



***MEGASEG***<sup>TM</sup>

## User's Guide

(MegaSeg 5 – 6th revision)



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## Welcome!

Thank you for using MegaSeg DJ and radio automation software!

MegaSeg is available in two editions, DJ and Pro. The Pro edition includes many advanced features for pro DJs, video mixing for VJs, and broadcast automation functions for radio and TV stations, as well as various business applications. We will cover features available in both editions, as the DJ edition shares many core features, but all screenshots and descriptions are from the Pro edition.

If you have any questions not covered in this manual, please visit our FAQ at [megaseg.com/faq](http://megaseg.com/faq), or e-mail us for assistance at [sales@megaseg.com](mailto:sales@megaseg.com). We also maintain a list of improvements and new features on our version history page at [megaseg.com/version](http://megaseg.com/version).

## System Requirements

Any Mac with an Intel processor running OS X 10.6 or better.

## Getting Configured

It's always good to keep your system optimized and running smoothly. We recommend you avoid installing "haxies" (an app that modifies the system to add a feature or trick not originally intended by Apple, such as changing the appearance of the OS.) This may cause conflicts and can be difficult to troubleshoot.

Occasionally, you should run Apple's Disk Utility application to repair your system's permissions, such as after installing system updates. The Disk Utility program is in the Applications folder inside the Utilities folder. Click the boot drive from the list on the left, select the First Aid tab, and click the "Repair Disk Permissions" button located below. (This function is only intended for the internal hard drive.)

If you plan on using an external hard drive for audio or video, first make sure the drive is formatted for "Mac OS Extended" using Disk Utility for best compatibility and to take advantage of advanced features such as automatic file tracking. To check if your drive is formatted correctly, select it in the Finder and press **Command-I** (or "Get Info" from the File menu.) Under "Format" it should read "Mac OS Extended (Journaled)". If it says anything else, you should reformat it using Disk Utility for best performance.

While using multiple drives, we also recommend you enable the “Keep All Drives Spinning” option in MegaSeg’s preferences. This will help prevent system delays while using drives that spin-down or sleep frequently. (This will turn on automatically the first time you import media from multiple drives, but can be disabled if necessary.)

### Note

You do not need to worry about how many apps you have installed on your system. However, some applications may install background “helper” processes or drivers, and there have been cases where a system conflict can cause them to “run wild”, and slow the system. If you suspect this is happening, there is an Apple program called Activity Monitor that can diagnosing the problem (located in the Utilities folder inside the Applications folder.) Click the “% CPU” column to sort by processor usage, and look for anything using a majority of the CPU consistently. If you find something odd, search online for information about that process and how to resolve the problem.

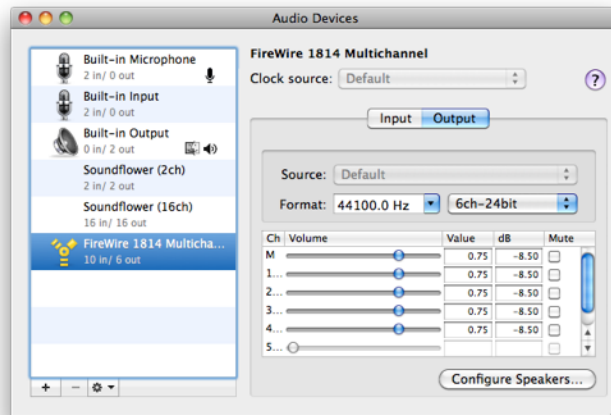
## Connecting to a Sound System

All Macs come with a built-in high quality sound output via a standard 1/8” stereo mini-jack. To hook up your Mac to most mixers or sound systems using this output, you will need a cable that converts to RCA or 1/4” plugs which is easy to find online or local electronic stores. Many mixers and PA systems now have built-in USB connections that works with MegaSeg as well. This has the added benefit of freeing the built-in headphone jack as an additional cue or preview channel.

MegaSeg supports using multiple audio devices at once (e.g. two stereo USB devices), as well as multi-output devices (i.e. a single device with multiple stereo pairs), allowing you to cue or preview tracks in your headphones without interrupting the main playlist. You can also use your Mac’s built-in output to cue, while using a second sound device for your main playlist (or vice-versa.) You can find many popular USB mixers and audio interface devices at [megaseg.com/interfaces](http://megaseg.com/interfaces)

### Note

Audio devices with two or more stereo outputs may need to be configured using Apple’s Audio MIDI Setup utility (located in the Applications/Utilities.) After selecting your device in the list, click the Options tab, and then in the Format popup, select the highest channel available (for example “4ch-24bit”.) It may also be required to click “Configure Speakers” and then “Multichannel”, and choose from various presets (for example, a four channel device would use “Quadraphonic”.)



Apple's Audio MIDI Setup utility

For the best signal-to-noise ratio, you should maximize your Mac's sound output when connected to a mixer or sound system. To do this, select System Preferences in the Apple menu, and then click on the Sound icon. Select the output device you use, then move the Output Volume slider (if available) all the way to the right for the best output.

### Note

MegaSeg has an option to set the maximum system volume automatically when launched, and re-set to the original volume when quit. The "Maximize System Volume" setting is in the General tab of the Preferences and only effects the current system output device.

To select the sound devices for multiple outputs, open MegaSeg's Preferences window and click on the Devices tab (or click the Outputs button in the Mixer view.) There you will be able to set each output device for the main playlist output, as well as a preview channel for cueing, a Hot Keys output for sound effects, and the input/output device combo for Mic play-thru. There is also a checkbox to enable Discrete Output Mode, which will be discussed further in the Mixer section. Discrete Output Mode changes the playlist and preview output options to Left Deck and Right Deck outputs, similar to using two CD players or turntables, and thus requires an external mixer to sum the outputs together. You do not need to enable Discrete Output Mode to mix music, and the standard mode is often easier to work with for many setups.

### Note

If you plan on using multiple outputs, make sure the devices are connected before starting MegaSeg. This includes any USB or FireWire based devices.

Each sound output device may have its own master volume setting. To set the master volume for your output devices, open the System Preferences, click the Sound icon, then the Outputs tab, and in the list select each device one by one, and maximize the volume for each device for the best signal-to-noise ratio.

When using USB audio devices, it is not recommended to connect them to a standard USB hub. Some manufactures make special USB hubs certified for audio devices.

### Warning

**Do not place your subwoofer too close to your computer and external hard drives, as the woofer's magnetic field is very strong and can cause unpredictable results or damage to computer equipment.**

## Starting MegaSeg

Once installed, launch MegaSeg and if it's your first time running the full version, a registration form will appear to enter your name and serial number. (Alternatively, the Mac App Store version may prompt for your iTunes account password if not already logged in.) Once you're registered, MegaSeg will continue to launch and display the main interface. MegaSeg may also connect on a periodic basis to check for updated versions.



MegaSeg Pro with the Mixer hidden

## The Main Interface

The main MegaSeg screen is designed to be used in either window or full screen mode. To switch into full screen, from the menu choose **MegaSeg ► Enter Full Screen**. In this mode, MegaSeg will enable Dock Hiding. To access your dock, move your mouse to the side of the screen where your dock is located.



### Hint

There's a setting for MegaSeg to start in full screen mode in the General tab of the preferences.

If you want to work on something else while MegaSeg is running in the background, use the “Hide MegaSeg” option under the MegaSeg menu (or press **Command-H**.) When you want to return, click the MegaSeg icon in the Dock (or use **Command-Tab** to switch applications.)

Two lists are displayed on the main screen. The left list is your library of imported tracks. The right list is your current playlist or cue. Above the library display are two text labels used to select different views of the library. Click ‘by Title’ to bring up a menu to select a different sort order. You can sort the library by Title, Artist, Album, BPM (beats per minute), Play Count, Time, Year, Date Added, or Folders. You can also sort your active playlist cue the same way with additional options.



The library's sort order popup menu

The default category displayed is “All Categories”. Click this text label to access the Category Browser, or click the Category button to the left of the library. MegaSeg comes with example categories which you can fully customize. Click a category to filter your view of the library's contents. If the category is empty, MegaSeg will ask if you want to remove it, as well as all empty categories.

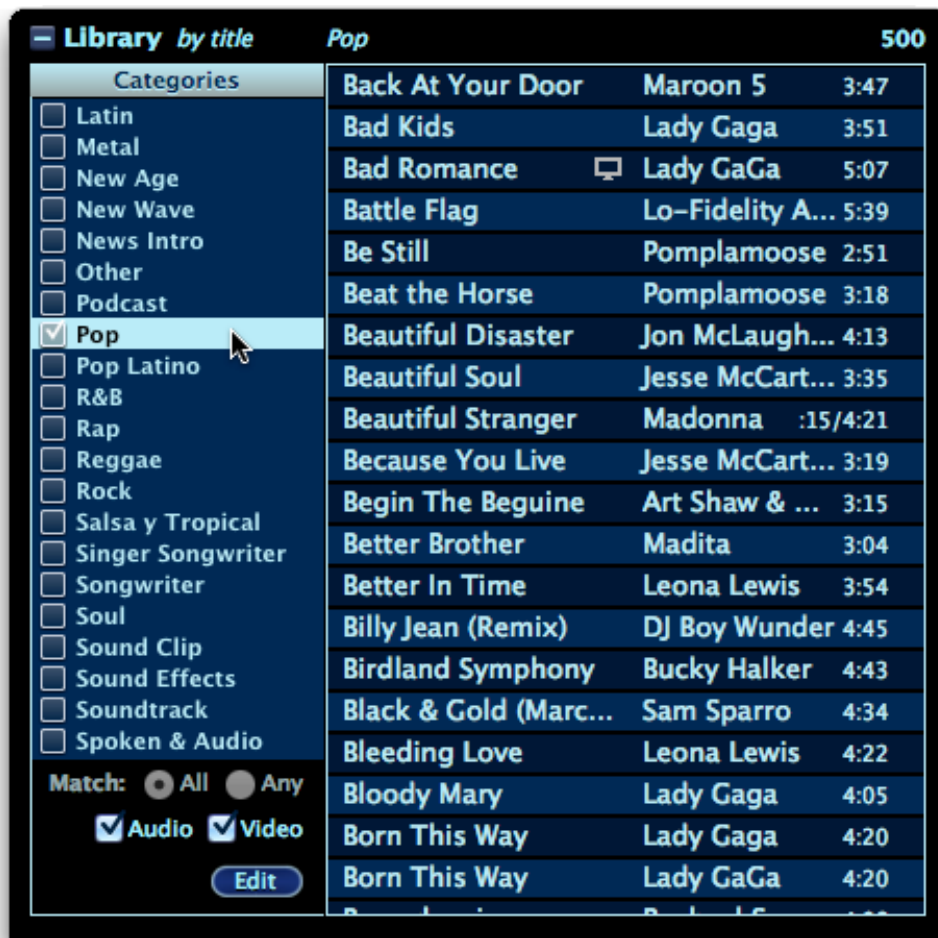
Use the checkboxes next to each category name to show media in multiple categories. When more than one category is selected, there are options below to match “Any” or “All” of the selected items. Select Any to display tracks that match any of the checked



categories, or select All to show only tracks assigned multiple checked categories. Press the **Spacebar** to toggle the checkbox for any selected row, and Control-Click or Control-Spacebar will uncheck or toggle all checkboxes.

## Note

We use the term “Category” in MegaSeg for more than Genre tags. While Category and Genre can generally be interchanged, we prefer the Category term because the feature is used in more ways than just categorizing music genres. For example, you can assign multiple categories to tracks, or use categories to “schedule” or generate playlists via a formula. More details are in the Advanced Playlist Features section.



The Category Browser to left of the library

Above the library and to the right of the category label, it displays the total number of tracks in the current list. There's also a number above the playlist that displays the total number of tracks cued. Below the playlist it displays time information about the current selected track in the playlist, as well as the total length of the playlist. The first number

is the time the selected track in the playlist will start playing. Second is the minutes away the selected track will play, and the third shows the total time of all tracks cued.

There are many ways to select a track from the library to play. Most common is simply click and drag a track into the playlist. But a great shortcut to add tracks to the playlist cue is simply double-click tracks in the library. If you holding the **Option** key while you double-click, it will add the track to the top of the playlist. Double-clicking a track in the playlist will promote it to the top, ready to play next. To remove tracks from the playlist, simply drag them back into the library, or select a track and press the **Delete** key. There are many more keyboard shortcuts to add, move, and remove tracks, for example **Command-Right Arrow** and **Command-Up Arrow** (see the Keyboard Shortcuts list later in this manual, or choose **Help ► Keyboard Shortcuts** in the menu.)

MegaSeg lets you customize the way the library and playlist displays information. For instance, the lists can show one, two or three rows of information per track. To toggle between these modes, click the small square button at the top left of the library and playlist which shows one or more lines corresponding to the number of rows displayed. The two and three row modes show more information besides Title, Artist, and Time. (In one-row mode, the Time field will be replaced with BPM or Play Count info depending on the current sort order.)

You can further customize the list views in the Preferences, under the Views tab. There are options to set the font typeface, size, text and background row colors, plus options to enable category and Finder label colors which will be discussed later.

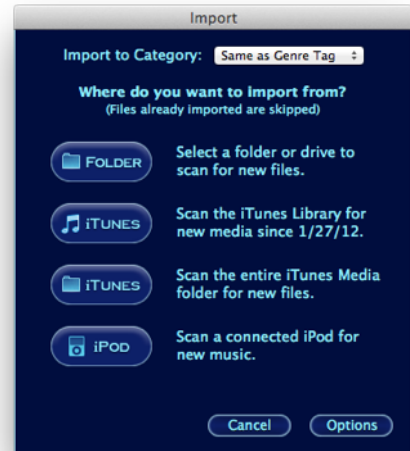
If you are using MegaSeg for the first time, and don't have an iTunes library already loaded, your MegaSeg library may be empty, so let's import some media now!

## Supported File Formats

MegaSeg allows you to import any file QuickTime supports, which includes many audio and video formats. All the popular formats are supported including MP3, MP4, AAC (M4A and M4P protected), Apple Lossless, MPEG-1/2/4, MOV, DV, AVI, AIFF, WAV, and many more. You can even extend support using free plug-ins to play WMV or WMA (Windows Media Video & Audio), DivX, FLV (Flash Video), and more formats not natively supported by QuickTime. The two popular plug-ins are Perian ([www.perian.org](http://www.perian.org)) and Flip4Mac ([www.flip4mac.com](http://www.flip4mac.com).) Be sure to have the latest QuickTime installed for the best support by selecting the Apple menu's Software Update command.

## Importing Media

Click the Import button on the left side of the screen (or select **File ► Import** from the menu) and a dialog with various import options will appear. You can import media from a folder on any drive, your iTunes library, or a connected iPod that supports Disk Access Mode. There are two iTunes options, one which reads the iTunes database to import new files since the last date scanned, and the other iTunes button performs a full scan of all the iTunes music folders for new files. All options should prevent duplicates as long as the path to the files matches what is already in the MegaSeg library. (The full scan option also supports MegaSeg specific tag data that may be stored in the files when moving from another MegaSeg system.)



