

ROCKIT PRO DJ

QUICK START GUIDE Version 5



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Finding Your Way Around The Software

Rockit is a fully skinnable program, meaning it can take on many shapes and sizes. A skin can have as few controls on it as needed (even none), to all of the controls available -- so take your time to check out the different skins we have available, to find the one that best suits your style of mixing. For this manual, we will use the default skin that shows up selected when you first start Rockit – the DJ-900 skin. We've highlighted some areas of the skin so you can see what they do.



1. Main Menu Section

On V5 skins, you will generally find 4 menu items at the top left of the skin; File, View, Tools and Help. These provide standard functionality in Rockit, much like they do in everyday Windows programs.

2. Waveform/Spectrum Display

On the DJ-900 skin, the default is to display the spectrum of the song playing. This is a real-time display. You can toggle back and forth between spectrum and waveform, by right-clicking over that particular deck, and choose Toggle Waveform/Spectrum.

3. Deck Display

On this particular skin, you will see Artist, Title, BPM, Elapsed Time, Remaining Time, Album Art image, and the song progress meter. There are many other fields of information we could display, but on this skin, we've chosen to keep it simple. Remember that all skins can be different, and hide or show various information regarding the currently loaded track. You can also easily modify the skin files yourself, to replace, move or show information. You will find basic and advanced skinning manuals on our website tutorials page.

4. Deck Transport Controls

As with the text fields above, Rockit has many controls available for each deck. On this skin, we have the 4 preset song buttons, 2 of the FX, Fade In and Out, Waitlist popup, Next song in Waitlist button, EQ knobs, Pitch control with center button, and the main transport controls for Stop, Pause and Play.

5. Jog Wheels

The jog wheels are used to fast forward/rewind a song, and for stutter effects while playing. They work like a slider, meaning you **don't** move them in a circular motion - you grab the wheel, and move the mouse up or down to control them. The EQ knobs work in the same fashion. Some of the skins have a small dot that moves around as the knob is moved, or the song is playing.

6. Button Area

Not really sure what else to call this, but it is just a section of the skin that holds some important buttons. On this particular skin, you will find the Master Mixer button, Configuration button, Music Library Manager, Text Output, and Video Jukebox buttons. All of these commands are available via standard menu commands, and keyboard shortcuts as well, so you could modify the skin to put something else here if you like.

7. Mixer section

We've kept it pretty simple on this skin – you will find level VU meters, volume sliders, crossfader, and the 3 mix buttons. The VU meters show input level, not output level. We've found that seeing the input level is more intuitive for us to gauge how to set the output volume. Just showing you some blinking lights of what is going out doesn't help much, since you can hear it already – but knowing the volume coming from the decoder gives you a better opportunity to adjust output levels accordingly.

8. AutoMixer

The AutoMixer allows you to let Rockit do the mixing for you. It is very useful when playing music for dinner or cocktail hour, and in fact, many users run with it for the length of the show. It can be manually overridden even while leaving it turned on. On this particular skin, we show the AutoMix On/Off button, Settings button, status display, and the AutoMix Waitlist.

9. Navigation Tree/Browser

This tree allows you to view your music, both in the library, and directly on your computer hard drive. Whatever you highlight in this tree, is displayed in the main tracklist # 10 to the right (it doesn't have to be to the right, but on most skins it is). Bear in mind, that the object of the library is to make the program perform faster, and automatically categorize your music based upon tag data. It is much faster, and more convenient to look through your music using the library display options, then it is to look under My Computer (or Computer depending on your OS). So to take advantage of these features, plus our extended search features, load all your music into Rockit's library.

10. Main Tracklist

This is where you will see all your tracks listed, based upon what is selected in the Navigation Tree. The list is sortable by clicking on the header of your choice (such as Title, Artist, etc.). To load a song into a deck, either drag and drop it, or simply double-click the song (double-clicking loads to the first available deck not playing). Many options are available by right-clicking on an item in the list.

