

SpackTraxx User Manual

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Welcome

SpackTraxx puts every song, sting and horn of your show on a pad: click a pad and it plays. It's made for music directors at live sports, and works just as well for any live event, broadcast or stage show where music has to go out the instant it's called for.

At a glance, it gives you:

- **Pads on pages, pages in groups**, so a whole season of music stays tidy.
- **A Program clock** that always shows what's on air and how long is left.
- **Next Up**, a line of songs waiting for Go.
- **Smart Fade and Mashup**, which blend songs on the beat, at the same tempo, in a key that fits.
- **No Vocals and Acapella**, which take the singing out of a song, or keep only the singing.
- **Record**, to capture a mix onto a new pad.
- **A show log** of every song played.

What you need: a Mac with Apple silicon (M1 or later), and your music as audio files (MP3, WAV, M4A, AIFF or FLAC). Videos (MP4, MOV, M4V) work too: SpackTraxx takes their sound. Everything runs on your Mac, so nothing needs the internet during a show. A Novation Launchpad is optional.

SpackTraxx and SpackTraxx Pro

SpackTraxx comes as two editions in one app. The window's title says which this is: **SpackTraxx** or **SpackTraxx Pro**.

What	SpackTraxx	SpackTraxx Pro
Pads, pages, groups, Next Up, the Program clock	Yes	Yes
One at a time, Overlap, a page's own play mode	Yes	Yes
Crossfade	Yes	Smart Fade does it
Start and End, cue points, Loop, Extend, Auto Trim, Normalize, BPM	Yes	Yes
Show log, Launchpad, backups, videos, saving a clip	Yes	Yes
Smart Fade and Mashup	No	Yes
No Vocals and Acapella	Plays those already made	Yes
DJ decks, headphones, Preview	No	Yes
Record	No	Yes
Echo, Brake and Spin	No	Yes
Suggested Next, and each song's key	No	Yes
A page's own output	No	Yes
ASIO, on Windows	No (Windows Audio)	Yes

In SpackTraxx the Pro tools aren't shown. The top bar has One at a time, Overlap, Crossfade and Stop All. The parts of this manual about the tools in the last seven rows apply to SpackTraxx Pro.

A session opens in both. SpackTraxx plays a session made with Pro the nearest plain way:

- A session or page set to Smart Fade crossfades. One set to Mashup overlaps.

- A page with its own output plays through the main output.
- A pad set to No Vocals or Acapella plays that way if its file is on this computer. If not, it plays the whole song and shows WHOLE SONG, and the top bar counts such pads in red. Right-click the pad and choose **Whole Song** to stop the reminder.

Nothing in the session is changed, so it opens in Pro as it was.

Which one you have. In the version that's sold, the license decides, and a free trial always has the Pro tools. A copy built at home has both: **File > Edition** switches between them. It waits until nothing is playing before it takes the Pro tools away.

SpackTraxx on its own. SpackTraxx also comes as a download of its own, with the Pro tools left out of it altogether. It's SpackTraxx in every way, but it can't become SpackTraxx Pro, which is a separate download. Songs it measures get their BPM and cue points but not their key; SpackTraxx Pro finds the key the first time it sees them.

Getting started

1. **Open SpackTraxx.** It opens with an empty session: four pages of empty pads in a group called Main.
2. **Choose your sound card.** Click **Sound Card...** in the top bar (the button shows the name of the output in use). A list of every output opens, Bluetooth speakers and headphones included: pick the one your mixer is fed from. For more choices, pick Sound Card Settings... at the bottom of that list. Under **Main output**, pick which pair of outputs your music goes out of (Outputs 1-2 unless you use others).
3. **Add songs.** Drag audio files from the Finder onto the pads, or right-click an empty pad and choose **Add File...** (more in Adding songs).
4. **Play one.** Click a pad. It turns green while it plays; once it has played it dims a little, with a red PLAYED badge, and the Program clock at the top right counts down.
5. **Save the session.** Press Command-S and give it a name, such as the team or the game.

