DJ.Studio Next 4.0

Congrats, you now have access to DJ.Studio Next is the beta release of DJ.Studio 4.0
You probably got access because we would love to get your feedback on this new version.
Please read the instructions below to see what we changed and how you can share your
feedback with us.

[This video](#) shows the main new features of DJ.studio Next

What is the "Next" version of DJ.Studio?

At DJ.Studio, we are developing a new system that allows us to release prereleases of major
updates. We call this the "Next" version.
Currently, DJ.Studio 3.1 is the official version used by our customers. You now have access
to DJ.Studio Next which is a pre- release that DJs can install alongside their existing
DJ.Studio 3.1 to test new features before the official release.
You can recognize the Next version by the yellow app icon.

Your DJ.Studio next will use the same **database** as your official DJ.Studio. So you have
access to all of your mixes etc. You can also point your DJ.Studio next to another database
folder at Settings > Folders > Database location.

Whenever you encounter **issues** in DJ.Studio next, use the speech bubble in the DJ.Studio
app and mention the word 4.0 in your message. That will make sure DJai, our AI support
colleague, will not try to answer your question/issue, but he will pass your conversation to
the human part of our support team.
And the great thing is: you can always switch to the official version to finish what you were
trying to do.

As soon as DJ.Studio Next has been approved to become the official version, The Black
DJ.Studio icon will get an update to become DJ.Studio 4.0 and the DJ.Studio Next app icon
will become obsolete until we have more new features that can be beta-tested.

Features in this DJ.Studio Next

As of July 2025 DJ.Studio Next contains the following features that are not yet available in our regular app:

- New Audio Engine
- Visual updated timeline
- 4 new Stem models for higher quality and speed
- New and Improved Beat Grid editor
- Improved Library & integration with Beatport/Beatsource shop
- Export : Serato, tracks edits and higher bit depth
- EQ effect block option added to Effects Tab
- DJay Pro and Mixmeister imports

1. Audio engine

The audio engine has been moved to the backend for more stability and less audio stutter. The response to the controls should be faster now (less latency).
This means that we made a lot of changes how audio is managed while playing tracks in the Studio, how effects are applied, stems are generated and also how sound is exported.

- [changed] Export > Repitch audio settings has been removed. We now always apply repitch during export, because it could only lead to bad sounding exports if you disabled this setting.
- [changed] Export > Use limiter setting has been removed.
- [fixed] Small Audio dip after coming out of the transition
- [new] You can use Vinyl mode with Stems now

2. Visual update timeline

The look and feel of the timeline has been improved big time. Pixel perfect, more precise
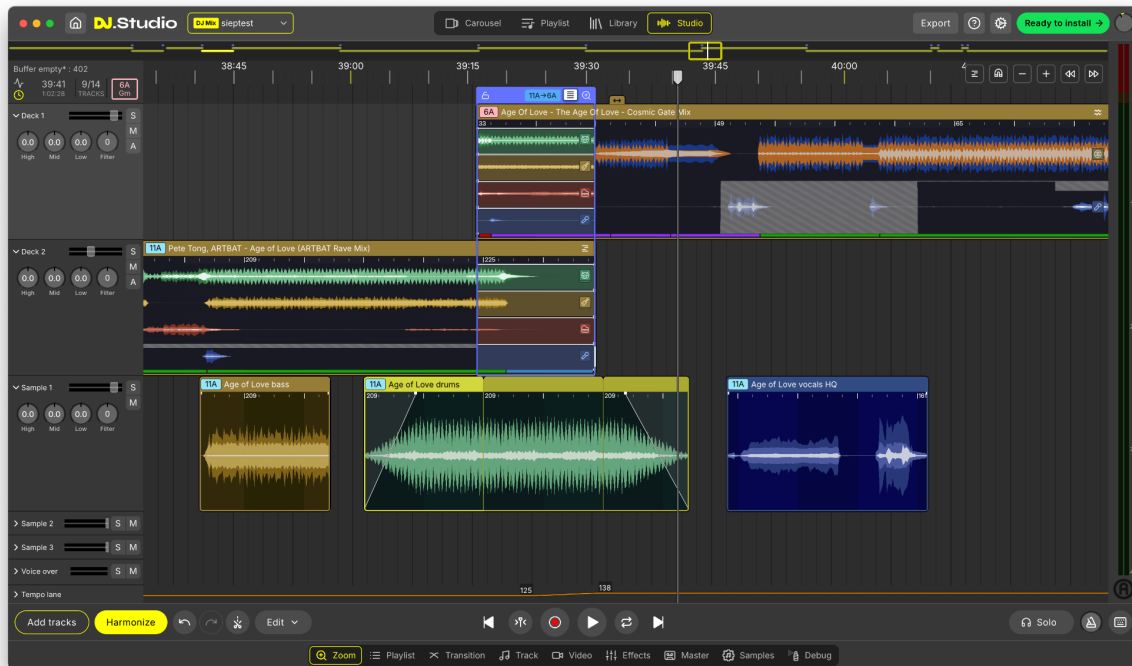
- Cuts and duplicate sections are better visible
- Improved Colorscheme
- You can recognize Stem separated samples now via the color of the waveform
- grippers to move tracks in the transition
- [New] We improved how you can add volume fades in your samples. Use the white squares in the top right corners of the sample to drag the volume fade in and fade out.