11. InfoWindow Display

This little window will display the current album art (if available in the file tag), along with some basic information about the file, including comments you may have in the tag. You can toggle this window on or off as needed, by right-clicking on the Main Tracklist.

12. Search Results

This list will display the results of searches using either the Search Library or Search Current List options. As with the Main Tracklist, you can either drag and drop songs to a deck, waitlist, or double-click to have load to the next available deck.

Setting Up Your Music Library

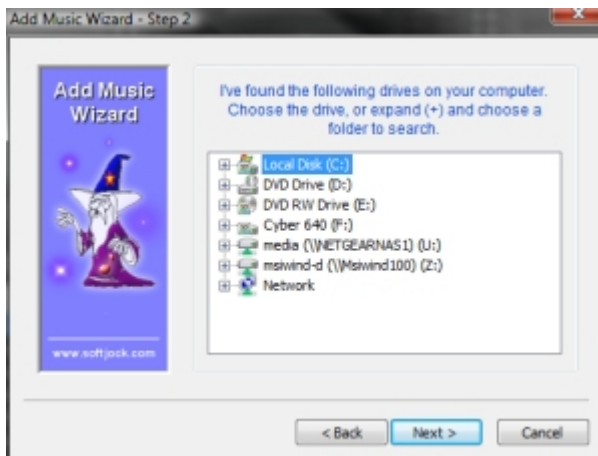
To get the most out of Rockit, you will first want to import your music into our Music Library. The library is simply a database listing of your music, and does not copy any files. It does all the leg work of reading the MP3 tag data, and keeps all that information in memory when Rockit is running, allowing you to search your music quickly and effortlessly, and automatically categorizing based up a number of data types.

When you start Rockit for the first time, the Add Wizard will automatically show, and allow you to add your music to the library. You can also access it at any time through the Tools menu, or directly from the Music Library Manager screen.

Step 1 - The first screen simply alerts you to the types of files the Wizard will search for, simply click the Next button.

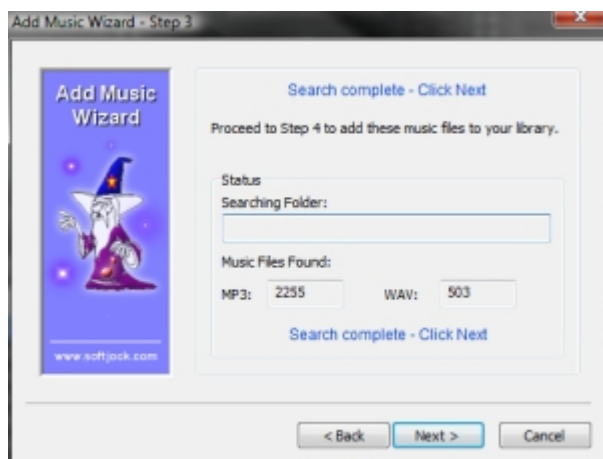


Step 2 – Choosing where to search for music



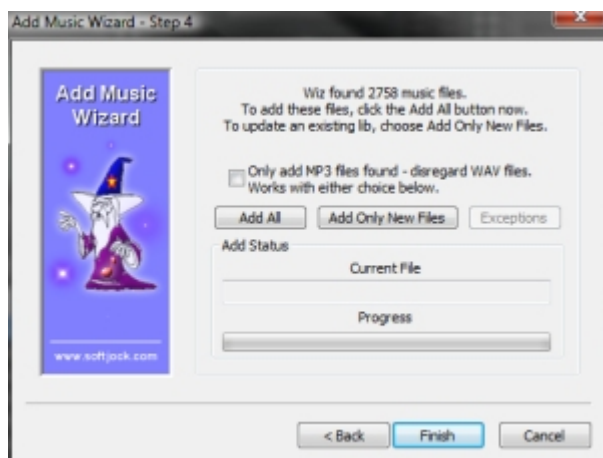
You can highlight a main drive (as seen above), to have the Wizard search the entire hard drive, or click the plus sign next to the drive, and select a certain folder hierarchy to search through. Whatever you choose, the Wizard will search all folders underneath that. If you choose a full drive or folder with a large number of files, this will take a few moments. Click **Next** to begin the search.

