ROCKIT PRO DJ

Operations Manual

Version 4 Series

Welcome

On behalf of everyone at SOFTJOCK, I would like to thank you for trying and/or buying our flagship DJ Mixing Software.

ROCKIT PRO DJ is designed to be a full featured DJ mixing solution, especially well suited to the wedding / party disc jockey. It has been redesigned from the ground up for the Version 4 Series, and we hope you will find all the new features helpful and easy to use.

This operations manual was written to help you understand the various functionality of ROCKIT, and see some of the features that might not be apparent at a quick glance. Please take the time to read through it, and learn the multitude of options available to you with this software.

Thank You

Rick Cimorelli

President, SOFTJOCK, INC.

Table of Contents

Overview

Rockit Pro DJ, is a DJ mixing application. It is designed with the wedding and party DJ in mind, first and foremost. Our focus with this new series (V4.x), is to provide a stable, solid mixing platform, that can be easily customized by the user to fit their needs, and ease of use. We have paid great attention to our users feature requests over the years, and come up with a platform that we hope will make your life easier as a disc jockey.

Please take the time to read through this operations manual before using Rockit, in order to familiarize yourself with the various operations available.

Requirements

Operating System: Windows XP or Windows Vista.
Memory: XP: 512 MB, Vista: 1 GB or better.
Audio: At least one sound device (sound card), 2 recommended for monitoring.
Video: Standard video output (dual monitors for use with the video playback).
HDD: 60 MB for the program and data files.

Features

- Dual, hyper threaded, main mixing decks.
- Plays MP3 and WAV file formats.
- Plays audio CDs, with integrated CD player.
- Video playback via the video jukebox.
- Integrated audio jukebox for ceremonies, cocktail music, etc.
- Unlimited number of tracks, playlists and libraries.
- Completely user customizable skins.
- User customizable keyboard shortcuts.
- User customizable MIDI controller mappers.
- Multiple sound device support.
- Super fast track pre-processing, with AGC, BPM and start point detection.
- Three band kill EQ for each main deck.
- Gain and pitch controls for each deck.
- Master mixer with master volume and monitor volume controls.
- Random play per deck, or AutoMixing.
- Sound effects sampler.
- Full library manager with utilities.
- Communications module for external control and requests.
- Easy to use, drag and drop interface.
- Presets, cue points and looping.
- Internet album art lookup.
- CDDB lookup for audio CDs.
- Playlist manager.
- Tag editor.
- Saved play history per session.
- Much more…

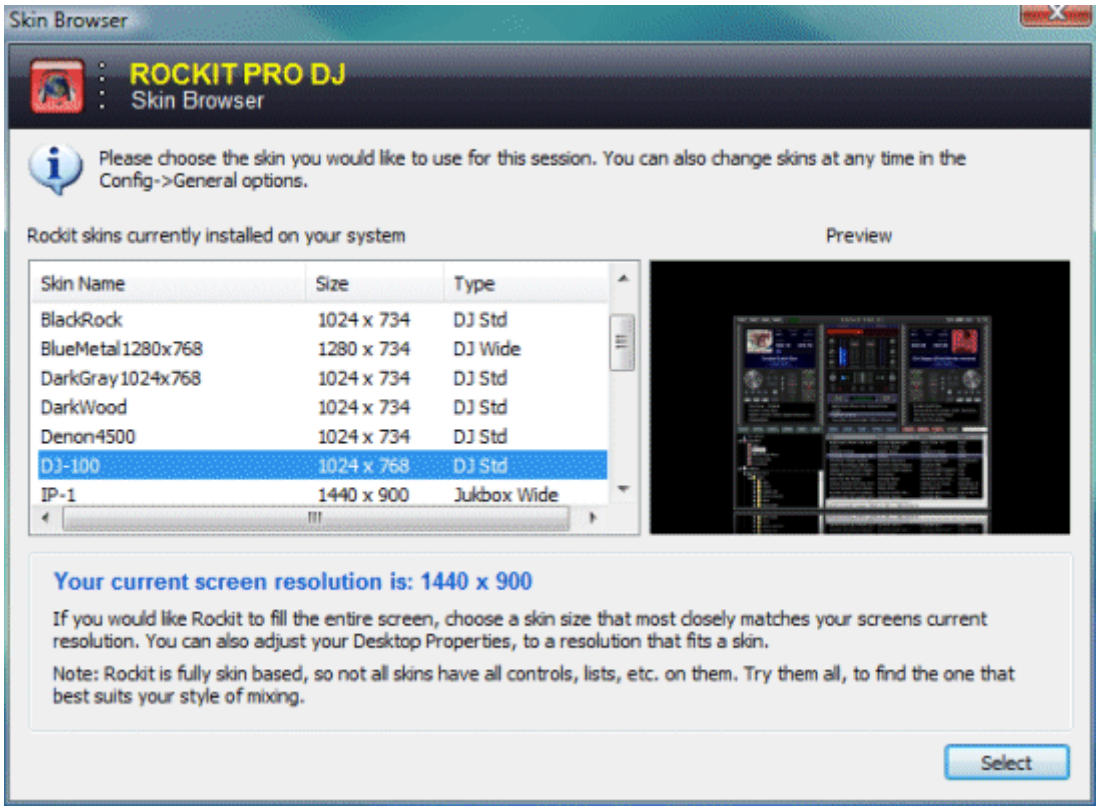
Getting Started (Quick Start Guide)

When you start ROCKIT for the first time, you will see the following screen:

If you will primarily be using Rockit on a computer attached to the internet, you can have Rockit try and find the song on Amazon.Com, and display the album cover art they have, when it loads songs into a deck. If so, click Yes, if not, click No Thanks. You can always change that option later, in the Configuration.

Next, the Skin Browser will show:

You can preview all the skins included with the current release, and choose which one to use for this session. The skin browser shows up each time you start Rockit, although you can turn that off in the Configuration if you like. Each skin is designed for different purposes, and different screen resolutions (sizes).

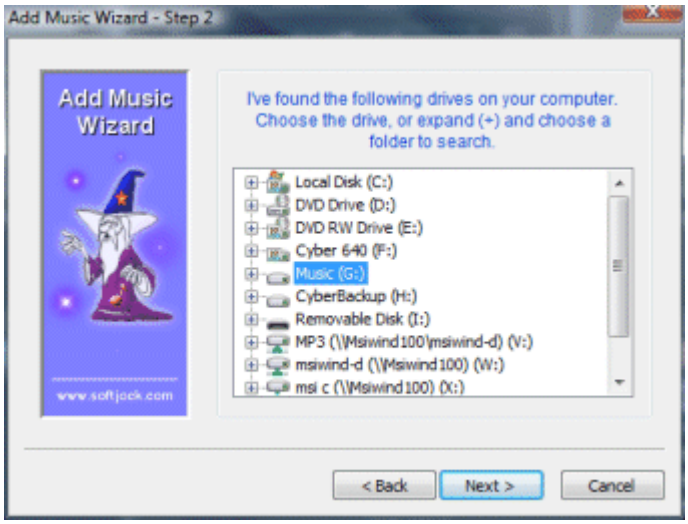


After the skin loads and displays, you will be prompted on whether you would like to search your hard drive(s) for music, and add them to the ROCKIT library. Choose **Yes**, and the **Add Music Wizard** will walk you through the process of searching your drive, and adding the tracks.

ROCKIT can play fine without adding your music to the library, but it is highly desirable to do so, especially if you want to sort and search for songs, use the random play functions, etc.

When ROCKIT adds your tracks, it does not make a copy of the songs, it only reads all the tag information from your existing files, and builds a list, which is then saved, and opens each time ROCKIT starts. This allows ROCKIT to do high speed searches and sorts, and categorize your music in many different ways.

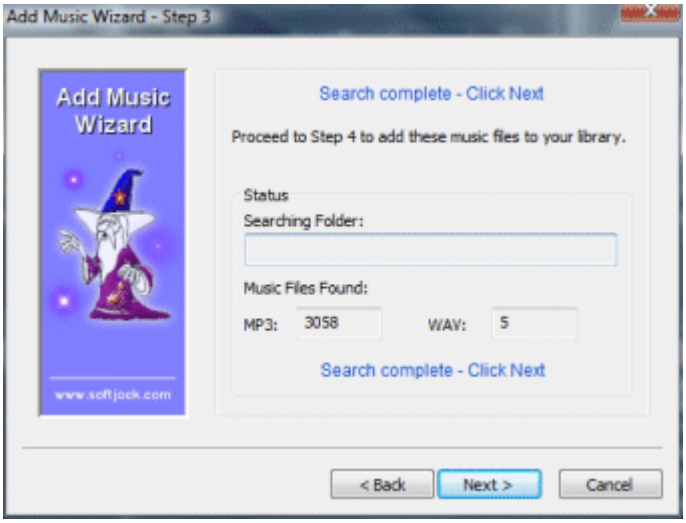
When the Add Music Wizard appears, the first screen is the welcome screen, and indicates the types of files Rockit will search for in the current release. Simply click the **NEXT** button to continue to **Step 2**…

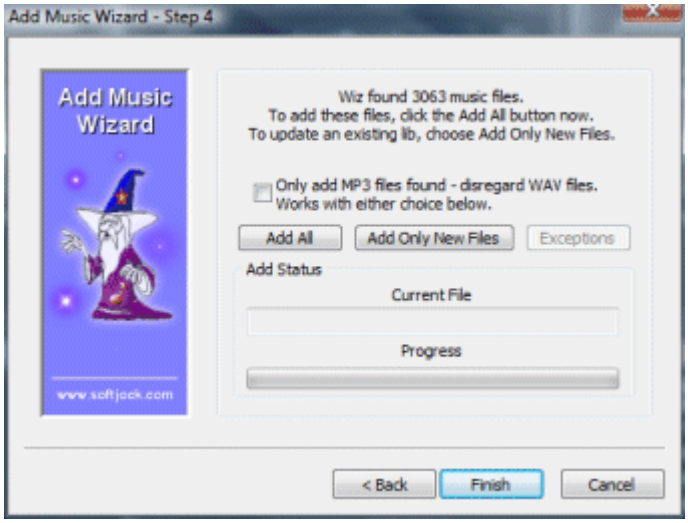


Step 2: This will show all drives attached to your computer, along with network drives, if you are attached to a network. You can highlight a full drive, or drill down using the plus sign, to get to a particular folder if you choose. Whether you choose an entire drive, or just a folder, the Wiz will search any folders underneath that as well. Click **NEXT** to continue to **Step 3**…

Step 3: The Wiz will start searching whatever you choose during **Step 2**. If you selected a full drive search, this can take a few minutes, depending on the number of files on the disk. Please do not interrupt this process. When the search is complete, you will see something similar to this:

In our case, the Wiz found a number of MP3 and WAV files. Click **NEXT** to proceed to **Step 4**…



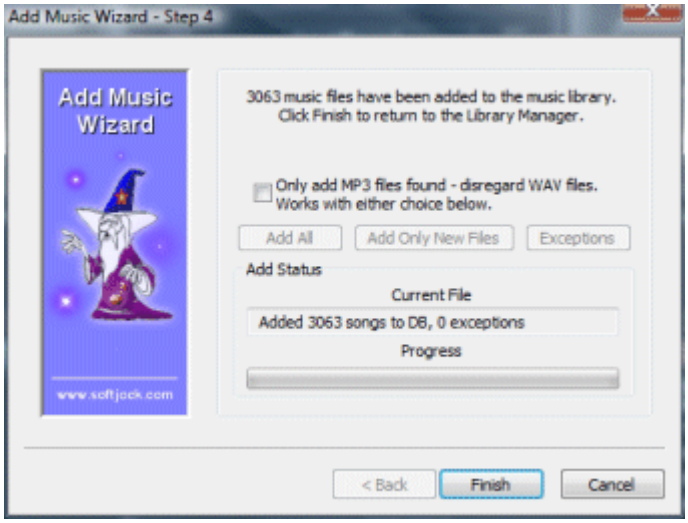


Step 4: The Wiz has found 3063 total files it can import to it's library. You have a few options here.

Only Add MP3 files found: If you check this option, the Wiz will only add the MP3 files it found, and not the WAV files. Many users prefer this option, as they only use MP3 files, and this will not add all the WAV files Windows has on your hard drive for Windows sound effects, etc.

To add all files found (initial library load): Click the **ADD All** button, and the Wiz will start adding the files, and keep you informed of its current progress. This can take anywhere from a few seconds, to a number of minutes, depending on how many files are being added.

To add only new files (updating your library): Click the **Add Only New Files** button. This is useful when you have ripped some new CDs, downloaded some new songs, etc. This option takes more time, because it has to check to see if the songs already exist in your library.

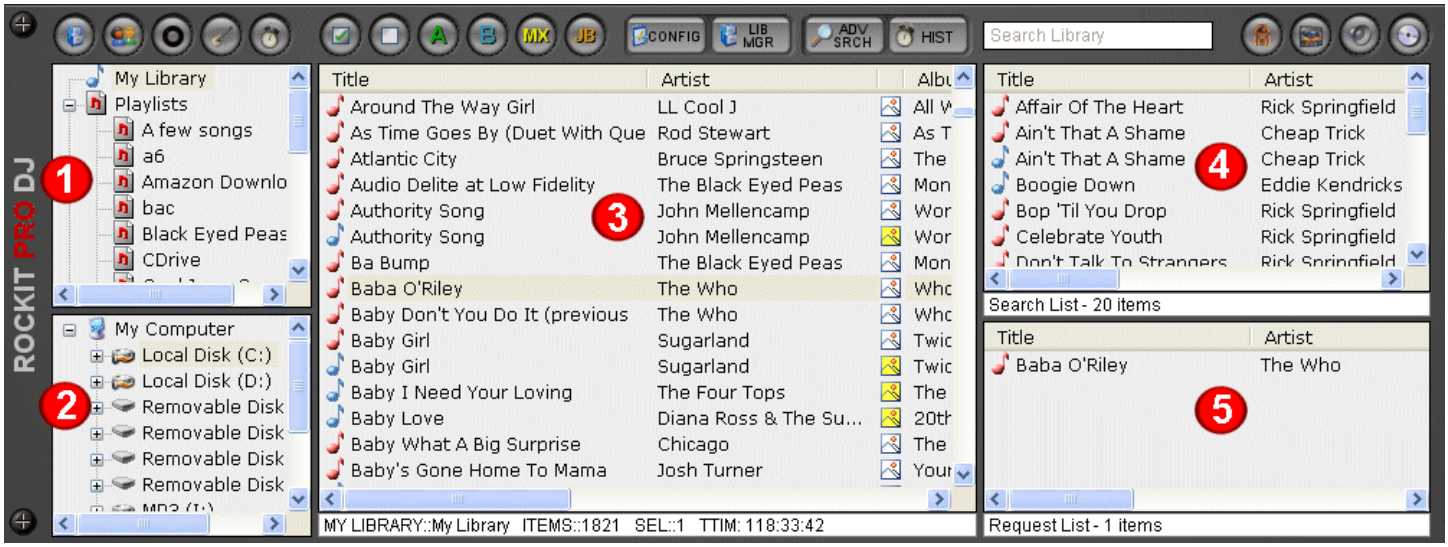


In our case, we came up with 0 exceptions on the add. If you see any exceptions, you can click on the **EXCEPTIONS** button to see what may have possibly caused the issue, and which file(s) were not added to the library.

Basic Operations

Navigating The Trees And Lists

Rockit contains two main tree views, which may or may not be visible, depending on the skin you are using. For the sake of our manual, we will show our DarkGray skin images. Here is the lower portion with the trees and lists showing, slightly scrunched to fit this document:



1. **Library Tree:** This is where you view the tracks and playlists that have been added to your library. If you highlight the My Library, with the blue music note, all tracks in your current library will display in the main track list (3). If you highlight a playlist, the tracks in the playlist will display.
2. **My Computer Tree:** This tree allows you to view individual folders on your hard drives, and looks similar to Window's Explorer. Clicking the plus icons, will open up a drive or folder, and allow you to drill down the hierarchy. If a folder has supported files in it, they will display in the main track list.
3. **Main Track List:** This is where you will see the track listings, depending on what is selected in the trees. Most important fields are displayed with the headers on top (e.g. Title, Artist, etc.). Clicking on one of the headers, will sort the list in the respective order. You can resize the columns to your liking (or even hide them by resizing down all the way), and Rockit will remember that the next time it starts up.
4. **Search List:** The search list will display results from the quick search (the quick search box is located directly above it on this skin). In this case, we typed in "Rick" in the search box, hit **ENTER**, and you can see the results it came up with. The quick search searches all text fields in the library, so in this example, it found **Rick** Springfield, as well as Cheap T**rick**. You can then sort the search list as well, by clicking the headers, to easily find the track you are looking for.
5. **Request List:** The request list can be used in two ways; If somebody comes and asks for a request, you can do a search, and then drag from the search list, and drop it into the request list, to keep the track(s) at the ready. Then simply drag the track to a deck or queue at any time you want to play it. The request list also works with our Communication Module, and can display requests made by remote client software (more on that in the Communications Appendix).

Please note: There are many functions available in Rockit, that you may not see in the on-screen controls and buttons. **Right Clicking** your mouse on a list or area, will bring up a popup menu with many additional functions, so look around, and familiarize yourself with the popup menus.

Loading Tracks To Decks And Queues

Rockit provides various methods to load and move tracks around. The easiest method (in our humble opinion), is to drag and drop the files wherever you want to put them.

You can drag a track from the main track list, search list or request list, and drop it directly on a deck, which will load the song into that deck for play. **Please note**, that if a song is playing in the deck, and you drag another song into it, it will replace the song with the new one, and continue playing. There is roughly 2 seconds of samples in our players output buffer, so they will generally flow one into the other, depending on the type of samples coming in from the new song.

Do the same to drag a track(s) into the queues (wait lists), for either deck, or the AutoMix queue. You can drag multiple files to a queue by using the standard Windows mouse/key combinations, such as **CTRL** or **SHIFT**. Please see the Windows documentation on the use of these mouse/key combinations, as it is beyond the scope of this manual.

You can also drag playlists into the queues. Simply highlight a playlist in the **Library Tree**, and drag it to the queue of your choice.

Note: When dragging a track, or group of tracks, or playlist, you will see a green plus sign when you can drop on a particular object. This will show a red NO indicator, if the track or playlist cannot be dropped in a certain area.

Right clicking on the main track list, allows you to use menu choices to load individual, or groups of selected tracks, into the various places as well, along with the buttons directly above the track list on our default skin. This also applies to the **Library** and **My Computer Trees**, as they have different popup menu choices.

Rockit also allows for dragging and dropping from queue to queue. So, for example, if you have a track in deck A's queue, and would like to move it to deck B's queue, simply drag and drop it there.

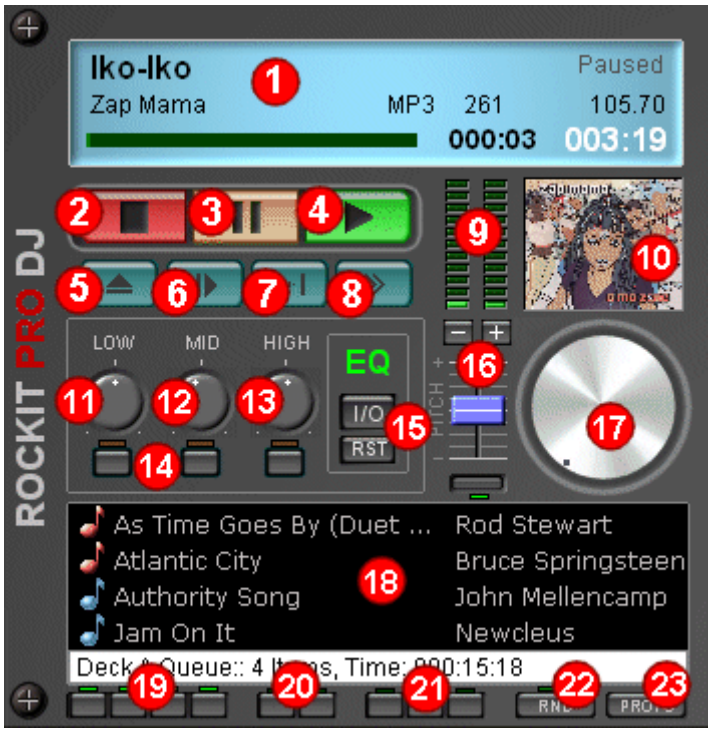
To place a track into a playlist you have created (see the playlist section for how to create a playlist), you simply select a track from one of the lists or queues, and drag it over the Library Tree. The playlists will highlight as you move around the tree, and just drop the track(s) onto the playlist you want to add to.