The Import Dialog



### Hint

You can drag-n-drop import files or folders from the Finder, or tracks from the iTunes window, directly into MegaSeg's the library, playlist, or decks. The playlist Browser also gives you direct access to your iTunes library and playlists, and will import tracks automatically as necessary.



### Note

Importing files into MegaSeg does not copy or duplicate the source files, but simply references the media from its original location. For example, when importing from iTunes, MegaSeg will use the same files as iTunes without using extra drive space. Keep this in mind if you use MegaSeg to move tracks into the Trash, as they are the same files iTunes needs.

Besides importing from your internal drive, you can also use an external hard drive or network server to store your media, or split your library across multiple drive volumes. If you use a server, there may be a slight delay when you start playing a track, and recommend a 100-Base-T or faster Ethernet connection for the best performance.

The Import Folder button also allows you to select entire drives to scan for media, but be careful not to select your internal drive that contains the Mac OS X system and apps. Since MegaSeg can import and “play” so many different types of files, including pictures, PDFs, and even text files, you’ll end up with a library full of stuff you don’t want. Fortunately, it’s easy to mass remove imported folders using a special “folder tree view” which is available from the **File ► Remove Folders** menu command (or Folders View in the library’s sort menu.)

There's an "Import to Category" option at the top of the dialog which is useful if you have a folder of files you want categorized as such. Otherwise, use the default "Same as Genre Tag" option to map each track to a category. Since tracks can be assigned to multiple categories, you can combine using the Genre tags and also assigning an overall category with the "Import to Category" option. (This happens by default when selecting a specific category, but can be disabled in the Options as discussed next.) You might for example want to import tracks with today's date as a category, and later display that category for editing, and then remove the date category while keeping the track's genre tag intact.

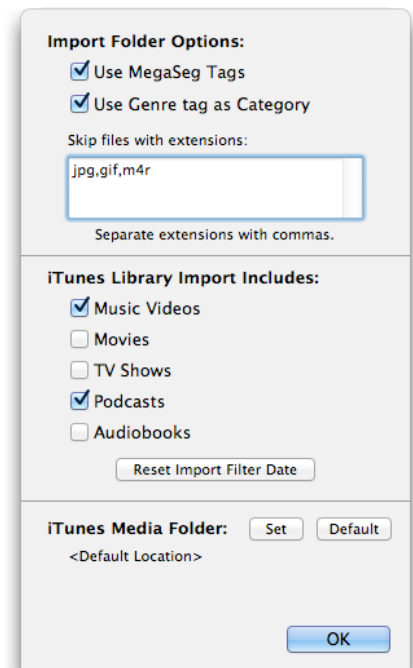


### Hint

Sort the library by Date Added to view recently imported tracks by clicking the sort popup menu.

## Import Options

Press the Options button for additional import control. The first section deals with the Import Folder method. MegaSeg uses a special tagging system for imported media, which works with all type of files (not just popular formats such as MP3 and AAC files.) It uses the Mac file system's resource fork to store unique metadata, including custom start and end times, memory positions, categories, notes, etc. The "Use MegaSeg Tags" checkbox enables MegaSeg to read this stored data if available in the file (for example if previously edited in another MegaSeg system.) If a song has not been edited in MegaSeg before, the ID3, AAC, or QuickTime tags will be used instead. For some fields (such as start, end, and intro times) the MegaSeg tag will always be used if available.



Various importing options

The "Use Genre Tag as Category" checkbox tells MegaSeg to honor any Genre tag assigned to MP3 and AAC files as an additional category, regardless if one is selected in the Import To Category popup menu. If the Use MegaSeg Tags option is also checked, and a MegaSeg category tag is found, it will trump the ID3 genre tag.

Next, there's an option to filter out files by their extension using the "Skip files with extensions" text box. Enter extensions of file types you never want MegaSeg to import,

with commas separating each extension; For example use “jpg,gif,tiff” to filter out common picture types.

The next section allows you to control which additional iTunes media types you want to include. This only affects the first iTunes button which scans the iTunes database. There's also a button to reset the date last imported filter.

The last section pertains to the iTunes media folder import method, which scans the actual folder that holds your iTunes media. This defaults to the iTunes folder inside your “Home” Music folder (~/Users/username/Music/iTunes/.) Otherwise, if you'd like to force MegaSeg to use a different folder, click Set to select it, and the iTunes folder scan button will become a shortcut to that folder location.

**Hint**

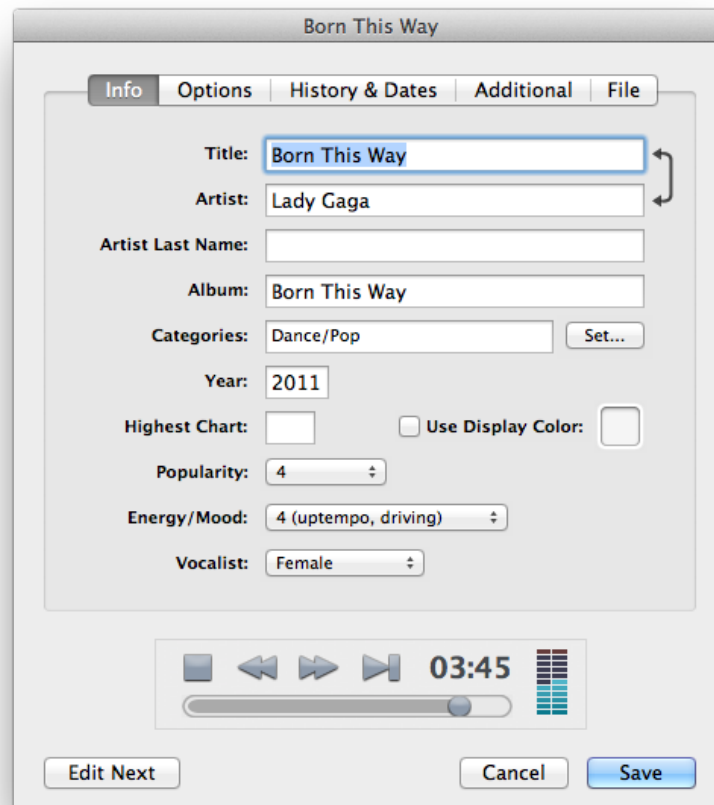
The iTunes Media Folder path can be set to any folder you wish (not just for iTunes.) Then you can use the iTunes folder scan button to import from that folder instead of using the Import Folder button and having to browse for your folder each time.

## Importing Audio CDs

If you want to import from a CD, we recommend using iTunes to encoded the CD into MP3, AAC, or Apple Lossless format, and then use MegaSeg's iTunes import buttons to quickly bring in the new tracks as described in the previous section. However you can use any CD ripping app you prefer, and simply drag the files or folders into MegaSeg's library, playlist or decks to import them, or use the Import Folder method described in the previous section to scan for new CD tracks.

**Note**

The library does not limit the number of tracks you can import. It can hold as many files as you have memory and drive space for.



The Edit Info dialog

## Editing a Track

To edit a track's info and settings, just select it and click the Edit button or choose **File ► Edit Info** from the menu (**Command-I**.) MegaSeg has many fields in the database, many of which are displayed in pop-up info boxes, as well as useful for logging.

The Artist Last Name field is a special sort field, allowing you to sort by the last name while displaying the full name in typical “First Last” fashion.

To assign categories to a track, click the Set button to the right of the Categories field, and a category list will appear, along with buttons to Add, Rename, and Remove categories. When you rename a category, MegaSeg will perform a find and replace throughout all tracks in the library. The remove button has options to keep files, remove files (i.e. forget they were imported), or move them to the Trash.





## Hint

To merge two or more categories, simply select multiple categories by Control or Shift-Clicking and click Rename to give them a new merged name.

The Set Color button allows you to assign a color code for the selected category, which in turn will display tracks in the category with colored text. There's an option to enable category colors in the Preferences under the Views tab.

Check the categories you want to assign to this track (or double-click a category name to quickly select one category.) You can also use the arrow keys or type-to-select a category, and press the spacebar to toggle the selection of the highlighted category. Also **Control-Click** or press **Control-Spacebar** to clear all other checked categories.

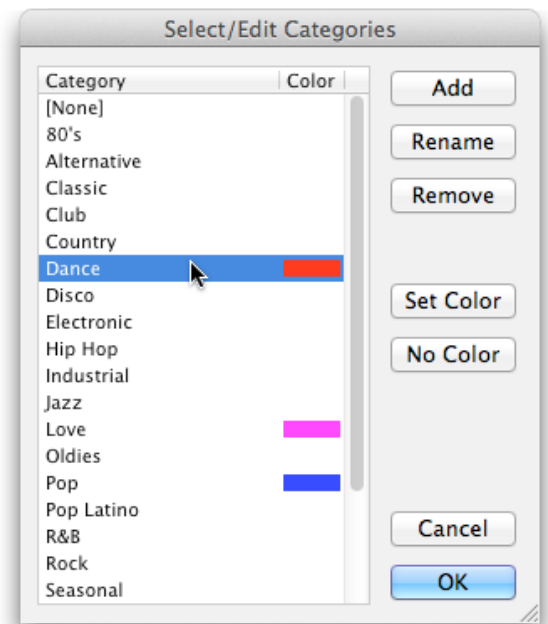
Back in the Edit Media dialog, the Highest Chart field can be used to enter the highest chart position a track reached in any given year. This can be useful trivia while announcing a song, for example.

The Popularity and Energy/Mood settings will help you remember and gage your music. (They appear in the pop-up info boxes when you hovering your mouse over a track, when enabled in MegaSeg's general preferences.)

The Vocalist setting is used to tell MegaSeg the sex of the vocalist. This works with the Rules feature to limit the number of male or female vocalists that can play in a row (a trick many radio stations use to keep the mix sounding fresh.) When dealing with groups or bands, use the primary vocalist for each song. For example, Fleetwood Mac could be labeled as Male or Female depending on the song.

The 'Use Display Color' checkbox allows you to assign a color code for this individual track, and overrides the global category color if set.

In the Options Tab, you can set the Volume, Pitch, BPM, Into Countdown, Start and End times, Ending Type and Segue Options.



The File menu's Edit Categories command does not include checkboxes, as it does not affect any specific track.

Let's start with the End Time, as it is most important regarding the automatic mixing features (e.g. the AutoSeg mode.) The End Time (Segue) is the time when MegaSeg will start the next track in the playlist complete with an automatic crossfade. If you don't set a custom end time (using the default end time of the track), MegaSeg enables the AutoSeg Trim feature that subtracts time from the track to allow for a crossfade and prevent "dead air". The default AutoSeg Trim subtract time is 7 seconds. If you play music that has extended endings or long fades, you might want to increase this in the Preferences under the Playback tab. For songs that end "cold" (i.e. keep playing until the last 2 or 3 seconds with a sting), you should set a custom end time to prevent the AutoSeg Trim feature from fading the track out too early.



### Hint

When MegaSeg segues between tracks, the End Time (Segue) is the time the fade will start – not when the fade ends. Don't worry about it fading out a cold ending prematurely if you set the end time to the very last "stab" or note.

For perfect segues every time, you can set custom end times for each track. A good segue time is usually after a lyrical phrase, or the downbeat after a measure. For the best AutoSeg results, these segue point judgments are best set by you rather than rely on the AutoSeg Trim feature.

Luckily, we've added an easy way for you to set custom segues on the fly without having to use the Edit Media dialog. If you turn off AutoSeg mode by clicking the AutoSeg toggle to the right of the playlist, when the song reaches the end of the track, it will just wait for you to click the Segue button to start the Next song. While you're in Administration mode (the default mode, as we'll cover later), another button appears under the Segue button called "Seg & Set". This Segues into the next track while also displaying a dialog asking if you want to save the moment you clicked the button as the new custom segue time. This makes it easy to set endings while mixing live, but also quick to set many tracks by using the current song's 'Play Ending' button (or **Command-9**) and timeline controls.



### Hint

If after setting a custom segue time with Seg & Set, and you feel it was not right, you can "rewind" the playlist two tracks using the Cue Position buttons, and start the same song over, then press Play Ending (or Command-9), and try again. (Command-; and Command-' are the keyboard shortcuts for Cue Position.)

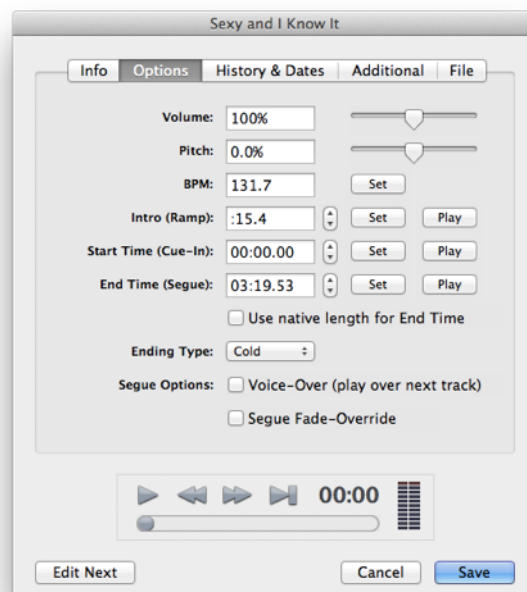


Back in the Edit window's Options tab, you can also set the End Time. Simply press the 'Play' button to the right, which will start the song near the end of the track. (You can also scan the track using timeline control below.) When you hear the perfect moment where you want MegaSeg to automatically fade out and start the next track, click the 'Set' button. This stores the current time you click Set into the End Time field. Click Set as many times as needed to get the perfect time. Once saved, when this song is played in the playlist while in AutoSeg mode, any track that follows this track will start at that exact end point, and this track will fade out behind it.

The "Use native length for End Time" checkbox is useful when you may be swapping out sound files behind MegaSeg's back that have different lengths. For example, if you are running a radio station, you may have imported some generic news programs that change daily, but with different durations. If you check this option, you won't need to set the End Time when the source file changes.

## Note

MegaSeg tracks the location of files that are imported, so if a file is moved or renamed, it will locate that file automatically (via a Mac OS Alias.) However, if you replace a file with one of the same name and location, MegaSeg will notice this and use that file instead, abandoning the alias link to the original imported file.



The Edit Media's Options tab

Continuing with the Edit's Options tab, you can set an Intro countdown timer to display when you start a song, and see how long before the vocals start (aka the "intro ramp".) The Intro time setting has no effect on the playback at all. It's simply a visual countdown as you are talking over the intro of a song. (It's also used for automatic back-timing of Voice Over tracks, as described later.) The Intro time is also displayed in front of the end time in the library and playlists.

Next, the Cue-In Time is used to trim the beginning of a track. This is handy to remove dead space before the music starts. Use the Play button next to the Cue-In Time to preview the track's Current Cue-In Time, as the preview player below will always start from the absolute beginning of the track. The Set button works the same as the End Time and Intro Time's Set button as described before.

The Volume setting and slider control allows you to adjust the volume of individual files in the library. Since some songs are recorded softer than others, use this control to boost the volume to help them match. Be careful not to distort by setting it too high. MegaSeg also has an Automatic Volume Control setting in the preferences under the Playback tab which will automatically ride the levels of all playing tracks. Because it analyzes the sound level and does adjustments on the fly, it overrides any custom volume levels set in the Edit Media window. There's also an alternative Sound Check option which uses pre-analyzed iTunes volume data, rather than adjusting on the fly.