Step 3 – The Search



After the search has completed, you will see something similar to the above – the Wizard in our case, found a number of MP3 and WAV files. We can click **Next**, and proceed to the 4th and final step.

Step 4 – Adding the Music



You can choose **Add All** at this point, to add everything the Wizard has found, and the process of parsing and importing into the library will begin. If you have a large number of files, this process can take some time – in our case above, with 2758 files, it only took about 1 minute. If you want to add only newly found files, you can choose **Add Only New Files**, and the Wizard will check files against the library as it adds, and only put the new ones in. This is generally slower due to the overhead.

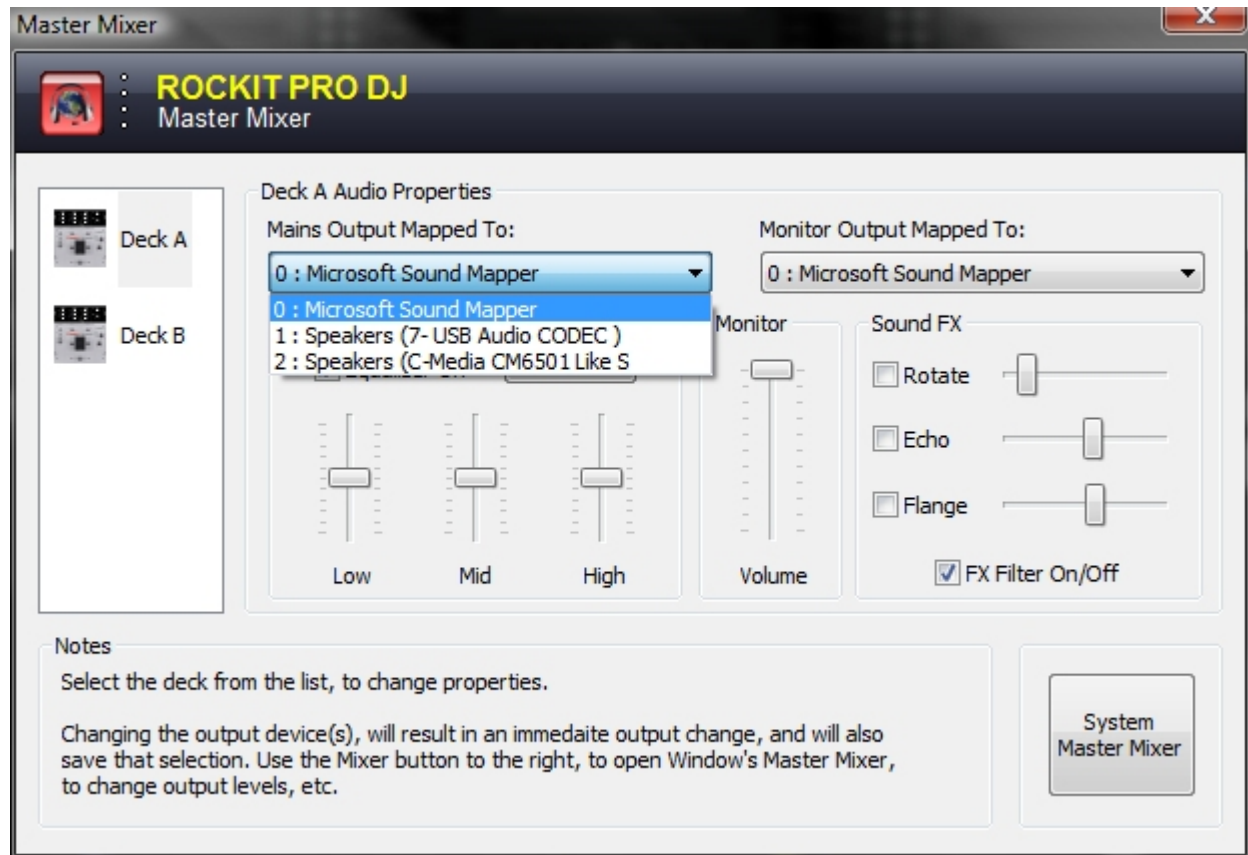
The **Only add MP3** option, is useful if you keep your music on your main Windows hard drive. Windows keeps a large amount of WAV soundbites that it uses for various noises, and most times you will not want those added to your music library. Simply check that box, and Rockit will ignore the WAV files it found.