Note: When dragging a track from a queue, or the request list – Rockit's default is set to delete the track from the source queue or list. This behavior can be changed – see the Config section for details.

Using The Main Player Decks

Once a track is loaded into a deck, all functions become active for that deck.

Our default skin (DarkGray1024x768), provides the following buttons/controls:



1. Deck display area.
2. Stop button.
3. Pause button.
4. Play button.
5. Load from file button (eject).
6. Restart button.
7. Fade out and stop button.
8. Next track in queue button.
9. Level VU meters.
10. Album art display area.
11. EQ Low knob.
12. EQ Mid knob.
13. EQ High knob.
14. EQ Kills.
15. EQ On/Off and Reset to flat buttons.
16. Pitch section – bend, slider and zero.
17. Jog knob.
18. Deck A queue.
19. Presets.
20. Cues.
21. Looping.
22. Random play.
23. Deck properties.

In our default skin, the decks are similar to a dual deck CD player, with additional functionality. Most of the buttons/controls, are pretty much self explanatory, but we will take a look at a few.

Deck Display Area: This is where all the basic information about a track, and the deck status is shown. If the Pre-Processor is on (default), Rockit will attempt to figure out the optimum gain level, BPM (Beats Per Minute), and the start location when a track is loaded. Our pre-processor will analyze the first 40 seconds of a track on load (user customizable). BPM is more of an art, than science, so your results may vary. If the processor cannot detect a reliable BPM, all zeros will be displayed. If the track has a few seconds of silence at the beginning, our processor will automatically advance the song to the place where it detects a reasonable level of activity (user customizable).

Album Art Display: If a track has album art in its tag (MP3 only), the art will be displayed here. If no art is in the tag, and you have the Lookup Art set to on in the Config, it will attempt to find the art on Amazon.Com, and if found, it will display here.

Jog Knob: This will advance or rewind the track, in approx. one second steps. **Note:** The knob is actually a vertical slider (just like the gain and pitch sliders), that looks like a knob. It works by grabbing it with the left mouse button, and moving either up or down – it does **NOT** work in a circular fashion.

Presets: These are there for your convenience in quickly having certain songs or drops at the ready. We use these mostly for either songs that we play very often, or for cases such as a wedding, where we know the bride & grooms choice for certain dances, so we have them at the ready. On the default skin, each has a small light above it, that will be lit if a track is in it, and will also display a tool tip indicating the song name, when you hover the mouse over it for a second or two. If there is a song loaded into a preset and you click it, it will load directly into the deck (even if a song is already playing). If the preset is empty, the Config screen for Presets will pop up, so you can choose a song for that preset. Presets can be changed at any time – see the Config section for more details.

Cue buttons: Rockit can hold up to two cue points for each track in its library (these are NOT saved to the tracks actual MP3 tag). Each cue can have a text name associated with it as well. If a cue point is set for that particular track, a light above the cue button will be lit, and if you hover the mouse over the button, you will see the text name you gave that cue point. To set a cue point for a track, simply advance the track to the position you want, right click the deck, and choose the appropriate command to set that point (Set Cue 1, Set Cue 2), or choose Extended Properties from the popup menu.

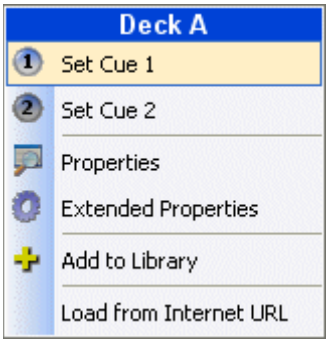
Looping: Rockit has basic looping functionality built in. Please remember, that Rockit is not designed for wiki-wiki type scratching, so the looping is fairly basic, and not seamless – it rounds to the nearest second. To set the loop start point, click the Loop Start button, to set the loop end point, click the loop end button. To start or stop the looping, click the Loop Start/Stop button.

Random Play button: This will put the deck into random play mode. There are a number of options for random play, and the options window will pop up. Please see the AutoMix section, for details on how to use the random play options.

Props button: This will pop up the Audio Deck Properties page of the Config, where you can set various deck options, sound cards, etc. Please see the Config section for more information.

Deck Menu

The main player decks have a popup menu associated with each, for additional functionality, it looks like this:



Set Cue 1:
Set Cue 2: These commands will popup a box, and allow you to set the current position of a track as a Cue Point, and add a name for that cue if desirable.

Properties: Brings up the Tag Editor in read only mode. A track tag cannot be edited when the player is loaded into a deck for play. See the library section for detailed information on the Tag Editor.

Extended Properties: This allows you to manually set the cue points and names, using a slider for the cue time.

Add to Library: Will add this track to your current library.

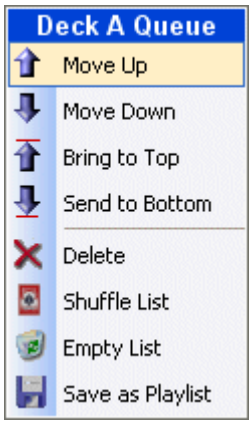
Load from Internet URL: Rockit can stream music from internet sites, use HTTP or FTP. A popup box will allow you to enter a fully qualified URL, for example: http://www.softjock.com/mp3/urltest.mp3.

Note: Since the above songs stream from the internet, Rockit is unable to analyze the file on load, and will display minimal information about the track in its deck display.

Deck Queues

The deck queues (or wait lists, as they are referred to in some programs), are a place to keep tracks at the ready, and using the NEXT button, will load the song at the top of the queue into the deck. Double-clicking a track in a deck queue, will also load that track directly into the deck. You can also drag from the queue to either deck, or another queue.

Each deck queue can hold an unlimited number of tracks, and the tracks can be moved up or down, shuffled, etc. Here is a deck queue's popup menu for reference:



Move Up/Down: Will move the selected track either up or down in the list.

Bring to Top/Send to Bottom: Will move the track respectively.

Delete: Will delete the selected track(s) from the queue.

Shuffle List: Will randomly shuffle the tracks in the queue.

Empty List: Will remove all tracks from the queue.

Save as Playlist: Will allow you to save the current queue as a playlist file for later use. A window will pop up, allowing you to choose a name for the playlist.

Notes: The two deck queues are designed to be holding areas, and not the place to drop your entire library.

Even though they can hold unlimited tracks, it is not necessarily a great idea to try to drop 10,000 songs in them. Not only will it take quite some time to do that, but will also use a great deal of resources, and slow the entire system down.

We generally use the queues to stage 10-15 songs per deck, which is on average, anywhere between 30 – 60 minutes worth of songs in each queue. This gives you plenty of choices, and plenty of time to pick and choose which song is going into a deck next.

So, use the queues responsibly, and the robustness of Rockit will be maintained.

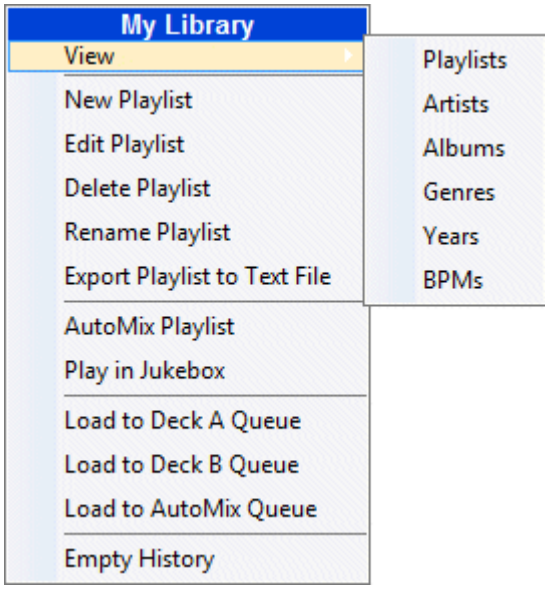
Playlists

Overview

Rockit's playlists are essentially libraries in themselves, and share the same format as our main library listing, although they use a different file extension (.rpf). You can create an unlimited number of playlists, rename them, edit them, and easily load a playlist into any queue in the system.

Managing Playlists

To manage your playlists, place the mouse pointer over the **My Library Tree**, and **RIGHT CLICK**. The following menu will popup:



View: Various views of your library in this tree window.

New Playlist: Allows you to create a new playlist.

Edit Playlist: Brings up the playlist editor screen.

Delete Playlist: Deletes the selected playlist.

Rename Playlist: Renames the selected playlist.

Export Playlist: Will create a simple text file listing of the playlist, containing **Title – Artist**. You can open and print in any text editor. Will prompt for location/filename.

AutoMix Playlist: Loads the selected playlist into the AutoMix queue, and starts.

Play in Jukebox: Loads the selected playlist to the jukebox, and starts playing.

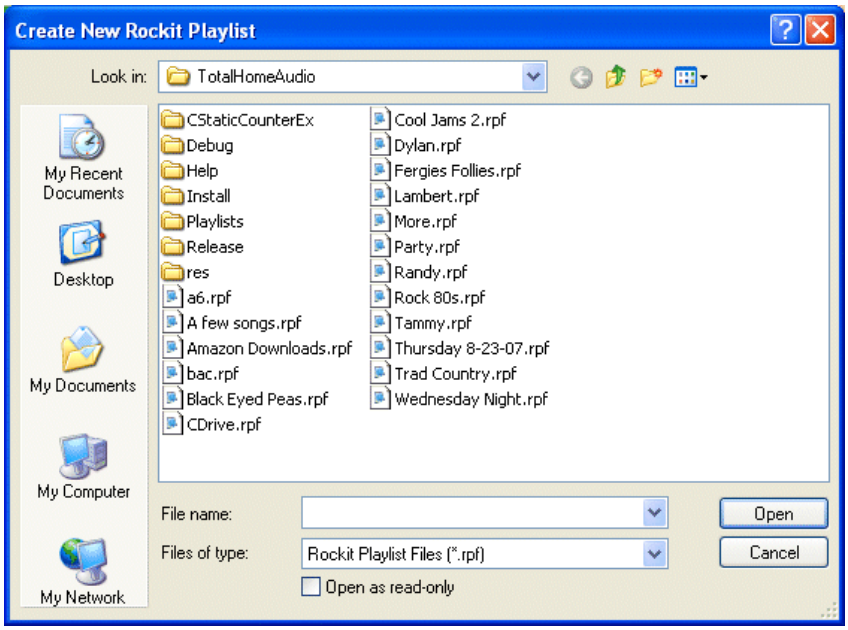
Load to Queues: Self-explanatory

Empty History: Allows you to delete all history files.

Create a New Playlist

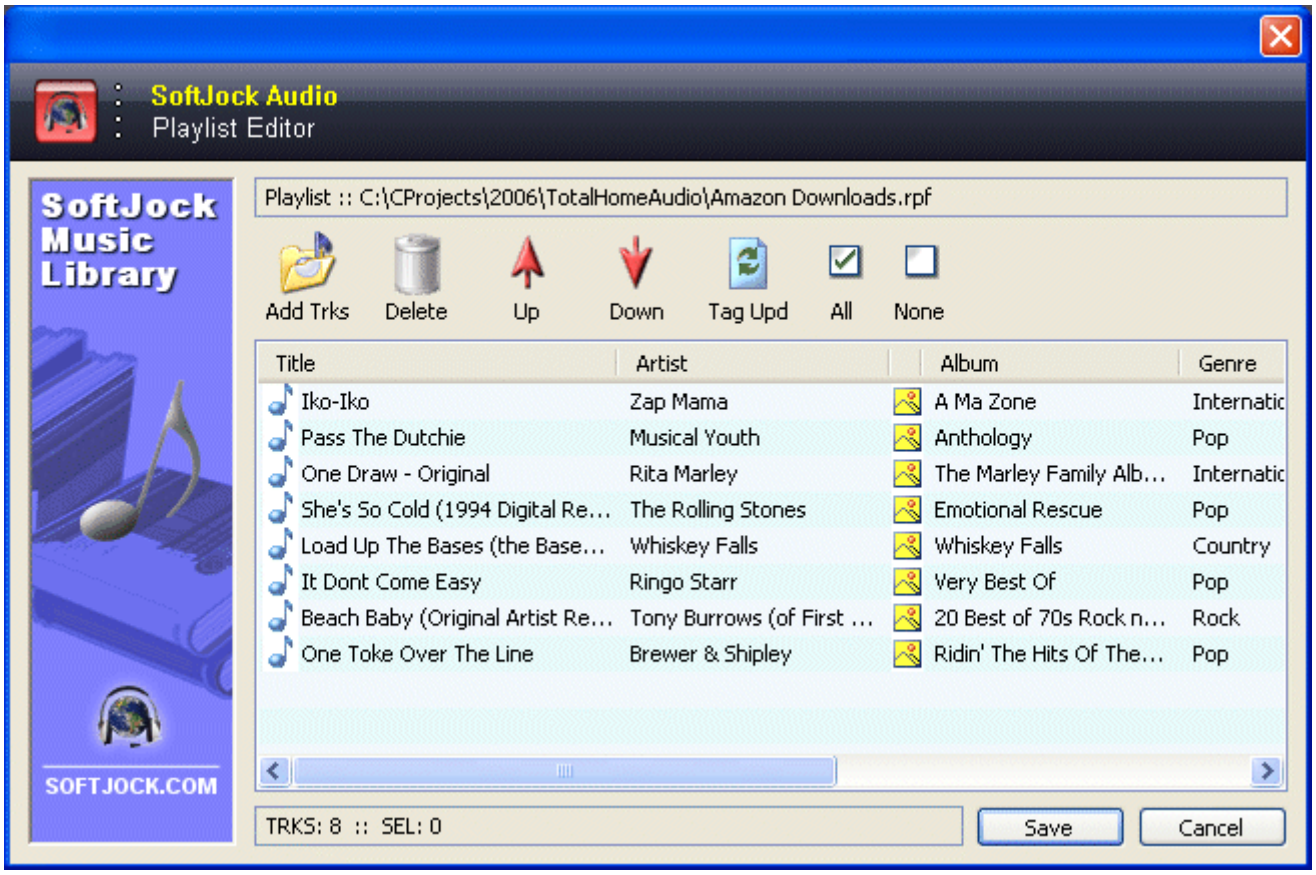
The create new playlist screen will display, which will be set to your playlist folder by default. Rockit looks in your playlist folder when displaying the playlists in the tree, so keep your playlists in this folder for best results.

Simply type the new playlist name (extension nit necessary), and it will be created as an empty playlist, and ready to go.



Edit Playlist

This will display the Playlist Editor screen, as shown below.



The options are pretty straightforward:

Add Tracks: Will bring up a Windows File picker, where you can add tracks manually to this list.
Delete Tracks: Will delete the selected tracks.
Move Up: Will move the select track upwards in the playlist.
Move Down: Will move the selected track downwards in the playlist.
Tag Update: Will update all the selected tracks in the playlist, with information from the files MP3 tag.

Select All: Self explanatory.
Select None: Self explanatory.

When you've completed any changes to the playlist, click the **Save** button, and the playlist file will be updated, and you will be returned back to Rockit's main screen – **Cancel** will not save changes. You can drag and re-order items, using the left mouse button (standard Windows rules apply).

Delete and Rename Playlists

These are self explanatory, and will allow you to delete or rename the selected playlist.

AutoMix Playlist

This will load all the tracks in the selected playlist into the AutoMix queue, and start the AutoMix. If you already have tracks in the queue, you will be prompted on whether to add these tracks, or clear the queue, then add the tracks.

Play in Jukebox

This will load all the tracks in the selected playlist into the Jukebox queue, and start the Jukebox. If you already have tracks in the queue, you will be prompted on whether to add these tracks, or clear the queue, then add the tracks.

Load to Deck Queues

This will load all the tracks in the selected playlist into the respective deck queue. If you already have tracks in the queue, you will be prompted on whether to add these tracks, or clear the queue, then add the tracks.

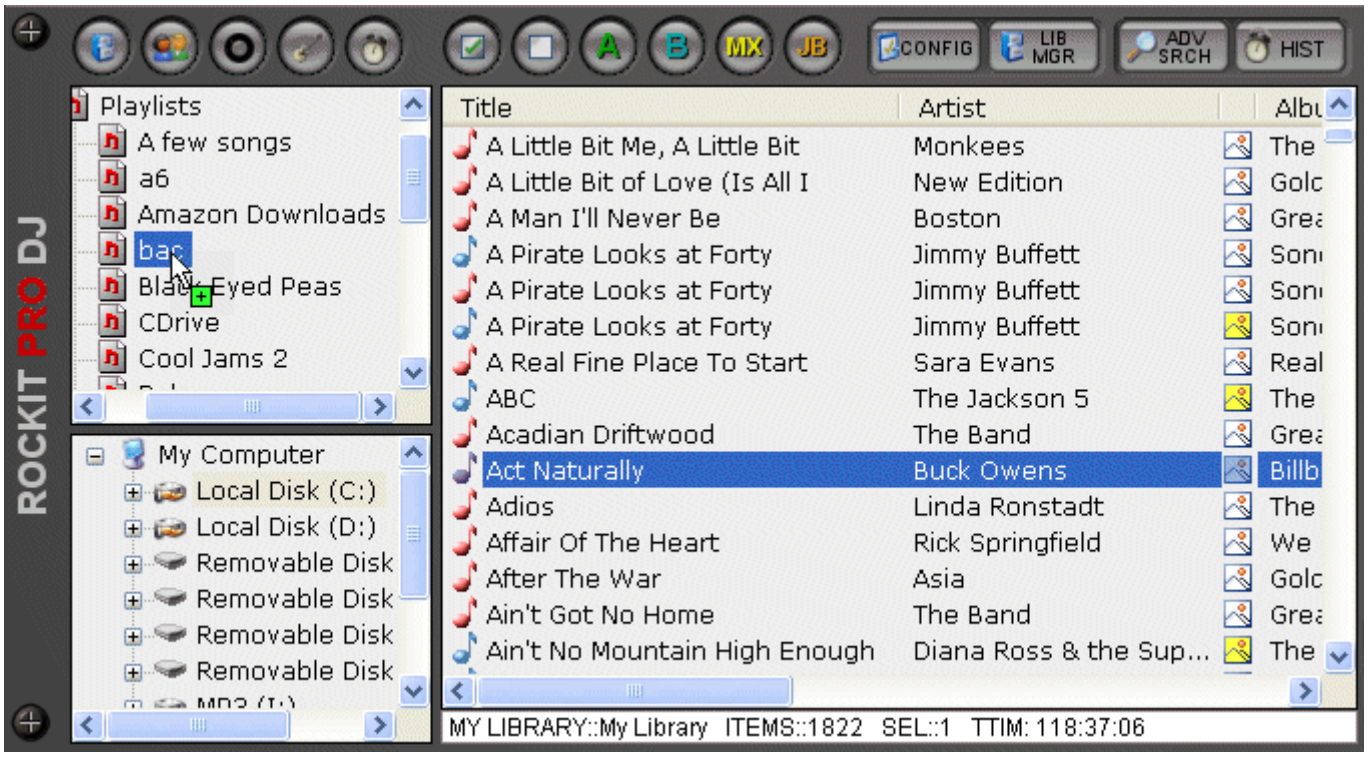
Empty History

This will allow you to remove all saved History files from the History folder. You will be prompted as to whether you are sure.

Adding Tracks to your Playlists

The easiest way to add tracks to your new playlist, is to simply drag them from a list or queue, and drop them on the playlist of choice.

When dragging a track(s) over the **Library Tree**, the system will highlight the playlists that are available fro dropping, as you move the mouse pointer with the drag image, as seen below. Note the green plus sign with the cursor, this indicates a drop is ok in this area.



