate.

Adding & Deleting Tracks

To add tracks to crate or sub-crate, click and drag them from the track list onto the destination crate or sub-crate.

To delete tracks from a crate or sub-crate, right-click on the track you would like to delete and select **Remove From Crate**.

To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.

Moving & Editing Crates

To move a crate or sub-crate, click and drag it onto its destination in the Collection pane. The crate or sub-crate and all of its contents (including other sub-crates) will become sub-crates of the destination crate.

To add a crate to a USB drive:

1. In the Collection pane, click on the **Devices** icon to open the media devices panel.
2. Click and drag the Crate onto the device's **Collection** or onto its destination crate.

To rename a crate, double-click the desired crate, or right-click and select **Rename** in the menu that appears. Press **Enter** or click outside the field to apply the changes.

Deleting Crates

To delete a crate or sub-crate, right-click on the crate or sub-crate and select **Remove**.

Using Playlists

You can use playlists to manage tracks and the order in which they play.

Note: When viewing a playlist on an Engine Prime-compatible player, the tracks will be sorted by the order in which you added them to the playlist.

Creating Playlists

To create a playlist, select **Playlists** in the Collection pane, and then click **New Playlist**.

Adding & Deleting Tracks

To add tracks to a playlist, click and drag tracks from the track list onto the playlist. The tracks will be numbered according to the order they were added to the playlist. You can add up to **1,000** tracks to each playlist. You can add the same track to a playlist multiple times.

To delete tracks from a playlist, right-click the track(s) in the track list and select **Remove From Playlist** in the menu that appears.

Moving & Editing Playlists

To add a playlist to a USB drive, click and drag the desired playlist onto **Playlists** under the **Engine Prime Target** device.

To reorder tracks in a playlist:

1. Click a playlist to select it.
2. Click and drag the tracks in the track list to the desired location in the track order.

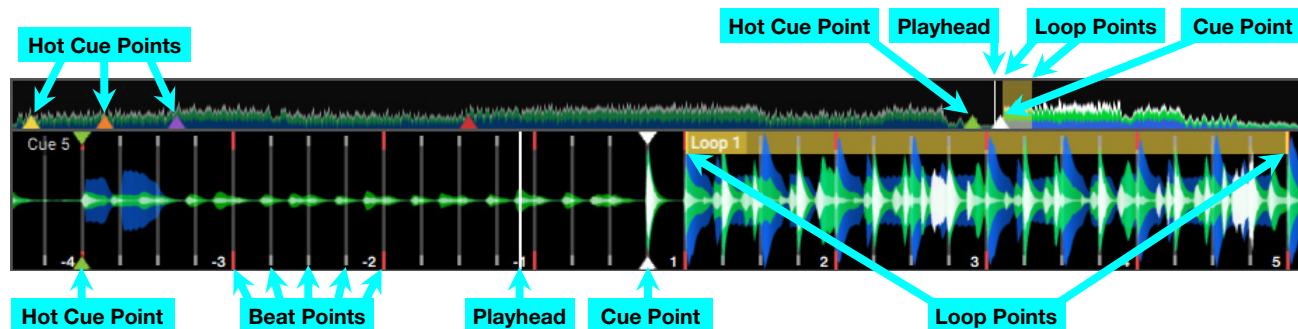
To rename a playlist, double-click the desired playlist, or right-click the playlist and select **Rename** in the menu that appears. Press **Enter** or click outside the field to apply the changes.

Deleting Playlists

To delete a playlist, right-click the playlist and select **Remove** in the menu that appears.

Editing Tracks

You can use Engine Prime to set cue points, hot cue points, loop points, and beat points to use while DJing on a player in the future.



To prepare a track to edit, in the track list, double-click the track you want to edit, or click and drag it onto the waveform or editing controls above. The track will load, where you can play and/or edit it. Its waveform will appear, and its beat points will appear on the waveform.

Note: Loops and cues can be placed in the track before analysis is complete.

To skip to the previous or next track, press **Previous Track** or **Next Track**.