3. Stems
- Stems are now always created for whole tracks.
- Volume automation lines per stems

- Settings > Interface > Appearance: Choose the waveform style you want to see.
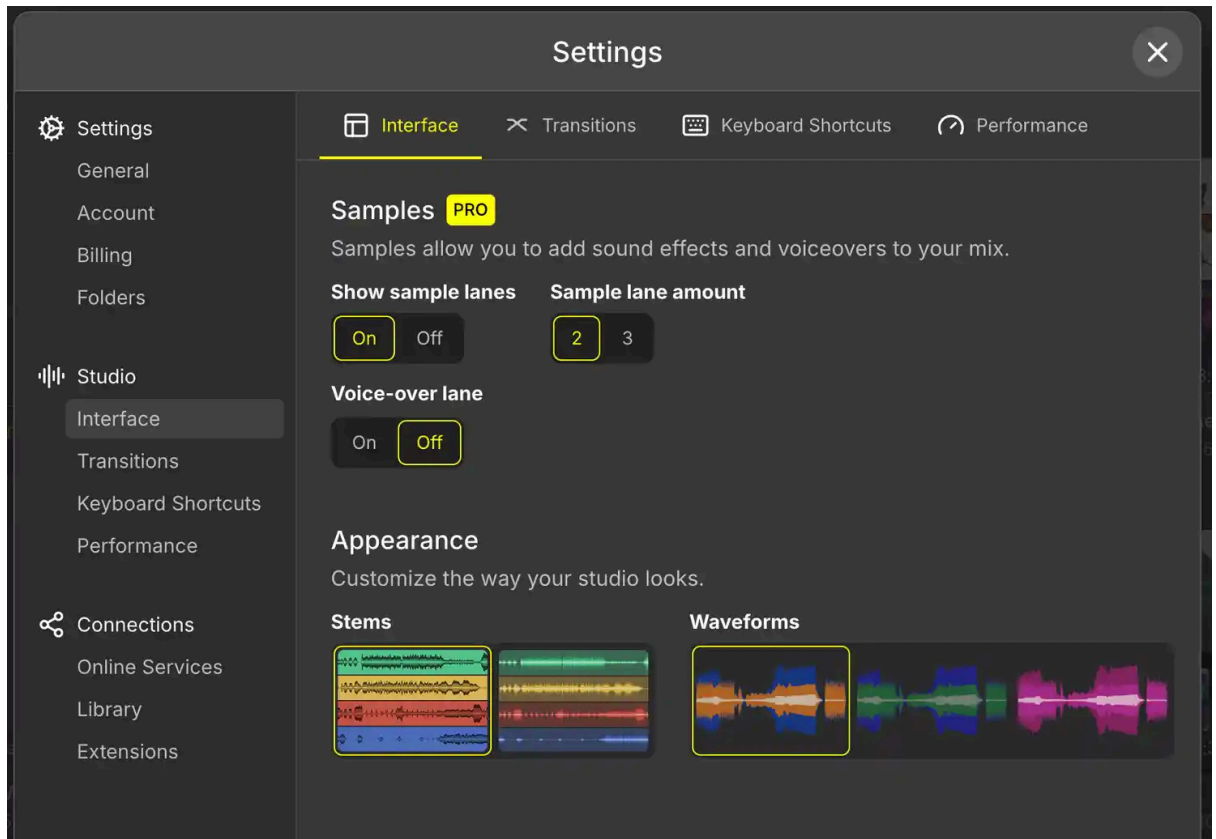
- Stem separation is much faster
  Speed on Windows
  - Intel GPU support. 3x speed on old tablet, 500% faster than before
  - AMD support: On mid range AMD we reach 10x speed which is 1000% faster than before
  - NVIDIA speed is a tiny bit slower but with NVIDIA 5000 support
  - Download Stems models went from over 3GB to only 300mb
  Speed on Mac
  - M1 Macbook Pro from 16x to 28x speed. 75% faster for Demucs
  - No optimization for Intel Mac.
  - HQ models are now faster than Demucs.