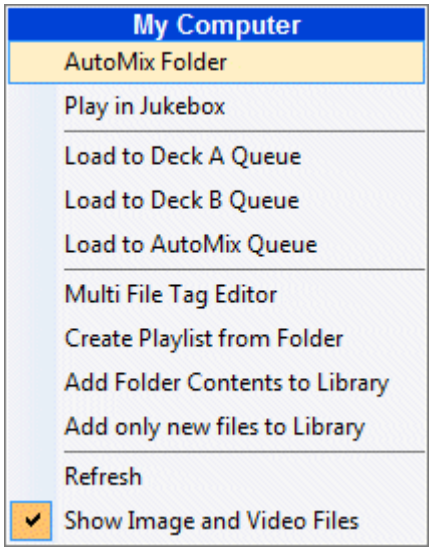
Folders

Overview

The **My Computer Tree**, is very similar to **Window's Explorer**, and in fact uses the same icons, etc. Rockit does not allow adding, deleting, renaming, etc., of the folders, to preserve the integrity of your system. If you need to do those chores, you should use Window's Explorer, as it has many more safeguards built in. Detailed help for using **Window's Explorer**, is available on the Explorer Help menu, as well as Microsoft's websites, and is beyond the scope of this document.

Folder Operations

Right clicking the mouse when the pointer is over this tree, will bring up the following menu:



AutoMix Folder: Will load the contents of the folder to the AutoMix queue, and start the AutoMix.

Play in Jukebox: Will load the contents of the folder to the Jukebox queue, and start the Jukebox.

Load to Queues: Loads entire folder contents to selected queue.

Multi File Tag Editor: See the library section for details.

Create Playlist from Folder: Allows you to create a playlist, using the contents of the selected folder.

Add folder contents: Will add entire folder contents to library.

Add only new: Will add only contents that are not already in lib.

Refresh: Refreshes the My Computer Tree display.

Show image: Will display image and video files in the track list.

Important Notes

Since our folder tree is basically a subset of **Window's Explorer**, and we do not allow changes to take place to the system via our software, you cannot drag from, or drop to the folder tree. This is to preserve the integrity of your system folder hierarchy.

Rockit displays track listings from folders, slightly differently then from the library list and playlists, because they are not part of our library, and have not been analyzed.

The display is slower, as Rockit attempts to read the tags of the songs, as it retrieves each filename from Windows. If it cannot find a file tag, it will attempt to parse the filename using a **mask** that is set in the **Library Manager Settings tab**. Please see the **Library Section** of this document for detailed information.

When Rockit is looking through the file list, the status line below the main track list (if visible in a particular skin) will display **Refreshing…** If you click on another folder, playlist, etc., while it is reading the folder, you will get interesting results ☺. So, to insure the integrity of the main track list display, please wait until it is done until you click on another item.

If you have 10,000 songs in one folder, this can take some time (and indicate that you need to restructure your folder hierarchy in **Windows** ☺) – which is a great reason to make sure you add the tracks to your library first, and then you should not need to use the **My Computer Tree**.

Manual Track Mixing

Cross Fader

Rockit has a standard type of cross fader, as found on most mixing boards.

Dragging the cross fader thumb from side to side, works basically the same as on a mixing board. The farther left of center the thumb is, the output of deck A will be at its max, and the output of deck B will be lowered as you progress farther left, until deck B is silent. The opposite is true, when you are to the right of center.

The output on the decks using the cross fader, also takes into account the position of the Gain control for each deck.

There are three buttons associated with the cross fader; the Center button, Fade Left and Fade Right.

Center: Does what you would think – puts the cross fader back to its center position.

Fade Left and **Fade Right:** These are auto fade buttons. Clicking one, will fade automatically in the respective direction, based upon an algorithm of ours, and can be adjusted by the user if required. See the Config section for more information.

On Air Indicators

When the output of a deck is lowered all the way (e.g. the cross fader is all the way to one side), you will note that the On Air light will go out, even though the deck is still playing. The On Air light indicates that a deck is outputting to the mains at some level, and is not an indicator of whether the deck is playing or not.

Mix Left and Right

These controls will mix left (to A), or right (to B), respectively.

Example: You have a track playing in deck A, and another track loaded in deck B at the ready. Click the Mix Right button, and the song in deck B will begin playing, and the cross fader will automatically start to fade right towards deck B. When the fade has completed its journey to B, the song in deck A will stop.

You can control the fade speed in the Mixer Props screen.

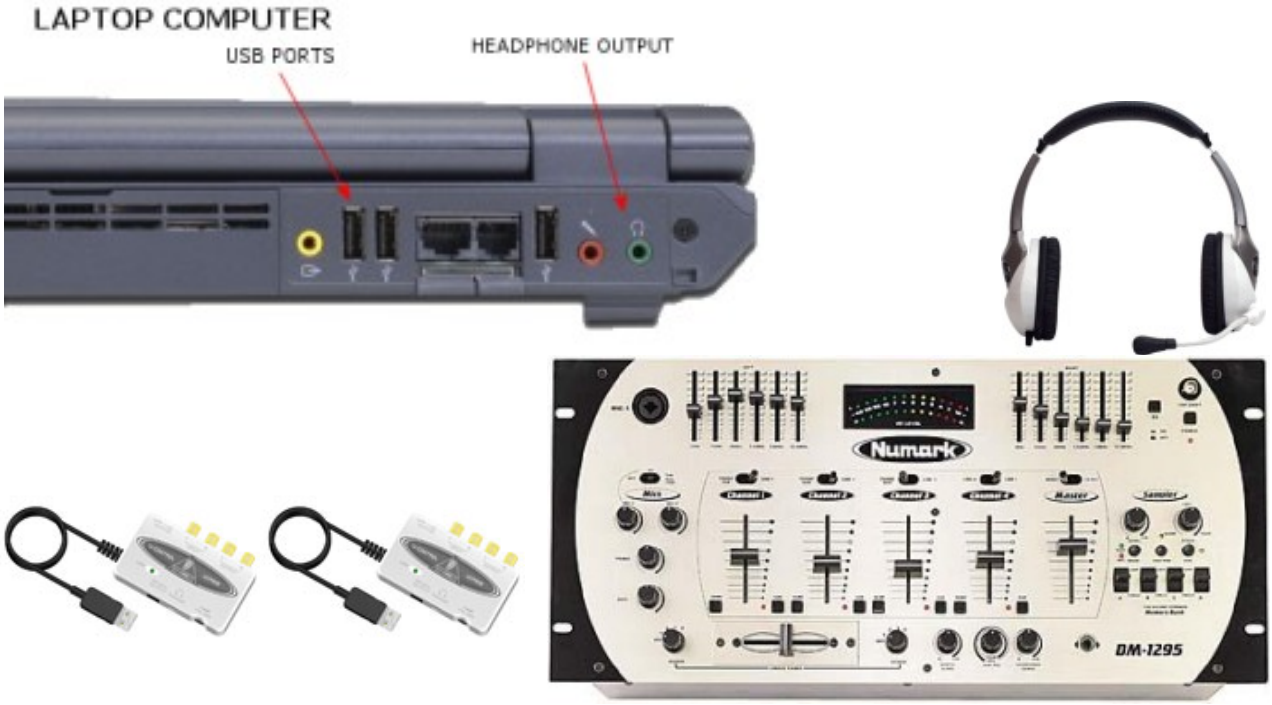
Monitor A & B

Rockit can use any number of sound devices that Windows can handle, and can therefore use these devices as either mains out, or monitor out (see the Config section on how to map sound devices to decks).

If you only have one sound device, for example, a laptop computer with just its own internal sound device, you will be unable to monitor via the software, and will receive a message to that effect, if you click one of the monitor buttons.

If you have multiple sound devices, for example, the laptops built in device, and a second USB sound card, you can map the mains out to the better sounding device, and use the other for monitoring.

To get the best monitoring capability, sound, and low latency, you would use two identical sound devices, whether they be USB, Firewire or Internal, and do the monitoring on your mixing board. This is basically the same as having two CD decks or turntables, plugged into separate channels on your mixer. If you do it this way, you really no longer have the need for Rockit's cross fader (except for effects), and do all your cross fading on your board.



Note: Rockit does not utilize ASIO sound device drivers, which allow multiple outputs on a single device. The reason for that is simple: Less complexity, clearer sound, and ASIO drivers are not a Windows standard, and are sometimes implemented differently by different manufacturers. If you have a multi-output ASIO device, Rockit will see it as a single stereo output only, just as Windows it self does.

There are literally hundreds of inexpensive, yet great sounding, sound devices on the market. You can purchase two of them, for less than half the price of a multi output card, have the same if not better quality sound, and not have to worry about loading or configuring drivers. Just plug them in, and set Rockit's deck mappings.

AutoMix

Rockit has the ability to run in AutoMix mode, which will do the mixing for you, using two basic mixing algorithms.

Standard AutoMix

Standard AutoMix will use the tracks in the AutoMix queue to mix back and forth. As long as there are tracks in this queue, the AutoMix will continue unattended, and mix back and forth between the main decks. When you want to switch back to manual mix again, just click the AUTO button again.

For example, we loaded a playlist into our AutoMix queue, by dragging and dropping our playlist right into the queue, then we clicked the AUTO button:

The mixer grabbed the first track in the queue, loaded it to deck A, started the song, and auto faded to deck A, using the Level Mix algorithm (which is the default, unless changed to Timer Mix).

When the song in deck A has reached the AutoMixLoadTime value (18 seconds prior to the end of the song is the default), it will load the next track in the queue to deck B.

When the track in A reaches the designated position to start level checking (Check From value), the mixer will monitor the tracks input level, until it goes below the point you have set for Input Level, for consecutive hits that you have set.

When it reaches that threshold, it will start deck B, and start the fader moving.

It will continue mixing back and forth in this way, until it runs out of tracks in the queue. You can add tracks any time to the queue to keep it going.

Notes: Before Rockit loads each track during the AutoMix, it will check the AutoMix settings. This allows you to make changes to the values while the mix is running. You should not switch between Level and Timer mixes while it is running though – that should be done when the AutoMix is off.

Timer mix is a simple timing algorithm that uses the Mix Delay value to function. What that means, is that if the Mix Delay is set to 4 seconds (the default), when the track playing reaches 4 seconds before the end, it will mix into the next deck. This is identical to how V3.x of Rockit worked.

We generally use the Level Mix ourselves, as it has proven to work well with most songs that have a fade out at the end, and provides a pretty clean mix, that sounds more like it is being done manually by the DJ. It does not do as well with songs that have a hard ending, so experiment around with them both, to see which better suits your particular needs.

You can start AutoMix at any time, even while a song is playing. Rockit will allow the song playing to finish, and then start the AutoMix.

Random AutoMix

Random AutoMix will choose your songs for you, and continue mixing until you stop it. Click the Random AutoMix button, and the following screen will appear:

Random play options allows you to narrow down the tracks the program will pick for you. The default as shown, is to use all tracks in the library.

If you want to narrow it down, check the box next to the option you want to use, and in the case of the Artist, Album and Genre, it will enable the combo box, and fill them with values that are in your library.

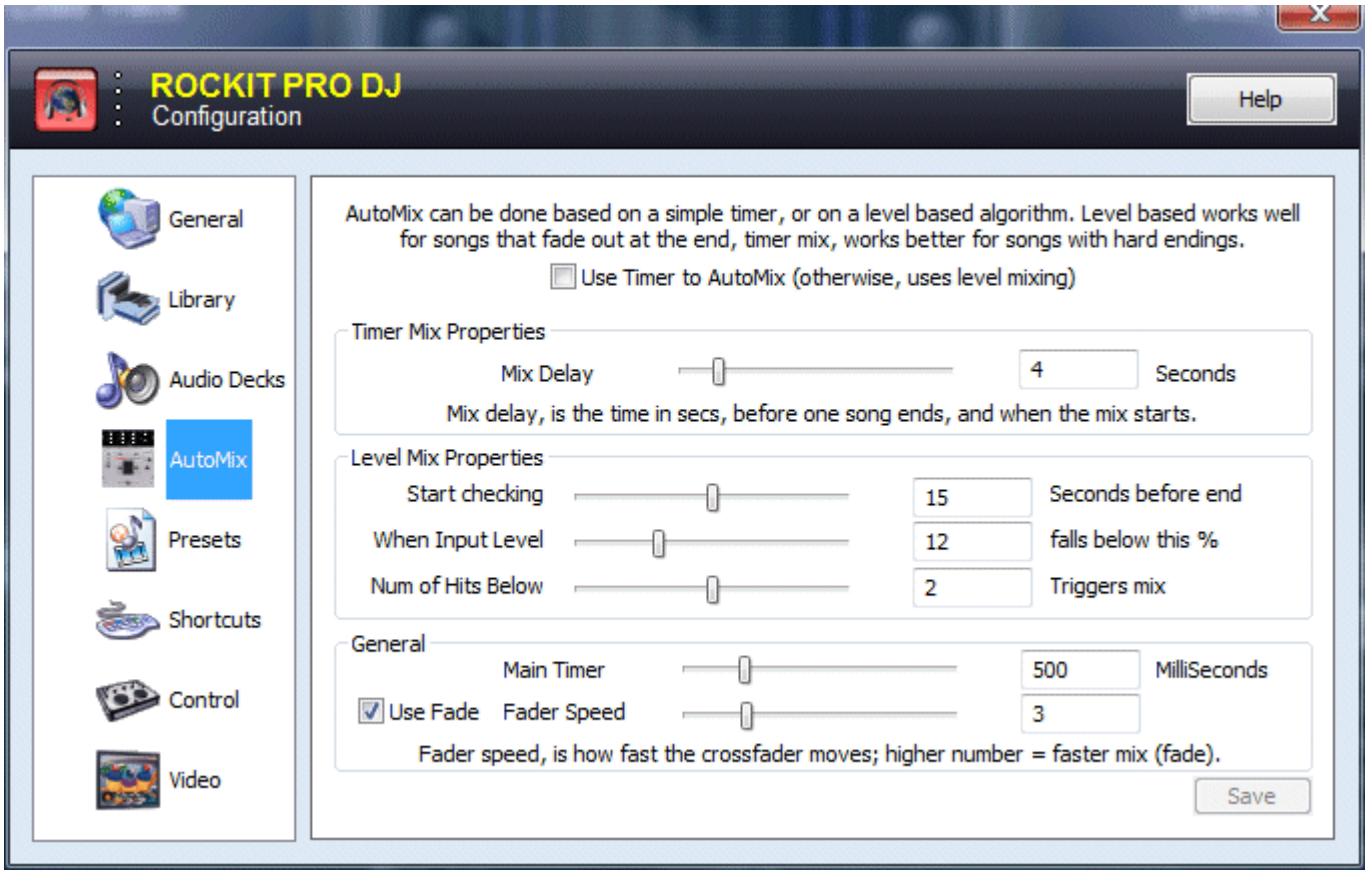
BPM and Year ranges, require you to enter a lower and upper value. For example, if you only want songs from the years 1970-1974, enter those values, and it will only choose songs that fall inclusively within that range.

If there is nothing that falls within that range, you will receive a message to that effect, and the AutoMix will not be started.

Notes: Random AutoMix works using the music library. It does not search your hard drive for music, so make sure you have tracks in your library.

AutoMix Properties

You can set the options that Rockit uses for AutoMix in this section.



Timer Mix Properties:

Use Timer to AutoMix: If checked, this tells Rockit to use a timer, and will mix the next track in, when the currently playing track is Mix Delay seconds before the end. In this case, 4 seconds before the song will end, the next track will be mixed in.

Mix Delay: Number of seconds prior to mix. The range is 0 – 30.

Level Mix Properties:

Input Level: This is the level Rockit will check for when in level mix. Rockit calculates the approximate output level, by putting all frequencies together, and determining the relative output level at any given time. The range is 0 – 40.

Check From: This is a value in seconds, where Rockit will start checking the level above, to prepare for mixing. The range is 0 – 30 seconds. If you set this too high, Rockit may pick up a low, or silent level too soon, and mix in too soon. Our testing has shown that 15 seconds works pretty well, and is the default.

Conseq. Hits: This is the number of consecutive hits required to be met, before the mix will start. The range is 1 – 3. The default is 2, which means that 2 consecutive hits below the input level, must be reached before Rockit will start the mix.

General Properties:

Main Timer: This is how often our main timer will check the above settings, in milliseconds. The default is 500, and is usually fine. The range is 100 – 2000 milliseconds.

Fader Speed: This is how fast the cross fader moves when it is auto fading. The range is 1 – 10, with 1 being the slowest, and 10 being the fastest. Experiment with this value to find the setting that suits your particular needs. The default is 3, and has worked well in our testing.

Use Fade: With this option set, Rockit fades back and forth between decks as it AutoMixes. If you would like the crossfader to stay centered, then uncheck this item.

Audio Jukebox

Rockit contains an embedded audio jukebox, which works great for wedding ceremonies and cocktail/dinner music. You can load it up with songs, and let it run, even to another sound system, while keeping your main decks and queues free, and ready to bring up your dance sets.

The jukebox is fairly simple in design, and has minimal controls to make it easy to work with.

Stop: Self explanatory.

Next (>>): This loads the next track in the jukebox queue. If a song is already playing, this will buffer in the next song, and continue playing.

Play/Pause: Self explanatory.

Output Device: This works the same as the main deck properties. Choosing a different device, will immediately switch the output to that device.

Volume: Self explanatory.

Seek Slider: This controls seeking within the current track, and moves automatically along with the music. Grab the thumb with the mouse, and move to seek within the song.

Hitting the **Close (X)** button, will not stop the jukebox, or change any contents – it merely hides the jukebox from view. The jukebox is always running and available for use.

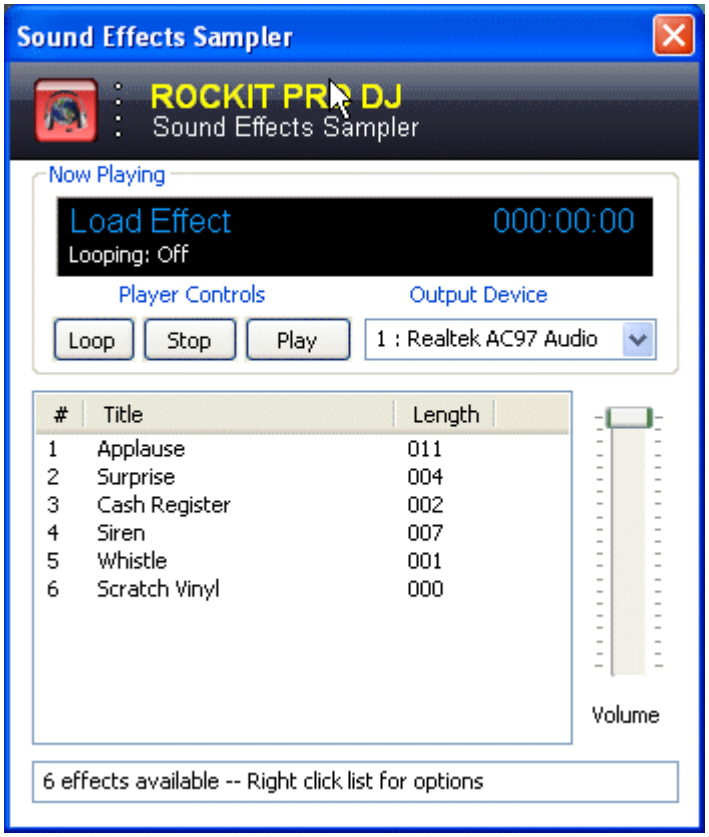
Notes: The jukebox queue allows for drag and drops, just like the main deck queues, and AutoMix queue. The queue also has the same type of popup menu as the other queues.

Double-clicking a track in the queue, like the deck queues, will immediately load that track into the jukebox player deck, and if it's already playing, will continue to buffer in and play.

You can also drag and drop tracks directly into the jukebox player deck, from either its own queue, or another queue or list.

Sound Effects Sampler

Our sound effects sampler works similar to our jukebox player. It allows for an unlimited number of sound effects. You can also load full songs in it as well, although it does not have the level of control available via the jukebox or main decks.



