

VirtualDeck
Quickdecay

VirtualDeck 1.13.0



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1. Introduction

Thank you for choosing VirtualDeck for the iPhone and iPod touch. Mimicking a turntable, it is designed as an aid for DJs. It lets you fast-forward, fast-rewind, beatmix and tune an audio record just as you would on a real turntable. While there are certain constraints, such as the different size compared to a real turntable, we believe for DJs using VirtualDeck will be as natural as a real deck. In some ways, it can do what no ordinary turntable can do, namely play digital music. We're sure you at some time wished you could play your own music without having to shell out for a dub plate, or quickly cut some samples into a loop and use that to intensify your set. In that case, VirtualDeck is for you.

2. New features

This version includes the following new features and updates:

- CD mode
- cue button
- forward/reverse button
- tapping the speed slider slightly increases or decreases the current speed
- the speed knob doesn't jump to your finger anymore, so it's easier to beatmatch
- most ID3 BPM tags are now read correctly
- most album art is recognized and displayed on the playing record
- slight increase in responsiveness
- increased audio quality on slow scratches
- bugfixes in repeat presets
- when using audio recorded at maximum volume in combination with the effects, the effects will now most likely not clip the resulting audio

CD mode is completely new to VirtualDeck. The differences between LP mode are described here.

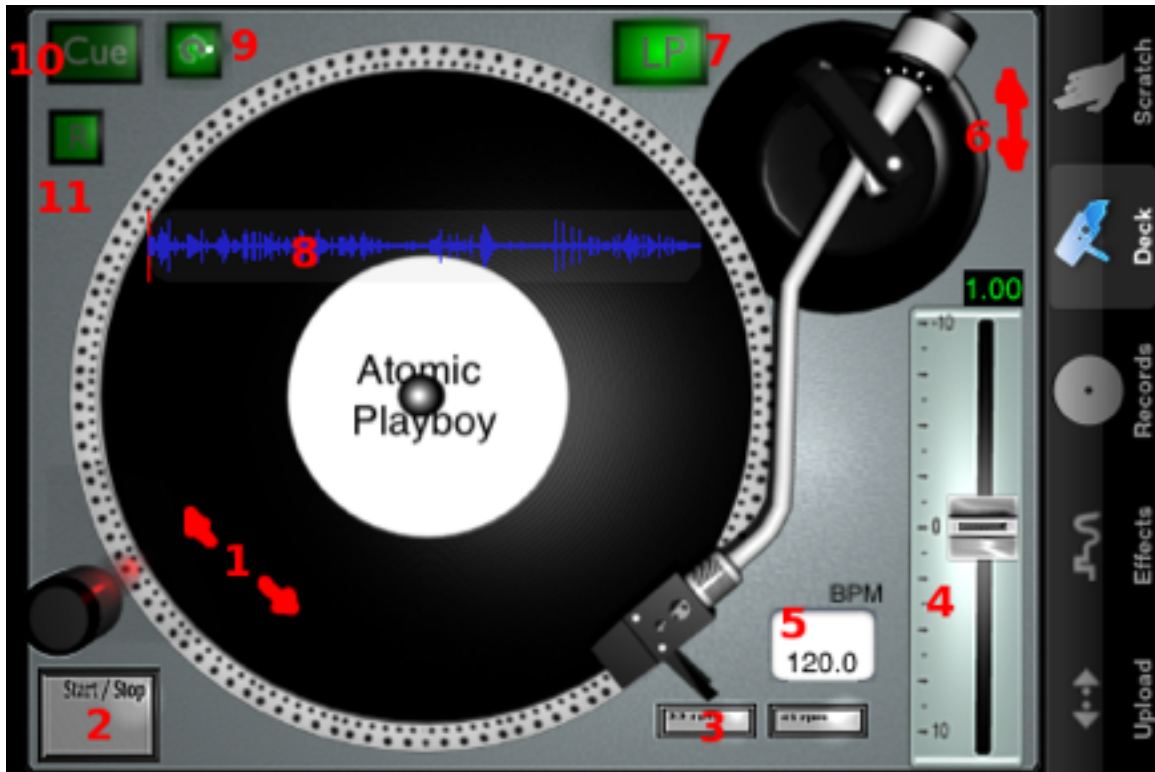
In CD mode:

- start/stop and speed increases/decreases are instant
- additional pitch bend buttons
- the spinning record works as an alternative means to pitchbend: move it counter-clockwise to lower the speed, clockwise to increase the speed

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3. The **Deck** screen



In the main window, there are two sets of controls. The first is the toolbar, on the right. With the toolbar you can go to different VirtualDeck features, like the *Scratch* screen, *Records* to “open your record bag” and choose a record, *Effects* to overlay your records with some fun effects and *Upload* to copy the records on your Mac or PC to your iPhone/iPod touch.