The library. Saved sessions live in one folder, **SpackTraxx Library** in your Music folder, with the songs copied in beside them. That means you can copy the whole folder to another Mac and every session opens with its songs. The copying happens quietly in the background; the top bar shows "Copying songs: 45%" and then "All songs copied". To keep a whole show safe in one file, or to move it to another Mac or a PC, see Backing up a session. To move the library to another drive, use **File > Library > Move Library...**.

Your first-launch checklist:

- [ ] Sound card and main output chosen
- [ ] A few songs on pads
- [ ] Session saved with a name
- [ ] Launchpad plugged in, if you have one (it's found by itself)

The screen

The window has five areas, from top to bottom: the top bar, the tabs, the pads, the panels at the right, and the edit strip at the bottom.



Area	What it's for
Top bar, row 1	How cues play (One at a time, Overlap, Smart Fade, Mashup), **Record** and **Stop All**. **All Pages** appears when some page has a play mode of its own.

Area	What it's for
Top bar, row 2	**Adjust All...**, **Reset Played...**, and the buttons that show or hide the panels: **Queue** (Next Up), **Suggest** and **Panel** (Smart Fade and Mashup). Then the sound card button, showing the name of the output in use: click it to pick another output (Bluetooth included) or to open **Sound Card...**. Under the logo, notes appear: what's being copied, measured or prepared, and where a recording went.
Program clock (right end of the top bar)	What's on air: ON AIR, the song's name, the time left counting down (red for the last seconds), how far through it is, anything else playing, and a progress bar. **Fade Out**, and **Echo**, **Brake** and **Spin**, can go on it too, if you turn them on: **View > Fade Out Button** and **View > Echo, Brake and Spin Buttons**. Click it to show that song in the edit strip.
Group tabs and **page tabs**	Groups across the top (for example Main, Hockey, Basketball); the open group's pages below. A tab pulses green when something is playing on a page you're not looking at. At the right: the session's name (click it for the Sessions window) and Search.
Pads	One song, sting or label each. A pad shows the name, then the BPM, then the length (the time left while it plays). Green means playing; a dimmed pad with a red PLAYED badge has played.
Panels at the right	**Next Up**, **Suggested Next** and the **Smart Fade and Mashup** panel. Each docks here or floats in its own window (see below). Beside them, the master meter.
Edit strip (bottom)	The clip you last clicked: a big countdown, its waveform with cue-point flags, and its buttons (Play, Set Start, Set End, + Cue, Loop, Extend, Auto Trim, Normalize, No Vocals, Acapella, gain).

The top bar on one row. To make the top bar take less room, drag its bottom edge up: it goes to one row, and the Program clock to one line. Buttons that don't fit go into **More**, along with **Adjust All...**, **Reset Played...** and the sound card. Drag the edge down for two rows again, or use **View > Top Bar on One Row**. SpackTraxx remembers your choice on each computer.

Docking and floating panels. Each panel has two small buttons at its top right: a square with an arrow, and an ×. The square floats the panel in a window of its own, which you can move anywhere (even to a second screen) and resize from its corners. Click it again to dock the panel back. The × closes it; its top-bar button opens it again. While a panel is docked, drag its left edge to make it wider or narrower. SpackTraxx remembers how you left each one.

The meter shows exactly what goes to the sound card: green up to -6 dBFS, amber to -1, red above. The clip lights at the top stay red after a peak until you click the meter.

Adding songs

Drag files onto the pads from the Finder, or right-click a pad and choose **Add File...**. Several files dropped at once fill the pads one after another from where you dropped them.

- **Onto an empty pad:** the song goes there.
- **Onto a pad that has a song:** that pad gets the new song (also **Replace File...** in its right-click menu).
- **Onto the left edge of a pad:** a bar lights up, "Insert here". The song goes in there and the pads after it move along one.
- **Insert File Here...** and **Insert Empty Pad Here** in the right-click menu do the same.
- **Videos** (MP4, MOV, M4V): SpackTraxx takes the sound out in the background ("Taking the sound from..."), saves it as an audio file in your library, and puts that on the pad.