Loop: Will continuously loop the effect or song loaded into the effects player deck. This is not a seamless loop.

Stop: Self explanatory.

Play: Self explanatory.

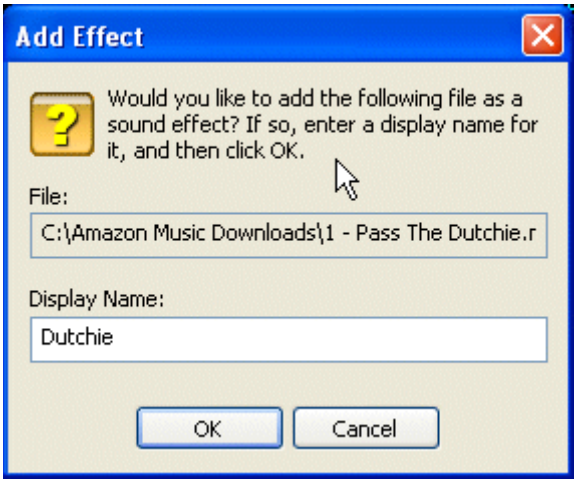
Output Device: This works the same as the main deck properties. Choosing a different device, will immediately switch the output to that device.

Volume: Self explanatory.

Hitting the **Close (X)** button, will not stop the effects player, or change any contents – it merely hides the effects player from view. The effects player is always running and available for use.

The first six effects in order, are available to external controllers, clients and keyboard shortcuts, as they have their own built in global play commands. So if you plan on using those features, put your favorite effects in the first six positions.

To add an effect or song, simply drag it over top of the list, and a popup will appear:



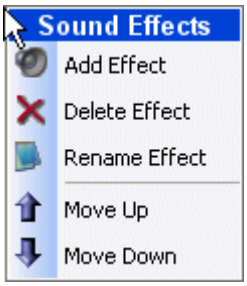
In this example, we dropped a song file over the effects list, and the Add Effect screen popped up.

As you can see, the filename is shown, and the program is asking for a display name, which it needs for the title for this effect.

We would generally not use a full song file for an effect, but this is just to show that any MP3 or WAV file can be added as an effect.

We gave it the name Dutchie, and then click **OK**, and it will be saved as the next effect in the list (item number 7).

Sound Effects Menu



Add Effect: Will display a Windows file dialog, allowing you to add an effect.

Delete Effect: Will delete the selected effect.

Rename Effect: Allows you to rename the display title for the selected effect.

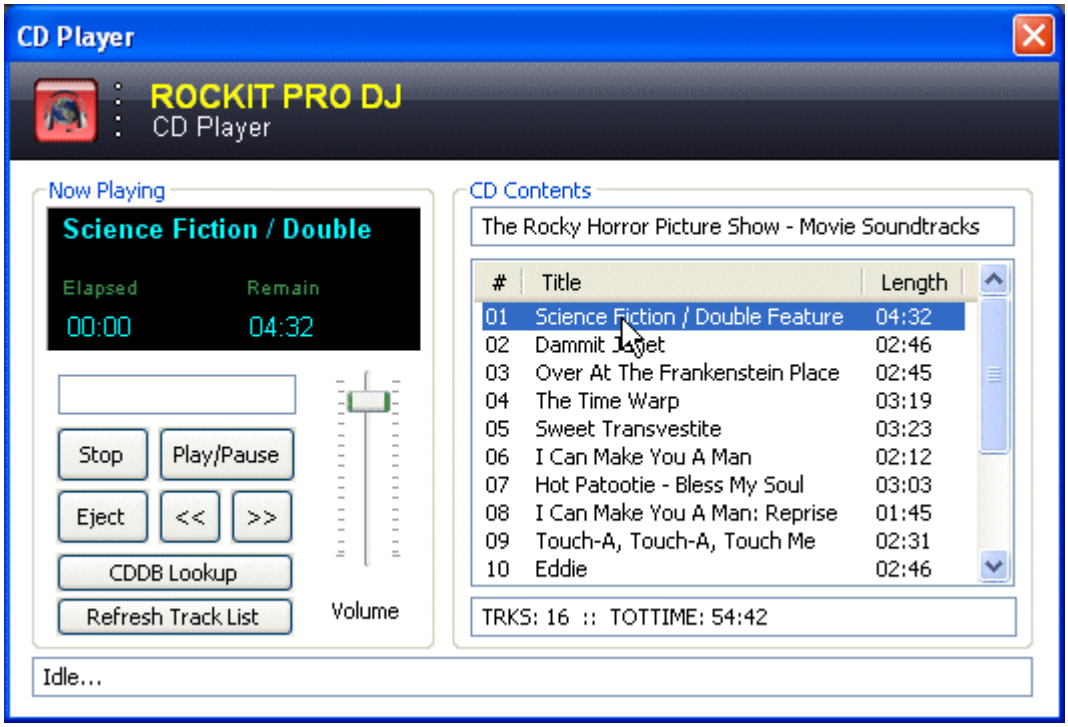
Move Up: Moves the selected effect up in the list order.

Move Down: Moves the selected effect down in the list order.

Notes: If you **double-click** an effect with your mouse, it will play immediately. If an effect is already playing, it will buffer in, much the same as the jukebox works.

CD Player

Rockit contains an embedded CD player, to allow you to play audio CDs.



The commands are pretty straight forward, and work as you would expect on any CD type player.

CDDB Lookup: If you are connected to the internet, you can look up the contents of the CD on the FreeDB internet site, and if found, you will see something similar to above, as the track names and artist will be retrieved. If not, you will simply see Track 1 … Track n. Rockit can also save this information to the RIDiscs.xml file, if you wish to have this information saved, so you can view it through an XML editor, or parse it with a third party program.

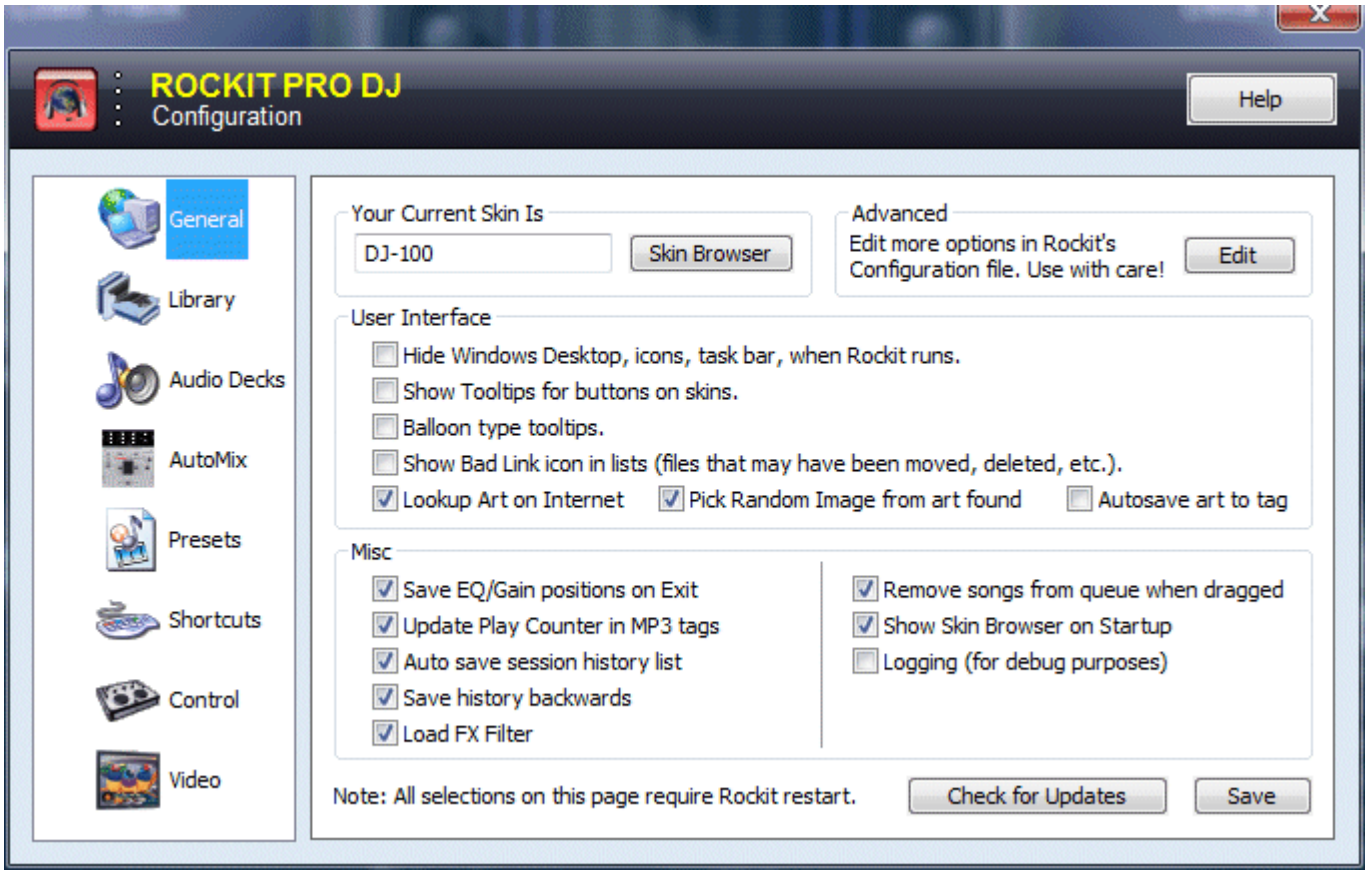
Notes: **Double-clicking** a song in the list, will play that song.

Rockit uses standard Windows commands to play CDs, therefore the player will output to the default sound device in Windows, and cannot be manually changed in our program.

If you click on the **CDDB Lookup** or **Refresh TrackList** buttons while a song is playing, it will stop the song playing as it re-reads the CD information.

Configuration

General



Skin Browser: Click the Browse button, to select from a list of skins available.

Advanced Edit: You can directly edit Rockit's configuration (INI) file. Use with care!

Hide Windows Desktop: This will hide the Windows taskbar, system tray, Start button, clock, etc., when Rockit starts, and reinstate them when Rockit closes. This can be used if you want to have your skin full the complete screen. Note that our default skin accounts for having the taskbar showing, as we find it easier to move among programs using the taskbar.

Show Tooltips: This enables tool tips (small informational windows), to be displayed when you hover over a control.

Balloon tips: These change the behavior of the tool tips, to display a callout (balloon looking tip). Note that this uses more system resources, so if you want Rockit lean and mean, leave this unchecked.

Show Bad Links: On skins that show images in the lists, if this option is on, the usual blue or red music note of a song, will be replaced with a yellow exclamation point, if the file is no longer available.

Lookup Art on Internet: If you are connected to the Internet, Rockit can lookup the artist/title on Amazon.Com, and attempt to locate the album cover art image, and display it in the album art control.

Pick Random Image: When Rockit looks up the image above, it will return up to 10 selections, and if this is checked, will pick one at random to display. If unchecked, it will display the first image it can find, if any.

Autosave art: If this option is on, and Rockit can find an image from the internet, it will save it to the file (unless the file already contains an image). The save is done when the next song is loaded, to preserve the integrity of the file when loaded and playing.

Save EQ and Gain: This saves the current slider positions for the gain and EQ controls on shutdown of Rockit, and will reinstate them when Rockit is restarted.

Update Play Counter: MP3 files can contain a play counter tag, which increments each time a song is loaded into a deck in Rockit, and can be used for sorting and reporting purposes, to see which songs are played the most, least, etc. This requires some overhead, as the file tag gets updated when a song has been played. If you have read only files, you should uncheck this option, as it will throw an error trying to update a file it cannot write to.

Auto Save History: Rockit keeps track of the songs you play during a session, and if this is checked, will save that history when the program is closed. The history is saved as a playlist file (.rpf extension), using the current date and time as a unique filename. The items are saved to the History folder beneath Rockit's main folder.

Save History Backwards: This reverses the order of the history before saving it. The purpose is so if you have a history playlist that worked well, it will play in the same order as you played it originally.

Load FX Filter: This loads the output module that allows use of effects such as echo, flange and rotate.

Remove songs from queue: If you drag songs from one of the deck or AutoMix queues, to either a deck or another queue, this option will remove the song from the source queue (if on).

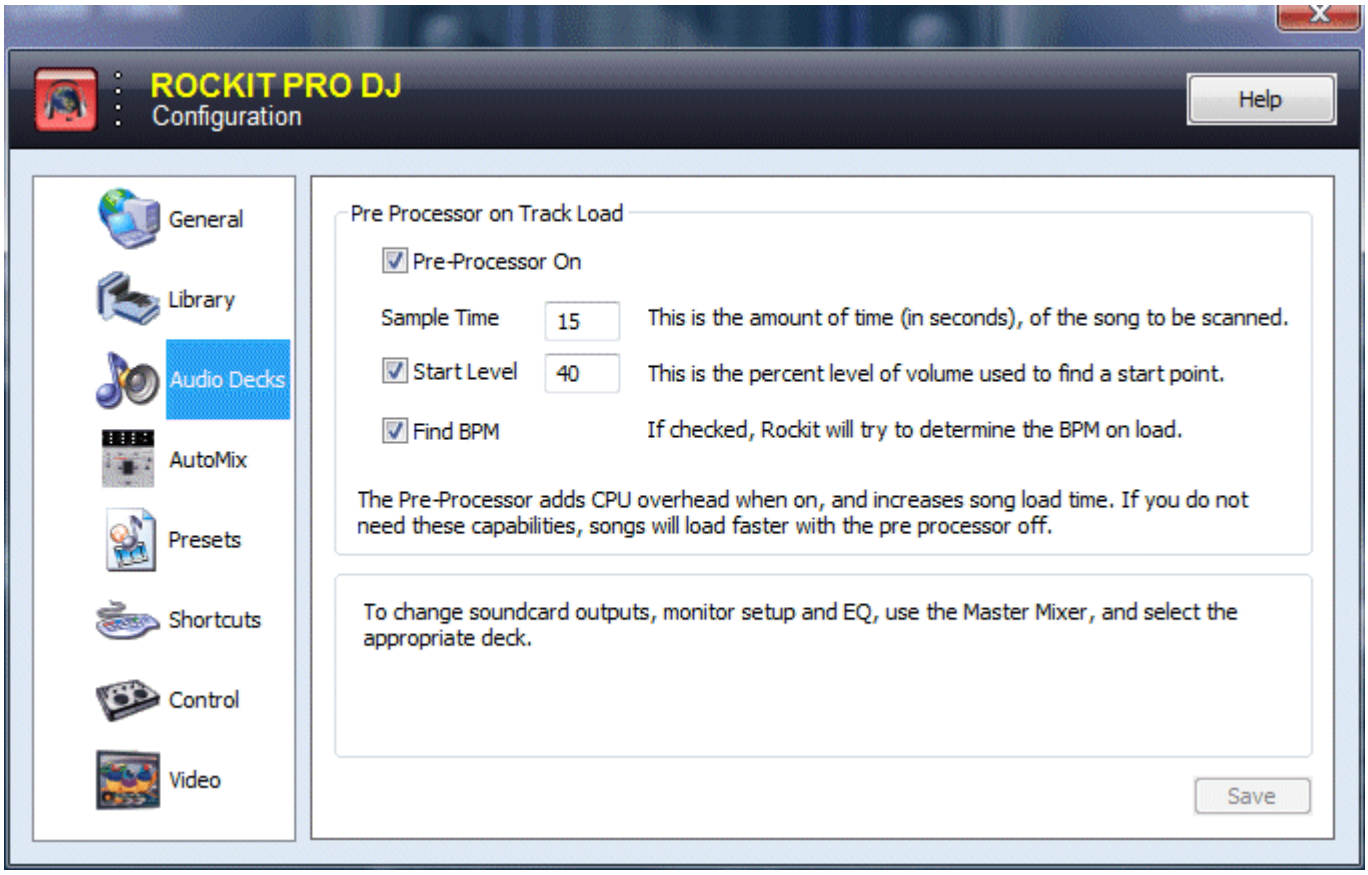
Show Skin Browser on startup: Self explanatory.

Logging: This should remain off, unless a member of our support team asks you to turn it on for a specific reason.

Library

This is an informational only screen, that will display basic information about your currently active library, and paths to the folders Rockit uses.

Audio Decks



Pre-Processor:

The pre-processor allows Rockit to do a quick analyze of the track as it loads, and gather some useful information.

On: This tells Rockit to pre-process the songs

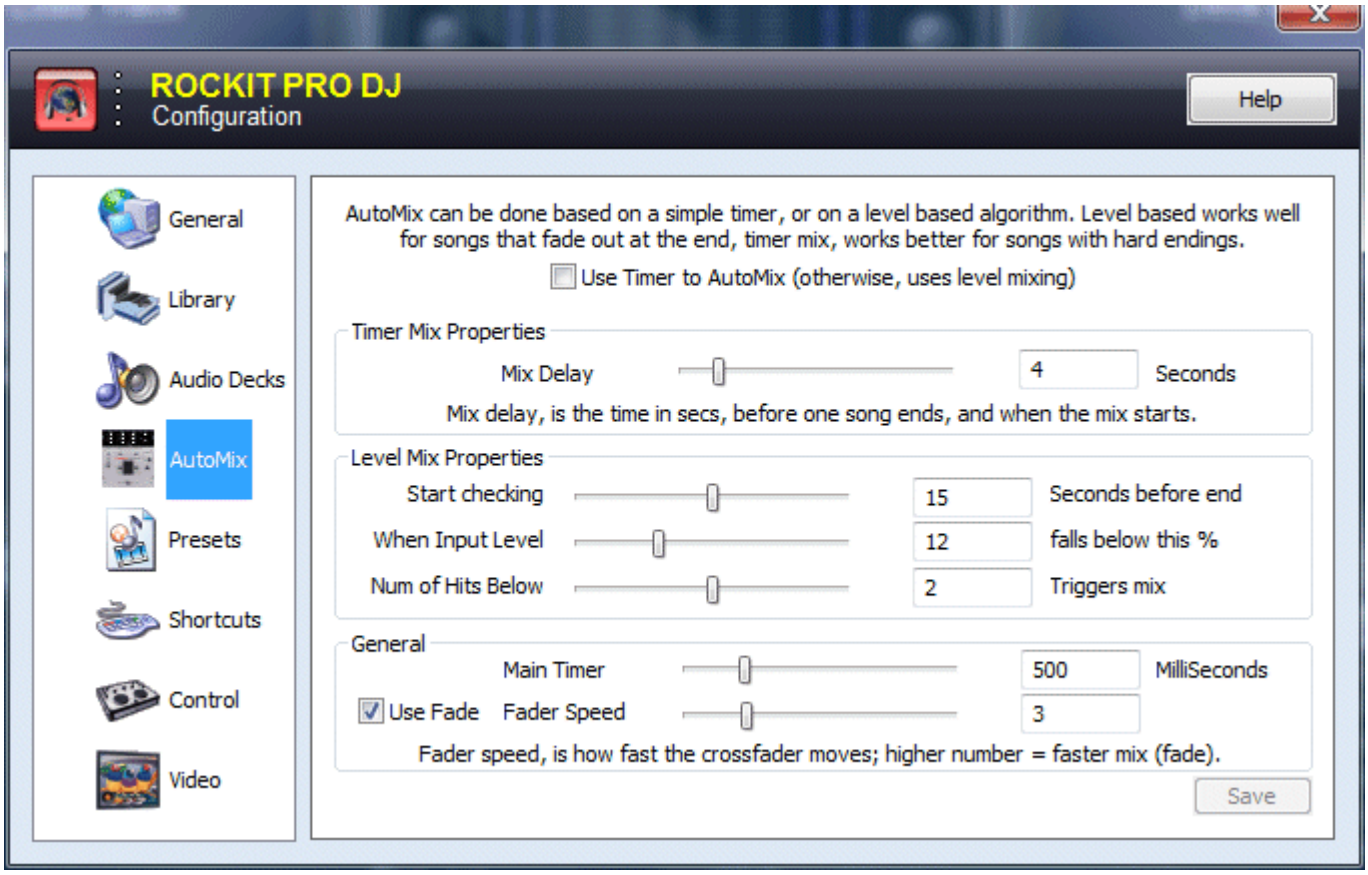
Sample Time: The amount of time in seconds, of the track that it will process. We've found that 15 seconds usually works fairly well, and that is the default.