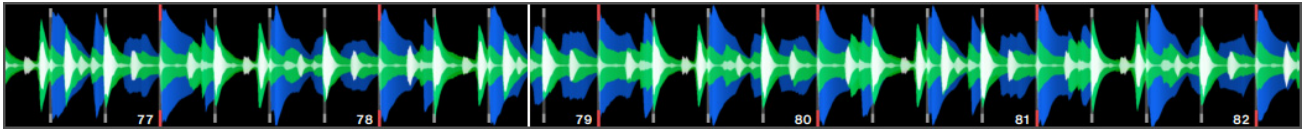
To find a position in your track, use one of the following methods:

- Click and drag the audio waveform to move through the track.
- Click on the track overview to jump to show that location in the audio waveform.
- Press **Ctrl+→** or **Ctrl+←** (Windows) or **⌘+→** or **⌘+←** (macOS) on your computer keyboard to move to through the track based on the current beat jump resolution.

The track overview and audio waveform show the following information:

- The **waveform color-coding** indicates the frequency of the audio signal:
 - **Blue** represents low-frequency (bass) content.
 - **Green** represents mid-range-frequency content.
 - **White** represents high-frequency (treble) content.
- The **playhead** (the current track position) is a white line.
- **Beat points** are gray lines that are shown in the audio waveform only. See [Beat Points](#) to learn more.
 - The first beat of every measure is marked with **red**.
 - Beat points that have been adjusted with the **anchor tool** are marked with **yellow**.
- The **cue point** is a white triangle. See [Cue Points](#) to learn more.
- **Hot cue points** are triangles whose color depends on the performance pad. See [Hot Cue Points](#) to learn more.
- **Loop points** are white lines with shading between them. The color of saved loops depends on the performance pad. See [Loop Points](#) to learn more.

Beat Points

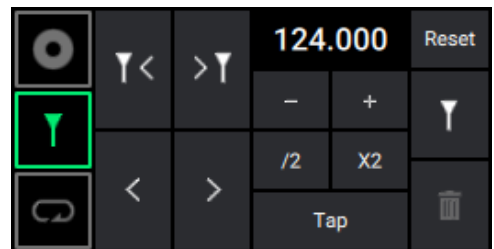


To edit the beat points, use the **Grid Edit Controls**.

Important: When the **Cue/Loop Quantization** feature is **on**, hot cue points and loop points will be automatically aligned according to the degree of quantization. See [Adjusting Settings > Preferences](#) to learn about this.

To adjust the position of the beat points:

- Use the **Downbeat Left/Right** buttons to move the beat points based on the current analyzed grid.
- Use the **Grid Left/Right** buttons to "slip" the entire grid left or right.
- Click the **Move Anchor** button to move the closest beat point to the position of the playhead. All other beat points will also shift accordingly.
- Click the **Delete Anchor** button to delete the closest anchor within a few beats.



To adjust the tempo:

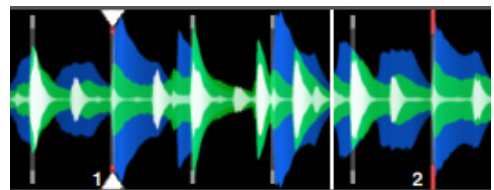
- Use the **Tap Tempo** button to manually set a tempo based on repeated taps.
- Use the **+/- BPM** buttons to increase and decrease BPM in small increments.
- Use the **/2** and **2X** buttons to halve or double the current BPM.

To reset the beat points to the original analyzed tempo and grid, click the **Reset** button.

