



DJ Alde

User Manual

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1. Product Introduction

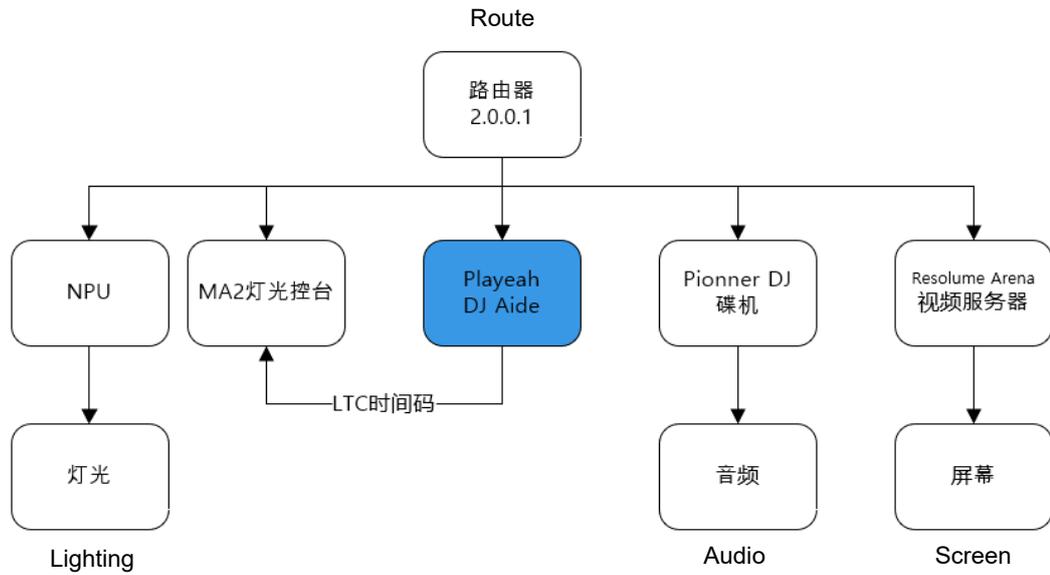
1.1 Introduction to DJ Aide

As a DJ Intelligent Assistant, DJ Aide was pioneered by Playeah and specially designed for DJ controllers. It utilizes Playeah’s original “IMFA” and “RTMC” technologies to intelligently perceive music metadata. Using music as the link and metadata as the basis, it generates control meta-commands. These commands are used to control the light console and video server based on song segment information. Additionally, it employs time code (LTC) to achieve highly synchronized audio-visual experiences.

1.2 Product Diagram

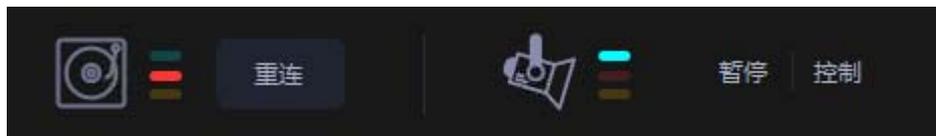


2. System wiring diagram



3. Interface Description

3.1 Status indicator lights



DJ controller

Yellow Indicator Light: The DJ controller communication is normal, but no data is transmitted. This may be because the songs on the USB drive have not been analyzed with the rekordbox software.

Red Indicator Light: The DJ controller is offline.

Green Indicator Light: The DJ controller communication is normal, and data is correct.

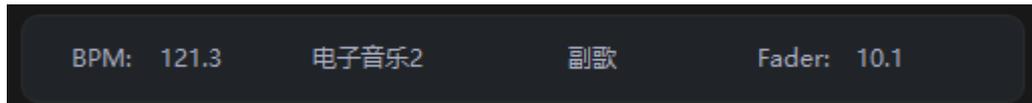
[Reconnect] Button: Used to restart the connection of the DJ controller.

Lighting

Yellow Indicator Light: Manual pause, halts the transmission of lighting data.

Red Indicator Light: The lighting control console is offline.
Green Indicator Light: The lighting control console communication is normal, and data is correct.
[Pause] Button: Manually pauses and stops sending lighting data, requiring the lighting technician to manually control the lights.
[Control] Button: Allows DJ Aide to take over control of the lights.