Start: This tells the pre-processor to look for silence at the beginning of the track. The number below is the approximate threshold level that will trigger the start position of the song. If for example, you have a track with 10 seconds of leading silence below the threshold, it will tell the deck to move to a position 11 seconds into the track, to bypass the silence. When you click Play, the song will start at the 11 second mark.

BPM: This tells the pre-processor to attempt to find a BPM (beats per minute) value, for the song. As we've mentioned before, BPM is more of an art, than a science, and is at times misleading. A steady dance track, is much more likely to produce a genuine BPM value, then say a song with lots of breaks, slow start, etc. Sometimes the values will be doubled or halved, depending. For example, you load a slow song, and it shows a value of 170.10, it may very well be exactly half of that value, and vice versa. If BPM is not checked, Rockit will only display whatever BPM it finds in the MP3 file tag.

Notes: The Pre-processor increases CPU overhead and song load time. If you do not need the features it offers, you can turn it off, and tracks load instantly.

AutoMix



Use Timer to AutoMix: This tells Rockit to AutoMix based upon a set time (in seconds). For example, if this is set to 4, the next track will be mixed in starting at 4 seconds prior to the end of the song currently playing.

Mix Delay: This is the amount of time (in seconds), for the above timer setting. The range is 0 – 30 seconds.

Level Mix Properties:

Level mix uses an algorithm to determine when to mix, based upon the input signal level of the track currently playing. This usually works very well for tracks with a fade out type ending. It does not work as well for tracks with hard, or abrubt endings.

Input Level: This is the input level to test for. It has a range of 0 – 40 percent. Our testing has shown that a value of 12, works pretty well at detecting when a song is fading out.

Check From: This is the amount of time (in seconds) before the end of the song playing, where level testing will start. The range is 0 – 30 seconds.

Conseq Hits: This is the number of “hits” required to trigger the AutoMix. The range is 1 – 3, and the default is 2. This means, that two consecutive hits will be required to fall under the Input Level, before the program will start mixing into the next song. Two or three are usually a better choice for fade out type songs. One may work well for songs with harder endings.

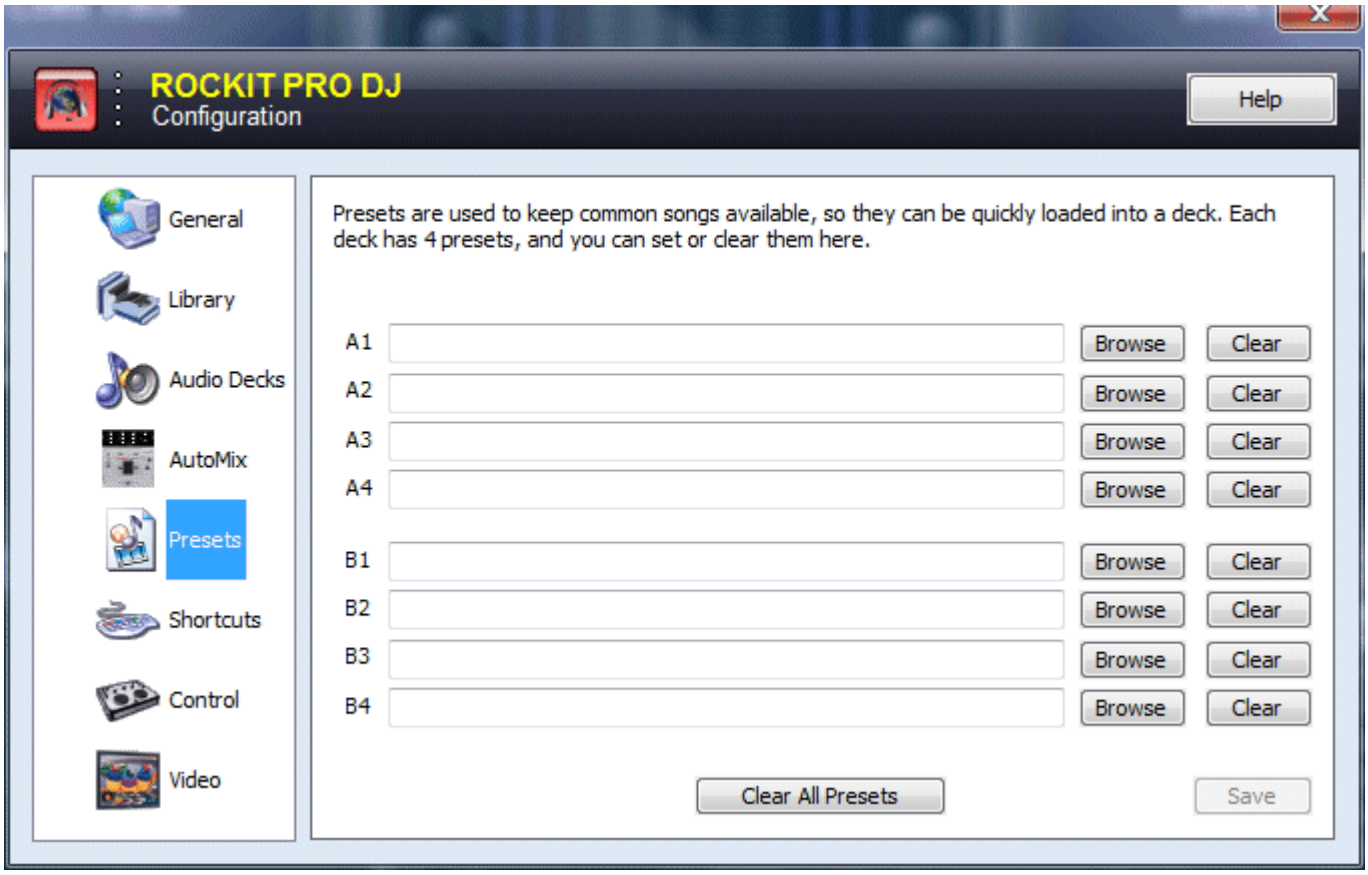
Main Timer: This is the main AutoMix timer, that runs all the time when AutoMix is on. The default is 500 (in milliseconds), and should generally not be changed.

Fader Speed: This is how fast the cross fader moves when it is auto fading. The range is 1 – 10, with 1 being the slowest, and 10 being the fastest. Experiment with this value to find the setting that suits your particular needs. The default is 3, and has worked well in our testing.

Use Fade: With this option set, Rockit fades back and forth between decks as it AutoMixes. If you would like the crossfader to stay centered, then uncheck this item.

Notes: Rockit will check the AutoMix settings when it loads each track when in AutoMix mode. This means you can adjust these settings in pretty much real time, to accommodate different types of track endings. You should not switch between Timer and Level mix while the AutoMix is in progress – stop the AutoMix prior to changing that one setting.

Presets

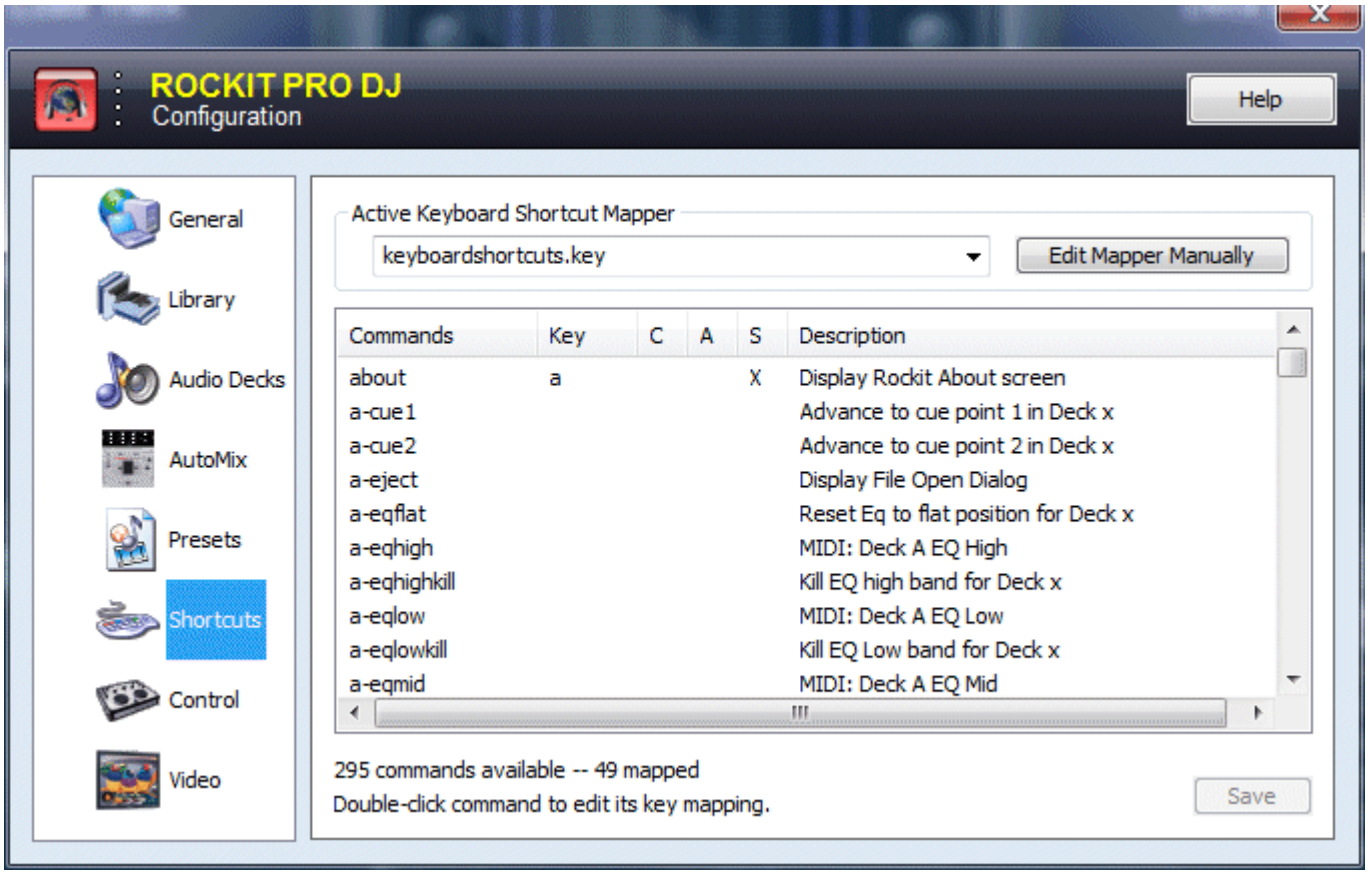


Each deck can have up to 4 presets. These are usually songs that you might use on a regular basis, sound effects, voiceover drops, etc.

Click the **Browse** button next to each preset, to load a track into that preset, or click the Clear button to clear a field. You can also Clear all fields.

Press Save when finished.

Shortcuts



These are the keyboard shortcuts that Rockit uses.

Rockit allows up to 100 shortcuts to be user definable, and are stored in an XML mapper file called keyboardshortcuts.key.

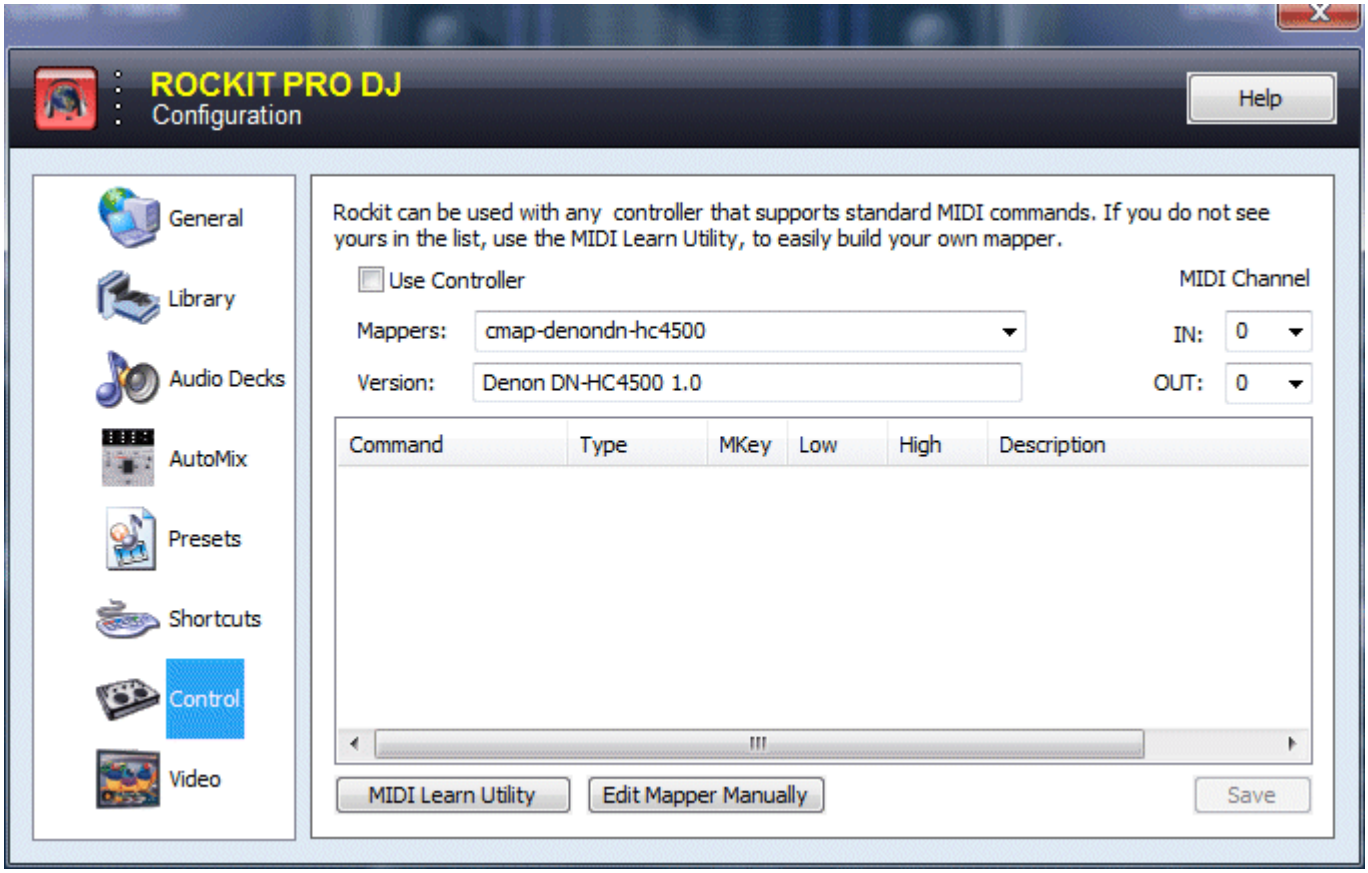
You can edit the mapper file directly using the **Edit** button, or simply **double-click** a command in the list. If you double-click, you will see the following screen:

Select the key to use using the drop down arrow box, then if you want that combination to include a control key, check off the appropriate key modifier (Ctrl, Alt, Shift).

Reset: This will clear the mapping for that particular command.

Notes: All changes are made in real time, and saved to the mapper file, so there is no need to restart Rockit.

Control



Rockit is capable of using almost any standard MIDI controller. It uses XML based mapper files, to map the MIDI output of the controller, to Rockit's internal command set, much like the Shortcuts.

Rockit ships with a few popular controller mappers supplied, and you can choose from those and modify them, or create an entirely new mapper for a different controller.

Use Controller: This tells Rockit to look for the controller on startup.

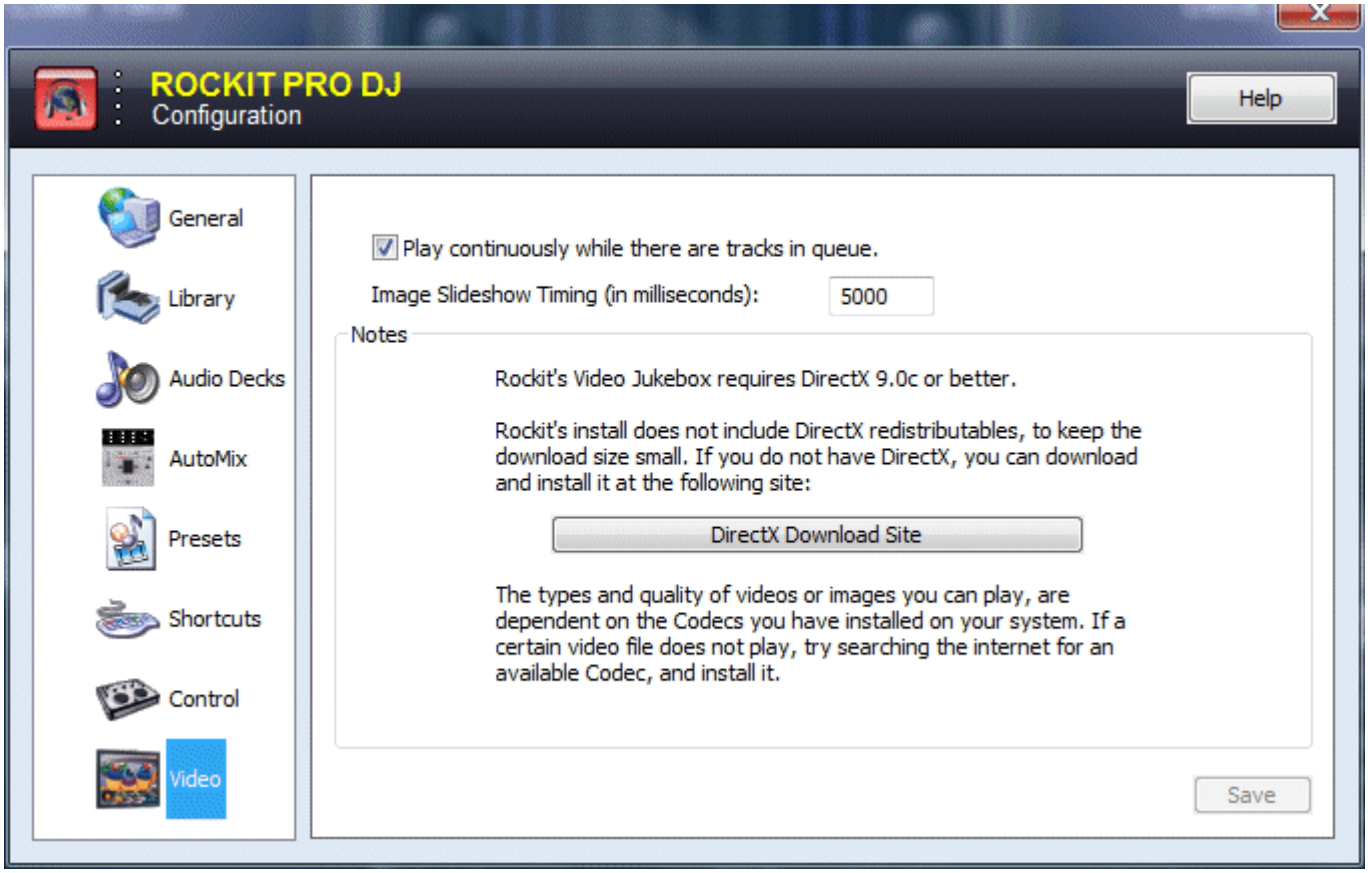
Edit Mapper: Click this to edit the mapper in Notepad.

Mappers: Use the drop down list to choose from an available mapper.

Version: This is basic information about the particular mapper file.

Notes: Unlike the Shortcuts, the mapper cannot be edited on screen. Since mapping a controller involves knowing the controllers command set, command ranges, etc., this is best left to those who are familiar with MIDI, and have the controller specs available to them.