That's about it, when it has completed, click **Finish**, and you will be brought back to Rockit's main screen, and your Main Tracklist will refresh with the added songs.

Setting Your Sound Card Outputs

Rockit can handle up to 6 sound cards simultaneously, for the most flexibility. Having multiple sound cards allows you to split the decks to separate mixer channels, so you can cue off your existing hardware mixer – plus, you can also output our audio jukebox to another sound card, and output to a separate system for cocktail music, dinner, ceremonies, etc.

If you are using a single output, such as a laptop headphone output jack to your mixer or powered speakers, you will have no need to setup your sound cards in Rockit, as it is setup to use the Windows default sound card after installation. If you have external sound cards, click the Master Mixer button (or open through the View menu), and you will see the following screen:



In our case above, Deck A is highlighted to the left, and Mains Output is currently set to **0 : Microsoft Sound Mapper**, which is the Windows Default sound card output. Microsoft Sound Mapper is not a real sound card, it simply points to one of the actual devices listed. In our case, it actually points to the Speakers (7-USB Audio Codec), which is an external USB sound card. So, we could select either 0 or 1, and get the same results. 2 in our list, is the speaker output on our computer itself. The more sound cards you have attached, the more items in your list.

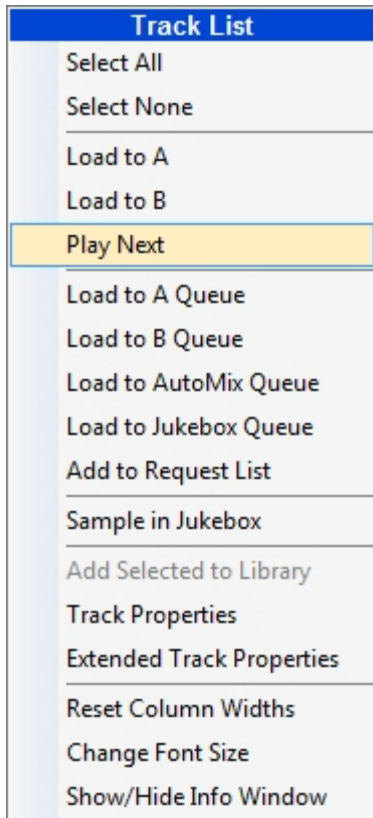
If we wanted to, we could set Deck A to output Mains to the USB sound card, then click Deck B on the left, and set its Mains out to the built in sound card (#2), and run each into a separate mixer channel.

There are many ways to setup the output configuration, so please see the Sample Setups page on our website for more detailed information.

Loading and Playing Songs

Rockit has a multitude of ways to load and play music. The easiest way is to simply double-click a song in the Main Tracklist area, and it will load into the first available deck that is not currently playing a song. You can also drag and drop a song from any list directly onto the deck you want.

If you right-click a song in the Main Tracklist, you will see additional ways of loading to decks and waitlists. There is also a command to Play Next, which will load the song to the first available deck, and mix into that song from whatever is currently playing. Here is an image of the Main Tracklist context menu:



To play a song you have loaded into a deck, either click the Play button, or use one of the Mix buttons. Mix Left, starts the song playing in Deck A, and starts the crossfader moving to the left, to fade into the song smoothly. Mix Right does the same to Deck B. The Mix Next button, will mix to whichever deck is not playing in the same fashion.