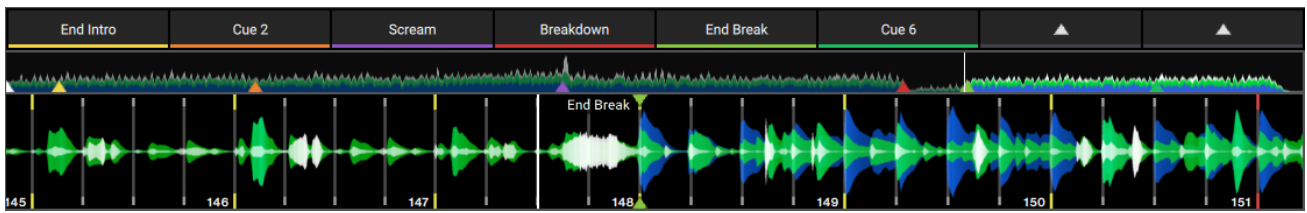
Cue Points

To set a cue point, click **Cue** at the desired location while paused. Now, when you click **Cue**, playback will start from that point.

Important: When the **Cue/Loop Quantization** feature is **on**, cue points will be automatically aligned according to the degree of quantization. See [Adjusting Settings > Preferences](#) to learn about this.



Hot Cue Points



To set a hot cue point, first make sure the performance pads are set to **Hot Cues**. Then do either of the following:

- Click a **performance pad (1–8)** at the desired location.
- Press the corresponding number key (**1–8**) on your computer keyboard at the desired location.

Note: When setting a hot cue on Layer B in Dual Layer mode, press **Alt +** the corresponding number key (**1–8**).

Now, when you click that hot cue performance pad (**1–8**), playback will start from that point.

Important:

The supported number of hot cue points differs depending on the player. For details, refer to your player's manual.

When the **Cue/Loop Quantization** feature is **on**, hot cue points will be automatically aligned according to the degree of quantization. See [Adjusting Settings > Preferences](#) to learn about this.

To delete a hot cue point, do either of the following:

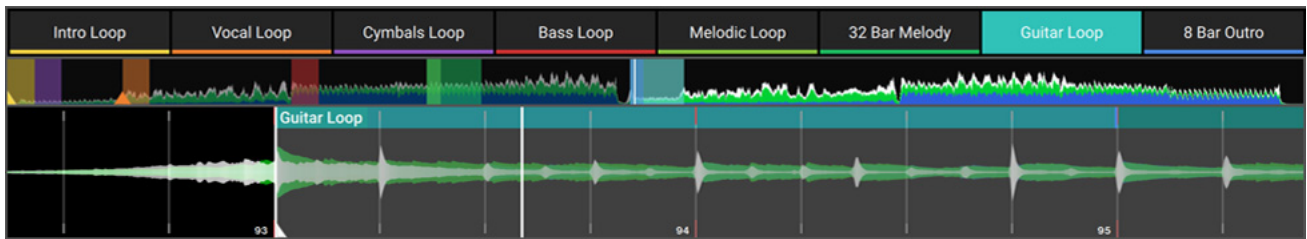
- Right-click the hot cue performance pad (**1–8**) and click **Clear**.
- Press and hold **Shift** and press the corresponding number key (**1–8**) on your computer keyboard.

Note: When deleting a hot cue on Layer B in Dual Layer mode, press **Alt + Shift +** the corresponding number key (**1–8**).

To change the color of a hot cue point, right-click the hot cue performance pad (**1–8**) and select the desired color.



Loop Points



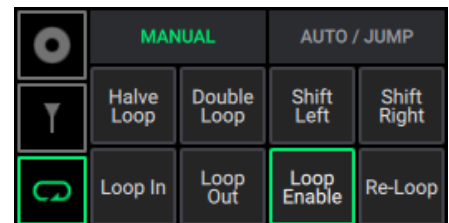
To set loop points (create a loop) using the performance pads:

1. Make sure the performance pads are set to **Loop**.
2. Click a **performance pad (1–8)** at the location where you want to start the loop.
3. Click the **performance pad (1–8)** again at the location where you want to end the loop. Loop playback will begin immediately.

To set loop points manually, use the **Loop & Beat Jump Controls** deck mode and select **Manual**.

- **To set loop points:**

- i. Click **Loop In** at the location where you want to start the loop.
- ii. Click **Loop Out** at the location where you want to end the loop. Loop playback will begin immediately.