3.2 DJ controller information and lighting information

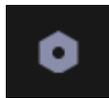


3.3 Linkage Mode Settings

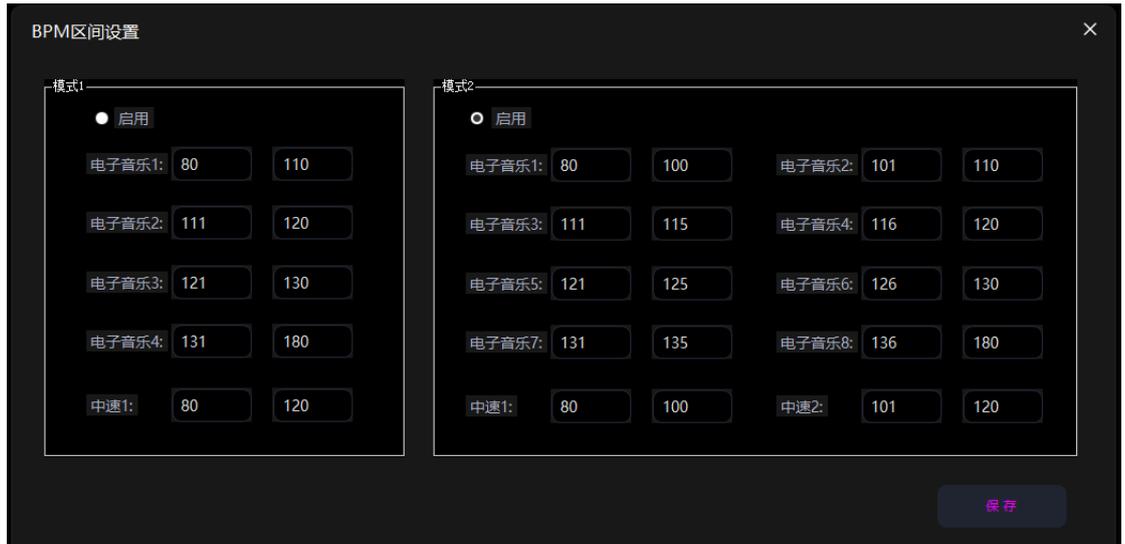


[Default] Button: Groups and plays the lighting program based on the song's BPM (beats per minute) speed.
[Electronic Music Random] Button: Randomly plays the lighting program for electronic music groups 1-8; medium tempo and light music will still follow the BPM speed grouping for the lighting program.
[Random] Button: Randomly plays the lighting program for electronic music groups 1-8, medium tempo, and light music groups.

3.4 BPM Interval Setting



Settings button in the upper right corner

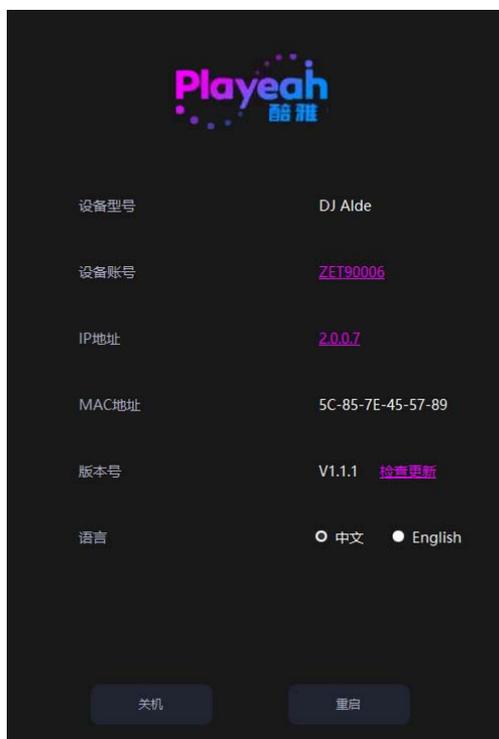


In this page, you can switch between BPM modes. Mode 1 provides 5 BPM range options, while Mode 2 offers 10 range options.