4. New Beat grid editor

Our beat grid view got a complete overhaul. We rewrote it from the ground up.

The issues with the old beat grid were:

1. We switched from grid view to time view on the same screen, which was really confusing.
2. People were not aware that when they touched the waveform, they were actually moving the beat grid over it. So, thinking they made a small change locally to position a beat, they changed the whole beat grid.

3. The beat grid was always jumping from left to right and right to left, and it drew only in the center of the screen correctly. It drew a lot of waveforms outside of the samples, and the UI was very clunky.
4. As soon as we switched to Beatgrid, the normal function of the editor was disabled. So you couldn't make changes to automation in that view or make any edits.
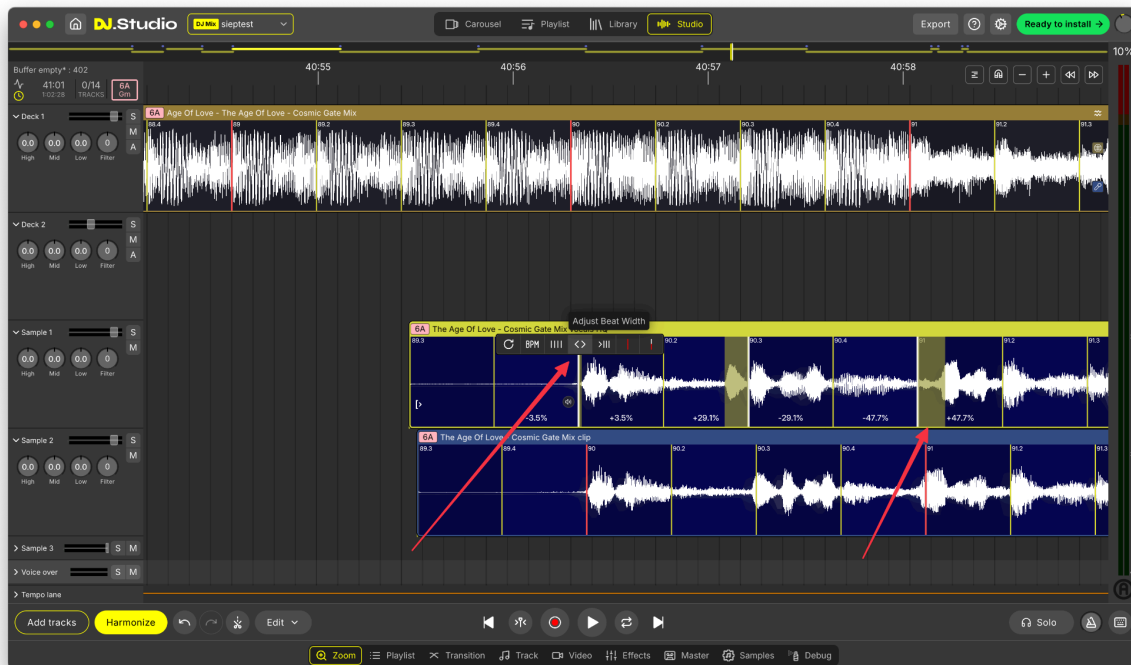
So now, there is our new beat grid view. This beat grid view shows the waveforms (in a slightly different color) and the automation. You can make automation edits in this view much more precisely than you could before.

Edits to the beat grid are made by a little pop-up list of functions when you hover over the beats. The beats themselves are no longer draggable, nor is the waveform under the beat grid. Moving your mouse over a beat gives you a pop-up with the following functions:

4A. Drag individual beat

Holding this button down gives you the option to drag one beat 50% to the left or the right. When you release it, the waveforms will resize, and at the bottom of the screen, you will see the percentage that the waveform is compressed or extended. By resizing the waveform, we can keep the beats in the Beatgrid view and make it perfect for you to align tracks and understand what's going on since DJ.Studio is aligning music on the Beatgrid.