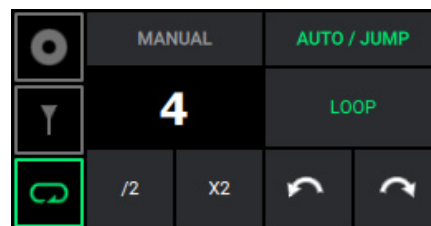


- **To increase the length of a loop**, click **X2**. The length of the loop will double each time you click it (e.g., twice its original length, 4 times its original length, 8 times..., and then 16 times).
- **To decrease the length of a loop**, click **/2**. The length of the loop will be halved each time you click it: (e.g., 1/2 of its original length, 1/4 of its original length, 1/8..., and then 1/16).
- **To shift the entire loop**, click **Shift Left** or **Shift Right**.
- **To play the loop**, click **Loop Enable** while the loop is inactive. The loop will play immediately from its start point and repeat when it reaches its end point. Click **Loop Enable** again to deactivate the loop. Playback will continue beyond the Loop Out point.
- **To restart the loop**, click **Re-Loop** while playback is active. The loop will return to its start point.
- **Note:** If a manual loop is active, clicking a **performance pad** will save the manual loop to that slot.

To set an auto loop, use the **Loop & Beat Jump Controls** deck mode and select **Auto / Jump**.

- To set loop points, click **Loop** at the desired location. Loop points will be automatically set based on the BPM, and loop playback will begin immediately.

Important: When the **Cue/Loop Quantization** feature is **on**, loop points will be automatically aligned according to the degree of quantization. See [Adjusting Settings > Preferences](#) to learn about this.

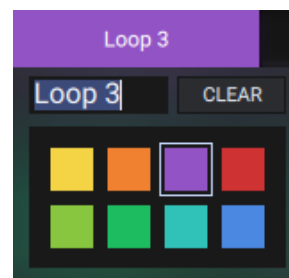


- To increase the length of a loop, click **X2**. The length of the loop will double each time you click it (e.g., twice its original length, 4 times its original length, 8 times..., and then 16 times).
- To decrease the length of a loop, click **/2**. The length of the loop will be halved each time you click it: (e.g., 1/2 of its original length, 1/4 of its original length, 1/8..., and then 1/16).
- To stop playing the loop, click **Loop** while the loop is active. When playback reaches the loop's end point, it will continue through the track and not return to its start point.
- **Note:** If an auto loop is active, clicking a **performance pad** will save the auto loop to that slot.

To delete a loop point, do either of the following:

- Right-click the loop performance pad (**1–8**) and click **Clear**.
- Press and hold **Shift** and press the corresponding number key (**1–8**) on your computer keyboard.

Note: When deleting a loop on Layer B in Dual Layer mode, press **Alt + Shift +** the corresponding number key (**1–8**).



To change the color of a loop, right-click the loop performance pad (**1–8**) and select the desired color.

ID3 Tags

ID3 tags are a track's metadata—information about the track that is stored in the file itself: the title, artist, album, track number, etc. You can update and edit these ID3 tags within Engine Prime.

To update a track's information:

1. In the track list, click a track whose tags you want to update.
2. Click inside the field you would like to edit. You can edit any of the following fields:

Title	Album	Comment	Genre	Publisher	Mixartist
Artist	Key	Track #	Year	Composer	

Re-Analyzing Tracks

When Engine Prime analyzes a track, it will detect or process the track's waveform data, BPM value, and beat point data. Additionally, it will find any cue points, hot cue points, or loop points within the track (created in Engine Prime or in Serato DJ).

Important: In order to use Serato DJ cue points, hot cue points, or loop points within a track, you must first add it to your Engine Prime Library and/or Engine Prime Target and analyze it. See [Using a Serato Library](#) to learn about this.

Tip: Keep the Auto Analyze feature **on** so tracks will be automatically analyzed when you add them to your Engine Prime Library. See [Adjusting Settings > Preferences](#) to learn about this.