The Pitch setting allows you to change the speed of playback for this track. This will change the song's default playback speed. However, this can be changed on the fly in the Mixer (discussed later in the manual.)

The BPM (Beats Per Minute) indicates the native tempo of the song, and will be displayed when you sort by BPM in the library (or the 2 and 3-line display modes.) BPM info is helpful for beat matching songs, but also useful for determining the mood of a song when building general AutoSeg playlists. To set the BPM, start the song using the Play button near the bottom of the Edit window, then click the Set button next to the BPM field. A window will pop up asking you to tap the Spacebar 16 times to the beat of the music. If you get off beat, just click Reset (or press **R**) to start over. The BPM Tapper will calculate the BPM based on your best taps.

### **Note**

You must have the Pitch set to 100% when using the BPM Tapper from the Edit Media window to get a correct reading. (This is not necessary when using the Tap BPM buttons in the Mixer.)

The Ending Type option will display a reminder for how the track ends (e.g. a fade or cold ending.) A fade means the music keeps playing while the sound slowly gets softer and softer, while a cold ending means the track ends abruptly with a musical sting. Sustain is similar to cold, but where the song ends on a single note held out gracefully. This setting has no effect on playback, and is simply a label for your reference. It is displayed as a single letter (F, C, or S) at the end of the time, and also in the pop-up info boxes.

The Segue Options allow you to create special tracks that automatically play over other songs. For example if you have a pre-recorded voice over (ID or announcement) you want to play over the intro of a song, you can click the “Voice-Over (play over next track)” checkbox. This does two things. First, it sets the End Time to “Auto”, meaning as soon as this track starts, it will start the following track at the appropriate time based on its set intro time (i.e.. “Intro Back-timing”). Next it enables the Segue Fade-Override checkbox which allows this track to continue playing after starting the next track in the playlist without fading out. Enabling the Segue Fade-Override option by itself will prevent the track from fading when it reaches the End Time, and the next song in the playlist starts, which may be useful for certain situations.

### Note

It is not necessary to use the Segue Fade-Override setting to keep a song that ends with a cold ending from fading out prematurely. Simply set the End time for the song at the exact moment the song ends (the sting.) MegaSeg does not start fading the track until after the End time is reached, so it won't effect the cold ending.

Under the History & Dates tab, there are fields for Play Count, Last Played date, Show Logged History charts, and Restrict Play Dates. The Play Count and Last Played date can be edited or cleared, but the Show Logged History will scan the Logs folder for all dates and times this track has played, and display a chart. If you wish to clear the History, simply trash or archive the Log files inside the MegaSeg data folder (located in your Music folder.) The Show History and Log windows are further discussed later in this guide.

### Note

MegaSeg will automatically archive Logs older than 6 months into an “Archived Logs” folder within the Logs folder of the MegaSeg data folder (~/.Music/MegaSeg/Logs/Archived Logs/.)

Restrict Play Dates is a feature that allows you to prevent a track from playing out of a certain range of dates. If the track is added to the playlist when outside the restricted

date range, it will be removed automatically before it gets to the Next position, and will alert you of the restriction.

Under the Additional tab are fields useful for logging, and some display in the pop-up info boxes when mousing over a track. The Related Artist field also works with the Rules feature to prevent related artists from playing too close together. Since members of groups may also have solo projects, this field allows you to keep them from breaking the artist separation rule. For example, if editing a song by John Lennon, you would enter “Beatles” in the Related Artist field to keep the solo track from playing too close to another Beatles track, or any other track that has Beatles set as the Related Artist, for instance a Paul McCartney or Wings song.

The Notes field is also note worthy, as it can be searched via the Search Notes command in the File menu, and displays in the info pop-ups when mousing over a track.

Under the File tab is technical info about the media file itself, including size, data rate, sample rate, and the file's location on the drive. The Show File button reveals the file in the Finder, while the Browse button allows you to set a new target file for this track in the library.

The “Rename file when saved” checkbox is a global setting that renames the the track to match the Title and Artist fields when saved. Click “Use Format” to select how you want the files renamed. The format setting also affects how MegaSeg determines the Title and Artist fields from files imported without proper metadata. (For example, if the filename includes both title and artist separated by a dash, which to expect first.)

Once everything is set, click Save (or press **Return**) and the changes will be saved to both the database as well as MegaSeg's tags. Alternatively, to edit the next song listed in the library or playlist, press the Edit Next button.

## Remove Imported Folders and Files

To remove individual tracks from the library, select a track to highlight it and press **Command-Delete** or Right-Click on a track to bring up a contextual menu. You can also select multiple files to remove at once by **Command** or **Shift** clicking multiple tracks, or pressing **Command-A** to select all tracks in the list.

The dialog will confirm the track or number of tracks selected and ask if you want to continue. Notice the checkbox that allows you to optionally trash files, which unchecked

will only remove the track from MegaSeg's library, and leave the related file on your hard drive, where it could be re-imported later (or still in use by iTunes.) You can trash files without having to use the checkbox by pressing **Option-Command-Delete**.

### **Warning**

**If you use the checkbox to trash a file via the Remove File dialog and then empty the trash, if that file was imported from iTunes, it will no longer be available for iTunes to play.**

Besides using multi-select to remove multiple files, MegaSeg has a command to remove entire folders at once. Select the **File ► Remove Folders** command and it will display a lists of drive volumes you've imported from. Use the disclosure triangle next to each drive transverse the folders that have been imported within that volume. You can remove entire volumes at once, or a specific folder deep inside the drive. Once you found your target, select the folder or file and press the **Delete** key. If you want to remove everything from your library, simply select each volume one-by-one and press **Delete**. This has no effect on the files at all, as it simply forgets the files were imported.

While we're on the topic of removing media, there's a command that can help weed out missing files in your library. Select **File ► Library Tools ► Scan for Missing Files** and it will check each track in the library to ensure they can be found. When it finds a missing file, a dialog will appear with the title and original location of the file with buttons for Remove, Remove All, Find, Skip All, and OK. Click Skip All to ignore all missing files and it will generate a report of the missing files encountered. If you'd like to remove these files, simply scan again and click Remove All. Otherwise, you can click the Find button to select a new target file for the track. If MegaSeg discovers other missing files within your new target file's parent folder, it will re-link them automatically.

The larger your library gets, it becomes inevitable you'll have many duplicate tracks in your library. To help conquer this problem, there's a "Scan for Duplicates" command in the File menu under Library Tools. This has several options to narrow down the results which are displayed in the library. (The "Fuzzy" options finds near matches.) Use the preview feature to check each duplicate and decide which ones you want to remove. The keyboard shortcuts come in handy here, for example **Command-U** for preview and **Command-Delete** to trash a file.

## Searching the Library

To search the library, type into the “Search” box on the left side of the main window. The results appear as you type in the library as it searches the Title, Artist, Album, Year, and BPM fields. Click the ‘X’ button (or press **Command-F**) to clear the search results and return to the category display. The search engine is designed to return “fuzzy” results, which means you don't need to type in every word exactly. If someone makes a request and doesn't know the exact title, the search will most likely find the song. For example, say you want to find the Billy Joel song, “We didn't start the fire”. You could type in ‘start fire’, or partial artist and title info, for example, ‘joel fire’, or ‘billy fire start’.

### Note

The search is not case sensitive, and filters out most punctuation. It also performs a word-by-word search, so ‘Mister Mr.’ will match Mr. Mister or MR Mister. Add quotation marks around the search to find an exact phrase or words in order.



Searching the library

### Hint

The Find Notes command in the File menu searches the full text of the Notes (Comments) field.

Finally, the library and playlist support type-to-select, where it auto-selects a track that starts with what you type while the list is selected. Click on the list you want to find a track in, then start to type and the list will jump to the track that starts with what you've typed, depending on your sort order (Title, Artist, Album, BPM, etc.)

### Note

The playlist will match any field that starts with what you type rather than target a sort field.

## Building Playlists

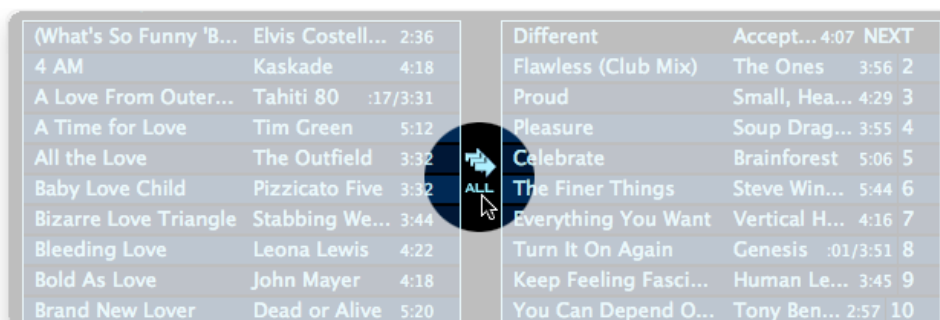
With tracks now in your library, let's build a playlist. The fastest way to add tracks to the playlist is to double-click them from the library. Tracks quickly jump over to the playlist cued up and ready to go. To insert a track into the “Next” position of the playlist, dou-

ble-click while holding down the Option key. Double-clicking a track in the playlist also promotes it to the top. To remove a song from the playlist, select it and press the **Delete** key, or drag the track back into the library. You can also drag-n-drop to insert or reorder tracks.



### Hint

Add every track from the current library view into the playlist by clicking the Add All button that is between the library and playlist, and visible when moused over (or use Command-A to select all tracks and then drag-n-drop.)



The hidden “Add All” button

When you add a song to the playlist, a vertical bar appears along the left side of the track in the library to mark the track has been added to the playlist. If you remove a song from the playlist (and it doesn't appear multiple times) the bar will disappear. Clearing the list with the **Playlist ► Clear** menu (or **Command-K**) will clear all markers.



Double-click a track to add it to the playlist

When a song plays, the marker changes red to remind you which songs have already played. It will stay red until your next session, or until you select the **Playlist ► Clear Red Play Marks** menu command.

To shuffle your playlist, click the Random button to the right, or **Playlist ► Randomize** menu (**Command-R**.) This can also be useful to mix multiple categories. (For example, display your “Punk Rock” category in the library, click Add All, then display the “Country”

category, click Add All, and randomize the playlist. You now have an incredible mix of punk and country songs to enjoy! Alright, maybe not the best example mix...)

Some additional commands in the Playlist menu include a Sort By sub-menu with various options to sort the current playlist, a Duplicate Track command for selected tracks in the playlist (**Command-D**), a Remove Duplicates command which removes all but the first occurrence of each track, and an Insert Break command that inserts a “Break: Wait For Segue” track into the playlist at the selected track position (or the top or bottom of the playlist.) When in AutoSeg mode, Break Tracks will pause the playlist and wait for you to click Segue or Start Playlist to resume. (The Break button below the playlist always inserts the break track in the Next position.)



### Hint

Click the Playlist text label above the current playlist cue to view the playlist sort menu.

A handy feature to build playlists is the **Playlist ► Add 5 Random** menu item (**Command-5**), which adds 5 tracks randomly selected tracks from the current library or category list. An integrated “no repeat filter” prevents repeating recent tracks. You must have at least six tracks displayed in the library view for this command to function.

To clear the playlist, click the Clear button to the right of the playlist, or select **Playlist ► Clear Playlist** from the menu (**Command-K**.)



### Note

MegaSeg automatically saves the playlist when you quit, and restores when you restart.

You may have noticed by now, when a song or track starts to play in MegaSeg, the playlist advances forward removing the track from the top of the playlist. Actually, the playlist “cue position” has simply moved. The playlist only shows the next cued track forward. Use the Cue Position arrows below the playlist to “rewind or fast forward” the playlist. This allows you to quickly restart tracks already played, or play tracks out of sequence without changing the playlist order, or repeat a track without inserting it into the playlist multiple times. The keyboard shortcuts for Cue Position are **Command-;** (semicolon) and **Command-'** (apostrophe.)





Playlist control buttons

The Break button next to the Cue Position arrows will insert a Break: Wait For Segue track into the top of the playlist, as described above, and the Skip To button is used to jump the playlist to the selected track in the playlist.

## Keyboard Shortcuts

MegaSeg is very keyboard control savvy. For example, the playlist can be built entirely using the keyboard. To insert a song anywhere in the playlist without using drag-n-drop, first press the right arrow to select the playlist. Then the up and down arrows to select the position you want to insert into. Next press the left arrow to select the Library, and the track you want to insert. Now press **Option-Right Arrow**, and the track will insert in the playlist.

To add to the bottom of the playlist, press **Command-Right Arrow**. To remove the selected playlist song, press **Command-Left Arrow**. The Home, End, Page Up, Page Down keys also affect the selected list.

To move a track in the playlist, press **Command-Up/Down Arrow**. Either of these keys can be held down to speed up the movement. To quickly move a track out of the way, press **Option-Down Arrow**, and it will jump to the bottom of the playlist. **Option-Up Arrow** moves the track to the top “Next” position.

The following is a list of common keyboard shortcuts. Select the **Help ► Keyboard Shortcuts** menu to see the expanded list.

- Command-Spacebar and Command-/ both perform a segue to the next track.
- Option-Click Add button adds all tracks from the current library display to the playlist.
- Option-Click Segue saves the exact time clicked as the new Segue Time for a track.
- Command-F activates the Find text box.
- Left/Right Arrows change the list display focus.
- Up/Down Arrows controls track selection and scroll of the highlighted list.
- Page Down/Page Up/Home/End controls the selected list displays.
- Command-Up/Down Arrows moves the selected song in the playlist.

Command-Right Arrow adds the selected library track to the bottom of the playlist.  
Command-Left Arrow removes selected track in the playlist.  
Option-Right Arrow inserts track in the library before the selected track in the playlist.  
Command-Option-Right Arrow adds the track to top of the playlist (next.)  
Option-Up/Down Arrows moves the selected track in the playlist to the top or bottom.  
Command-; and ' controls the playlist's current cue position.

## Previewing Tracks

At any time, you can preview a track by selecting it and pressing the Preview button to the left of the playlist (**Command-U**.) Playback controls will appear on the bottom left of the MegaSeg screen. When preview is on, you can click any other track and it will instantly switch to preview the selected track. To prevent this from happening, press the "Lock" checkbox above the title in the preview player.



The mini preview player

MegaSeg supports multiple outputs when previewing a track, so you can preview in your headphones without disrupting the music playing in the playlist. When using multiple outputs, you can force the preview to play on the main sound output by holding down the Option key when selecting preview (or **Command-Option-U**.) Read the "Multiple Outputs" section for more info.

## The Request List

MegaSeg has a useful feature to note requests from any list using the Note button (or **Command-N**.) A dialog appears with the option to add a reminder message to display when the song is cued up in the Next position of the playlist. Once you have noted some requests, press the Requests button to display and add them to your playlist. Songs are automatically removed from the Request List when you add them to your playlist.



Your list of noted requests

### Note

All noted requests are cleared when you quit MegaSeg.