Mode 1 is suitable for lighting programs with simpler applications, requiring fewer lighting program edits.

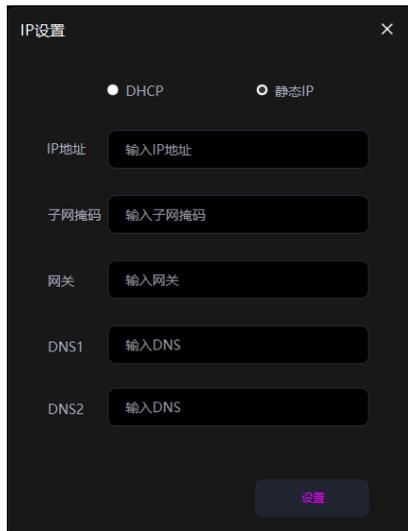
Mode 2 is ideal for more complex lighting programs, requiring more edits to the lighting programs..

3.5 System Information



The [IP Address] button allows you to set the device to DHCP or a static

IP.

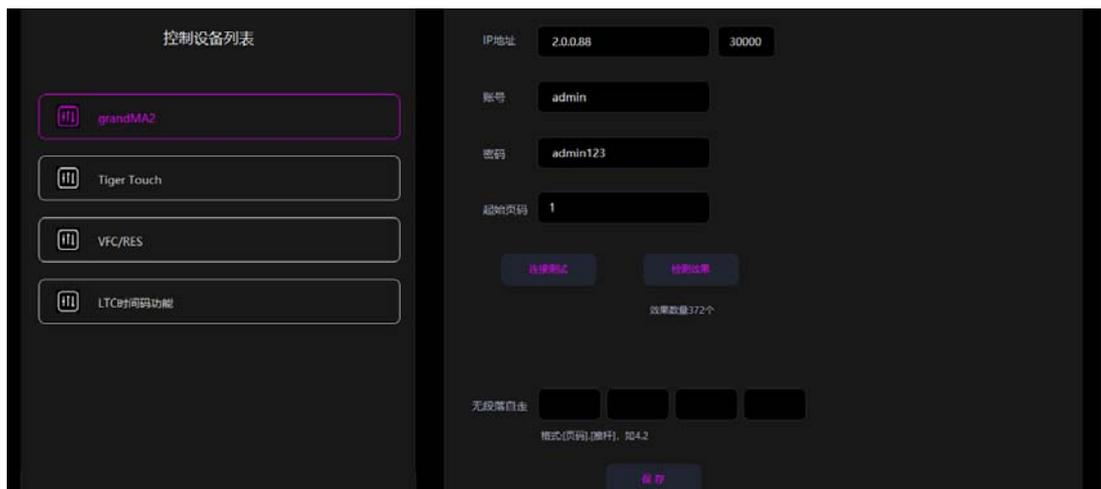


The [Check for Updates] button allows the system to connect to the internet to check for and install the latest version.

The [Shutdown] button turns off the system.

The [Restart] button restarts the system.

3.6 GrandMA2 Settings



IP Address Input Box: Enter the IP address of the MA2 lighting console.

Port Number Input Box: Default is 30000, modification is not recommended.

Account Input Box: Enter the MA2 lighting console account, default is

admin.