M4A files play like any other song, including the kind YouTube's audio and many downloaders give (with Opus sound inside).

What happens by itself after you add a song. You can play it straight away, as it is. Meanwhile, in the background:

1. Its **BPM and key** are measured ("Measuring songs" in the top bar). The BPM then shows on the pad.

2. Its **cue points** are found: the intro, verses, choruses, drops and the end.
3. Its **No Vocals and Acapella** versions are made ("Vocals: 37%", then "No Vocals and Acapella are ready"). From then on both switch instantly. This can take from seconds to a few minutes per song; songs are done one at a time while you keep working. Clips already in a session that don't have them yet are done too, each time the session opens, and Playback > Prepare No Vocals and Acapella for All Clips Now starts them all at once. To stop all this, untick **Playback > Prepare No Vocals and Acapella Automatically**.

Labels. Right-click an empty pad and choose **Add Label...** to put a heading on it, such as INTROS or TIMEOUTS. A label never plays. Drop a song on a label and it becomes a clip with the label's name.

SpackTraxx never changes your audio files. Trims, gain and everything else are saved with the session.

Playing

Click a pad and it plays; click it again while it plays and it stops. A pad fires when you let go of the click, because holding a pad picks it up to move it.

Keys during a show:

- **Space** plays the clip in the edit strip (the one you last clicked). Pressed while it plays, it fades it out; pressed again during the fade, it stops at once. With no clip in the strip, Space fades out everything.
- **Esc** stops everything at once.
- **Return** is Go: it plays the first song in Next Up.

Next Up is your running order. Shift-click pads to add them, or drag pads into the list at any place. It holds up to 50 songs and scrolls when they don't all fit. Each slot has its own play button to play it right away, out of turn. Drag slots up or down to change the order, and right-click a slot for Play Now, Move to Top, Take Out of Next Up and more.

Play modes (top bar, row 1) decide what happens to the song already playing when you start another:

Mode	What happens
One at a time	The playing song stops and the new one starts.

Mode	What happens
Overlap	Both play together.
Crossfade	In SpackTraxx (without Pro): the playing song fades out as the new one fades in, over the crossfade time. Right-click the Crossfade button, or use Playback > Crossfade Time, to change it. In SpackTraxx Pro, Smart Fade does this.
Smart Fade	The new song waits for the playing song's next bar, comes in on it at the same tempo (and in a key that fits), blends over a few bars, then eases back to its own tempo. Pads say ON THE BAR while they wait. Songs that can't be matched still come in on the bar with a short blend sized to the songs, or blend straight away if there's no beat to go by.
Mashup	The new song comes in on the next bar at the same tempo and both keep playing, locked in time. Great for an Acapella over another song's beat. Pads say IN TIME.

A page can have a play mode of its own: right-click its tab and choose **Play Mode**. The amber **All Pages** switch then makes every page follow the top bar again.

Smart Fade and Mashup need songs with a steady beat whose tempos are within about 10% of each other. When they can't match, Smart Fade still blends them (briefly, on the bar when it can) and Mashup plays the new song over the top; the edit strip says why. The **Panel** button shows how it's going: the two songs' beats, where the new one lands, and the blend.

Horns and stings over everything. Right-click a pad and choose **Play Over Others**: it always plays on top, and the next song you start leaves it alone. Its pad says OVER.

Loop and the clip extender. Loop plays a clip round and round between its Start and End. **Extend** keeps a few bars going round, seamlessly, until you press the pad again; then the song plays out from there. Drag the LOOP FROM and LOOP TO markers on the waveform to choose the bars.

Fading out. Playback > Fade Out All (or the space bar, with no clip in the edit strip) fades everything over the fade time; **Playback > Fade Out Time** changes it. Do it again to stop at once. For a **Fade Out** button on the Program clock, turn on **View > Fade Out Button**.