4B Reset beat

When you only click this button, the beat marker will reset and jump back to its original position.
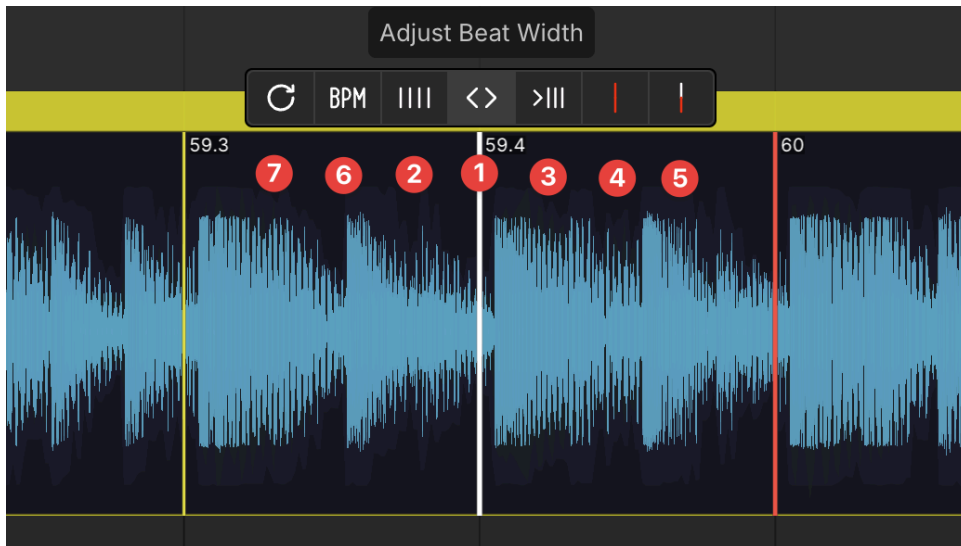
In this image, you see I dragged the beat 50% (of course, extreme) to the left and then released it. The result is that on the left side, you see a waveform that is 50% smaller than a beat. On the right side, you see one that is 50% larger than the beat, resulting in a compressed waveform field.

4C. Adjust full grid

With this button, you can move the whole beat grid to the left or the right. Sometimes, our fixed beat grid algorithm tries to average the position of the fixed grid, and it can be off by ⅛ or ¼ of a note. In this case, you press this button and drag the whole beat grid to the left or the right. You will see all beat markers become white and you see visually where you placed them.
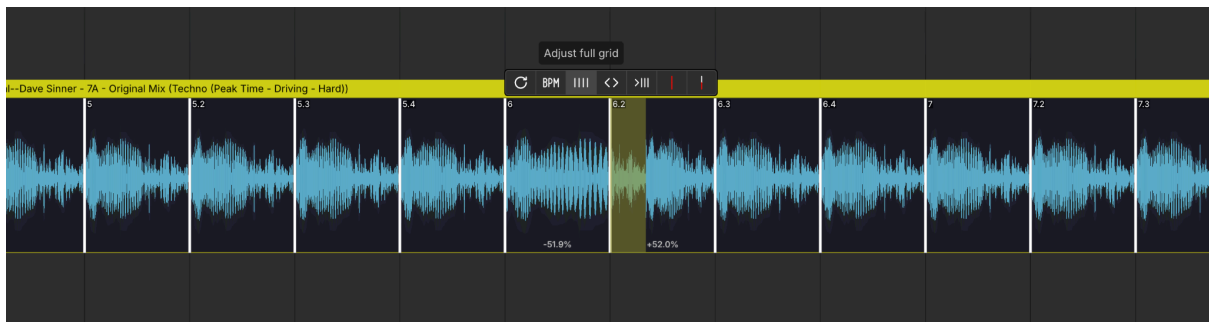
4D. Move beats to the right

With this function, you can grab one beat and move all the following beats in the track to the right. Sometimes, it happens that a producer makes a mistake and accidentally removes ⅛

or ¼ of a beat in a break. A fixed beat grid will result in a shifted grid from that point on.

4E Set downbeat

This function will set the closest downbeat to this position. Ideal for correcting the metronome and the position of the first beat marker. The first beat marker marks the counting of the whole track.