If you previously changed the BPM value or beat points of a track and later want to restore the original value or locations, you can re-analyze the track.

To re-analyze a track:

1. In the track list, click a track you want to re-analyze. To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.
2. Right-click the track(s) and select **Re-analyze Tracks** in the menu that appears.

Showing the Track Location

You can immediately open a track's location on your computer or on a connected USB drive. This is useful if you want to rename or move the file itself.

To open a track's location on your computer or USB drive:

1. In the track list, click the track you want to locate. To select multiple tracks, press and hold **Ctrl** (Windows) or **⌘** (macOS) and click each one. You can also press and hold **Shift** to select all tracks from the currently selected one to the one you click.
2. Right-click the track(s) and select **Show in Explorer** (Windows) or **Show in Finder** (macOS) in the menu that appears.

Appendix

Troubleshooting

Problem	Solution
I cannot add tracks to Engine Prime.	<p>If you are using a Windows computer, make sure Apple® QuickTime® is installed and up-to-date. If it is not, download and install the latest version from: apple.com/quicktime</p> <p>Make sure that Engine Prime supports the format of the track you want to add. See Operation > Adjusting Settings > Preferences > Library.</p> <p>Make sure that the track's album art image is smaller than 1 MB.</p>
While editing a track, audio playback is noisy.	<p>Make sure that your audio settings are properly configured. See Operation > Adjusting Settings > Preferences > Performance.</p> <p>Increase the playback buffer size. See Operation > Adjusting Settings > Preferences > Performance.</p> <p>If Engine Prime is analyzing tracks, wait to edit until the analysis is complete. (Engine Prime operates slightly slower during track analysis.)</p>
I cannot copy the Engine Prime Target file.	<p>Make sure that you have enough free space on your USB drive. You will need more space than the total file size.</p>
My player cannot play tracks from Engine Prime Target on a USB drive.	<p>Make sure that your player supports the format and capacity of your USB drive.</p>

Keyboard Shortcuts

Utility

Function	macOS	Windows	Explanation
Tool Tips	⌘ (Command) + T	Ctrl + T	Shows relevant information about a feature when moused over.
Open Preferences	⌘ + ,	Ctrl + ,	Opens the Preferences window.
Cancel / Close Menu	Esc	Esc	Cancels the current action or closes a menu.
Full Screen	⌘ + Ctrl + F	F11	Sets the application to full screen mode.
Quit Application	⌘ + Q	Alt + F4	Quits Engine Prime.

Navigation

Function	macOS	Windows	Explanation
Place Cursor in Search Field	⌘ + F	Ctrl + F	Moves your cursor to the search field. Use your computer keyboard to enter text into the field.
Cycle Between Collection Pane	Option + Tab	Ctrl + Tab	Cycles between the different areas in the Collection pane—Crates, Playlists, iTunes, Serato, and File Browser.
Waveform Zoom In	⌘ + Plus (+)	Ctrl + Plus (+)	Zooms in both Layers' waveforms.
Waveform Zoom Out	⌘ + Minus (-)	Ctrl + Minus (-)	Zooms out both Layers' waveforms.
Waveform Zoom Reset	⌘ + 0	Ctrl + 0	Resets both Layers' waveforms to their default level.
New Crate / Playlist	⌘ + N	Ctrl + N	Creates a new top-level crate or playlist.
Show / Hide Devices Panel	⌘ + D	Ctrl + D	Opens or closes the Devices panel.
Navigate Track/Tree List Up / Down	↑/↓ (Up/Down)	↑/↓ (Up/Down)	Navigate up and down the Track List or Tree List.
Expand / Collapse Folders & Crates	⬅/➡ (Left/Right)	⬅/➡ (Left/Right)	Expands or collapses crates or folders that contain sub-crates or sub-folders.
Navigate Area Next	Tab	Tab	Switches the focus to the next open panel.
Navigate Area Previous	Shift + Tab	Shift + Tab	Switches the focus to the previous open panel.
Show / Hide Filter Boxes	F	F	Opens or closes the Filter Boxes.
Select All Tracks	⌘ + A	Ctrl + A	Selects all tracks displayed in the track list.
Select Multiple Tracks	Shift + ↑/↓ (Up/Down)	Shift + ↑/↓ (Up/Down)	Selects multiple tracks.