Ending like a DJ. There are three other ways to end a song. Each DJ deck has them for its own song. The **Playback** menu has them for everything that's playing (**Echo All**, **Brake All**, **Spin All**), and so can a Launchpad's buttons. To have them on the Program clock as well, turn on **View > Echo, Brake and Spin Buttons**.

- **Echo**: the song cuts off and what it played last echoes away in time with it, a beat apart (half a beat for slow songs), for about three seconds.
- **Brake**: the song slows to a stop and drops in pitch, like a turntable switched off, in about a second and a half.
- **Spin**: the song spins backwards, faster and faster, and is gone in under a second.

While one of these is going on, the pad says FADING; **Stop All** or Esc stops it at once (so does **Fade Out**, which reads Stop Now, if it's on the Program clock). The song is marked played, as with a fade.

Editing a clip

Click a pad once and its clip appears in the edit strip at the bottom. Hold Command and drag a pad onto the strip to show it there without playing it.

To make the edit strip taller or shorter, drag its top edge (the row with the arrow) up or down. Shorter leaves more room for the pads and panels above it; taller gives the waveform more. SpackTraxx remembers the height on each computer. Click the arrow to fold the strip away, and again to open it.

Start and End. Drag the START and END markers along the waveform to play only the part you want, or play to the spot and press **Set Start** or **Set End**. **Reset** puts them back. Clicking the waveform while the clip plays jumps there.

Cue points. The small flags above the waveform mark the song's parts (Intro, Verse, Chorus, Drop, Break, Outro). The names are SpackTraxx's best guess, so check them by ear.

- Click a flag: the pad starts there from now on (the amber flag is where it starts).
- Double-click a flag: start there and play.
- Click a flag while the song plays: jump there.
- Drag a flag to move it (it snaps to the beat).
- Right-click a flag to rename or delete it; right-click the waveform to add one or find them again.

- **+ Cue** adds a flag where the song is now. A pad's right-click menu has **Start From**, listing them all.

Level.

- **Gain:** the - and + buttons beside the dB value turn the clip down or up.
- **Normalize** brings the clip to the same loudness as your others (-14 LUFS unless you change it in Adjust All), never letting its peaks go over -1 dBFS.
- **Auto Trim** cuts the silence off the front and back.
- **Adjust All…** in the top bar does Normalize and Auto Trim for every clip, and can be set to do it to each new clip as it's added.

No Vocals and Acapella. No Vocals plays the song without its singing; **Acapella** plays only the singing. Press either again to go back to the whole song. Switching is instant and click-free, even in the middle of a song. If a song's versions aren't ready yet, its pad shows how far along they are.

Undo (Command-Z) and **Redo** (Shift-Command-Z) cover every edit: moves, trims, colours, deletions. They never stop a song that's playing. There are no Undo buttons on screen: use the keys or the Edit menu.

Organizing

Every page belongs to a group. A typical setup is a group per sport or team, and a page per part of the game (Pregame, In Game, Intermission).

Groups. Click **+** after the group tabs to make one. Right-click a group's tab to rename it, add a page to it, or delete it with its pages (it asks first, and Undo brings them back).

Pages. Click **+** after the page tabs to add a page to the open group. Right-click a page tab for:

- **Rename**, **Colour** and **Page Size** (from 3 × 3 up to 12 × 12; a page can hold more clips than fit, and scrolls).
- **Move to Group** or **Copy to Group**. You can also drag a tab onto a group's tab, or hold Option while dragging to copy it.
- **Output**, to send the page to another pair of outputs (see Outputs).
- **Play Mode**, **Sort Page**, **Auto Trim** and **Normalize** for the whole page, and **Prepare No Vocals for This Page**.

Drag a page tab along the row to change the order.

Moving and copying pads. Hold a pad for a moment and drag it to another pad (they swap), onto another page's tab, or into Next Up. Hold Option to drag a copy. Command-click pads to select several, or drag a box around them from an empty spot; right-click one of them to act on them all.