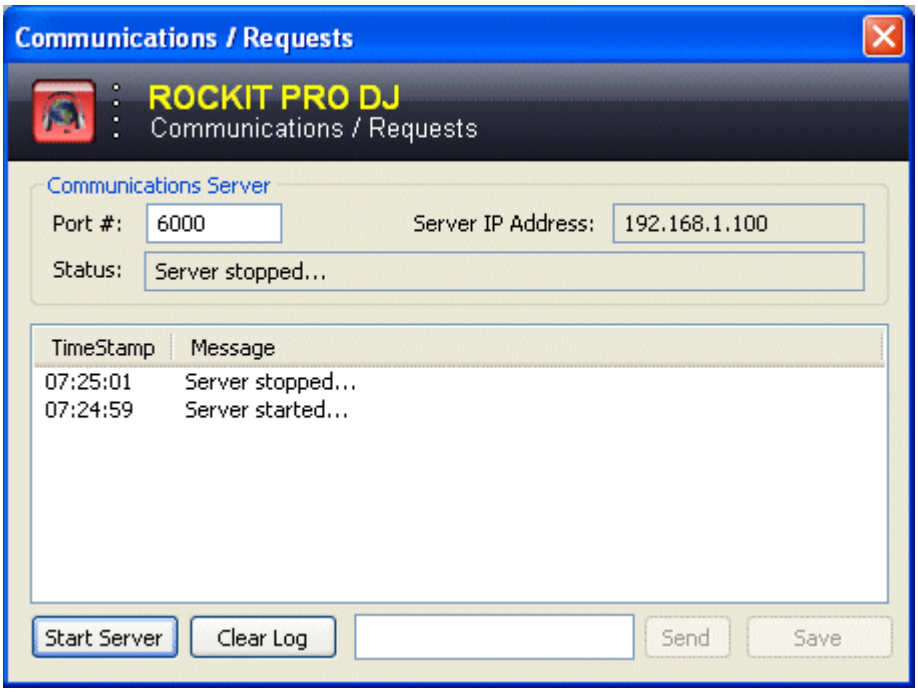
Video



There are only two options available for the video jukebox, and that is P**lay continuously**, which is self-explanatory, and **Image Slideshow Timing**. Image Slideshow Timing, is how long the video jukebox will wait between loading images. This is expressed in milliseconds (thousands of a second), and has no range restrictions.

See the Video Jukebox section for more information on the capabilities.

Communications / Requests



Rockit has the ability to act as a server, and receive commands and requests from external client applications.

It is configured to use the TCP/IP protocol, and works using standard Windows Sockets.

The only option available, is to change the port number, which by default is 6000. Please note that some ports are used by Windows itself, and we have found that port 6000 does not usually conflict with anything else. Changing the port could have adverse effects on other system services, so do so only when you know what ports are available on your machine – that information is far too complex for this document, and requires knowledge of the OS and Windows Networking.

The IP Address, is the address of the machine Rockit is running on. If you are using or developing a client for Rockit, you will need to point it to the IP address shown (yours will vary from what our test machine is), and the port numbers must match.

We will be developing various client programs to control Rockit remotely. Please visit our website and/or support forums for more information.

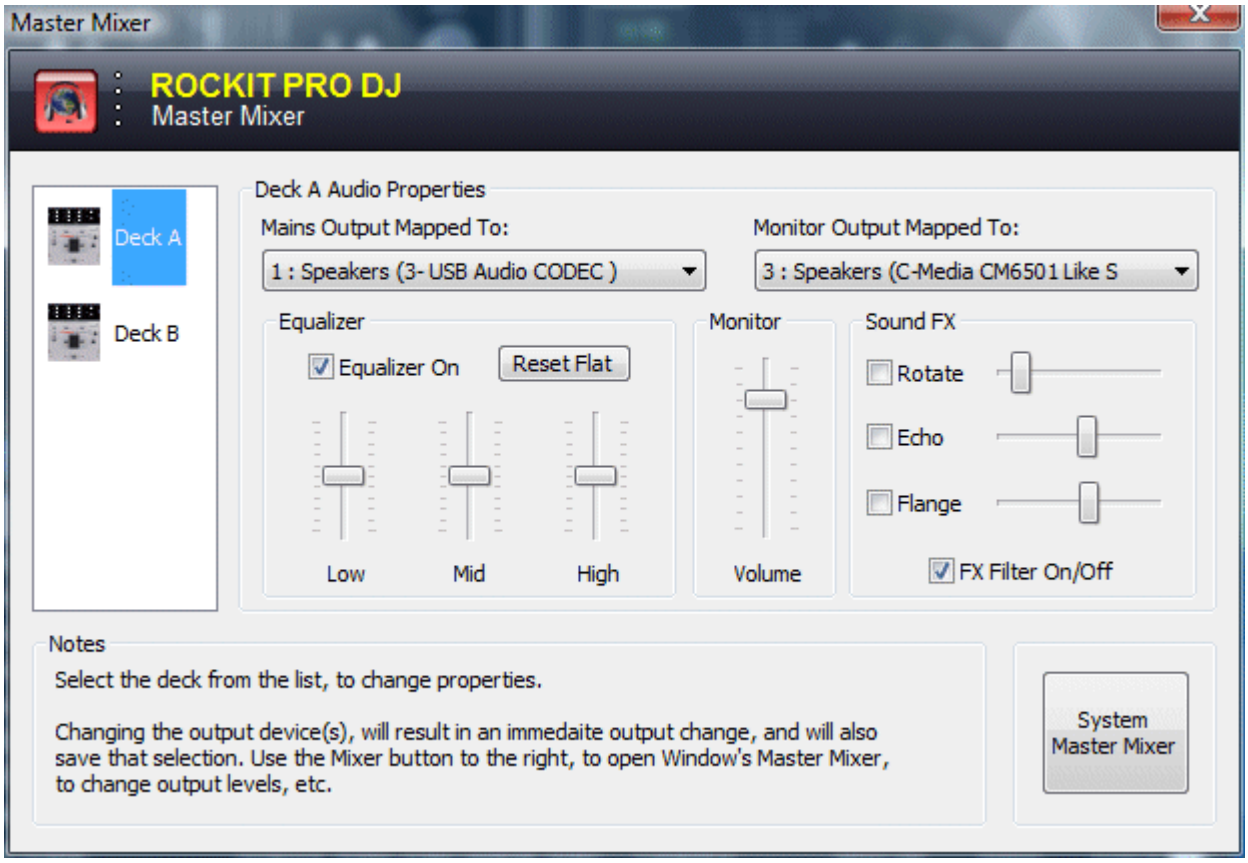
To start the server, simply click Start Server. When the server is running, that same button will change to Stop Server, so you can shut it down.

Clear Log simply clears the listing on screen.

If there is a client connected, you can send text messages or commands to the client.

Please see the APPENDIX on External Client Commands, for more information on commands you can use if developing a third party client.

Master Mixer



The Master Mixer allows you to set the properties for Rockit's main audio decks.

Mains Output: These are the devices (sound cards), that Rockit will use to output your main mix to your mixer, etc. Clicking on the arrow on the combo box, will list all sound devices on your system. Selecting a device from the list, will immediately switch the main output to that device.

Monitor Output: These are the monitor output devices for each deck. If you plan on monitoring with headphones via the computer, you will need at least two sound devices – one for mains, and one for monitors.

The **equalizer** settings are included here, in case you are using a skin without the EQ on it. If you have a skin with EQ controls on it, changing the EQ settings here, will update those on the skin at the same time.

Notes: We have found through extensive testing, that the equalizer works very well on MP3 type files, but with WAV files, your mileage may vary. It seems to be dependent on the type of sound card you are using, and the drivers for that sound card. Since we are unable to test every combination of sound card and drivers, you will have to experiment to find out how the EQ works with your particular setup.

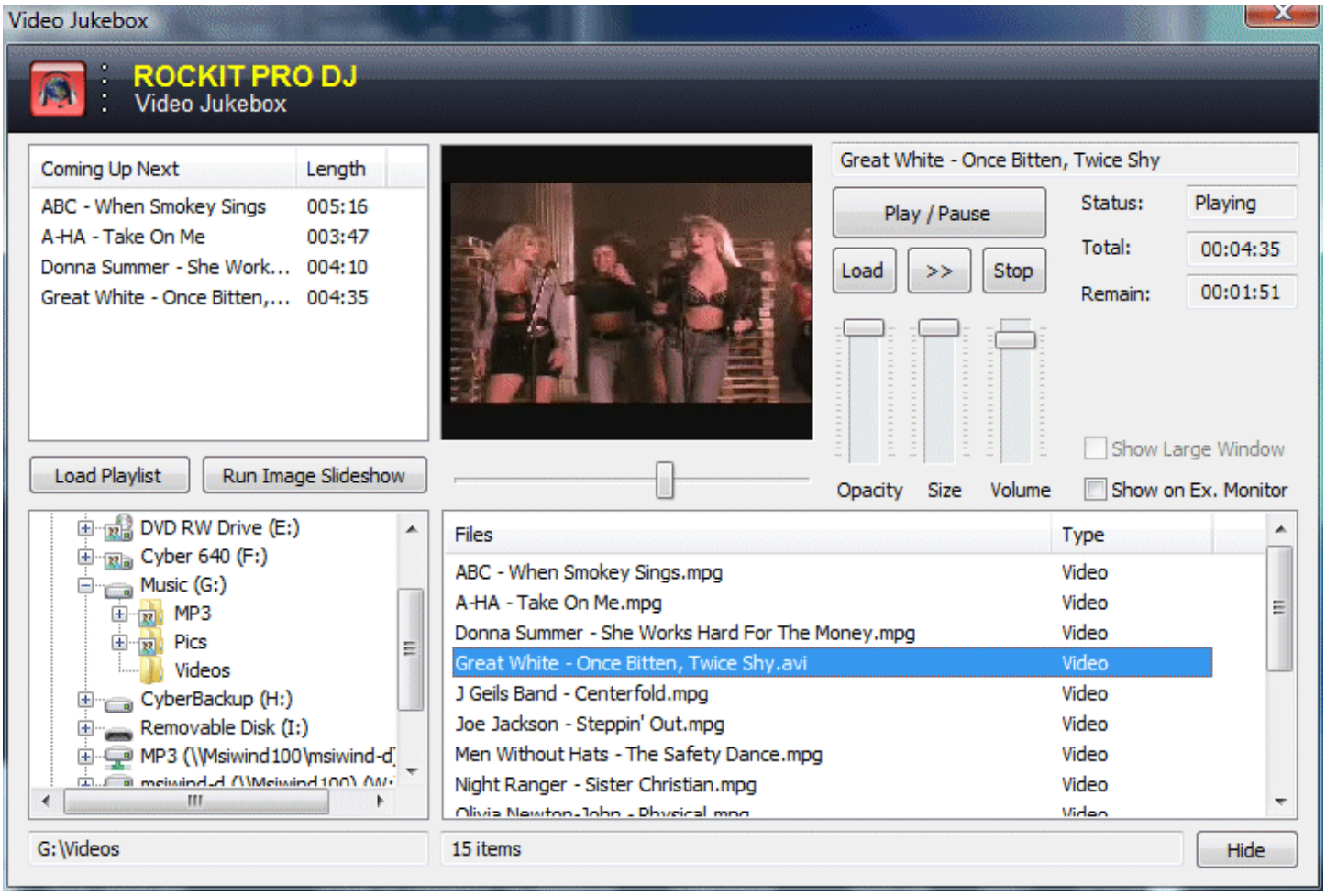
Sound FX: These are various effects available when the FX filter is loaded (default). Moving the sliders, will change how the effects sound.

System Master Mixer: This will bring up the Window's Volume control mixer. You can set various things in the mixer, and is dependent on the sound devices you have, version of Windows, etc.

Additional notes: Most USB audio devices, do not give a good descriptor, especially when using two or more identical units. So, it is up to you to figure out which one Windows put as the first, second, etc. This is easy enough, as you can just turn up the channels on your mixer, to find out which is which.

Rockit reads the list of sound devices on startup of the program. If you plug a sound card in after Rockit is already up and running, it will not see that card. So insure you have all your devices plugged in and ready to go, before starting Rockit.

Video Jukebox



Our Video Jukebox allows you to play videos, images, and yes, even songs. It is a simple concept, much like our Audio Jukebox, with a minimum of controls. If you have multiple monitor capability on your computer, you can also output to a second monitor, projector, LCD, etc.

Notes: What the video jukebox can play, is system dependent, and depends on what Codecs you have installed on your system. You will need to experiment with your particular system, to find what capabilities you have, as there is no way for us to know that.

The video jukebox requires Microsoft's DirectX 9.0c or better user runtime environment installed. We do not provide this in the download, in order to keep it small. If you receive errors trying to use the jukebox, you should visit Microsoft's download site, and install the DirectX components.

Control

Opacity: This adjusts the alpha level (opacity) of a video playing. This has no effect if you are displaying a simple image, or playing an audio file.

Size: Controls the size of the image on both the preview window, and main output window.

Volume: Controls the volume level.

Show on Ex. Monitor: This will display the output to an external monitor if you have one attached. If there is only one monitor attached, this will be grayed, and the Show Large Window option is available, which will allow you to view full screen on a single monitor.

Load: This is how you load files into the video jukebox. If you select a single file on the file dialog, and click open, it will load directly into the player. If you want to load multiple files, highlight the files you want in the file dialog, and drag them into the track list, then close or Cancel the file dialog.

>>/Next: Loads the next track in the track list into the player.

Stop: Stops play.

Play/Pause: Is a toggle button. If stopped or paused, it will play. If playing, it will pause.

Coming up next list: You can drag and drop videos, images or songs into this list. If the Play Continuously option is set in the Config->Video, the video jukebox will play one after the other, until the list is empty. You can right click on this list, and save it to a playlist if you like.

Load Playlist: Will load a playlist that was saved (see above).

Run Image Slideshow: You can run a basic image slideshow using this. Load the images you want into the track list, and click this button, and the images will display one after the other. The default is a 4 second delay. You can change that in the Config->Video settings.

Notes: The video jukebox will not play Windows Media files (audio and video), and if you try to load one, you will get a message to that effect.

If you attempt to play a file format for which you do not have the proper Codec, the renderer will probably show an error message.

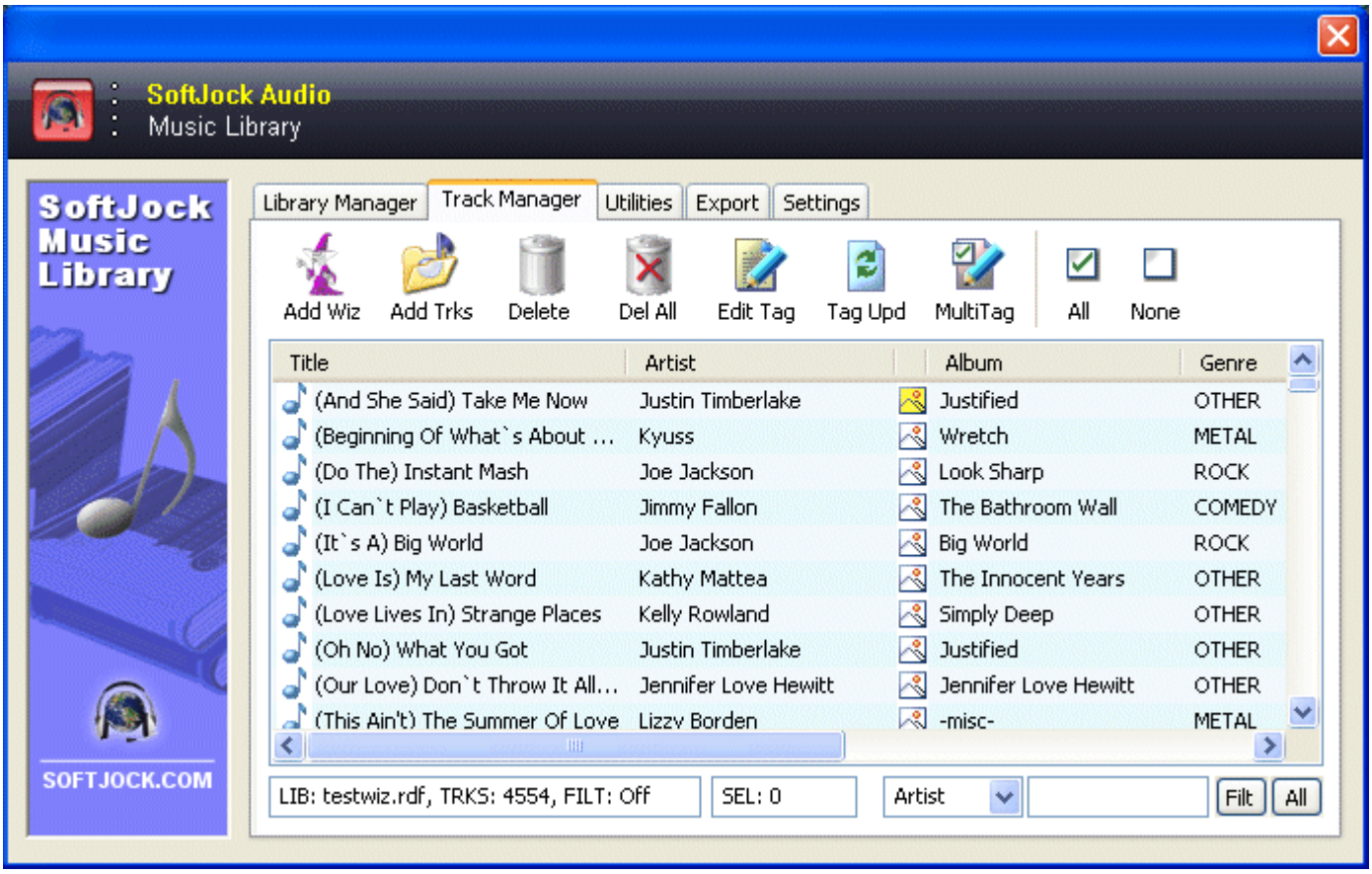
Library Manager

Rockit's Library is a subsystem that integrates with our new product lines, and was designed to provide uniformity across all our audio applications. It has a number of tabs for different operations. All of its data files are XML based, and the format specifications are available in the APPENDIX.

Note: Operations using the **Library Manager**, can be very CPU intensive. Therefore, you should do your library maintenance when not playing, in order to avoid any disruptions in the music playing.

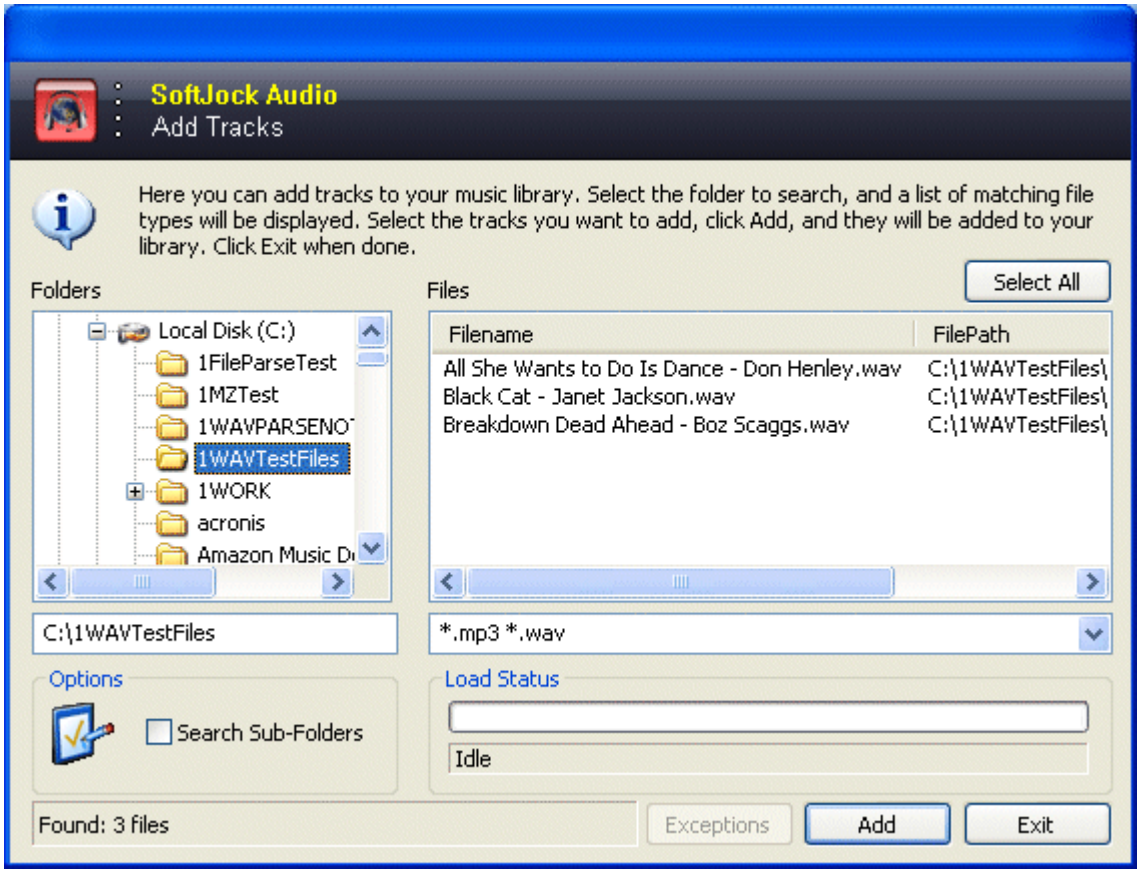
Track Manager Tab

This is where you do the basic operations on your currently active library.