## Starting the Playlist

With tracks cued up in the playlist, click the Start Playlist button at the bottom of the screen, or from the menu select **Playlist ► Start Playlist (Command-G.)** The first track in the list will move into the top player and start counting down the time. You can toggle start and stop using **Command-G**. However there are also two shortcuts to control start and stop exclusively; **Command-[** to start and **Command-]** to stop the playlist. These are handy for mapping buttons on programmable wireless remotes.

### Hint

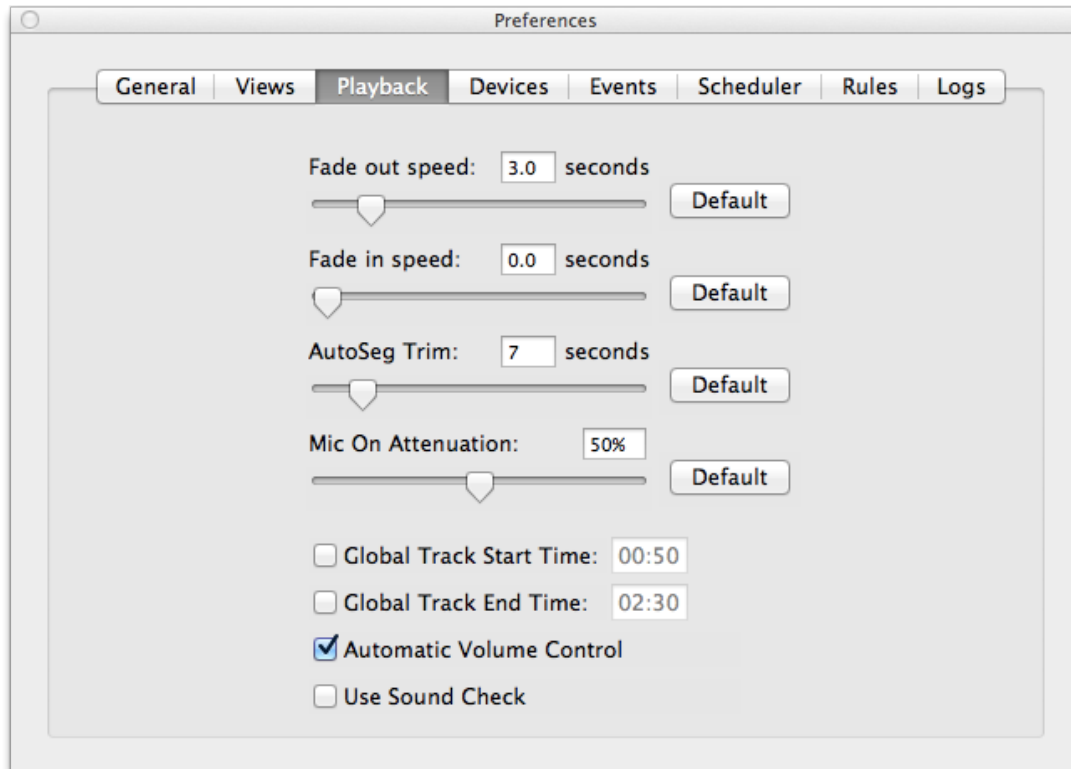
MegaSeg is already compatible with the Apple Remote. See our controllers page [megaseg.com/controllers](http://megaseg.com/controllers) for more controller options.)



Start Playlist and Segue buttons

MegaSeg defaults to AutoSeg mode, indicated by the highlighted toggle switch on the top right. In this mode it plays the playlist continuously, and automatically segues to the next song. The default segue fade-out length is 3 seconds, and the next track starts at

full volume by default (i.e. 0 second fade-in.) You can change both of these settings in the Preferences under the Playback tab (**Command-T**.) The “Fade out speed” setting does not affect the next song’s start time, as the fade begins at the track’s set end time. (See the section about editing segue times and AutoSeg Trim mode for details.) You should typically keep the “Fade in speed” set to the default (0 seconds), but there may be occasions where you want a dramatic crossfade effect. This can also be accomplished manually with the Mixer discussed later in this manual.



Playback preferences tab

While we have the Playback Settings tab open, note the AutoSeg Trim setting which was discussed in the “Editing a Track” section. Briefly, this will subtract from the default end time of a track (when the end time is set to the file’s absolute length.) Next there is an option for Automatic Volume Control. This feature will act as a real-time volume leveler for each song played. If a part of the song is soft, it raises the levels to increase the average volume, and helps keep consistent volume across your entire library.

### Note

While using the AVC, you may find some sound devices have limited headroom and distort easily. To compensate for this, simply reduce the Main volume slider slightly (on the bottom right corner

of MegaSeg's window), to allow for additional headroom. The Mac's built-in output should never distort with the volume all the way up.

The Use Sound Check checkbox is similar to Automatic Volume Control, except that it uses the iTunes Sound Check system, which scans each media file ahead of time and determines a fixed volume setting relative to all other tracks in the iTunes library. The major difference is it generally reduces the gain for "loud" tracks to match older tracks mastered at lower levels, and occasionally boosts very soft tracks, but the center point is chosen by iTunes based on the average volume of all your tracks.

Back in MegaSeg's main screen, you can manually segue to a new song at any time by pressing the Segue button (**Playlist ► Segue Now**, or **Command-/,** or **Command-Space**.) This will instantly start the next song and fade the current song. Sometimes it's desirable to fade the current song a little, before starting the next one. You can do this by using the Start/Stop Playlist button (or **Command-G**.) Simply stop the playlist for a second, then start it up again quickly for the desired effect.

The Segue button works with AutoSeg on or off (i.e. manual mode.) With AutoSeg off, MegaSeg waits for you to press the Segue button at the end of a song. (The Stop Playlist button will force fade the current song and wait.)

When in Administration Mode, the Segue button has an added Seg & Set button, which allows you to set the track's end time on-the-fly. This makes it easy to set your segue times interactively while you listen to how the segue sounds.

## Looping the Playlist

You can loop the playlist by toggling the Loop button below the playlist, and once the playlist is finished, it will reset the Cue Position to the beginning. Optionally you can save a playlist you want to loop, and create an event that will reload the playlist when the current one ends (or use the Scheduler to set the playlist to reload itself.) This is useful to remove any changes that may have occurred to the playlist while it played the first time (for example with the Events and Rules features), and make sure the looped playlist is restored fresh.



## Warning

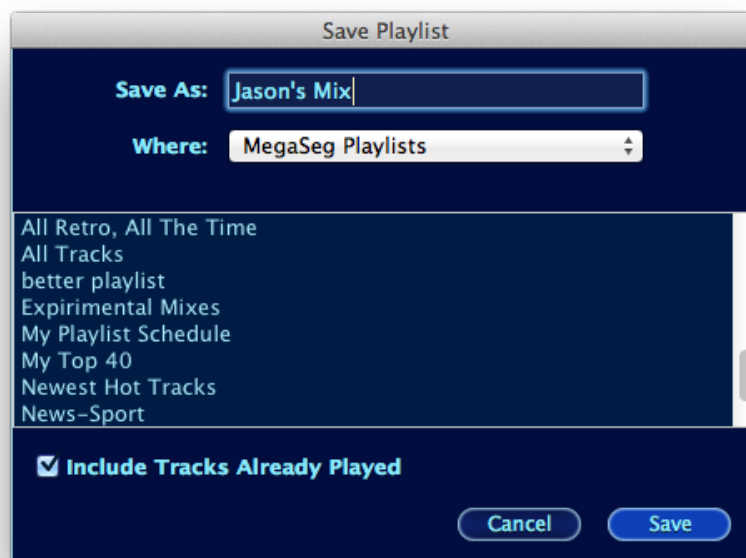
If you are using the Events, Scheduler, or Rules features, you most certainly do not want to use this “basic loop” option. Instead use an event to reload a playlist, or the Scheduler’s “Loop Playlist Schedule” checkbox to create a loop.

## Loading and Saving Playlists

Your current playlist cue can be saved using the Save button to the right of the playlist display. Click Save, and a dialog appears asking for a playlist name, where you want to save the playlist, and a list of other playlists in that location. The “Where” pop-up menu lets you select “MegaSeg Playlists” (the default) which saves it as a file in MegaSeg’s Playlists folder (~/.Music/MegaSeg/Playlists/), or “iTunes Playlists” which opens iTunes and saves it there.

## Note

MegaSeg’s native playlist format is compatible with iTunes, so you can import a playlist file into any application that supports iTunes exported playlists.



The Save Playlist dialog

At the bottom of the Save Playlist dialog, there is an “Include tracks already played” checkbox that tells MegaSeg to save all tracks in the playlist along with tracks already played (and no longer in the playlist because they are past the cue position.) Otherwise with this unchecked, it only saves the next track forward.

To open a saved playlist, click the Playlists button on the left side of the screen. In the playlist browser that appears, there are two sections listing your MegaSeg and iTunes playlists. Single click any playlist to see a preview to the right, or double-click to open that playlist into the current playlist cue.

### Note

When opening a playlist or dragging a track to cue, any media not already in MegaSeg's library will be imported automatically. If tracks in the playlist are missing, they will be colored red.



The Playlists browser

You can drag-n-drop individual tracks from the playlist viewer into your current playlist or decks, and preview any selected track by pressing **Command-U** or click the Preview button on the left side of the screen.

Below are buttons for Open, Append, Prefix, Open In Requests, and Delete (depending on the width of the window.) Click Open to replace your playlist cue with the selected playlist in the browser. If you wish to add the selected playlist to the current playlist cue without clearing it, click the Append or Prefix buttons. The Open In Requests button



works the same as the Open button but instead loads the playlist into your Requests List. The Delete button erases the selected playlist file. You can not delete playlists from iTunes directly; instead do that in iTunes.

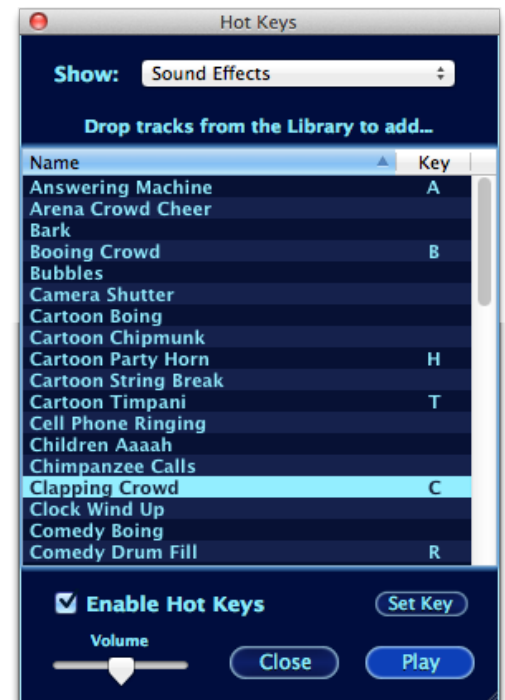
### Note

If you open a playlist that contains tracks you've since deleted from the library, MegaSeg will report how many are missing and list them. If you edit the title or artist fields of a track after saving a playlist, it will appear with the original info in the playlist preview, however when opened, it will have the new info.

## Sound Effect Hot Keys

The Hot Keys window allows you to quickly trigger playback of any imported track. To show the Hot Keys window, press the Hot Keys button on the left, or select the Hot Keys command in the Playback menu (**Command-Y**.)

You can drag tracks from the library or playlist into the Hot Key's Sound Effects category, or any displayed category you've selected from the Show popup menu. This will add the tracks to that category (in addition to the already assigned categories for that track.) If you want MegaSeg to replace the category of a track, you can hold the Option key while you drop it in. To remove a track from the list, select it and press the **Delete** key.



There are various ways to play tracks. First, when the Enable Hot Keys checkbox is not checked, you can type the first few characters of a track's title and it will jump to select the closest matching item. Then press the **Return** key to start and stop the playback. If you change selections while a track is playing, pressing **Return** will instantly switch to that track. Double-clicking a track will also start or stop playback.

With the Enable Hot Keys option checked, pressing any key that has been assigned to a track will start that track instantly. To assign a key, select a track and press Set Key. You can also start a track by its hot key with the Hot Keys window closed or Enable Hot Keys unchecked by holding down the **Tilde** (~) key while pressing the track's hot key. (The **Tilde** key is located in the upper left corner of your keyboard next to the **1** key.)



## Advanced Playlist Features

MegaSeg has many advanced features for building automatically generated playlists, enforcing artist separations, programming automation events, displaying track analytics, and custom logging. The combination of the Events, Scheduler, Rules, and Log tabs in the Preferences allows you to create truly powerful automation solutions.

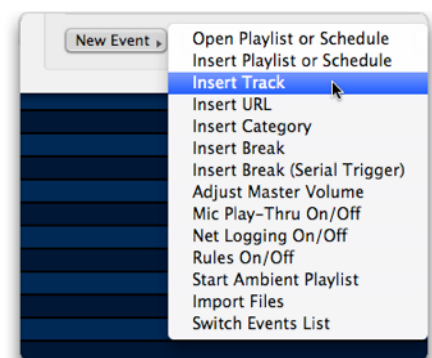
Using these features you can program song rotations and have playlists load when certain events occur. For example, automatically insert jingles or voice IDs into a playlist every 15 minutes. Radio stations can setup category rotations for playing certain songs more than others, scheduling commercial breaks, or other scheduled programming. Restaurants and bars can use it to start playlists at exact times to set the mood throughout the day, and adjust the volume. Mobile and club DJs can use it to generate playlists based on their customized categories to help create a more varied mix.

These features are outlined in the following sections.

## Playlist Events

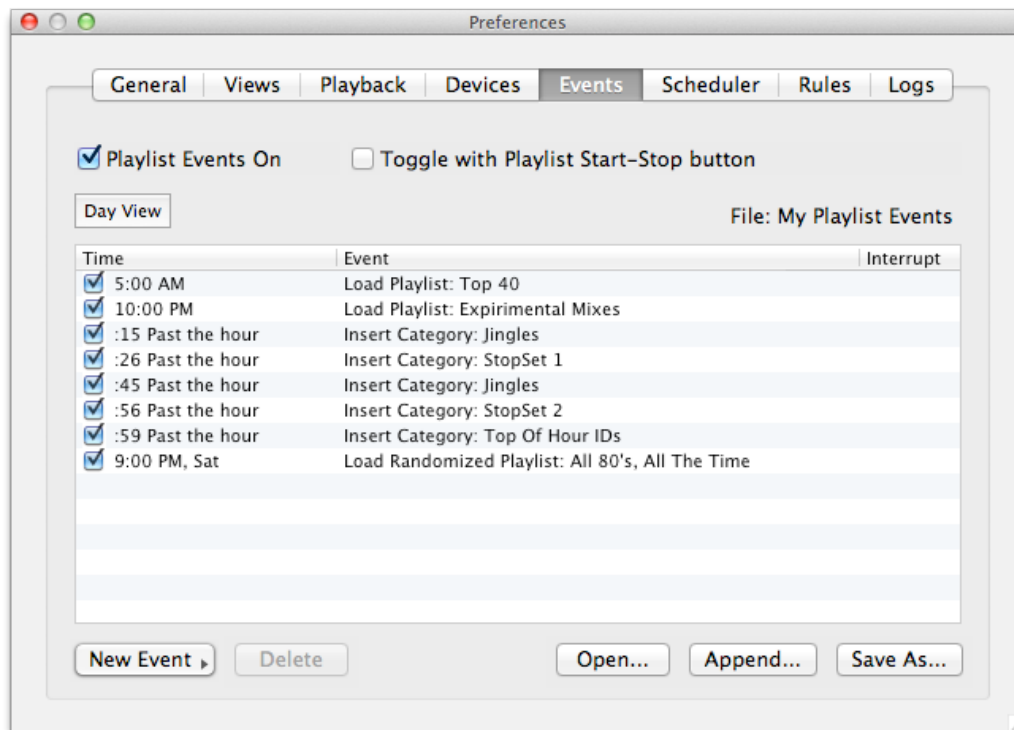
Select the Events tab in the Preferences window, or optionally select Events from the Playlist menu (**Shift-Command-T**.) Here it allows you to set an action to occur at a particular time, date, day of week, or other trigger event. Some examples include loading a playlist at startup, inserting a track every 30 minutes, inserting a random track from a specific category every 5 segues, and adjusting the volume at specific times.