You can also map shortcut keys to do this for you, and the default keyboard mapper shipped with Rockit is set to use F1 as Play Deck A, and F5 to Play Deck B.

Using the AutoMixer

The AutoMixer will continuously load and mix songs from deck to deck for you. This is especially useful for playing dinner music and cocktail hour music. It has two modes; standard and random. Standard plays the songs you have put into the AutoMix Waitlist in order. Random mode, allows you to choose criteria, and let the software pick the songs for you.

To try it out, drag and drop a few songs into the AutoMix Waitlist area, then simply click the AutoMix button as we have done here. The first song in the list loads to Deck A, and the crossfader automatically fades over as it starts the song.



When the song in Deck A nears the end, the next song in the list will load to Deck B (the default time is 18 seconds before the current song ends for the load). If using Level Mix Mode like above (the default), Rockit will start checking the output level 15 seconds before the song ends (adjustable), and wait until the level is below a certain threshold (also adjustable), then mix into the song in Deck B. All parameters are adjustable on the fly using the Settings button you see above. Level mix works great for songs that fade out at the end.

You can also set the AutoMixer to use Timer Mode. In this mode, you set an exact time in seconds before the song ends, to start the mix. Timer mix works well for songs with hard endings.

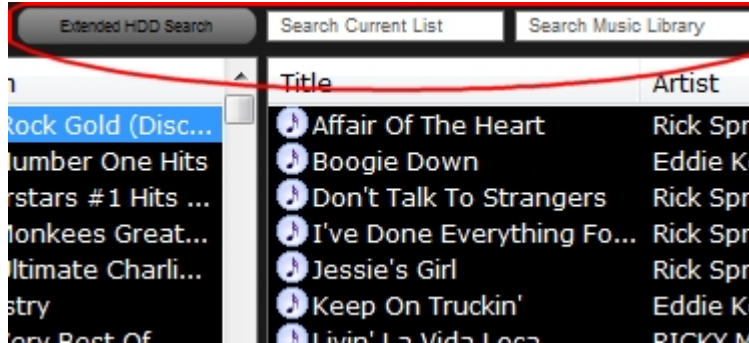
You can also adjust the speed of the auto-fader, to make the mix happen slower or faster.

Experiment with different settings, and you will soon find out how the AutoMixer performs with different sets of songs or Playlists. Playlists can be dragged directly into the AutoMix Waitlist, or right-clicked and choose AutoMix Playlist to load the Playlist and automatically start the AutoMixer.

If you right-click over the AutoMix Waitlist, you will find various options, such as Shuffle List, etc.

You can manually override when the AutoMixer is on, in case a song is not working well, etc. For example, we have a song playing in Deck A, we drag a song into Deck B, click Mix Right, and it will mix into Deck B. You may need to manually stop the song in Deck A, although you won't hear it playing after the mix. When the song in B nears the end, the AutoMixer will continue as normal.

Searching for Music



Rockit has 3 different searches available; Search Library, Search Current List, and Extended Hard Drive Search. They work as follows:

Search Library: Type in some text in the entry box, press ENTER, and the entire library will be searched, and all text fields are included (Title, Artist, Album, Genre and Year). The results will be displayed in the Search Results list if it is on the skin, if not, a window will popup with the results. This is by far the fastest search, and can display results in milliseconds, even on large libraries.

Search Current List: Type some text in the entry box, press ENTER, and this will search the text fields of all tracks in the current list being displayed in the Main Tracklist. The results will be displayed in the Search Results list if it is on the skin, if not, a window will popup with the results. This is useful for searching Playlists with songs that might not be in the library.

Extended Hard Drive Search: When you click on this button, a window will be displayed, allowing you to choose the drive to be searched, and enter the text to search for. This only searches the text of the filename, but can be very useful for songs you may have on an external drive, flash drive, etc. The initial search of a drive can take some time, but it runs in the background in its own thread. After the initial search it gets much faster, as much of the data then resides in cache memory, so you can do a dummy search before a show starts, in order to have that data cached for subsequent searches.