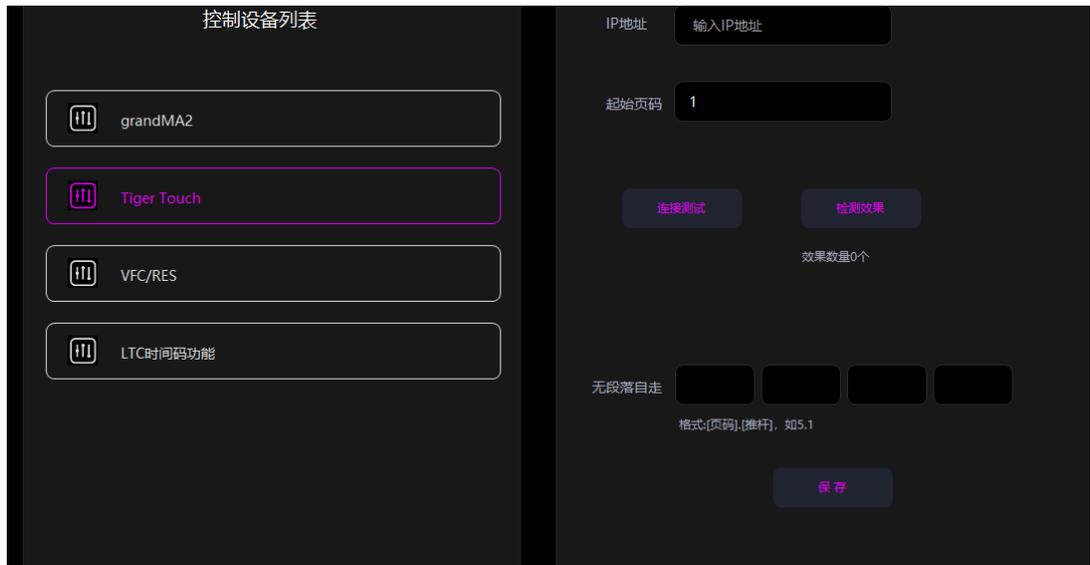
Password Input Box: Enter the MA2 lighting console password, default is admin123.

[Connection Test] button: Used to check whether the network, IP address, account, and password are functioning correctly.

[Effect Detection] button: Used to detect the number of lighting programs in the MA2 lighting console. After editing or modifying lighting programs, click [Effect Detection] to update the count.

There are four auto-run input boxes without paragraph separation. Enter [Page Number] [Fader], such as 4.2. [Save] button: Saves the entered values. When playing an unanalyzed song, the entered lighting effect will be triggered.

3.7 VFC/RES Settings



IP address input box, enter the IP address of the Tiger console.

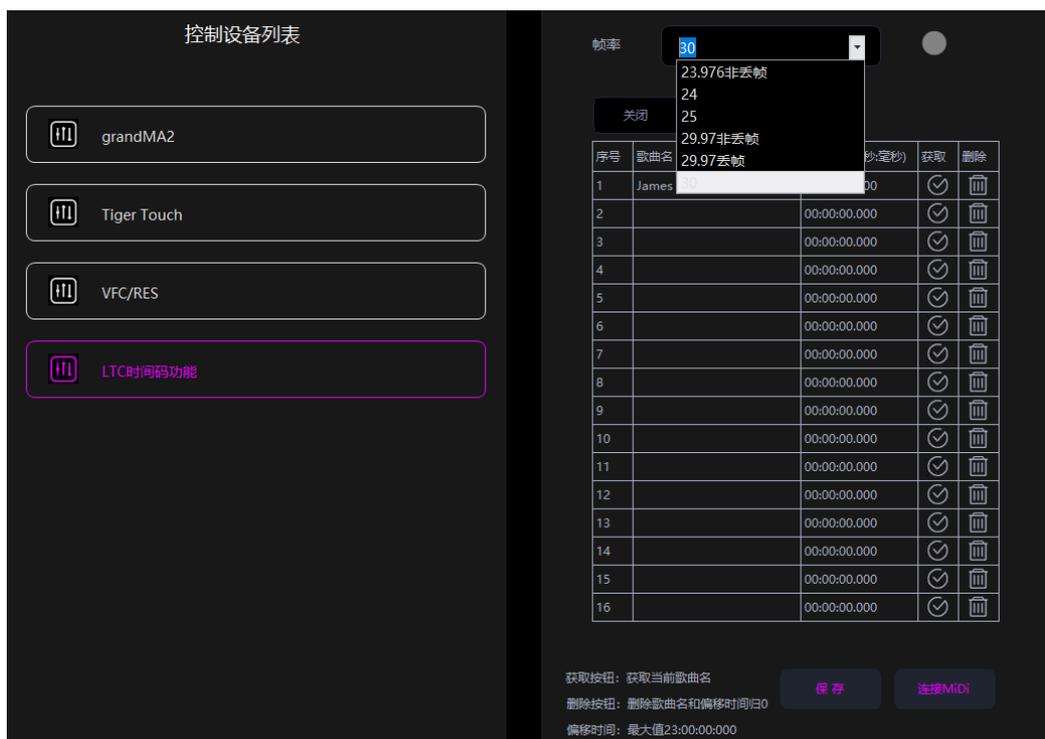
There are 4 non-paragraph auto mode input boxes in total. Enter [page number][fader], such as 5.1. [Save] is to save the input value; when playing songs without analysis, the input lighting effect can be triggered.