Press the New Event button to show the available event actions. The “Open Playlist or Schedule” option allows you to select a playlist to replace the current playlist cue. The “Insert Playlist or Schedule” option preserves the current cue while inserting a selected playlist into the top of the current cue. This is useful for inserting commercial breaks (stopsets) for example, among many other possibilities.



The many event types

Using the “Insert Track” option you can select a specific track to insert into the top of the playlist. The “Insert Track From URL” option allows you to specify a live streaming URL or download a file from a web server to insert. For URL downloads, there are additional options for absolute-time based events to pre-download a number of minutes ahead to ensure a timely start. For streaming tracks, they will pre-buffer before starting



The Events tab showing a list of event actions and triggers

the crossfade. If a stream fails or drops in the middle, MegaSeg will automatically start the next track in the playlist cue while trying to re-establish the connection. If the connection can be re-established it will resume and seamlessly crossfade back into the stream. Otherwise if it fails after several attempts, it will continue with the playlist cue.

### Note

Live stream URLs can be formatted with either the `http://` or `icy://` protocol prefixes, as long as a port is specified (e.g. `domain.com:port`.) Otherwise, if no port is specified, you must use the `icy://` protocol prefix to clarify it is not a website download URL. Also note, you must use the raw stream URL and not a `.pls` or `.m3u` playlist file.

The “Insert Category” option will pick a random track from the selected category to play, and useful for rotating many tracks as one. For example, if you have variations of voice overs that introduce golden oldies, you could put them all into a category called “VO-Oldies”, and use an event to insert that category before all older songs.

### Note

MegaSeg pre-shuffles the tracks in each category and plays them in sequence before reshuffling to create an even rotation. This is better than simply picking tracks at random each time the category is called for. You can control how frequently MegaSeg reshuffles each category using the Category Settings dialog in the Scheduler, detailed in the next section.

The “Insert Break” option will insert a “Break: Wait For Segue” track which in AutoSeg mode, will cause it to stop the playlist and wait for you to click Segue or Start Playlist to continue. The “Serial Trigger” version sends a custom USB-to-serial signal to activate a relay switch or other external device. This can be used to toggle a satellite feed or an external automation system while pausing the playlist and waiting for a return signal from the relay to continue. The default preset is designed to work with the SRC-2 box from Broadcast Tools ([www.broadcasttools.com](http://www.broadcasttools.com)).

“Adjust Master Volume” can be used to change the volume level of MegaSeg via the master volume on the lower right corner of the screen.

“Mic Play-Thru On/Off” toggles the Mic button on the lower right corner of the main screen, which will lower the volume to the set attenuation under the Playback tab in the Preferences, as well as pass the audio from the set input in MegaSeg’s Devices tab within the settings window to the selected output device.

“Net Logging On/Off” allows you to toggle if MegaSeg should submit the current track info to a server as set in the Preference’s Log tab.

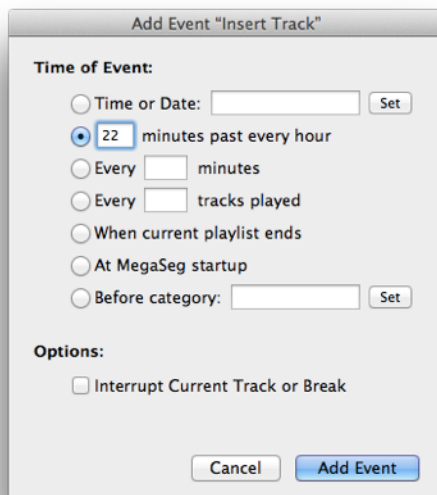
“Rules On/Off” toggles the global Rules setting as defined in the Preference’s Rules tab. This mode is also shown on the main window to the right of the playlist cue.

“Start Ambient Playlist” will load and start the selected playlist in the Ambient Video Playlist cue, which is covered later in this guide.

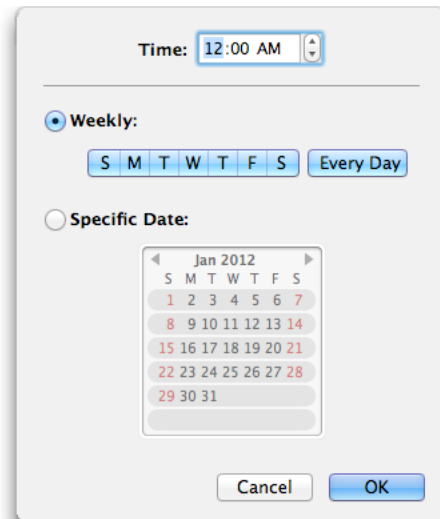
“Import Files” allows you to select either a folder, the iTunes library, or iTunes media folder to scan for new files to import, and optionally assign a category upon importing.

“Switch Event List” gives you added power and flexibility by allowing the entire Event List to be swapped out at any time. For example, if you have a particular set of events that you run during the week, you may want a different set of events to run on the weekend. You can accomplish this by creating an event that swaps events at 12:00 AM Saturday, then add another event in the weekend event list that resumes the weekday events at 12:00 AM Monday.

After selecting one of these options, and any optional settings that may pertain to that event type, the following dialog will specify the trigger conditions...



The event trigger dialog



Set time, day or date for an event

Now we're ready to choose the "Time of Event", or what actually triggers the event. The Time or Date option allows you to set a specific daily time, or time and days of the week, or time a specific date the event will fire. Click the Set button to assist in selecting the proper format, but you can manually type this in the field once you're familiar. Notice in the Select Time/Date dialog that appears, if all days are selected, only the time will be inserted in the Time or Date text field.

Back in the Add Event dialog, the next few options are self explanatory, such as X minutes past every hour, Every X minutes, Every X tracks played, When current playlist ends, and At MegaSeg startup.

The "Before category" option can be toggled to "After category" by clicking the text. This trigger can be used to create an event that inserts a track before or after another track of a specific category. For example, if you want a voice track to play before all songs in your Oldies category, you would have previously selected the Insert Track or Insert Category event types, selected the voice track or category, and then in this dialog click to toggle it to Before Category (if not already shown), then click Set and choose the "Oldies" category.

Finally there's an option to "Interrupt Current Track or Break", which is only valid if there is a track playing or break track in the current deck when the event triggers and the event action involves changing the playlist in some way (such as inserting a track or opening a playlist.) With this unchecked, MegaSeg always lets the current track finish playing before advancing to the revised playlist or newly inserted track. If a Break Track has stopped the playlist, then the Interrupt option will force it to restart with this event.

Once an event has been added to the event list, make sure the events are enabled by clicking the Playlist Events On checkbox. The "Toggle with Playlist Start-Stop button" checkbox will enable or disable all events depending on the current playlist start/stop mode. You can also toggle the events on and off from the main screen using the toggle switch on the right hand side (below AutoSeg.) Also notice each event has its own checkbox you can use to enable and disable individual events.

All event lists are saved automatically as you edit them, but you can click Save to give this event list a name, which allows you to use the "Switch Event List" event to chain multiple event lists together as described above.

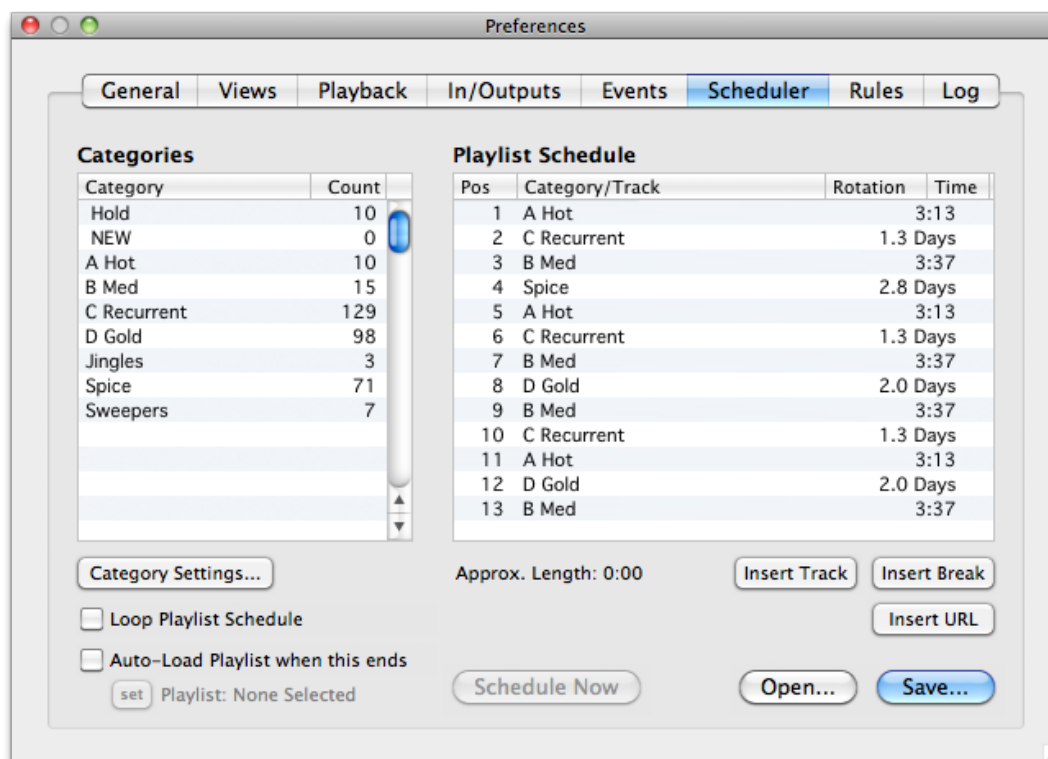


### Hint

If you would like to delete or otherwise manage your event list files, open the Events folder in the Finder located inside the MegaSeg data folder (~/.Music/MegaSeg/Events/.) The Switch Event List event expects the event files to be in this location.

## Playlist Scheduling

Next up in the preferences window, press the Scheduler tab. This feature allows you to generate playlists based on your categories. Just drag-n-drop a category from the left into the Playlist Schedule on the right. The category names act as place holders for the tracks that will be scheduled in their position. When you save this Playlist Schedule, it stores it in your playlists folder, and when opened as a playlist, a random song from each category is slotted in (like using the Event's Insert Category option.) Each category is pre-shuffled based on your Category Settings, and then sequentially pulls the most rested tracks from each category as needed for the playlist, which creates a nice even rotation, and a turnover speed based on how frequently a category is scheduled. As you drag categories into the schedule, MegaSeg does the math for you by displaying the rotation speed for each category in the right column using the average length of all tracks in that particular category, in relation to the ratio of other categories in the list when looped. This is extremely handy to fine-tune your rotations and formulas.



The Scheduler tab generates powerful category-based music rotation playlists

The speed of each category's rotation for any particular category depends on four things. First, the number of tracks in the category. Second, the average length of the tracks in each category. Third, the total length of the Playlist Schedule (assuming it rotates endlessly.) And fourth, the ratio of each category in the list in relation to others.

### Note

The rotation speed is based on looping the current playlist schedule. If you use multiple schedules or events, the rotation time will be different, but you could calculate this based on how many schedules are alternating. (This is easier to determine if all schedules are the same length.)

Here's an example of a Playlist Schedule using "genre-style" categories:

```

.....
Pop
.....
Disco
.....
ID
.....
Jingles
.....
Pop
.....
Announcements
.....
Oldies
.....

```

When this schedule is loaded as a playlist, it will pull a track from each category and put it in the playlist. This makes it incredibly easy to generate playlists with voice IDs and jingles placed between every 2nd song for example. Although you can also accomplish that with the Events feature, and keep Playlist Schedules dedicated to music rotation formulas. But for sake of example, here's a typical radio station's hour long looped schedule using custom categories for rotation speed and production elements:

```

.....
Top of Hour ID
.....
Power
.....
Medium
.....
Jingle
.....
Gold
.....
Sweeper
.....
Medium
.....
Recurrent
.....
Stopset Music
.....
Promos
.....
Commercials
.....
Stopset Exit Sweeper
.....
Power
.....
Medium
.....
Jingle
.....
Recurrent
.....
Sweeper New Music
.....
New
.....
Medium
.....
Gold
.....
Stopset Music
.....
Commercials
.....
Promos
.....
Stopset Exit Sweeper
.....
Recurrent
.....
New
.....
Gold
.....

```

Notice the positions which contain IDs, Jingles, and Sweepers, for example the “Top of Hour ID”, can be either an absolute track dragged into the schedule from the library, or a category that contains multiple ID tracks that rotate. Also notice the commercial break starts with a “Stopset Music” category that could contain various instrumental music beds before each commercial break for a live announcer to talk over.

In this example, categories are created for chart position or popularity of a track. For instance “Power” would contain today’s top 5 tracks to play most frequently. By creating these custom rotation categories, you can place the correct amount of songs in each one based on the ratio you schedule each category, and generate a playlist with your desired rotation speeds. For example, a “Power” category may rotate every 3 hours, while a “Medium” category that holds more songs rotates every 5 hours, and a “Gold” or oldies category that holds the largest number of tracks and scheduled only once or twice an hour takes several days for a rotation.

Here is a basic outline of a typical “Top 40” radio station’s categories and rotations:

Category Name	Number of Songs	Calls per Hour	Rotation Time
Power	5	2	2.5 hours
Medium	10	3	3.3 hours
Current	13	3	4.3 hours
Light	5	1	5 hours
New	40	2	20 hours
Recurrent	120	2	2.5 days
Recurrent 2	250	2	5.2 days
Gold	200	1	8.3 days

Notice the “Calls per Hour” column, which describes how many times that category is inserted into the schedule in relation to other categories. If this schedule was an hour long, and rotated endlessly, with the Number of Songs listed in each category, the Rotation Time column is the resulting rotation speed.

At the bottom left corner of the Scheduler, you can set it to load a different Playlist Schedule file when the current one ends, which in turn could load another playlist file, and so on. This allows you to create many variations of Playlist Schedules, and have them cycle in their own rotation. For example, you could create even and odd hour variations of a hour long playlist. Note when doing this, MegaSeg can not accurately calculate the rotation for the categories, unless each schedule has the same number and ratio of categories.