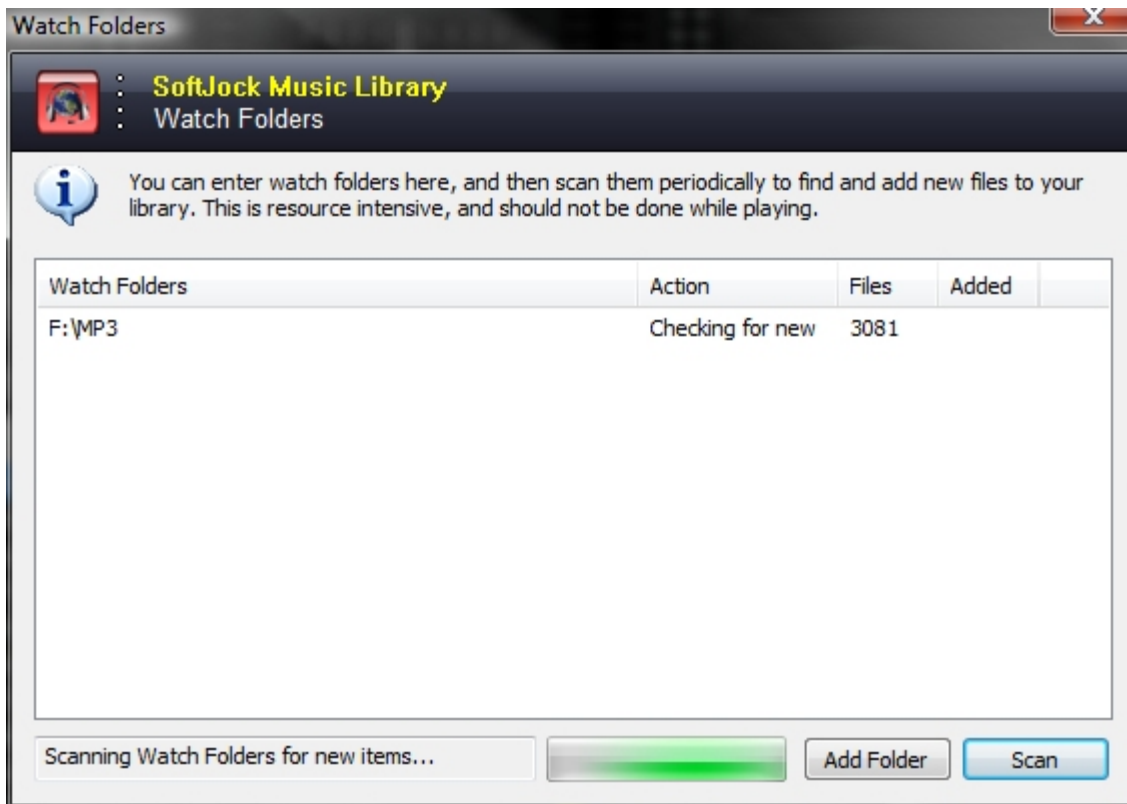
Because this runs in the background, you can close this window while the search continues – when you open it up again, your results will be there.

Important note regarding the Library Search: You can have songs in a Playlist, that are not in the library – they function independently of each other. So for example, if you added some songs to a Playlist, and did not add them to the library, the Library Search will not find them. So, best to always make sure all songs are in the library, in order for searches to be speedier and more accurate.

Watch Folders

Watch Folders are an easy way to update your music library. You can add as many watch folders as you like, and periodically run a scan to update your library with any additions you may have made to those folders.