3.8 VFC/RES Settings



IP address input box, enter the IP address of the VFC/RES video server.
Port input box, default 13350, not recommended to change.
[Connection test] button, used to test whether the network communication with the VFC/RES video server is normal.

3.9 LTC Time Code Settings



Frame Rate Selection Box: Choose the appropriate frame rate according to the lighting console's frame rate. The default is usually 30 FPS.



[Off][Free][Song] respectively turn off LTC, automatically trigger LTC when playing songs, and trigger LTC when specifying songs.



When the LTC connection is successful, select the "Free" mode and the green light will flash according to the song when playing; Select 'Song' mode, and when playing a song that has been added to the list, the green light will flash according to the song.



【Fetch】 / 【Delete】 : Fetch the current song/Delete songs from the

list. The fetched songs can have their delayed lighting trigger time set in the list. Click 【Save】 to save the current settings.

【Connect MIDI】 : Check whether the MIDI connection is successful. 4. MA2 console settings

4.1 IP Settings

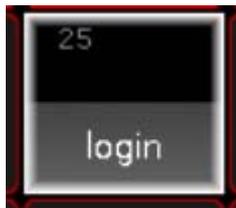


Set the MA2 lighting console to 2 IP addresses.

4.2 Import Macro Command



4.3 Using Macro Commands to Automatically Create Users and Enable Login

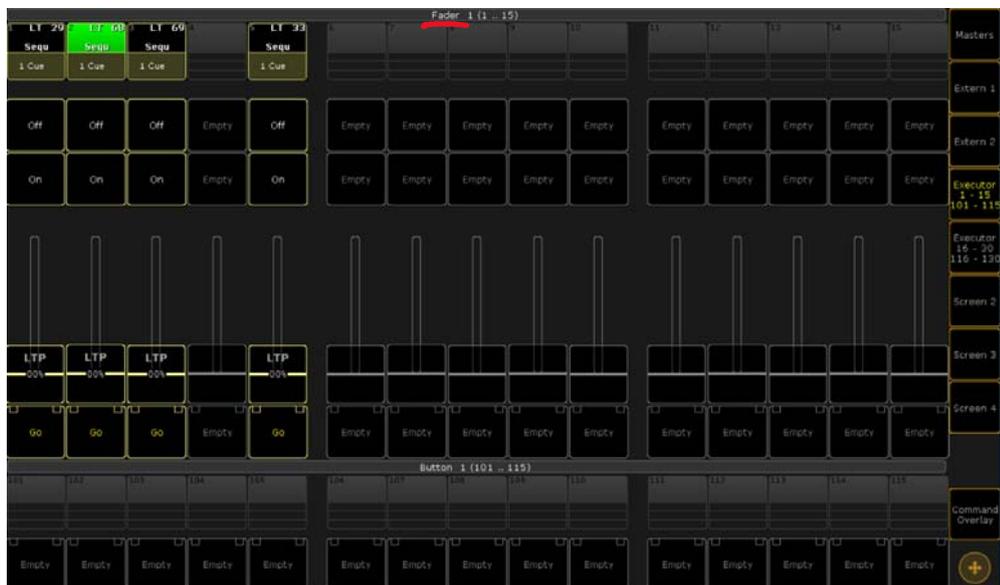


After clicking, you can connect to DJ AIde.