Even if the tracks in each category is randomized only once and played sequentially, the schedule and varying rotation speeds create a secondary shuffling effect. However, if your rotations are too even (multiple categories cycling around the same time, or evenly divisible of each other), it may create rotation problems. Consider this example using



only two categories, Power and Medium, with 5 songs in “Power” and 10 songs in “Medium”. If your schedule is setup like this:

```

.....
Power
.....
Medium
.....
Medium
.....
Power
.....
Medium
.....
Medium
.....

```

...You will frequently hear the same songs next to each other, because with an even ratio of tracks in the categories, this schedule makes them rotate at the same speed.

In contrast, try:

```

.....
Power
.....
Medium
.....
Power
.....
Medium
.....
Medium
.....

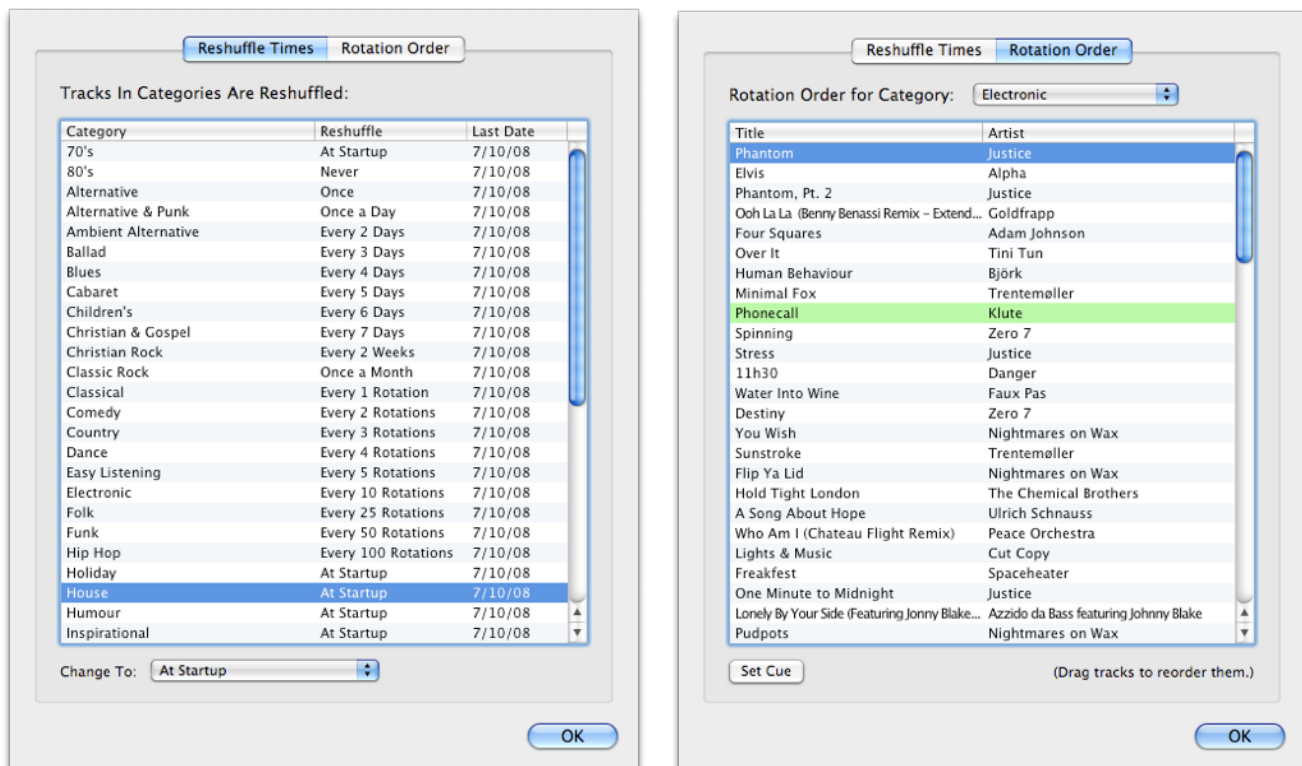
```

By dropping one category they are no longer rotating at the same speed. The Medium category now rotates slightly slower, which generates a shift over time causing different songs to be next to each other over a longer duration. (Optionally, you could add or remove a track from one of the categories to create the shift.)

But there's still a problem with fast-rotating categories; You typically do not want two of the same category next to each other, because if the category rotates fast and it's not set to reshuffle “Every 1 Rotation” (see Category Settings below), it will frequently play the same two tracks from that category next to each other. (Typically for fast-rotating categories, you'd set them to reshuffle “Once a Day” to prevent uneven rotations due to over-shuffling.) So there are two good ways to deal with fast-rotating situations:

1. Instead of an even ratio of songs two categories, make it slightly odd and never schedule two of the same categories next to each other. Now the track positions will shift overtime, and avoid the problem of two songs next to each other.
2. Simply introduce a 3rd or more categories as a buffer to prevent two of the same categories from being next to each other.

Next, click the Category Settings button in the Scheduler, and let's take a look when categories are set to reshuffle. The Reshuffle Times tab shows how frequently and the last date each category was randomized. Select a category in the list and then change the desired shuffling trigger option below. (Typically you'll want fast-rotation categories to be reshuffle less often, for example "Once a Day", and slow-rotation categories to be reshuffled "Every 1 Rotation".)



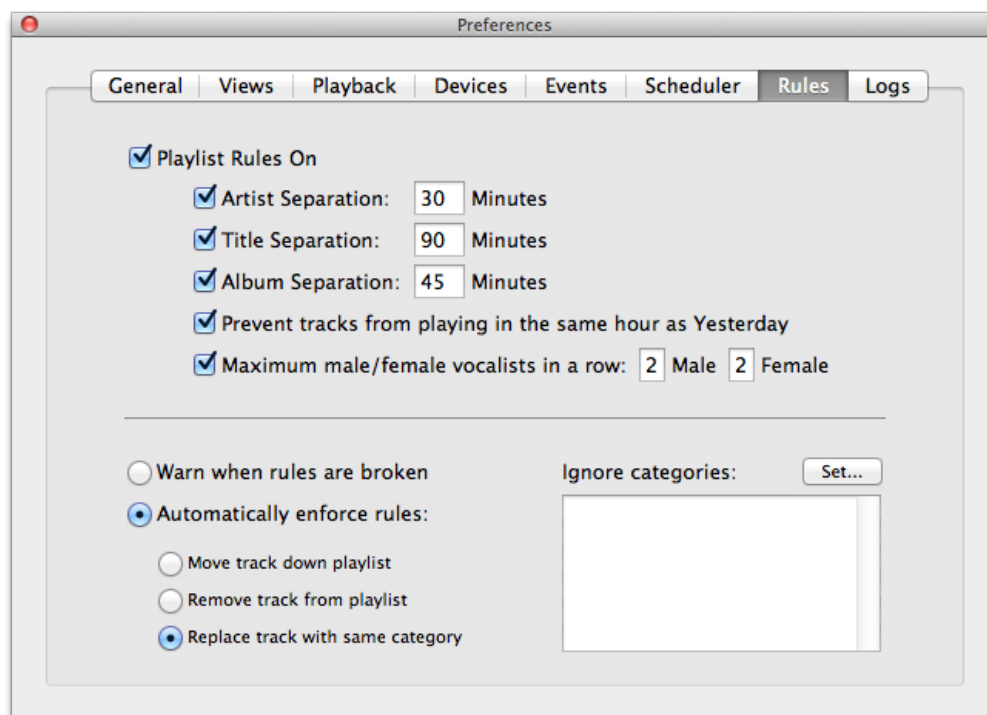
The Category Settings dialogs to control reshuffle triggers and edit rotation order

Click the Rotation Order tab to see the current order of tracks and cue position (highlighted in green) for a category. The cue position is the next track to be scheduled from that category. You can drag-n-drop tracks to reorder them, and change the cue position by clicking the Set Cue button. Manual re-ordering of tracks is useful if you have a category set to Never reshuffle, and you want to manually control the play order. For example, if you want to schedule a series of shows to play in order. Rather than use Events to program each individual show to play, you can create an event to insert the show category, or use the Scheduler to insert the show category within a Playlist Schedule. Then add shows to the category and arrange the order they should play.

Once you have playlist scheduling mastered and running smoothly, you can create a unique mix that takes little effort to maintain over time. Simply move new tracks in and out of your various categories, and make sure to keep the same number of tracks in each category to maintain your desired rotation speed.

## Playlist Rules

Under the Rules tab are options to warn or prevent the same artist, title, or album from playing too close together, as well as prevent tracks from playing in the same hour as the previous day, and limit the maximum male or female vocalists played in a row.



Rules for track separations, with options to warn, prevent, or ignore

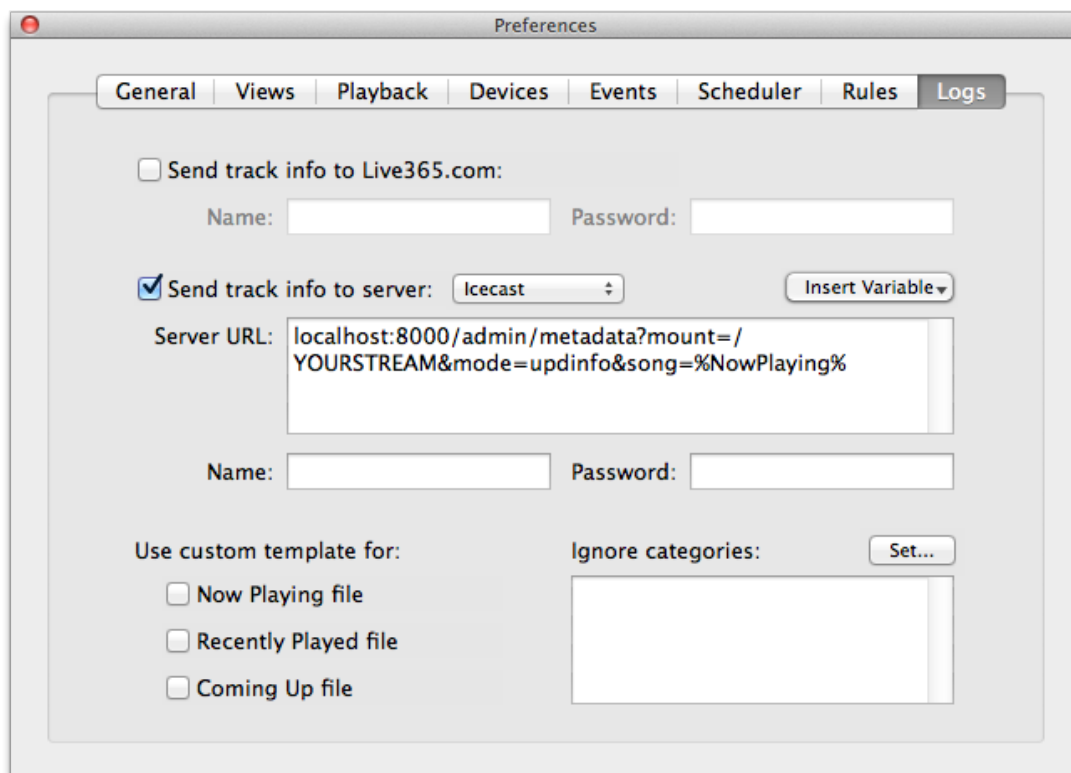
The options below control the outcome of broken rules, as well as exclude categories from being enforced (for example commercials or jingles.) You can have MegaSeg warn you with a red icon in the playlist when a rule is broken, or have it automatically enforce rules. The Move Track Down Playlist option moves the track to where it doesn't break the rule. If the playlist is not long enough, it will either display a warning, or if the playlist is set to loop, extend it automatically to make room. The Replace Track With Same Category option is the most sophisticated, as it reschedules that position with a new track from the category and then reconciles the replaced track for later insertion.

**Hint**

For radio stations to meet the DMCA streaming criterion, set the album rule to 60 minutes. This means you will not play more than three songs from the same album in a 3-hour period. Set the album rule to 45 minutes to play no more than four tracks from the same compilation album within a 3-hour period.

## Playlist Logging

The Log tab in the preferences window has features useful for sending “Now Playing” track info for live stream servers or uploading to a web site. There’s an option to update Live365.com with the current track info (Live365 is a service for Internet broadcasting.) Next, there’s an option to send the current track info to a SHOUTcast or Icecast server, or any server via HTTP or FTP. When using HTTP you can optionally have MegaSeg send the info to two servers by separating the Server URL and Username/Password data fields with a comma. This is useful if you encode multiple low and high-bandwidth streams. The preset menu allows you to select default URL formats for the various server types. You can customize the data sent in the URL field you’ve entered to include the metadata variables with the Insert Variable popup menu. First place the cursor in the



Custom logging options

text field position you want the variable to appear, then select the menu, and it will be pasted into the URL. The FTP mode works by uploading special log files detailed below.

MegaSeg also updates a few files in the Logs folder (~/.Music/MegaSeg/Logs/) each time a song is played. By default, the “Now Playing”, “Recently Played”, and “Coming Up” files are saved in HTML format which you can upload using the FTP mode.

You can optionally customize the various output files with a template and change them to any format you wish (not just HTML.) Comment tags in your template files tells MegaSeg where to insert the song information. For example:

```
<!--MegaSeg NowPlaying-->
```

...will insert the title, artist, album (with year), and notes using a preset format.

```
<!--MegaSeg Title-->
```

...inserts just the title of the current track. The complete list of supported tags include:

```
<!--MegaSeg Title-->
<!--MegaSeg Artist-->
<!--MegaSeg Album-->
<!--MegaSeg BPM-->
<!--MegaSeg Categories-->
<!--MegaSeg Composer-->
<!--MegaSeg HighestChart-->
<!--MegaSeg Lyricist-->
<!--MegaSeg Notes-->
<!--MegaSeg Popularity-->
<!--MegaSeg RecordID-->
<!--MegaSeg Publisher-->
<!--MegaSeg Year-->
<!--MegaSeg Length-->
<!--MegaSeg Path-->
<!--MegaSeg UniqueID-->
<!--MegaSeg LastPlayDate-->
<!--MegaSeg Artwork-->
<!--MegaSeg ArtworkTrueFalse-->
```

Based on the extension your template has, the NowPlaying and other output files will change its extension to match. This means you can make a template to output XML, a plain text file, or any format you wish. Here's an XML template:

```
<?xml version="1.0" encoding="utf-8"?>
<nowplaying>
  <title><![CDATA[<!--MegaSeg Title-->]]></title>
  <artist><![CDATA[<!--MegaSeg Artist-->]]></artist>
  <album><![CDATA[<!--MegaSeg Album-->]]></album>
  <year><![CDATA[<!--MegaSeg Year-->]]></year>
  <artwork><!--MegaSeg ArtworkTrueFalse--></artwork>
</nowplaying>
```

## Note

The template files you create are the source files for the output files and must remain on disk in the selected location. Each time MegaSeg writes the output file, it reads from your template file and replaces the tags with the relevant track info. It's recommended you keep your template files in the Logs folder for easy reference, and name them something similar to the output file, such as "NowPlayingTemplate".