Add Wiz This brings up the Add Tracks Wizard, which you saw demonstrated at the beginning of this document, so we will not duplicate that information here.

Add Tracks



We recommend using the **Wizard** to add tracks to your library, but also provide a manual add through this interface.

Highlighting a drive or folder on the left Folders pane, will display a list of **MP3** and **WAV** tracks that are found in that folder. If you would like it to search folders underneath the folder highlighted, please be sure to check the Search Sub-Folders option prior to highlighting the item you want to search.

Notes: If you highlight a drive, and you have Search Sub-Folders checked, it can take a few moments to recurse through any sub-folders, so please be patient.

Rockit will **NOT** find iTunes or Windows Media files, as it cannot play those files by design. If you ripped your tracks through iTunes or Windows Media Player, and had the options set to rip to MP3 or WAV, then you will be able to find those files.

When you've located the tracks you want to add to your library, either click the **Select All** button, or highlight the individual tracks you want, then click the **Add** button, and Rockit will commence to add the tracks to the library.

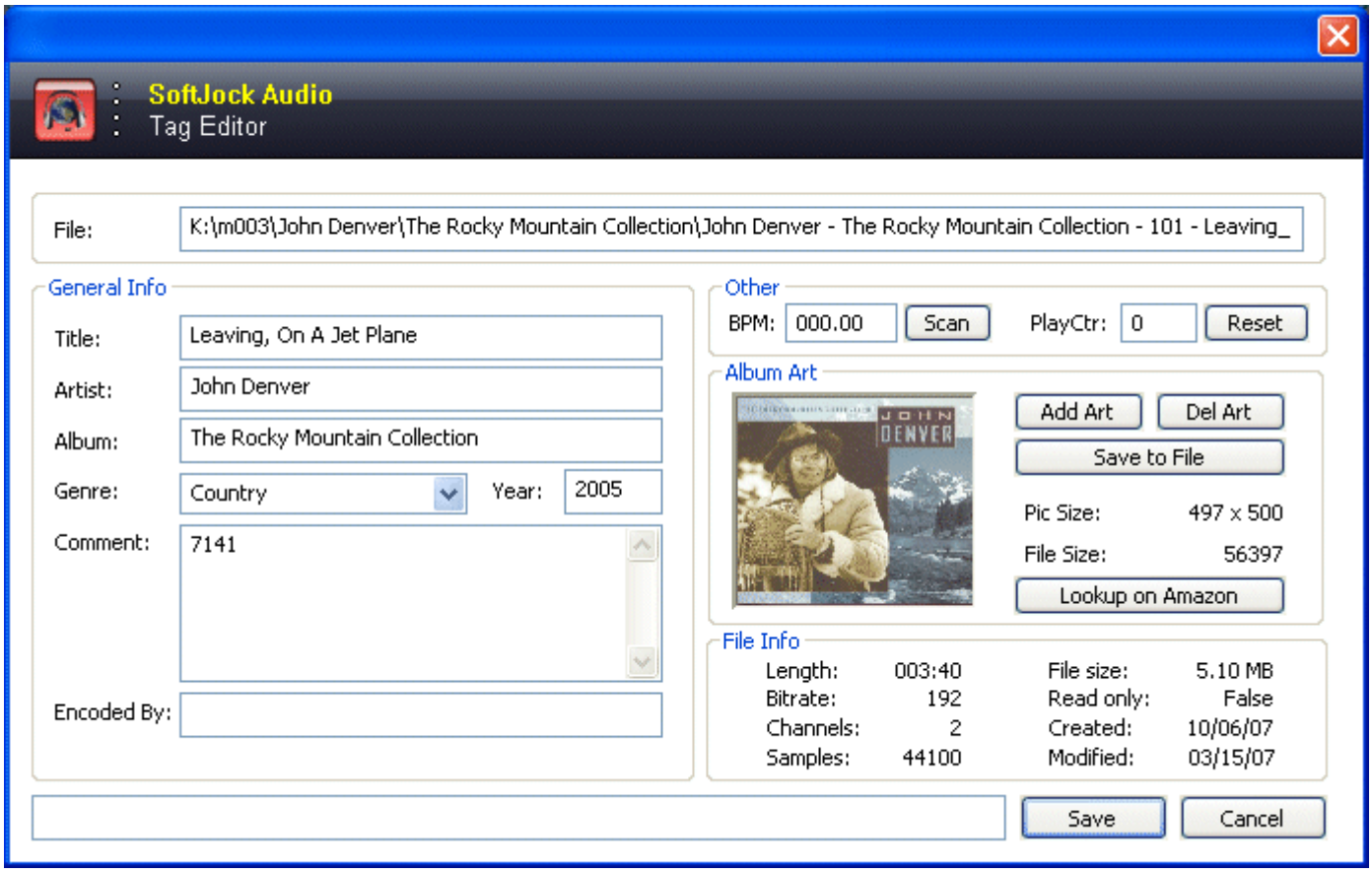
If there were any exceptions noted during the add, the **Exception** button will be enabled, and you can view what happened.

When finished, click **Exit** to return to the Track Manager screen.

Delete This will delete any files highlighted in the list. Use the standard Windows modifiers, Ctrl+Click, Shift+Click, to select files to be deleted.

Delete All: This will remove all tracks from your current library.

Edit Tag: This will bring up the Tag Editor shown below.



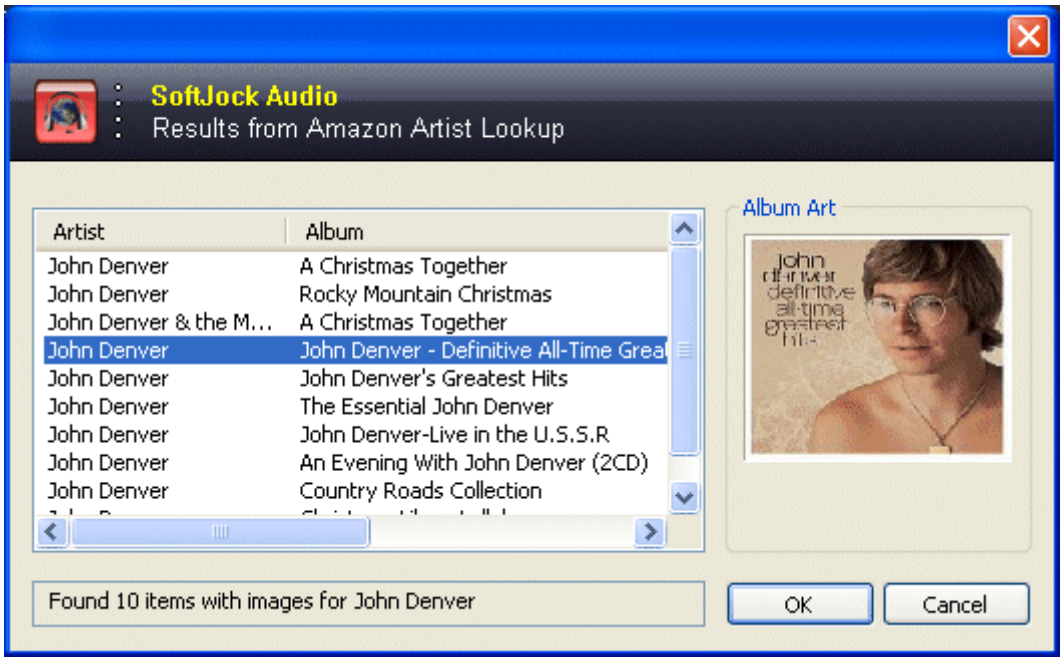
Tag Editor allows you to directly change the attributes of the MP3 tag of a file. Most options are self-explanatory, but we will touch on a few. Note: The filename is not editable through our tag editor.

BPM: If the track has a BPM tag in it already, it will be displayed here. If not, you can click the Scan button, and Rockit will scan the file, and attempt to find the beats per minute. Most dance type songs (where the BPM would be useful), will come up with a reasonable representation of the BPM. Songs with a lot of breaks, etc., will generally not come up with a decent BPM value. If Rockit cannot determine a decent value, it will return zeros for this field.

PlayCtr: This is an MP3 tag field, that keeps track of how many times a song has been played. You can reset it here if desired.

Album Art: Rockit can display album artwork on its decks, in most of our skins. If you want to add an image already on your computer, click the Add button, and a file browser will pop up, allowing you to add a specific file. If the file already has artwork, you can remove it by clicking the Del Art button. Save to File, will give you the opportunity to save the artwork to a file on your computer.

Lookup on Amazon: This will attempt to find the artist on Amazon's on-line database (internet connection required), and will return a list of what it finds. If it cannot locate the artist, it will return a message that there were no matches. If it does find matches, they will be displayed as below:

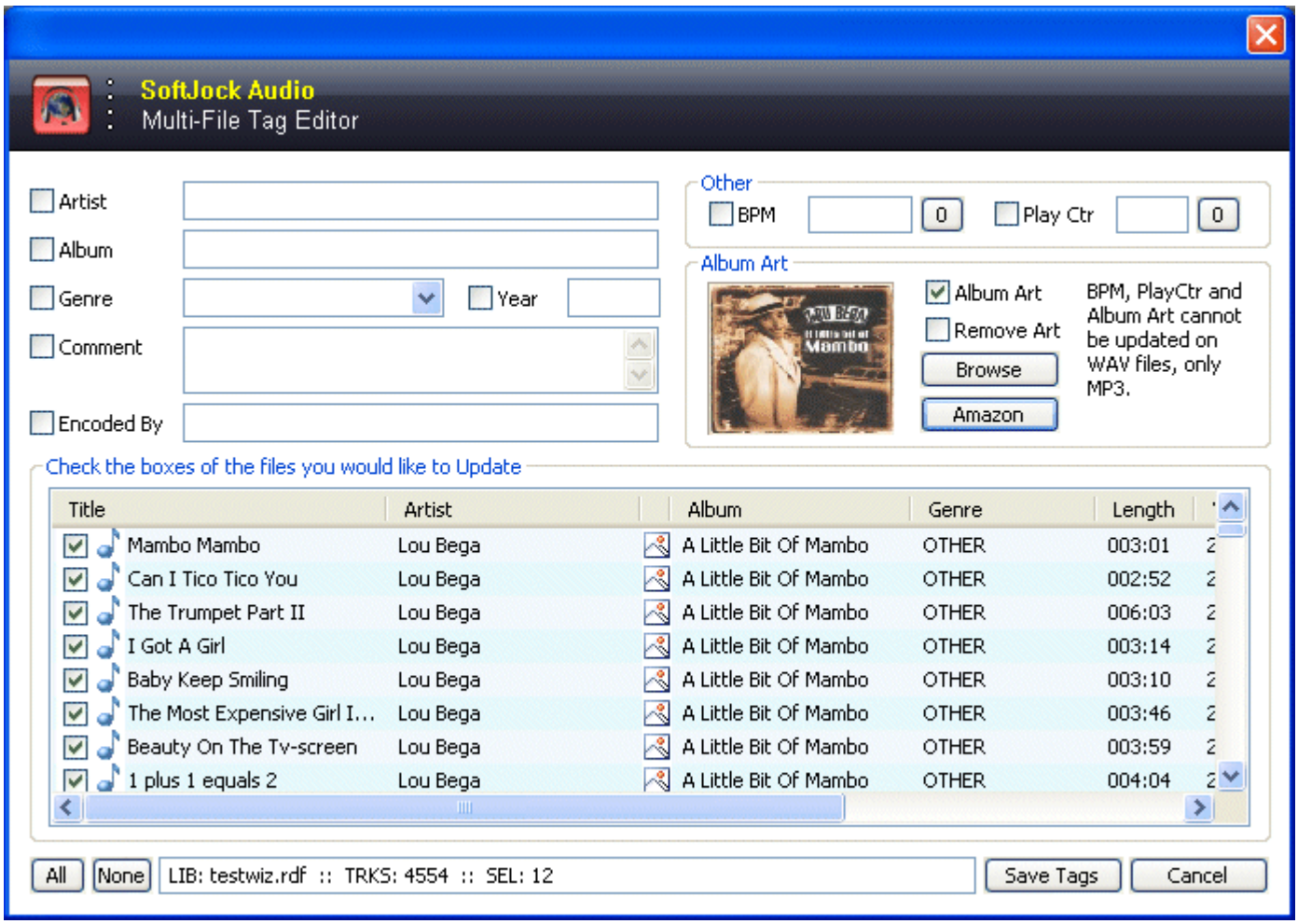


Highlighting an item in the list, will display the artwork for that entry. Click **OK** to use the entry selected, or **Cancel** to return to the Tag Editor.

Tag Upd: This will update the library listing with the current information in the files tag. This is useful if you use a third party tag editor instead of Rockit's. Select the files you want updated, and click the **Tag Upd** button, and it will read the tags from each file, and update your library listing.

MultiTag Editor

This is used to update multiple tags at once.



This is very similar to the standard tag editor, but is much more powerful.

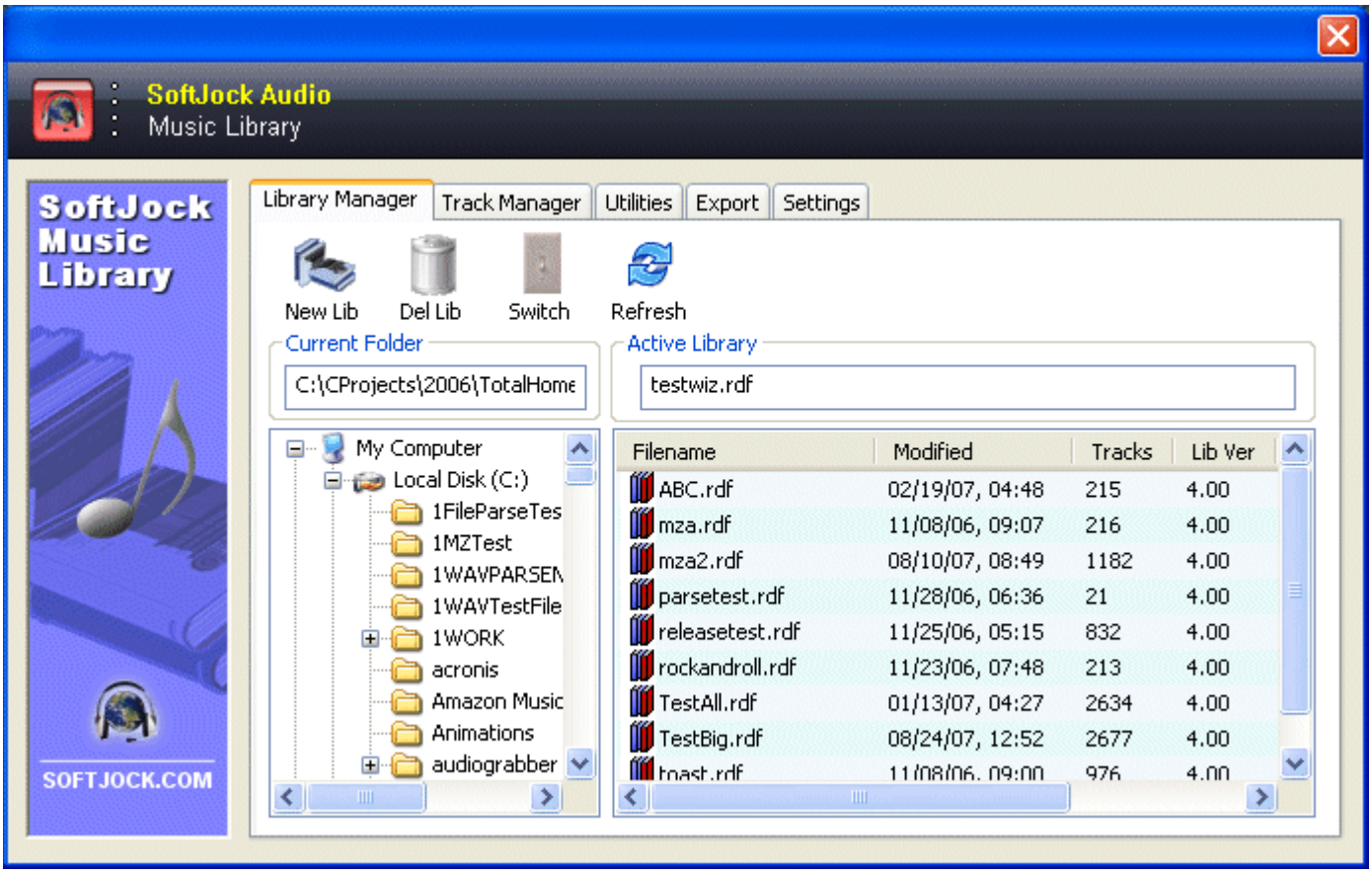
Example of Use:

In this example, we have sorted by Album, by clicking the Album header in the list. We then checked off all the files belonging to Lou Bega's A Little Bit Of Mambo. We clicked the **Amazon** button, and it looked up Lou Bega on the Amazon internet album art database (internet connection required for that lookup). We choose the image we wanted from the results returned, and check off the box that says **Album art**. We would then click the **Save Tags** button, and it will put that album art into all the track selected.

Remember to check the box next to the field(s) you want updated.

Notes: Double clicking a song in the list, will fill the fields with the values from that tracks tag.

Library Manager Tab



Rockit can make use of an unlimited number of Libraries. This is useful if you do a variety of gig types, and want to have libraries dedicated to each type. It can also be useful for using external hard drives with different music on them.

When you highlight a drive or folder on the left, it will display any available libraries in the folder on the right, with some basic information about the library contents.