5. MA2 Program Editing Reference

5.1 BPM Grouping Corresponding to Song Segments and Fader Page Numbers (For details, refer to Section 8. BPM Grouping and Macro Command Description)

模式	段落	page	Executor
电子音乐1	前奏/尾奏	1	1-15
	上扬/连接段	2	
	下行	3	
	副歌/人声副歌	4	
	爆点A/爆点B	5	
	随机自走	6	
电子音乐2	前奏/尾奏	7	
	上扬/连接段	8	
	下行	9	
	副歌/人声副歌	10	
	爆点A/爆点B	11	
	随机自走	12	
电子音乐3	前奏/尾奏	13	
	上扬/连接段	14	
	下行	15	
	副歌/人声副歌	16	
	爆点A/爆点B	17	
	随机自走	18	
电子音乐4	前奏/尾奏	19	
	上扬/连接段	20	
	下行	21	
	副歌/人声副歌	22	
	爆点A/爆点B	23	
	随机自走	24	



Page 1 corresponds to Console Fader Page 1, with Executor 1-15 indicating the use of Fader Page 1, Faders 1-15.

5.2 Follow BPM without lagging rhythm

The original Speed BPM value can be freely filled in based on the effect.

And use the Assign Sequ function to change Speed-Speed Individual to BPM. You can also use the macro command file [bpm] to batch change Page 1-66 to BPM follow; Undo the batch BPM follow with the macro command file [nobpm].



5.3 Beat Sync with BPM



If the lighting program needs to follow the BPM at a steady pace, the original Speed BPM must be a multiple of 60, 1/8, 1/4, 1/2, 1, 2, 4, 8 times.

And use the Assign Sequ function to change Speed-Speed Individual to BPM. You can also use the macro command file [bpm] to batch change Page 1-66 to BPM follow; Undo the batch BPM follow with the macro command file [nobpm].

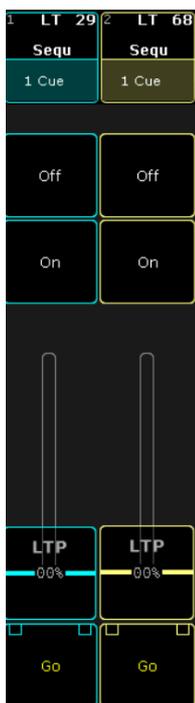


5.4 Running light program

The number of lights in the program is recommended to be 2, 4, 8, 12, 16, and there is no limit to the number of non-card lamps.

5.5 Multi track CUE

By default, when a multi-track CUE program is detected, DJ AIde triggers the GO program at the speed of one beat according to the mixer song speed. If the multi-track CUE has a fixed time or uses the Chaser function, DJ AIde does not need to trigger the GO program, you need to use the macro command [ignore go], first click [ignore go] and then click fader to set it to blue. You can use the macro command [go] to undo the previous [ignore go] operation.



6. Resolve Arena Settings

Arena preference settings - osc signal - activate OSC input, fill in port 13350.



Attention: When using the Resolve Arena software, a dedicated template needs to be imported. Please download it from the official website playeah.cn or contact sales personnel.

7. Specifications and parameters

Processor:	Intel 64bit 4-core processor	LTC output:	1 channel
Hard disk capacity:	128GB	LTC interface:	1 x 3.5mm
RAM:	8GB	Control Protocol:	OSC、TCP、UDP、Telnet
USB:	4 × USB3.0	Power input:	DC12V-3A
Network interface:	1 × RJ45	Monitor:	2 × HDMI
Weight:	0.78kg	Dimensions:	165mm × 135mm × 45mm

8. BPM Grouping and Macro Command Description

8.1 BPM1

Mode	Paragraph	Page	Executor	Mode	Paragraph	Page	Executor	
Electronic Music 1	Intro/Outro	1	1-15	Medium speed	Intro/Outro	25		
	Ascending/Bridge	2			Ascending/Bridge	26		
	Descending	3			Descending	27		
	Chorus/Voice chorus	4			Chorus/Voice chorus	28		
	Drop A/Drop B	5			Drop A/Drop B	29		
	Auto run	6			Auto run	30		
Electronic Music 2	Intro/Outro	7		Light music	Intro/Outro	31		
	Ascending/Bridge	8			Ascending/Bridge	32		
	Descending	9			Descending	33		
	Chorus/Voice chorus	10			Chorus/Voice chorus	34		
	Drop A/Drop B	11			Drop A/Drop B	35		
	Auto run	12			Auto run	36		
Electronic Music 3	Intro/Outro	13						
	Ascending/Bridge	14						
	Descending	15						
	Chorus/Voice chorus	16						
	Drop A/Drop B	17						
	Auto run	18						
Electronic Music 4	Intro/Outro	19						
	Ascending/Bridge	20						
	Descending	21						
	Chorus/Voice chorus	22						
	Drop A/Drop B	23						
	Auto run	24						