The Deck screen also has a lot of controls which are discussed here:

1. touch the virtual record to fast-forward or fast-backward your record.
2. this button starts or stops playback of the song
3. the two small buttons set the current playback speed to either 33rpm or 45rpm
4. the precision control speeds up or slows down a record to +20%, -20% of the current playback speed. Tap it on the upper end to slightly increase the speed, and tap it on the lower end to decrease the speed. Changing it 1% requires a few taps.
5. you can specify the BPM of a song if you touch the BPM display. A keyboard will appear so you can edit the BPM. You'll only have to do this once for a song and the BPM will automatically change if you change the playback speed.
6. pull your finger down or push your finger up in this area to quickly move to a different section of your song. It's like finding a cut through moving the pickup head on a real turntable
7. this button toggles LP and CD mode
8. this bar shows the current position in a song and the audio intensity. The first time you open a song, this graph is generated and may take up to 15 seconds. However, VirtualDeck remembers the intensity graph so the second time you open the song it will load instantly
9. this button toggles forward/backward playback

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10. the current position in the record is remembered by touching this button while the record is paused. Touching the Cue button again when the record is playing pauses playback and returns the record to your previously set position

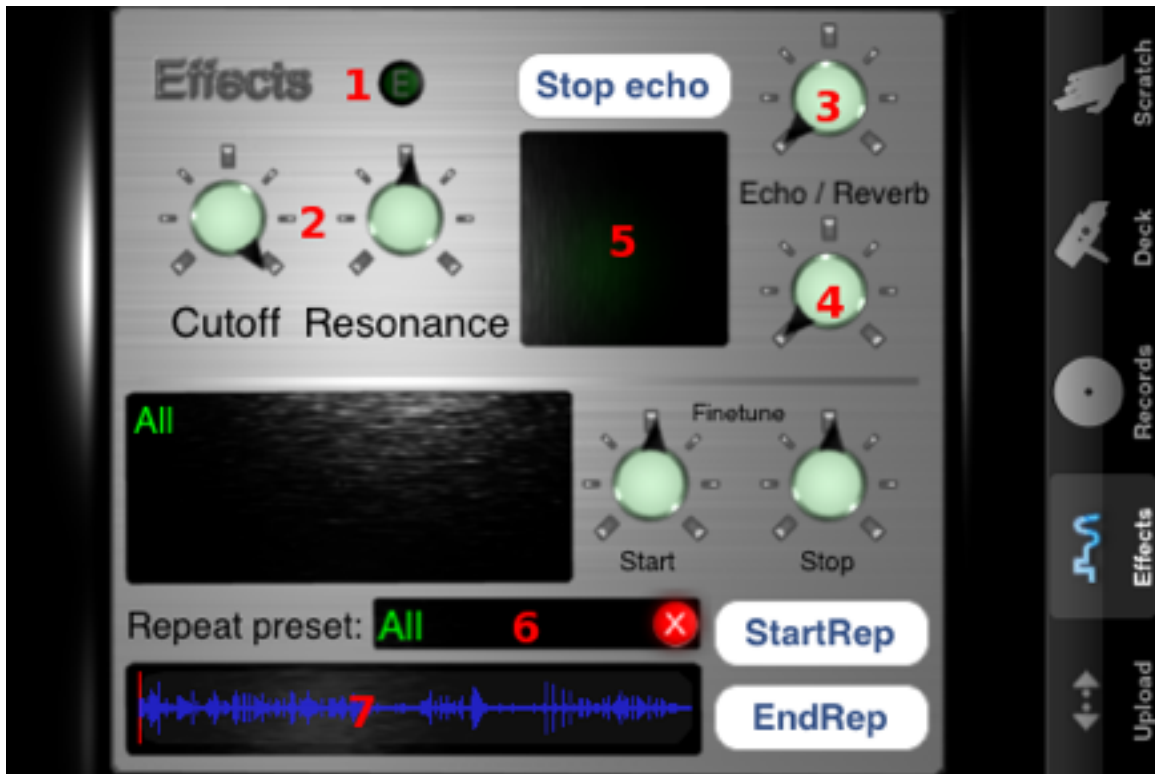
In LP mode, VirtualDeck emulates a turntable, complete with the audio spinning up and down when you change the playing speed. In CD mode, starting, stopping and otherwise changing the speed is instant.

In both the **Deck** and **Scratch** screen, CD mode adds two buttons for pitch bending. Pressing the right arrow increases the speed as long as you keep touching it, the left arrow slows the record down. Also, the record behaves differently in CD mode: it's an alternative way to pitch bend.