Colours. Right-click a pad > **Colour**: Clear, Blue, Purple, Gold, Silver, Orange, Yellow, Pink, Cyan, Brown or Navy. Green is kept for playing, and red for the PLAYED badge.

Search. Click the Search box (or press Command-F) and type part of a name, artist, album or genre, or a BPM ("128", or a range like "120-130"). Matching pads light up on every page, and each tab shows how many it has. Return jumps to the first match; Esc clears.

Sort Page (page tab menu) sorts the clips under each label by name, BPM, artist, genre or date. Labels stay where they are.

Played pads. A pad that has already played tonight keeps its colour, only a little dimmer, with a red ✓ PLAYED badge in its top right corner (a check alone on small pads). Its colour still tells you what it is. **Reset Played...** puts them all back (it saves a copy of the show log first). **Mark as Not Played** does one pad.

Suggested Next, Record and saving clips

Suggested Next. Click **Suggest** in the top bar. It lists the songs in your session that would follow the one playing well: close in tempo (within 10%) and in a key that fits, the best first. With nothing playing, it suggests for the clip you last clicked. A teal bar beside a song means tempo and key both match closely; amber means near enough.

- Click a song to show it in the edit strip.
- Double-click it, or press **+**, to add it to Next Up.
- Press its play arrow to play it now.

Songs already played tonight sit at the bottom, dimmed.

Record. Press **Record** (or Command-R), play your mix (a mashup, a blend, anything), then press **Record** again. The recording lands on the first empty pad of the open page, named REC: and the songs in it. The new pad pulses teal for a few seconds, and the top bar says which page, row and pad it's on. A menu also opens at the Record button: Leave It There, Choose Another Pad... (every empty pad lights up with "Put the recording here", on any page: click one), or Move It to Another Page.

- Recording starts at the first sound, so pressing Record early costs nothing.
- It records what goes out of the open page's outputs, exactly as heard.

- A recording that went over full level is turned down just enough to play back clean.
- Esc and Stop All stop the music, not the recording. A minute of silence ends it.

Saving a clip as a file. Right-click a pad and choose **Save Clip as WAV...** or **Save Clip as M4A...**. The file is the clip as the pad plays it: only between Start and End, at its gain, and with the vocals out or only the vocals if the pad is set to No Vocals or Acapella. To save several, select them, right-click one, and choose **Save 3 Clips as WAV...** (or M4A). You pick a folder, and each file is named after its pad.

- **WAV** is full quality (24-bit).
- **M4A** is much smaller, like an MP3, and plays almost anywhere.

DJ decks

Click **DJ** in the top bar for two decks, Deck A above Deck B, with a crossfader under them. Like the other panels, they dock at the right or float in a window of their own. They play through the main output, beside your pads, and Esc stops them too.

On a smaller screen (a laptop, say), give the decks more room by dragging the edit strip's top edge down, or fold the strip away with its arrow. A deck too short for everything leaves out its song strip first, then its tempo, then No Vocals and the endings, rather than squash them together. They come back when there's room.

Loading a song. Drop a pad on a deck, or right-click a pad > **Load on Deck A** (or **B**). The song loads from the pad's start point, which is its cue point to begin with. A deck that's playing has to be paused first.

On each deck:

- The song's name, its beat as heard (BPM) and its tempo change.
- A waveform scrolling past the line in the middle, with its beats marked; under it, the whole song. Click either to go there.
- **Play / Pause, and Stop (stops and goes back to the cue point)**.
- **Cue**: while it's playing, it goes back to the cue point and stops; while it's stopped, the cue point is put where it is.
- **Sync**: matches this deck's tempo to the other deck's (halved or doubled if that's nearer), puts it on the other deck's beat, and keeps it there. Moving its tempo slider turns Sync off. Both songs need a steady, measured beat.
- **-** and **+**: hold to play a little slower or faster, to bring it back onto the beat.