Next there are checkboxes to customize the Recently Played and Coming Up output files that are also saved to the Logs folder. This allows tags such as:

```
<!--MegaSeg Last X-->
<!--MegaSeg Next X-->
```

...where X is the number of tracks you want displayed. You can also use specific tags:

```
<!--MegaSeg Title 1-->
```

...to display the title of the last or next track (depending on the file), or:

```
<!--MegaSeg Album 6-->
```

...which displays the album of a track 6 positions away (the direction again depends on the file.) The same tag names are supported from the full Now Playing list above with a space and track number suffixed.

MegaSeg also outputs a NowPlaying.jpg file with the cover art for the current track, which can be referenced and displayed by your HTML for instance. This is also uploaded when using the FTP option as described above.

## Hint

You can use Javascript in your template to display the current track info on your website and code it to show a logo or other graphic when no artwork is available. Here's a script example:

```

<script type="text/javascript">
  if ("<!--MegaSeg ArtworkTrueFalse-->" == "true") { // Use artwork
    document.write('<!--MegaSeg Artwork-->\n');
  } else { // Use logo
    document.write('\n');
  }
</script>

```

MegaSeg creates a text log file for each day located in the Logs folder inside the MegaSeg data folder (~/.Music/MegaSeg/Logs/.) These files log every track that is played, as well as the time and date, along with copious track metadata. Tracks in the playlist that are missing from your drive will be skipped and noted in the log, as well as other events such as playlist breaks and opening playlists. You can view any log by clicking the Log button on the right hand side or **Playlist ► Log (Command-L)** in the menu. A pop-up menu on the window lists recent logs you can choose to view, or select Open Log to select an older one. You can print or save a PDF of the selected log using **File ► Print (Command-P)** in the menu.



The Log window can display and open old logs as a playlist

To prevent unnecessary buildup in the Logs folder, MegaSeg automatically archives logs 6 months old inside an Archived Logs subfolder within the Logs folder. You can optionally delete or archive logs manually. If you delete or remove a log from either the Logs



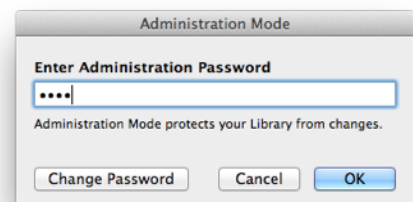
or Archived Logs folders, it can no longer be scanned when building Play History charts or when using the Refresh Play Counts command from the Library Tools menu.

## Playlist File Formats

MegaSeg's playlist files are stored in the Playlists folder (~/.Music/MegaSeg/Playlists/), and saved in a tab-delimited text format which can be edited or generated externally. The fields that are used to match a track in the library are Title, Artist, File Path, and Unique ID. MegaSeg only needs to match one of these fields to successfully open a playlist. If a track in a playlist has not already been imported into the library, MegaSeg will automatically do so when the playlist opens if the Path field is supplied. MegaSeg also supports the .m3u playlist format if it includes full path info. In addition, any playlist file can contain a URL link to media files on a web server or a live stream. The URL may appear in the File Path column of the tabbed format, or by itself on its own line.

## Administration Password

You can password protect the library and preferences by selecting the option in the General tab under MegaSeg's Preferences. When enabled, any time you select a command such as Edit, Import, or Preferences, the password dialog will appear. To exit the mode, select 'Administration Mode' from the File menu.



## Mic On/Off Button

MegaSeg's Mic On/Off button toggles the mic input play-thru to the selected output device in the Devices tab within the preferences. It also ducks (attenuates) the audio level for a talk over. The level can be set in the Playback tab in the Preferences window (**Command-T**.)



## Multiple Sound Outputs

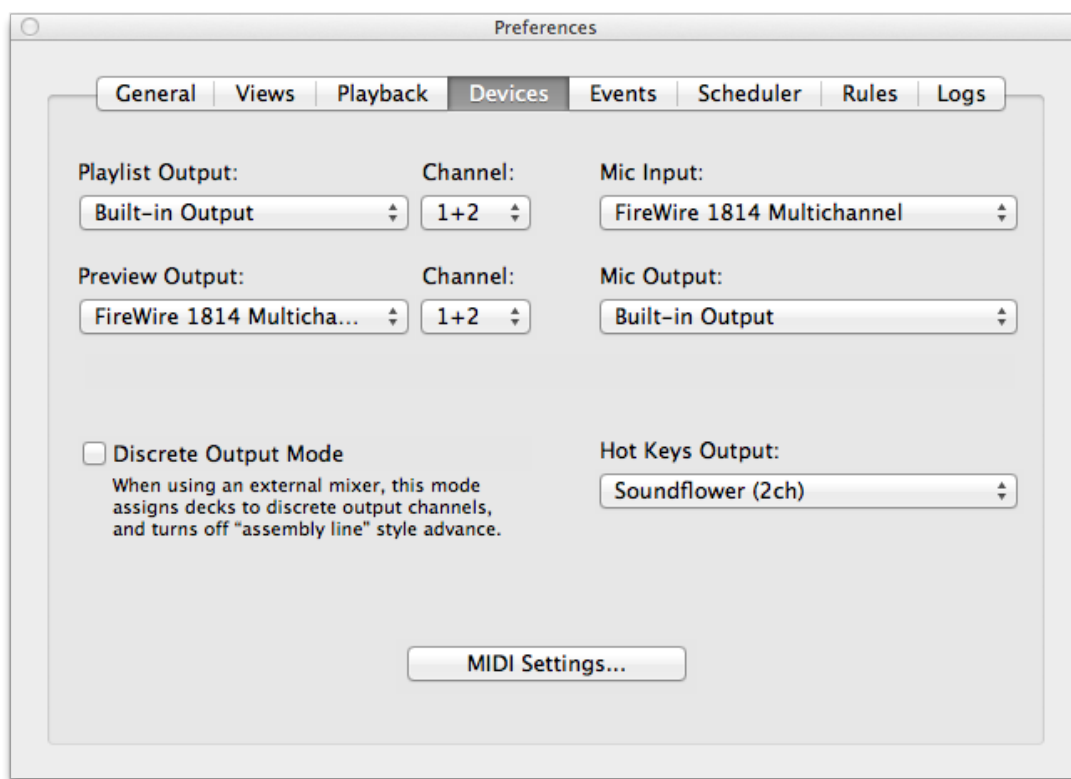
MegaSeg supports playback from multiple sound devices, such as the USB-based Griffin iMic or a MIDI controller with built-in audio, for previewing and cueing tracks. There are two modes when using multiple sound outputs with MegaSeg. In the standard mode, one output is dedicated to the program output, and the other is dedicated as your cue or preview output. The preview/cue output is where the music will play when selecting the headphone button in the Mixer or the Preview button on the left side of the library.



## Note

The headphone buttons in the Mixer are not visible while using Discrete Output Mode because that mode uses your external mixer's dedicated audio channels for cueing and previewing tracks.

The Mixer's headphone buttons toggles the output of either deck track between the main "Playlist" output and the "cue/preview" output channel. One benefit of using the standard mode is only one audio output is needed to crossfade between tracks. You don't need an external mixer – just plug right into your amp or powered speakers. A second output device or channel can then be dedicated to your headphones for preview and cueing, so MegaSeg can fully serve as your virtual mixer in standard mode.



The Devices tab with various I/O settings

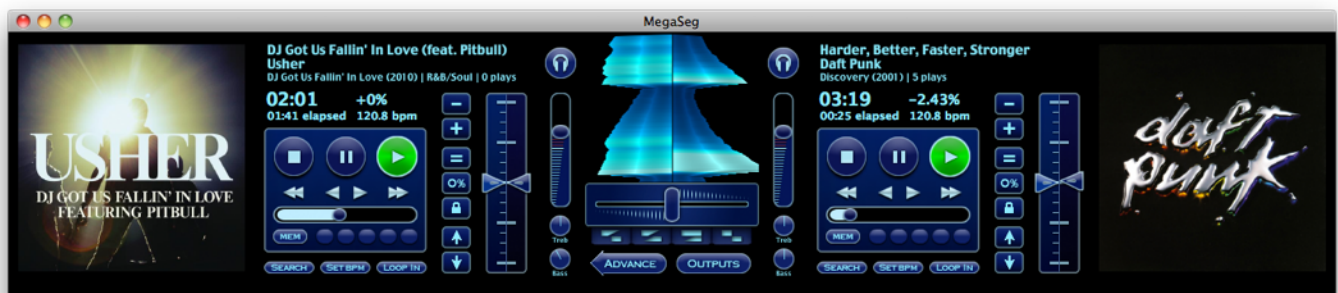
To beat mix between songs you may want to use an external mixer or controller for a tactile feel of a physical crossfader and dedicated cueing. For this you may find it best to use Discrete Output Mode. This removes the headphone cue buttons from the Mixer, and each deck is assigned exclusively to an output on an external mixer or controller. In this mode, you plug your headphones into the mixer and use it's cue feature to listen to either deck's output, just as you would with traditional analog gear.

While in Discrete Output Mode, MegaSeg's on screen crossfader will still function, but defaults to the center, so both decks output to your external mixer.

### Note

You can beat mix in the standard mode, but there may be buffer delays between sound output devices when toggling preview to switch channels, and cause the track to get slightly off sync. Some audio devices may have a buffer setting to minimize this effect.

You can also practice beat mixing without a second output by selecting the same output for both the playlist and cue/preview and MegaSeg will split the audio so the cue is in the left channel and the playlist is in the right. This is good to do when first learning the Mixer controls, which we'll get into next.



The Mixer view features dual-decks, a crossfader, and the interactive wave viewer.

## The Mixer

The Mixer view allows you to fully control the mix with familiar controls as well as an advanced Wave Viewer for visual beat mixing. You can set precise memory cue points, adjust pitch, volume, EQ, pitch-lock (aka master tempo), set loops, and crossfade.

### Note

If you have MegaSeg's Discrete Output Mode option enabled, you will not see a headphone cue buttons in the Mixer. This is because you will use your external mixer's cueing channels instead. With Discrete Output Mode off, MegaSeg dedicates one output for the "playlist" and another for "preview", and allows you to eliminate the need for an external mixer. Your headphones can be connected directly to a second output device configured as your "preview" output.

The Mixer also assists in beat matching when the BPM values for the two songs are set. To set the BPM for a track, click the Tap BPM button, which will bring up a tapper dialog to calculate the track's BPM in preview mode. Once BPMs is set, press the equals (=) button on either deck to automatically match the BPM and pitch with the opposite deck.

You may need to fine-tune the pitch in order to perfect the match. The closer the match, the longer the two songs will hold tempo together. Restart the track multiple times on beat with the other song in order to determine how long it holds tempo, and make adjustments each time until it can hold tempo long enough to mix between them.

**Hint**

The pitch controls are unique in that the left side control is a fine-tune +/- 12%, and the right side is a full scale +/- 100% range, allowing for fine-tuning of pitch across the entire range.

The Wave Viewer above the crossfader can assist in visually syncing beats. It supports pitch shifting via mouse click-dragging and scroll wheel adjustments. Apple's newer trackpads on MacBooks and the wireless Magic Trackpad offer two-finger scrolling, and Apple's Magic Mouse offers one-finger scrolling. Simply scroll while the mouse is over one side of the Wave Viewer and it temporarily adjusts the speed. The scrolling speed adjustment is good for small tweaks or extreme spin-up or break effects. For beat syncing, it's better to use the click-drag method as you can let go of the mouse at the precise time you see the beats sync, and it snaps back to the pre-drag tempo. You can also use this as an optional fast-forward or rewind depending on how far you drag up or down. When the deck is stopped or paused, the Wave Viewer can be used to cue a track like analog tape or vinyl records using the scroll wheel or two-finger trackpad scrolling. This is especially good when the Inertia or Momentum option is enabled on the Trackpad's scrolling options in the System Preferences.

**Note**

If you use trackpad scrolling in the Wave Viewer, some trackpads offer an acceleration effect that gives the Wave Viewer inertia or momentum, like spinning up a vinyl record and it coming to rest. To see if your trackpad supports this, open the System Preferences, click the Trackpad icon, and look at the Scrolling settings. We recommend enabling the Inertia or Momentum setting for use with MegaSeg. You may also try increasing the Scrolling Speed for more control.

It takes practice to beatmix, but to help you get comfortable, start by mixing a song into itself. This eliminates the need to worry about matching tempos, and instead focus on cueing and track syncing. Start by putting a song in the playlist multiple times, press Start Playlist, and bring up the Mixer. Now press the headphone button, which if using only one output, will split the audio of the two decks in your speakers. Now experiment with the cueing and playback controls, without adjusting the pitch. Try to start the track on beat to itself (the same song playing in the current deck.) If it's not perfect, that is OK, because you can shift the track slowly while playing using the pitch bend buttons

(+) and (-), or using click-drag in the Wave Viewer. You will notice the drums start to sync with an echo that gets shorter and shorter until a phasing effect happens. Once the tracks are in sync, let go of the mouse button and it will stay in sync. Now click preview to exit the cue mode, and experiment with the crossfader between the two decks.



### Hint

The Wave Viewer (detailed above) allows you to “visually mix” and sync beats by simply clicking and dragging the waveform while its playing. The more you drag up or down, the more pitch bend you get. Let go and it snaps back to the set tempo.

Next practice cueing a track to a downbeat. You'll want to find the perfect start point for the next song, which is normally the down beat of a measure. In preview mode (if not using Discrete Output Mode) press Play, listen for the start beat of a measure, and press Pause. At this point you can fine-tune the cue point. Click and hold the arrow buttons below the Pause button to adjust the cue point. Alternatively you can use two-finger scrolling when hovering over one side of the Wave Viewer to “scrub” the audio in an analog style. When using the arrows, it will enter a digital style “stutter mode” where you hear it play the current cue point over and over while you adjust it. Once satisfied, press Stop to lock it in. Even while the track is stopped, you can press the fine-tune arrows to adjust the cue point. Arguably, the Wave View method is preferable if you have the proper input device (i.e. a jog wheel, scroll wheel, or multi-touch trackpad.) Now press Play (or the **Spacebar**) to start at that cue point. Pressing Stop (or the **Spacebar** again) will return to your set cue point. You can also press the Play button (or the **P** key) multiple times in a row to restart from the cue-point like a sampler, and used to great effect while beat mixing.

An alternative way to set a cue-in point is to use the keyboard memory positions. Press Play, listen for the cue point, press the (**M**) key at the desired cue point to save it in the memory, then press the (**R**) key to return to the current saved cue point. You can then use the fine-tune arrows to adjust it, and press (**M**) again after you fine-tuned the position to store it. Pressing (**R**) while it plays is an alternative to clicking Play again to instantly restart playback from the memory position.

Now let's work on beat matching two different songs together. Make sure the two songs have BPMs set, and start the first one in the playlist. Then in the deck, press the equals button (=), and MegaSeg will change the pitch of the song to match the tempo of the opposite deck's. Next, preview and press Play (**Spacebar**) on the mixer when you hear the down beat in the song. If you were a bit late to start, try again by restarting the

track, or press and hold down the plus (+) button until you hear the beats sync. Alternatively you can use the Wave Viewer and simply drag the wave up or down to sync the beats. Notice if the Next song starts to drift off beat. At first it may be hard to tell if it's falling behind or ahead. Experiment with holding down either the (-) or (+) buttons until it gets in sync again, or use two-finger trackpad scrolling while hovering over the Wave Viewer. Once you determine if it's slow or fast, make a small adjustment to the pitch, and try to sync again. Once you feel it holds tempo long enough, you're ready to exit preview and crossfade to perform the mix.