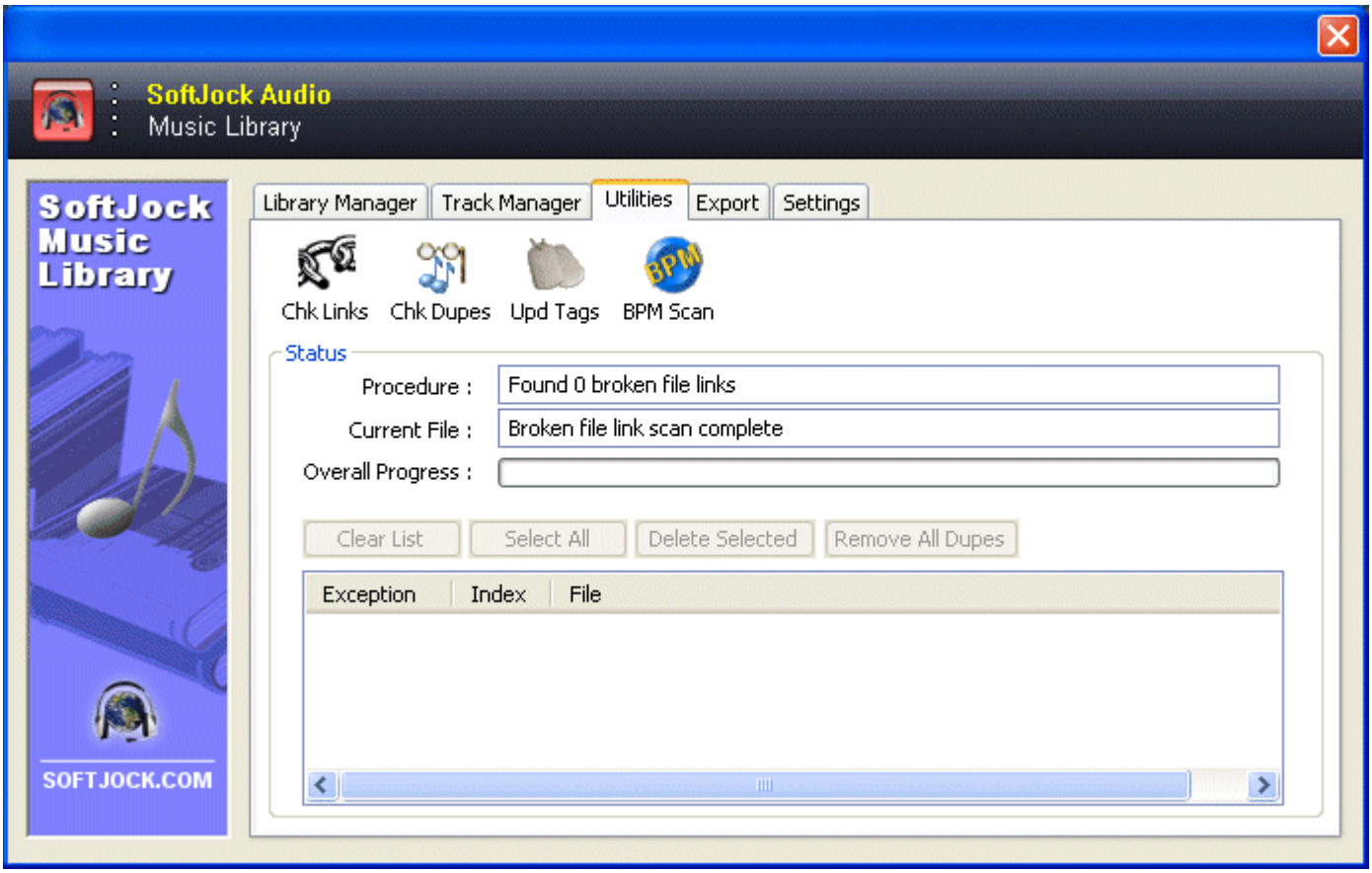
New Lib: Allows you to create a new empty library.

Del Lib: Will delete the highlighted library on the right.

Switch: Will switch to the slected library on the right. Double-clicking a library on the right, will also accomplish the same thing.

Refresh: Simply refreshes the display on the right.

Utilities Tab



The **Utilities Tab** allows you to perform maintenance on your currently active library.

Chk Links: This will scan the entire library, looking for broken links. A broken link, is a file that has been added to your library, then perhaps moved or deleted from your hard drive or media. Rockit keeps track of tracks in the library, via the full path and filename of the track. If you move that file to another folder, hard drive etc., or delete the file, it is then considered a broken link, and cannot be played. If there are any broken links, they will be displayed in the list below, and the buttons will be enabled to allow you to remove them from the library. If they were files you moved, you will then need to add them back to the library from their new location.

Chk Dupes: Rockit can check for duplicate library entries in one of two ways. The default is to use the track title and artist name, but you can also use the option for full path and filename. The default is usually the best, as it will find duplicate that might be in different folders. If duplicates are found, they will be displayed in the list, and then you can click the Remove All Dupes button to remove the duplicates, but retain the originals. That option can be changed on the Setup Tab.

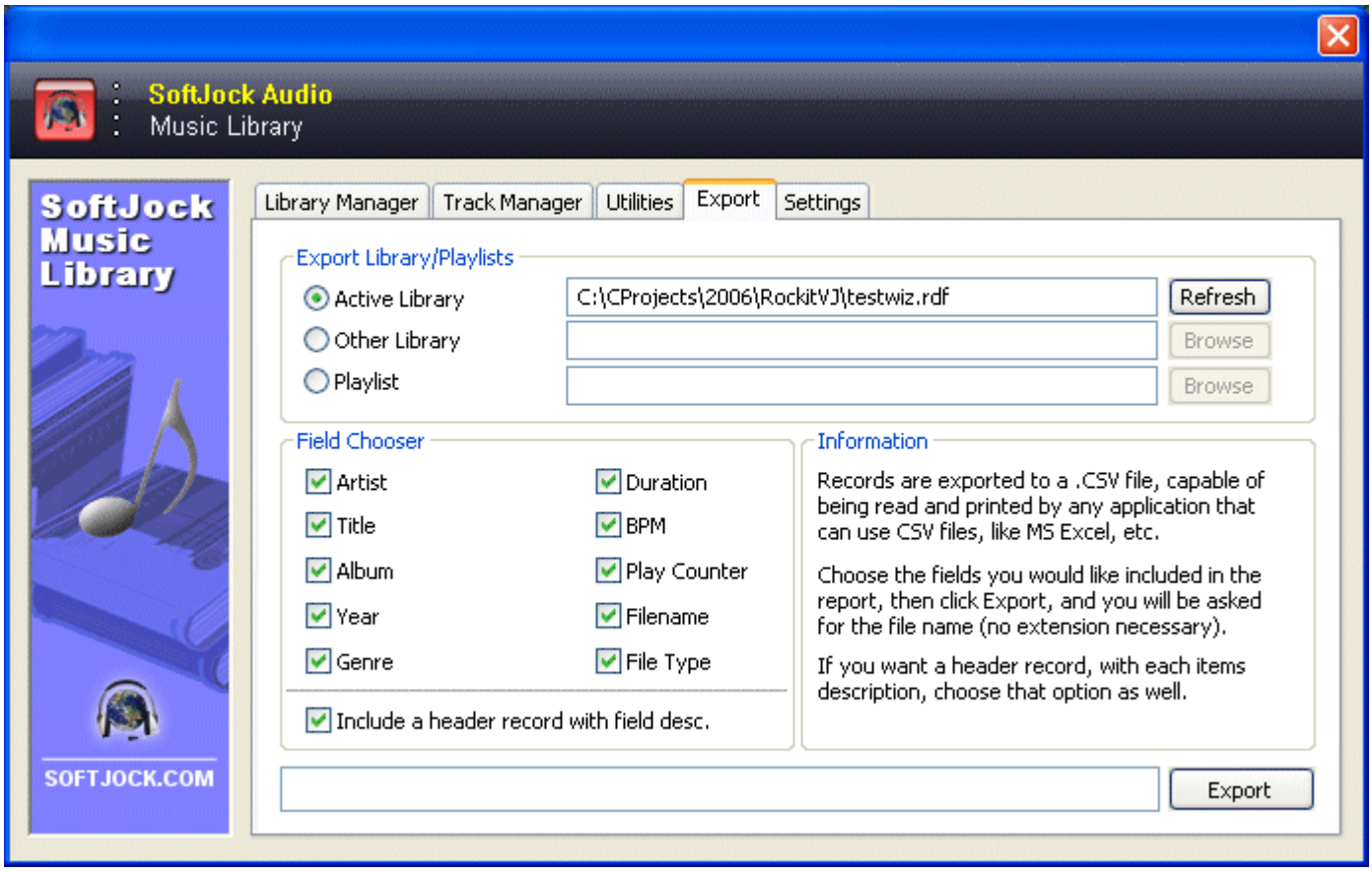
Upd Tags: This does the same as it does on the Track Manager Tab, except that it will update all tracks in the library at one time.

BPM Scan: This will scan each track in the library for BPM, and update the tags with that information. This is generally not needed, as Rockit's Pre-Processor will scan each track when it loads into a deck, if the BPM option is on in the Audio Deck Properties.

Notes: If you have a large library (over a few thousand tracks), the functions above can take quite some time to complete, and should not be done while you are playing music, as they are very CPU intensive, and will probably cause the music playing to skip or stutter.

Export Tab

Use the Export Tab if you want to export your library or playlist listings for printing, etc.

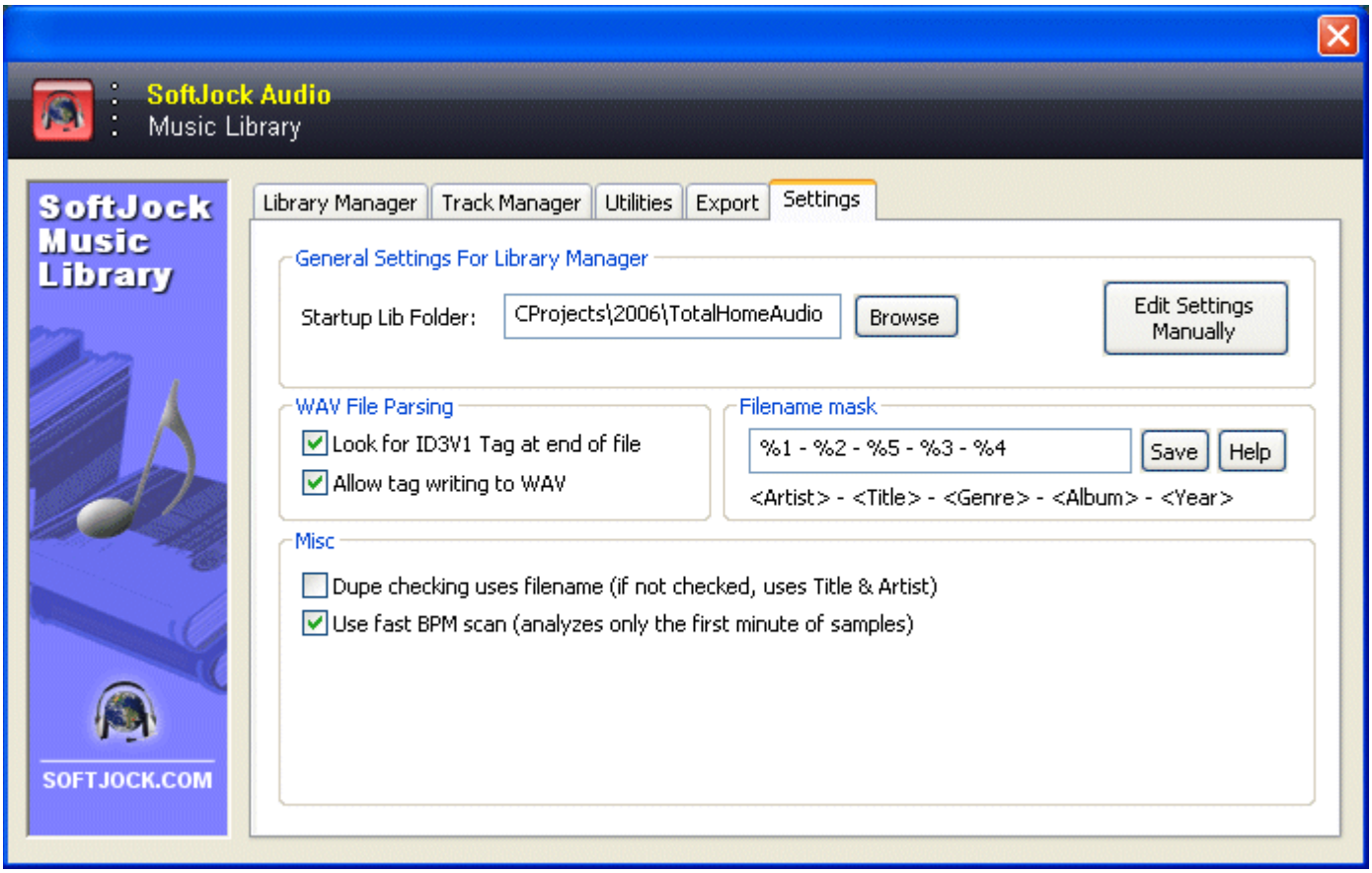


You can export either the currently active library (as shown above), or select another library or playlist to export.

When you have selected the library/playlist, and checked off the fields you want, click the Export button, and you will be asked for a filename and location. No extension is necessary, and the tracks will be exported into a text/csv format, that can be read by most programs like Excel, Access, Open Office, etc.

Settings Tab

You can change some settings for the Library Manger on this tab.



Startup Lib Folder: This is the folder the Library Manager will look in when it is brought up. Generally, you should leave this as is, because if you change it, and forget where it was originally set (we set this on install), you might not be able to find libraries you may have created!

Edit Settings Manually: This allows you to edit the Library Manager's INI file, where it stores its settings. This is really only useful, if you want to change some header text, etc., as the important settings are already on this tab page.

WAV File Parsing

Look for ID3V1 Tag: Rockit can read MP3 type file tags, that have been appended to the end of WAV files. For example, AudioGrabber, our ripper of choice, can append the tag data in this format to the end of the WAV after ripping (please see the AudioGrabber documentation on how to set that option). This makes it much easier for Rockit to get the tag info from a WAV file. If this option is off, Rockit will use the filename mask – see below.

Allow tag writing to WAV: This allows Rockit to append tag data to WAV files, that will be in the ID3V1 format. Some WAV files and decoders, will produce an audible "click" at the very end of the song, if they have a tag appended. So, if not sure, turn this option off.

Filename Mask: The filename mask, is what Rockit will use when it adds a track, or loads a track, if it cannot find any tag information. It has its own help screen, which describes the formatting. Please read the help screen, to view the options.

Misc.

Dupe checking uses filename: This is set to off by default, which means Rockit will check for dupes based on a combination of Title and Artist.

Use fast BPM scan: This makes BPM scanning in the Library Manager much faster, as it will only analyze the first minute worth of samples, and not the entire song. This is 3-4 times faster than analyzing the entire song, and usually gives much the same results.

APPENDIX A – Library Database Format Specification

Rockit's Library database, playlist files and history files, are all the identical format, and use basic XML. The only difference is the file extension: RDF for library files, RPF for playlist and history files.

Header tag:

<?xml version="1.0" encoding="ISO-8859-1"?>
<SoftJockMusicLibrary Version="4.00" Date="09/23/07" Tracks="4244">

Track Tag:

<TRK>

<FN> the tracks filename with full path </FN>
<AR> the track artist. </AR>
<AL> the track album title. </AL>
<TI> the track title. </TI>
<GE> the track genre. </GE>

Basic Information:

<BI>
FT = Filetype (MP3 or WAV).
BP = BPM (string).
YR = Year.
</BI>

Numeric values:

<NU>
ID = Index number of this track (internal use only).
LE = Track length in seconds.
PC = Play counter.
HP = Has picture (album cover art).
VL = Volume level (for extended track properties).
SP = Start Point (for extended track properties).
EP = End Point (not being used currently).
</NU>

Cue point information:

<CU>
C1 = Cue point 1 in seconds.
C1N = Cue point 1 name.
C2 = Cue point 2 in seconds.
C2N = Cue point 2 name.
</CU>
</TRK>

</SoftJockMusicLibrary>

APPENDIX B – External Client Programs

Rockit has the ability to communicate with external client programs via TCP/IP. These clients can control most of Rockit's basic functions, and also retrieve information about Rockit's current status.

Commands are in text format, and can either be a command, or a simple text message sent to the Rockit operator, such as a request. Incoming messages are all displayed in the Comm View window.

Commands are sent via TCP, and the client needs to create a socket using the same port number as the server (Rockit), and send to the IP address of the server.

Commands start with a > (greater than sign). Anything else will be construed as a simple text message, that won't be looked up in our command table.

Deck commands (where x is the deck letter – a or b):

x-play	// Play song in deck x.
x-pause	// Pause deck x.
x-playpause	// Play/Pause toggle.
x-stop	// Stop play on deck x.
x-next	// Load next track in deck x, from deck x's queue.
x-previous	// Will load the first song in the history list to deck x.
x-restart	// Restart song in deck x.
x-fadein	// Start and fadein song in deck x.
x-fadeout	// Fade out and stop song in deck x.
x-preset1	// Load preset 1 into deck x.
x-preset2	// Load preset 2 into deck x.
x-preset3	// Load preset 3 into deck x.
x-preset4	// Load preset 4 into deck x.
x-cue1	// Advance to cue point 1 in deck x.
x-cue2	// Advance to cue point 2 in deck x.
x-loopin	// Set loop in to current position.
x-loopout	// Set loop out to current position.
x-loopstart	// Start and stop looping.
x-mute	// Mute/Unmute.
x-ff	// Advance 1 second forward.
x-rw	// Rewind 1 second.
x-gainup	// Raise the volume of deck x.
x-gaindown	// Lower the volume of deck x.
x-pitchmoveup	// Raise the pitch of deck x.
x-pitchmovedown	// Lower the pitch of deck x.
x-pitchzero	// Center pitch.

Mixer commands:

mx-center	// Center crossfader.
mx-fadeleft	// Autofade left (to deck A).
mx-faderight	// Autofade right (to deck B).
mx-mixleft	// Mix from deck B to deck A.
mx-mixright	// Mix from deck A to deck B.
mx-mixnext	// Will mix in the next deck.
mx-monitora	// Switches to the monitor output on deck A (toggle).
mx-monitorb	// Switches to the monitor output on deck B (toggle).
mx-faderleft	// Move the crossfader one position to the left.
mx-faderright	// Move the crossfader one position to the right.

Misc Commands:

se-setfocus	// Sets the focus to the search edit box.
tl-setfocus	// Sets the focus to the main tracklist.
tl-scrollup	// Scroll up.
tl-scrolldn	// Scroll down.
tl-selall	// Select all tracks in main tracklist.
tl-selnone	// Un-select all tracks in main tracklist.
tl-loadtoa	// Load first selected track in main tracklist, to deck A.
tl-loadtob	// Load first selected track in main tracklist, to deck B.
tl-loadtoaq	// Load first selected track in main tracklist, to deck A queue.
tl-loadtobq	// Load first selected track in main tracklist, to deck B queue.
sl-setfocus	// Sets the focus to the search list.
sl-scrollup	// Scroll up.
sl-scrolldn	// Scroll down.
sl-loadtoa	// Load first selected track in the search list, to deck A.
sl-loadtob	// Load first selected track in the search list, to deck B.
fx-1	// Load and play sound effect 1, in the effects deck.
fx-2	// Load and play sound effect 2, in the effects deck.
fx-3	// Load and play sound effect 3, in the effects deck.
fx-4	// Load and play sound effect 4, in the effects deck.
fx-5	// Load and play sound effect 5, in the effects deck.
fx-6	// Load and play sound effect 6, in the effects deck.

Request Information Commands (where x is the deck letter – a or b):

get-x-title	// Get title of track in deck x.
get-x-artist	// Get artist of track in deck x.
get-x-length	// Get total length (in seconds) of track in deck x.
get-x-elapsed	// Get length (in seconds) of track elapsed in deck x.
get-x-remain	// Get length (in seconds) of track remain in deck x.
get-x-deckstatus	// Gets the status of the deck (Playing, Paused, Stopped).
get-x-gainpos	// Gets the position of gain slider in deck x.
get-mx-xfpos	// Gets the position of the crossfader (range is -100 to +100).
get-activelib	// Gets the full pathname for the currently active library. // The client can use this to open and read the library for listing purposes.
get-libsize	// Retrieve the number of records in active library.
get-track:9999	// Retrieves a track listing by its index number.

Request Commands:

These are used to send requests to Rockit. In the case of index requests, Rockit will look up the index number in it's current active library, and if found, will insert the item into the request list. In the case of a filename request, Rockit will check to see if the file exists, and if so, will insert it into the request list (unless otherwise noted below).

reqi:9999	// Request song by index number.
	// Send like reqi:2112, where 2112 is the index number in Rockit's Library.
	// Only works with songs in library.

reqf:xxxxxxx…	// Request song by filepath/filename.
	// You must provide a full path and filename, e.g.
	// C:\Music\Rock\We Are The Champions – Queen.mp3.

reqs:xxxxx…	// Request song search.
	// Send like reqs:Rod Stewart, where Rod Stewart is the search term.
	// Only works with songs in library. Results shown in **search list** on Rockit.