Transport

Function	Layer	macOS	Windows	Explanation
Load Track	A	⌘ + 1	Ctrl + 1	Loads the selected track to the respective deck.
	B	⌘ + 2	Ctrl + 2	
Cue	A	C	C	Sets the initial Cue Point at the current playhead position.
	B	Option + C	Alt + C	
Play / Pause	A	Spacebar	Spacebar	Plays and pauses the deck.
	B	Option + Spacebar	Ctrl + Spacebar	
Beat Jump Back	A	⌘ + ← (Left)	Ctrl + ← (Left)	Skips the playhead backwards by the selected number of beats.
	B	⌘ + Option + ←	Ctrl + Alt + ←	
Beat Jump Forward	A	⌘ + → (Right)	Ctrl + → (Right)	Skips the playhead forward by the selected number of beats.
	B	⌘ + Option + →	Ctrl + Alt + →	
Previous Track	A	⌘ + ↑ (Up)	Ctrl + ↑ (Up)	Loads the previous track in the track list, or restarts a currently playing track.
	B	⌘ + Option + ↑	Ctrl + Alt + ↑	
Next Track	A	⌘ + ↓ (Down)	Ctrl + ↓ (Down)	Loads the next track in the track list.
	B	⌘ + Option + ↓	Ctrl + Alt + ↓	

Playback

Function	Layer	macOS	Windows	Explanation
Elapsed / Remaining Time	Both	T	T	Switches the Time Counter between Elapsed and Remaining time.
Sync	Both	S	S	Automatically matches the BPM and phase of the decks to each other.
Sync Off	Both	Shift + S	Shift + S	Turns Sync off.
Keylock	A	K	K	Allows for the track to be played in the original key regardless of speed.
	B	Option + K	Alt + K	
Store / Trigger Performance Pad (1–8)	A	1–8	1–8	Stores or triggers a Hot Cue or Loop, depending on the currently selected mode.
	B	Option + 1–8	Alt + 1–8	
Delete Performance Pad (1–8)	A	Shift + 1–8	Shift + 1–8	Deletes an existing Hot Cue or Loop.
	B	Option + Shift + 1–8	Alt + Shift + 1–8	
Hot Cues Edit Mode	A	⌘ + K	Ctrl + K	Sets the Performance Pads to Hot Cue Mode.
	B	⌘ + K	Ctrl + Alt + K	
Loops Edit Mode	A	⌘ + L	Ctrl + L	Sets the Performance Pads to Loop Mode.
	B	Option + L	Ctrl + Alt + L	
Set Grid Marker	A	M	M	Sets a custom grid marker.
	B	Option + M	Alt + M	
Delete Grid Marker	A	Shift + M	Shift + M	Deletes a custom grid marker within a few beats.
	B	Option + Shift + M	Alt + Shift + M	

Technical Specifications

Supported Operating Systems	Windows 8.1, Windows 10 (64 bit) macOS 10.11–10.12	
Library Support	iTunes 10, iTunes 11, iTunes 12 Serato DJ Hot Cue Points	
Maximum Database Size	Files	≤ 100,00 playable files
	Crates	≤ 512 crates with 7 sub-crate layers
	Playlists	≤ 512 playlists
Playable Media	Type	SD/SDHC card USB mass-storage devices (flash memory, external HDD enclosures)
	File Systems	exFAT FAT32 (recommended) HFS+ (read-only) NTFS (read-only)
	File Formats	AAC/M4A AIF/AIFF (44.1–192 kHz, 16–32-bit) ALAC FLAC MP3 (32–320 kbps, VBR) MP4 Ogg Vorbis WAV (44.1–192 kHz, 16–32-bit)

Specifications are subject to change without notice.

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