When a watch folder is scanned, any folders underneath it are scanned as well, so there is no need to enter each folder separately. For example, I keep all music on my F Drive, under a folder called MP3. Under that, I have many subfolders, such as 60s Dance, 70s Classic Rock, Beach Music, etc. I only have to add the top level folder in order to have everything underneath it scanned, like so:



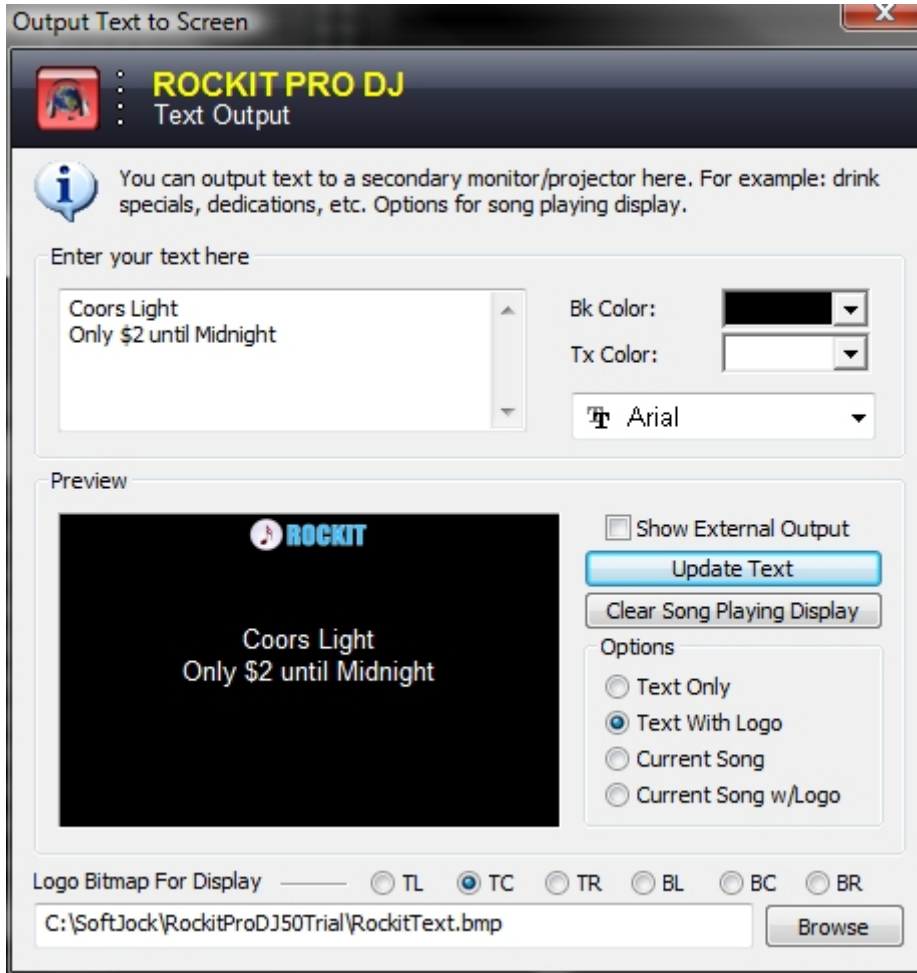
Watch Folders are not setup to scan automatically, because it is resource intensive, and would slow down the startup operation of the software when doing a gig. You can access the above screen from the Tools menu, or directly from the Music Library Manager.

You should do the scan after adding new music to your drive, but prior to a gig, to insure that your music library is up to date, and ready to rock.

Text Output

Text Output is a new feature for V5. It allows you to connect to an external monitor/projector, and output logos as well as text. This is handy in bar environments, where you might post drink specials, announcements, etc. It can be set to also display the artist and title of the currently playing song.

Click the Text Output button, or choose it from the View menu, and this screen will show:



As you can see, there are numerous options available, and you can substitute your own logo for the stock one we provide (or use no logo), and change its position on the screen. Font and text colors can be changed at will, and are saved upon shutdown of Rockit, along with whatever display option you have chosen.

If you are using one of the Current Song options, the song text is updated based upon the currently playing song being outputted to mains out.

Conclusion

That's it for this short getting started guide, it should get you up and running quickly.

You can find much more information on our website on the [Tutorials page](#), along with the full manual that goes into more detail.

Happy Mixing 😊