Rotating the record clockwise will increase the speed for as long as you keep rotating or touching the record, rotating counter-clockwise will do the same, but decrease the speed.



4. The **Effects** screen



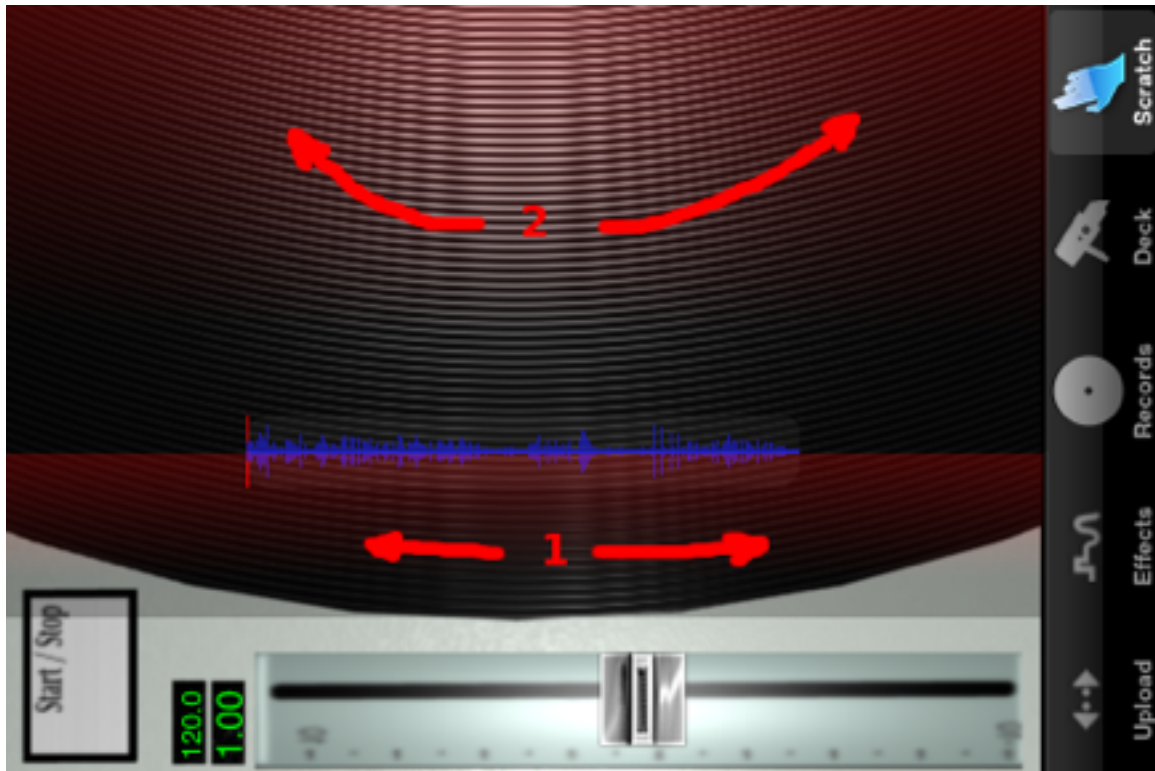
In the *Effects* screen, you can add a few fun effects to your set.

1. this button turns the cutoff/resonance filter on or off
 2. these two meters change the values of the cutoff and resonance filter
 3. this button changes both the echo and reverb intensity
 4. the reverb size is handled by this button. By default, it is turned off (at zero)
 5. tap this button to create the echo delay. VirtualDeck can handle a maximum echo delay of 4 seconds. The echo delay is not tied to the current BPM or speed (since you tap it) so you can create some really funky echos with it.
- The 'Stop echo' button stops both echo and reverb.

The lower half of the **Effects** screen is dedicated to repeat presets. Pressing the StartRep and EndRep buttons define the start point and endpoint, creating a loop. When you press the EndRep button, the audio will keep playing for a bit longer before it repeats, but this the second run in your loop stops where you wanted it to stop. To finetune and create the perfect loop, use the finetune buttons. When you're satisfied with the result, touch the region right of the text 'Repeat preset:', **6**. This will bring up the iPhone / iPod touch keyboard so you can name the preset. The newly created preset will then show up in the preset list. Be careful with the delete **X** button though, as it instantly deletes the preset from the preset library! Just hit 'All' to reset your loop.

Navigating through your record is possible in the **Effects** screen too: touch the intensity graph, **7** and move it to the right to make your music go faster, to the left to make it go slower.