### Hint

The (+) and (-) buttons temporarily slow down or speed up the Next song while they are held down. You can increase the effect from +/- 2% to +/- 4% by holding down the **Shift** key, or decrease the effect to +/- 1% with the **Control** key. If you click the button quickly multiple times, and then click and hold, you can increase the limit as well. Also note while the deck is selected, the **Up** and **Down Arrows** control tempo shifting, and the **Left** and **Right Arrows** control the base tempo.

The Mixer's crossfader has buttons below that start auto-crossfades. The duration of the auto-crossfades is determined by the fade-out speed in the Playback settings tab of the Preferences. The buttons from left to right are Slam-Fade, Crossfade, Fade-Cut, and Slam, with keyboard shortcuts **1**, **2**, **3**, and **4**.

The Slam-Fade (**1**) is the most common way to start a new song. It will start the Next song full volume and start fading the current song out smoothly. This is the same as clicking the Segue button with a fade-in speed set to the default of 0 seconds.

The Crossfade (**2**) will fade in the next track and then fade out the current track. It's the same as clicking Segue with the fade-in and fade-out times set to the same length.

Fade-Cut (**3**) requires two clicks. When first clicked, it starts to fade in the next track, then waits while the crossfader is in the middle and both tracks playing at full volume. Then on the second click, it sharply cuts out the current song. This is a common crossfade move when beat mixing, when you want to cut the last song out right after they play together for a measure or two.

The Slam (**4**) option will slam the crossfader to the opposite side it's currently on, causing a sharp cut between decks. The (**S**) key will also trigger the slam option.

Finally, once the crossfade is complete, use the Advance button to advance the playlist. This shifts the track in next deck to the current deck, and then loads a new track into the next deck. If your crossfade is not complete when you press Advance, it will finish the crossfade automatically.

Use the row of five memory buttons at the bottom of the deck's transport controls to save cue points by clicking the Set button to the left, and then the memory button to store the current position. To delete a memory position click Set twice to put it into delete mode. You can optionally press the **(M)** key to store the the first memory position, and the **(R)** key to return to that position.



The deck transport and memory cue buttons

If you want to search for tracks with similar BPM values, click the Match button at the bottom of the deck controller. It will enter the BPM value of the track into the search field which brings up a list of similar tracks as well as sort the library by BPM.

The Loop In button triggers MegaSeg's looping feature, and marks the start of the loop. You can press this while a track is playing or in pause or cue mode. After pressing Loop In, the button changes to Loop Out, which will mark the end of the loop when clicked. If it is playing, you will hear it looping that section of the track over and over. The button will now change to Loop Exit. Clicking that will clear the loop and allow the track to play through to the end, or until you start another loop.

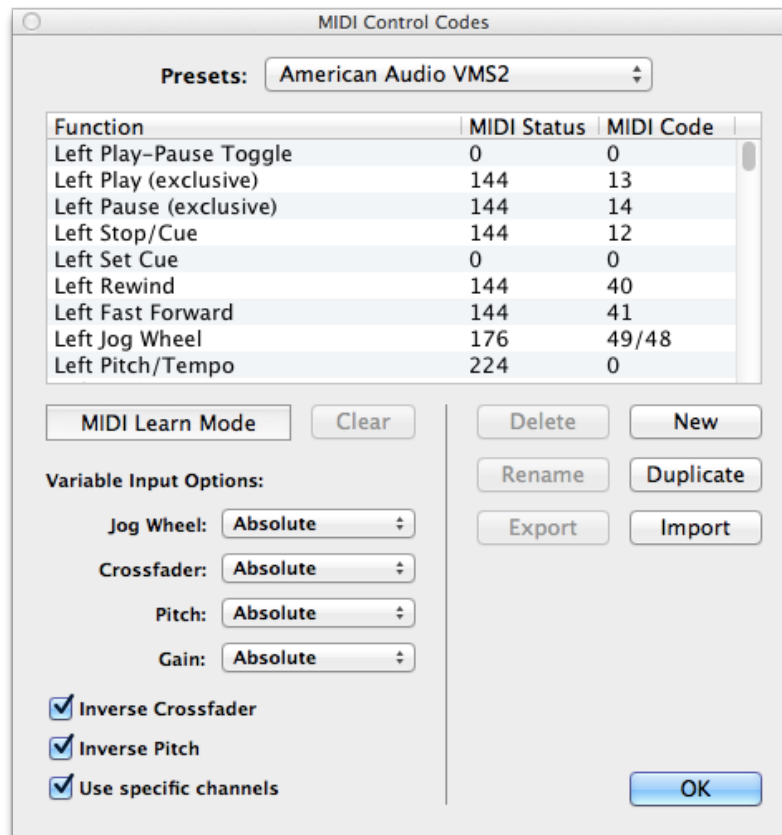
There are three keyboard shortcuts for Looping. Press **(L)** to mark the Loop In, **(O)** to mark the Loop Out, and **(K)** to exit the loop. The added power of using the keyboard shortcuts is you can shorten a loop as you go by pressing the **(O)** key multiple times, then exit the loop by pressing **(K)**, and finally resume the same loop you just exited by pressing **(O)** again.



### Hint

Select the **Help ► Keyboard Shortcuts** menu for a list of several additional Mixer shortcuts.

The time displays above each deck can be clicked to toggle elapsed and remaining time.



MIDI controller presets dialog with MIDI Learn function

## MIDI Controllers

MegaSeg is compatible with any MIDI controller device for mixer functions. In the Preferences, click the Devices tab and then the MIDI Settings button to select a preset for some popular controllers, or click New to create a custom preset, and use MIDI Learn Mode to set the list of codes to match your controller. With MIDI Learn Mode enabled, select each item in the list and then press the button or slider on your controller that matches, and it will learn the code for that control. Use the **Up** and **Down Arrows** on your keyboard to quickly run through the list of functions.

### Note

You must have your MIDI controller connected to your computer before starting MegaSeg for it to be recognized correctly.

The Variable Input Options allow you to select specific modes for the Jog Wheel, Crossfader, Pitch, and Gain controls. These vary between all controllers, so experiment with

each one to see what mode works with your controller. If the controller supports high-res jog wheels or pitch controls, MegaSeg will detect this automatically.

All changes to custom presets are saved when you click OK, but there are also options to Export and Import presets to share with others. When you receive a preset file, you can simply double-click it to add it to MegaSeg automatically, or use the Import button. Optionally you can manage your custom presets in the MIDI Presets folder inside the MegaSeg data folder (~/.Music/MegaSeg/MIDI Presets/.)

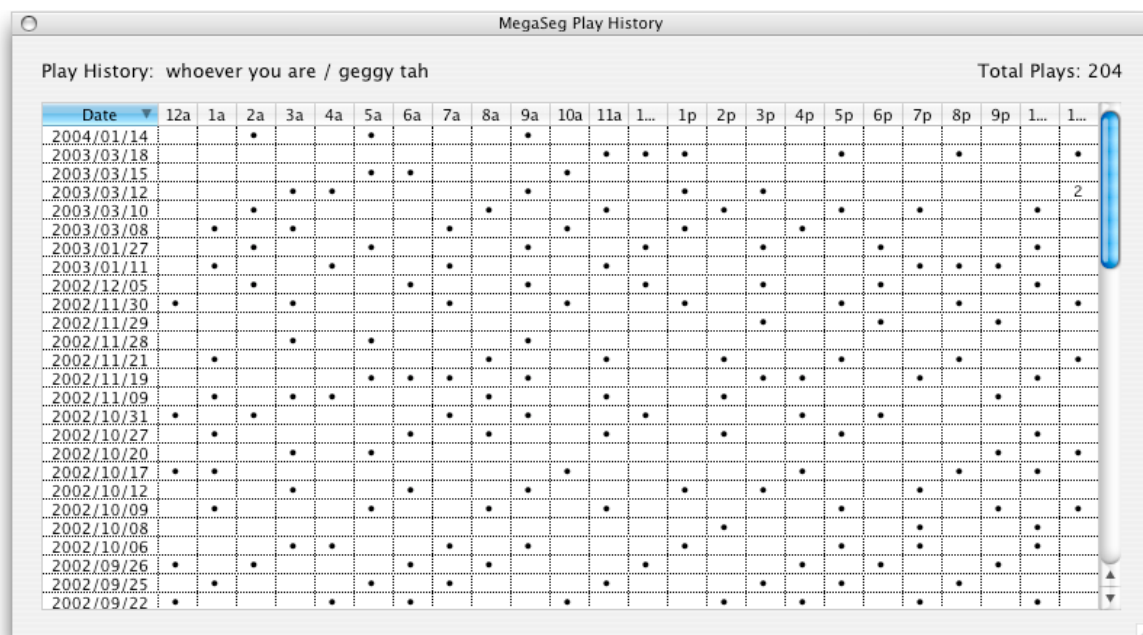


### Hint

See [megaseg.com/controllers](http://megaseg.com/controllers) for examples of popular MIDI devices and wireless remotes.

## Viewing a Track's Play History

Using the log files, MegaSeg can display a play history chart for any selected track via the **File ► Show History (Shift-Command-H)** menu command. The chart maps each hour of the day the selected track was played for all dates found in the Logs folder. If a song was played more than once in any given hour, a play count number will appear instead of a bullet point. This makes it easy to track when and how often tracks play; which is especially handy when fine tuning the rotation speed of playlists generated by the Events and Scheduler features, or generating a client report for a commercial. You can print or save a PDF of the chart using **File ► Print (Command-P)** in the menu.



The Play History chart marks each hour a track has played.



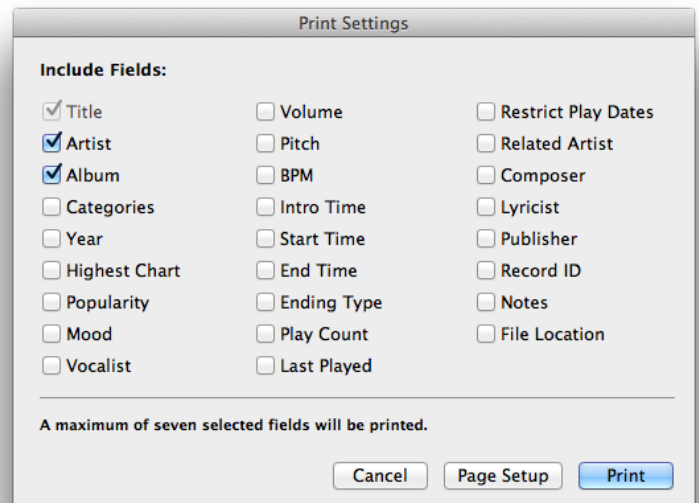
## Printing the Library, Playlists and more

MegaSeg can print any list of tracks that appears in the library, category browser, main playlist cue, logs, or show history windows. Simply target the list you want to print by clicking it, and then select Print from the File menu (or press **Command-P**.) For most lists, you can choose up to seven fields to include as columns in the printout.



### Hint

You can save a PDF file instead of wasting good old-fashioned paper when you get to the second print dialog. Simply click the PDF popup menu on the left to save the file (and a tree.)



Select columns to print from the library, playlist, or logs.

## Video Playback

Any video format QuickTime supports can be added to the library, played in the main playlist, and cued and controlled by the decks, just as if it were an audio file. MegaSeg will display a video window when a video plays at the native size of the video by default. You can control the size and other options of the video window with the Video menu. There are options to keep the video window open or closed at all times, or open only when a video plays. You can also specify if you want the video to display at full screen, and optionally hide the menu bar. If you have a second monitor or video display connected to your system (i.e. a 2nd desktop), you can move the video window to that screen by dragging it off to the side of the main screen. (Use the System Preferences to adjust the arrangement of the displays in virtual space, so you know which side the 2nd desktop space is attached to your main desktop screen.) Once the video window is on that desktop, you can enable one of the Full Screen modes in the Video menu and it will resize to fit that screen. You can exit full screen at any time by pressing **Escape**.



### Note

By default, MegaSeg will detect a 2nd desktop or video display connected to your Thunderbolt, DisplayPort, HDMI, or DVI output on your Mac, and use that display for full screen video.

When using the Mixer, the current deck will display video. When cueing a track in the next deck you will hear audio until you click the Advance button, and then the video will switch from the current to next track. When beat mixing video, you would typically start the next deck and crossfade the audio in, and then press Advance to switch the video.

## Ambient Video Playlists

This feature allows you to play videos and animations at the same time you are playing and mixing audio-only files. If you include a music video or other normal video file with audio in your main playlist, when it plays it will pause the Ambient Video Playlist, and show the video in the main playlist. When that video ends, it will continue to display the videos in the Ambient Video Playlist.

To set this up, click the Ambient button on the right side of the playlist, and the Ambient Video Playlist will appear in place of the main playlist cue. Now drag-n-drop ambient video tracks from your library into this list. You can drag to reorder tracks or click the **Delete** key to remove tracks. There's also an option to set tracks to loop multiple times by clicking on the multiplier column. Finally, click the Start button below and it will continuously play the tracks in a loop (except when a normal video is played in the main playlist cue.)

## Network Library Syncing

MegaSeg can sync the library, playlist, and events between multiple MegaSeg systems running on a local network. This is useful in radio stations where an On-Air system can be edited or synced with systems in the Production Room or Program Director's office.

To enable this feature, we recommend setting up the system that is used for performance (such as the On-Air system) with direct access to the media files, from an internal or external drive, then enable File Sharing on that system so other systems can access the media over the network. Once this is done, open MegaSeg's preferences on each additional system, and under the General tab locate the "User Data Folder" setting. Click the Change button and select the data folder the main system is using (i.e. ~/Music/MegaSeg/ where ~ is the remote volume's home folder.) It will then load that library and have access to the same playlists, events, and other data used by the main system. Next, click the Network Settings button to name this MegaSeg system to help show what systems are currently online and sharing data.

When you make a change to the library using any of the edit features, you can then sync those changes to all systems that are linked by selecting the **File ► Library Tools ► Sync Shared Library** menu command. If a system is busy, it may take up to a minute for the sync to complete.

### Note

Always sync after making any changes to the library. If you forget to sync, and another system syncs back, it will overwrite your changes. Be especially careful if multiple people are making changes at the same time. Make sure the drive volumes are named differently when networking to ensure no confusion and conflicts between systems.

When mounting the main system's volume to link multiple systems together, mount the root of the volume, not the user's home folder, to ensure files can be linked correctly.

## The MegaSeg F.A.Q.

Please visit the FAQ page at [megaseg.com/faq](http://megaseg.com/faq) for more help and information. You can also read recent release notes at [megaseg.com/version](http://megaseg.com/version) for the latest details on new features and hidden functions not covered in this guide. And finally, if you have any questions, be sure to contact us at [sales@megaseg.com](mailto:sales@megaseg.com).

We hope you enjoy using MegaSeg!

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