- **No Vocals** and **Acapella**: take the singing out, or play only the singing, on and off while the song plays (more on this below).
- **Echo**, **Brake** and **Spin**: end this deck's song the way a DJ does (see Ending like a DJ), then the deck stops, back at its cue point. The one that's ending is lit. Pause, Stop or Cue calls it off.
- The tempo slider: up to 10% slower or faster, with the pitch kept. Double-click it to go back to the song's own tempo.
- Its fader, at the right.

No Vocals and Acapella on a deck. Each deck has its own **No Vocals** and **Acapella** buttons, under Play. Press one while the song plays: the singing drops out (No Vocals) or the music does (Acapella), about a tenth of a second later, with no click, and the song keeps its place, its tempo and Sync. Press it again for the whole song, or press the other one to go straight across. The one that's on is lit, and the deck's waveform shows what's playing, so with Acapella on you can see where the singing is. A deck starts the way its pad is set; after that it's separate, and changing the deck doesn't change the pad. If a song's versions aren't made yet, the button counts up while they're made ("Acapella 37%") and the deck changes over by itself when they're ready. A song over 10 minutes can't be changed on a deck: set its pad to No Vocals or Acapella before you load it.

Working on a deck in the edit strip. Click a deck to pick it: it gets an outline in its colour, and the edit strip at the bottom shows its song with a DECK A or DECK B badge. The strip then works on the deck. Its **Play** (and the space bar) plays or pauses the deck, and clicking in its waveform takes the deck there. Clicking a cue-point flag takes the deck to it (double-click: and plays; if the deck is stopped, that becomes its cue point), and **+ Cue** adds a cue point where the deck is. The strip's No Vocals and Acapella buttons work the deck too, and leave the pad as it is. The pad's cue points also show on the deck's own waveform. Press a pad and the strip goes back to the pads.

Where each deck plays. The button at the right of a deck's heading says where it plays: MAIN (the main output) to begin with. Click it to pick another pair of outputs (Outputs 3-4, say) or another sound card, the same choices a page has. That way each deck can come up on its own fader on your console, and you can pre-listen to it there with the fader's cue (PFL) button. If that output isn't there (a card unplugged), the button turns red and the deck plays through the main output until it's back. Each deck's choice is remembered.

Headphones (the cue output). To listen to something before the crowd hears it, tell SpackTraxx where your headphones are: click **Phones: Off** at the top of the DJ decks (or the sound card button in the top bar > **Headphones (Cue Output)**) and pick another pair

of outputs or another sound card. Bluetooth headphones are in the list too, but they run about a fifth of a second late: fine for checking a song, not for lining up beats by ear. The main output is never offered, and if the headphone output goes missing nothing is sent to the headphones (and nothing of theirs reaches the main output). Your choice is remembered.

Preview. Press **Preview** in the edit strip, or right-click a pad > **Preview in Headphones**, to play that pad in your headphones only, from its start, with its No Vocals or Acapella. Press it again, or Esc, to stop.

Phones on a deck. Each deck has a **Phones** button beside its output button. Turn it on and that deck is heard in your headphones before its fader, so you can start it with the fader down, line it up, then bring it in.

The crossfader. Deck A at the left, Deck B at the right; in the middle, both play at full level. Double-click it to put it back in the middle.

Play Both. The Play Both button at the top of the decks starts Deck A and Deck B at exactly the same moment, each from where it is. With both playing it reads Pause Both; with one playing it starts the other.

Keys. While the decks are open, hold the left or right arrow to nudge Deck A; with Shift, Deck B.

Sessions, show log, outputs and Launchpad

Sessions. A session is a whole show: its groups, pages, pads, Next Up and settings.

- **File > New Session...** (Command-N), **Open Session...** (Command-O), **Save Session** (Command-S), **Save Session As...** (Shift-Command-S), **Open Recent**.
- Click the session's name at the right of the tabs for the **Sessions** window: your saved sessions in folders (for example Baseball, Hockey). Double-click one to open it; drag one onto a folder's tab to move it.
- Saved outside the library (for example to a USB stick), a session gets a folder of its own with copies of its songs.
- **File > Find Missing Files...** helps when songs have moved. A pad whose file is missing is grey with a red outline.