5. The **Scratch** screen



This screen is intended to nudge your records to synchronization and scratch a little. A few controls from the *Deck* screen are also available on the *Scratch* screen for your convenience. Also, the current speed, BPM and the audio intensity graph are displayed. The red gradient you see in the picture actually isn't in VirtualDeck itself, but has been overlaid to illustrate the range of the following controls:

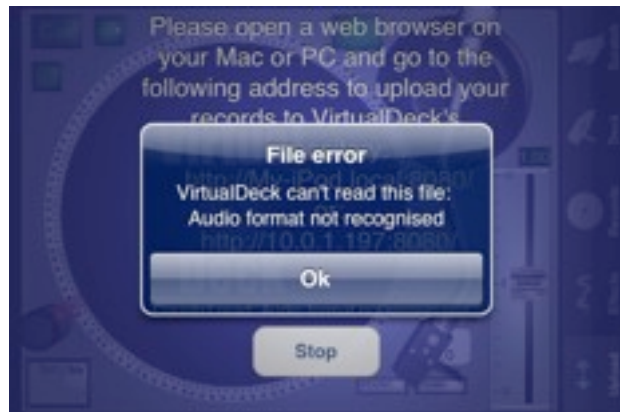
1. the nudge part of the virtual record.
2. the "scratch" part of the virtual record. You can use it in different ways, since the sensitivity is higher in the areas which are more red than the areas where it's less red

Just like the speed slider in the **Deck** screen, tapping the speed slider on the left will slow down the playback speed and tapping it on the right side speeds the record up. When VirtualDeck is in CD mode, two additional pitch bend buttons appear.

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6. The Upload screen



When you press the file transfer button, the dialog on the upper left will appear. This dialog tells you where to direct your browser to manage your files. **Please take into account that the iTunes library on you iPhone or iPod touch cannot be used by VirtualDeck; you'll have to upload your samples using the VirtualDeck web interface.**

VirtualDeck will tell you where to point your browser to. If you take a closer look at the upper left image, you'll see that in this case (*and it's just an example, so please use the locations VirtualDeck presents*), it is either <http://My-iPod.local:8080/> or <http://10.0.1.197:8080/>. If the first doesn't work, please try the second. After you pointed your browser to the address hinted by VirtualDeck, you can, in the browser on your Mac or PC, select a file to upload through the 'Browse' button and upload it via 'Upload'.

At all times, you can push Stop to stop transferring files. Note that if an upload is in progress, it is removed and you'll have to start over uploading it. The progress of your upload is shown in the lower left image. When the download is done, the upload bar disappears and your record is ready to be played!

Through the web interface, you can also delete records when you no longer want them on your phone or iPod. The red **X** deletes your sample, after you pushed 'Yes' on your iPhone or iPod.

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There's one last dialog in the transfer section: *File error*. When VirtualDeck doesn't recognize your audio file, it shows you this warning. Please make sure your audio file is supported (see **section 7** for supported formats) and not corrupted. Usually you can upload your samples correctly if they are in Ogg/Vorbis, MP3, AIFF or WAV format. If you still get this error while transferring, try an audio program to re-compress your audio file and as a last resort, you could try converting the audio file to WAV or AIFF and then back again to Ogg/Vorbis.

Please make sure that your Mac/PC and your iPhone/iPod touch are using the same WiFi connection when you're trying to upload music! In a lot of highly populated areas there're more than 10 to choose from since all your neighbors have WiFi too, and the upload function will only work if both your computer and your iPhone/touch are using the same network.

On the **iPhone/touch** you can see which network you're connected to by going to *Settings* (quit VirtualDeck first, if you have it running). You'll see the network name behind *WiFi*.

On **OS X** you can see which network you're connected to by clicking on the WiFi icon in the menu bar.

On **Windows**, go to *Start -> Control Panel -> Network Connections*, then right-click on your WiFi device and select *Status*. The network name is displayed behind '*Network*'.

7. Supported audio formats

VirtualDeck supports the following formats:

- **Ogg/Vorbis**
- MP3
- AIFF
- WAV

Note that not all AIFF or WAV files can be played, so the preferred formats are the ones in printed in bold. In addition, the supported sample rates are:

44100 and **48000**Hz

Also, the records must be *stereo*, mono is not supported.

As far as we can test, MP3 support is working correctly with all MP3s. However, if you experience problems playing an MP3, please contact us so we can resolve the problem. It's also possible to convert MP3 audio to Ogg/Vorbis files, which is the best supported format (supported since version 1.0). To convert audio files to OGG, a lot of utilities are available on the web. On this webpage are a lot of examples: <http://www.vorbis.com/software> .

7. Legal

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