8.2 BPM2

Mode	Paragraph	Page	Executor	Mode	Paragraph	Page	Executor	Mode	Paragraph	Page	Executor
Electronic Music 1	Intro/Outro	1	1-15	Electronic Music 5	Intro/Outro	25	1-15	Medium speed 1	Intro/Outro	49	1-15
	Ascending/Bridge	2			Ascending/Bridge	26			Ascending/Bridge	50	
	Descending	3			Descending	27			Descending	51	
	Chorus/Voice chorus	4			Chorus/Voice chorus	28			Chorus/Voice ch	52	
	Drop A/Drop B	5			Drop A/Drop B	29			Drop A/Drop B	53	
	Auto run	6			Auto run	30			Auto run	54	
Electronic Music 2	Intro/Outro	7		Electronic Music 6	Intro/Outro	31		Medium speed 2	Intro/Outro	55	
	Ascending/Bridge	8			Ascending/Bridge	32			Ascending/Bridge	56	
	Descending	9			Descending	33			Descending	57	
	Chorus/Voice chorus	10			Chorus/Voice chorus	34			Chorus/Voice ch	58	
	Drop A/Drop B	11			Drop A/Drop B	35			Drop A/Drop B	59	
	Auto run	12			Auto run	36			Auto run	60	
Electronic Music 3	Intro/Outro	13		Electronic Music 7	Intro/Outro	37		Light music	Intro/Outro	61	
	Ascending/Bridge	14			Ascending/Bridge	38			Ascending/Bridge	62	
	Descending	15			Descending	39			Descending	63	
	Chorus/Voice chorus	16			Chorus/Voice chorus	40			Chorus/Voice ch	64	
	Drop A/Drop B	17			Drop A/Drop B	41			Drop A/Drop B	65	
	Auto run	18			Auto run	42			Auto run	66	
Electronic Music 4	Intro/Outro	19		Electronic Music 8	Intro/Outro	43					
	Ascending/Bridge	20			Ascending/Bridge	44					
	Descending	21			Descending	45					
	Chorus/Voice chorus	22			Chorus/Voice chorus	46					
	Drop A/Drop B	23			Drop A/Drop B	47					
	Auto run	24			Auto run	48					

8.3 Interactive Commands

Function	MA macro command file	Return command	Note
Log in	login	无	Automatically create users and enable login
Light pause	stop	chat"playeah stop done"	When pausing, the lighting engineer needs to manually control the lights
Light control	start	chat"playeah start done"	When controlling, DJ Aide will take over and control the lighting
Change linkage mode	default	chat"playeah default done"	Set linkage mode: default, random electronic music, random
	edm random	cha"playeah edm random done"	
	all random	chat"playeah all random done"	
Check if the DJ controller is online	check	chat"playeah dj online"	DJ controller online
		chat"playeah dj offline"	DJ controller offline
Reconnect the DJ controller	dj reset	chat"playeah dj reset done"	Reconnection successful
		chat"playeah dj reset error"	Reconnection failed
Follow bpm	bpm	n/a	Set fader1 1-66 15 to follow bpm
Not following bpm	nobpm	n/a	Set fader11-66 15 to not follow bpm
Trigger multi-track CUE	go	n/a	Set the selected fader program to trigger a multi-track CUE (the effect needs to be rechecked after setting)
Do not trigger multi-track CUE	ignore go	n/a	Set the selected fader program to not trigger multi-track CUE (the effect needs to be rechecked after setting)
Detection effect	update	n/a	Upload the number of effects from fader1-66 to DJ Aide