Backing up a session. A backup puts a whole show in one file: the session, every song on its pads, their No Vocals and Acapella versions, each song's BPM, key and cue points, and your kept show logs. Keep one somewhere other than this computer in case the computer

is lost or damaged, or use it to move a show to another computer, Mac or PC.

- **To back up:** File > Back Up Session to One File.... If the session has No Vocals and Acapella versions, choose Everything, or Songs Only (a much smaller file; those versions are made again after it's restored, a few minutes a song). Then choose where the file goes, such as a USB drive or a cloud folder. The top bar shows "Backing up: 37%" and you can keep working; a window tells you when it's done. File > Stop Backing Up stops it.
- **To restore:** install SpackTraxx on the computer first. Then File > Restore a Backup... and choose the file (or drag the file onto the pads). It says what's in the backup and asks first. Everything goes into your library and nothing there is replaced: songs you already have are left alone. When it's done, choose Open.
- A backup is one large file. A USB stick formatted the old way (FAT32) can't hold a file over 4 GB, and SpackTraxx says so before it starts. Use a drive formatted as exFAT, or choose Songs Only. SpackTraxx also won't fill this computer's own disk: it keeps 5 GB free there, so for a big backup choose another drive.
- Back up and restore outside show time: both read and write a lot.
- If a song inside a backup file gets damaged, the rest still comes back. The restore names the song, and its pad says FILE MISSING.
- A backup doesn't hold SpackTraxx itself, or this computer's own settings: the sound card, the headphone output, a Launchpad's buttons.

Show log. Log > Show Log... lists every song played, how many times and when (Songs and Every Play views). **Export...** saves it as a spreadsheet file (CSV). **Reset Played...** keeps a copy in the library's Show Logs folder (**Log > Past Shows...**).

Outputs. Every page plays through the main output unless you give it another: right-click its tab > **Output** and pick another pair (Outputs 3-4, say) or another sound card. That way songs and stings can come up on different faders on the desk. The tab then shows where it goes, and the meter shows each output in use. If that output disappears (a card unplugged), the page carries on through the main output and its tab turns red until it's back.

Launchpad. Plug in a Novation Launchpad and it's ready in a couple of seconds, nothing to set up. Its grid is the open page, pad for pad from the top left. Pads light in the clips' colours (red-and-green models do their best), green while playing and red once played.

- Arrows: left and right change page; up and down scroll a long page.

- Right-hand buttons, from the top: Go, Fade Out, One at a time, Overlap, nothing, Smart Fade, Mashup, Stop All. Any button can also be Echo Out, Brake or Spin Back (in SpackTraxx, without Pro, a Smart Fade button crossfades, and Mashup and those three do nothing and stay dark). Change them in **Playback > Launchpad > Buttons**.
- To use a Launchpad with another app, untick **Playback > Launchpad > Use Launchpads**.

Windows PC. SpackTraxx for Windows 10 and 11 works the same way, with these differences: where this manual says Command, use Ctrl; the menus are along the top of the window; and the Finder is File Explorer. In SpackTraxx Pro, Sound Card Settings… offers ASIO beside Windows Audio if your audio interface has an ASIO driver (SpackTraxx uses Windows Audio). M4A files that Windows can't play directly, and videos, have their sound taken out into a WAV when you add them. Saving a clip as M4A is Mac only. To bring a show across from a Mac, back it up there and restore it on the PC (see Backing up a session).

Your license

SpackTraxx is free to try for 30 days. After that it needs a license, which it checks with the store now and then, and it never locks during a show.

When	What you see
The first start on a computer	Try SpackTraxx free for 30 days: **Start My Free Trial** (no card and no account; it needs the internet for a moment), or **I Have a License**
During the trial	Everything this download has. The window's title counts the days left, and the last week brings a reminder when the app starts
When the trial is over	The lock, with **Buy** and **Activate**
Licensed	Nothing but the window's title: SpackTraxx, or SpackTraxx Pro
30 days without the internet	A reminder when the app starts, for a week
37 days without the internet	The lock, with **Check Again** (or a game-day pass)

When	What you see
A monthly license whose month has run out	The lock, with **Activate Again** (or a game-day pass)

It never locks in the middle of a show. The lock only comes down when SpackTraxx starts, and even then it waits for any sound to finish. A license that ends while the app is open changes nothing until it's next started; the window's title says **License needs attention**.

Game-day passes. A paid license that's only out of touch (no internet for 37 days, or its month over) still runs a day at a time: **Use a Game-Day Pass**. That works three times between one check and the next, for up to four months after the last check.

Two computers. A license covers two computers. **File > License...** checks it with the store and shows its details. **Deactivate this device** (it asks first) frees it for another computer.

SpackTraxx Pro. The Pro tools come with the Pro add-on to a license. Once it's bought, File > License... switches them on at once, even mid-song. The download of SpackTraxx on its own has no Pro tools in it: SpackTraxx Pro is a separate download.

What it sends. When a license is activated or checked, the store gets a number worked out from the computer's hardware (not the hardware's details), the computer's name, whether it's a Mac or a PC, and SpackTraxx's version. Nothing about what you play.

Keyboard shortcuts

Key	What it does
Space	Play the clip in the edit strip; while it plays, fade it out (again: stop). With none, fade out everything.
Esc	Stop everything at once
Return	Go: play the first song in Next Up
Shift-click a pad	Add it to Next Up (again: take it out)
Command-click a pad	Select it without playing (build a selection)
Hold a pad and drag	Move it; hold Option too to copy it
Command-F	Search
Command-R	Record (again: stop and put it on a pad)

Key	What it does
Command-Z / Shift-Command-Z	Undo / Redo
Command-N / Command-O / Command-S	New, Open, Save session
Shift-Command-S	Save Session As

Troubleshooting

What you see	What to do
No sound	Check **Sound Card…**: the right interface and **Main output** pair. Watch the meter: if it moves, the sound is leaving SpackTraxx and the problem is further down the line.
A page goes red and its tab says an output is missing	Its sound card or outputs aren't there. The page plays through the main output meanwhile. Plug the card back in or choose another output for the page.
A grey pad with a red outline, FILE MISSING	Its song has moved or the drive is unplugged. Use **File > Find Missing Files…**.
No Vocals or Acapella shows a percentage	Its versions are still being made. The song plays as it is meanwhile.
Smart Fade or Mashup just crossfades or plays over the top	The songs' tempos are too far apart, a song hasn't been measured yet, or it has no steady beat. The edit strip says which.
The Launchpad doesn't light up	Unplug it and plug it back in, or try another cable or USB socket. If another app is using it, quit that app.
Can't find a recording	It's on the first empty pad of the page you were on when you pressed Record, named REC:, unless you moved it with the menu that opened at the Record button. The top bar said which page, row and pad.

What you see	What to do
Something was changed by mistake	Command-Z undoes it, up to 100 steps back.
A backup can't be made: the drive can't hold a file this big	The drive is formatted the old way (FAT32), which stops at 4 GB a file. Use a drive formatted as exFAT, or choose Songs Only for a smaller backup.
After restoring a backup, a pad says FILE MISSING	That song wasn't in the backup (it couldn't be found when the backup was made), or it was damaged in the backup file. Drop the song on the pad again, or use File > Find Missing Files....
A pad says WHOLE SONG	It's set to No Vocals or Acapella, but the file for that isn't on this computer, and this is SpackTraxx, which doesn't make them (SpackTraxx Pro does). It plays the whole song. Restore a backup made with Everything, or right-click the pad and choose Whole Song.
Smart Fade, Record or the DJ decks aren't in the top bar	This is SpackTraxx, not SpackTraxx Pro: the window's title says which. In a copy built at home, File > Edition switches between them.

Questions or problems: contact SpackWorks LLC at spackworks.com.