4F. Set first beat marker

This function sets the first beat in the track. Ideal for an exact count of all the bars in the track. It can be handy for live recordings or old songs with "weird" intros. Be careful not to do this halfway in the track,or it will give you a lot of negative counts before the first beat marker ;-)

4G. Set BPM

If you want to brute force a fixed BPM grot over the track, you can use this function. Please be aware that you simply put a fixed grid over the track with the tempo you enter. This can be ideal if you know what you are doing, but it can also destroy the beat grid of a flexible track, and aligning tracks becomes impossible.

4H. Set BPM from here

If your track has a giant tempo change, you can set a new tempo from the selected beatmaker. Our fixed grid algorithm can not handle it.

4I Reset grid

Ok, so when you played around and really messed up, you can press the reset button, and your grid is restored to the original grid: Fixed, AI, AI Flex, or from your DJ performance software.
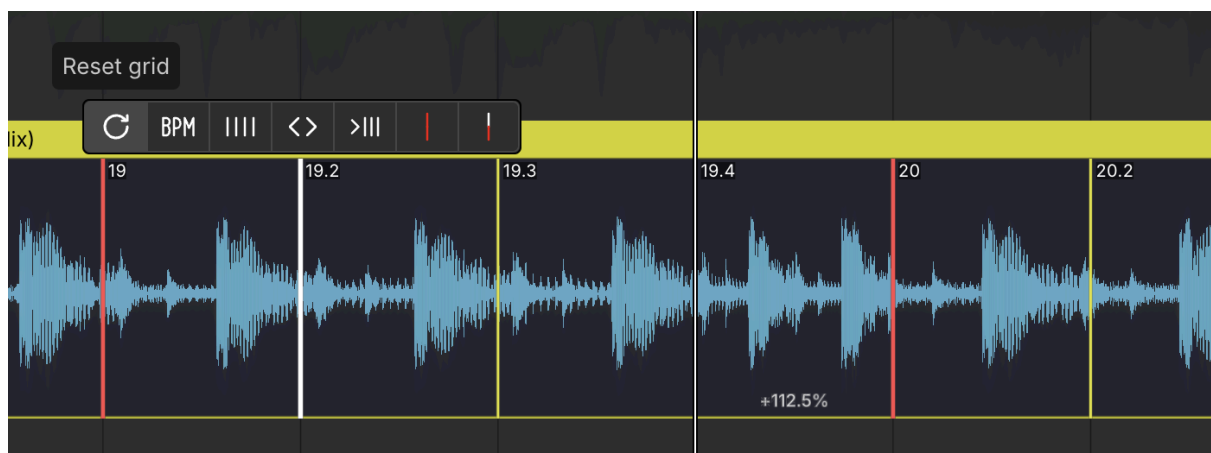
This small popup menu is extremely powerful for beat gridding. We hope you like this new way of gritting. And, of course, we are always open to feedback and good ideas. 😊

4J. [changed] Set mix tempo

If you want to set the Mix tempo of your whole mix, you had to go to the Tempo lane > Manual > Set mix tempo. In 4.0 we have changed this: You can immediately go to Tempo lane > Fixed to go the fixed mix tempo
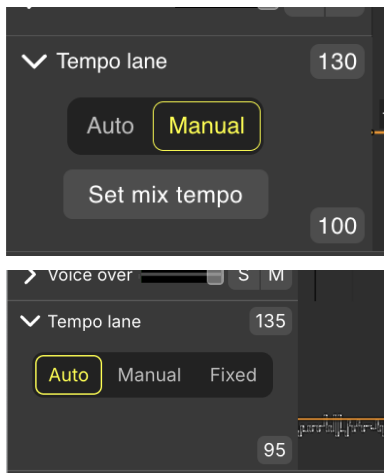
Stabilize tempo

Normally, when you load a track with tempo fluctuations (a "variable tempo" track) into the studio and align it using the AI grid, the track retains its original timing. In that case, the rest of your mix — like added drum loops — follows the tempo changes of that track, making the entire mix adapt to the track's natural tempo variations.

With the new Quantize function at Track tab > **Stabilize tempo**, this changes. It analyzes those tempo variations, corrects them, and "bakes" the timing adjustments into the track itself, straightening it out to a consistent tempo. That way, your added drum loops and other elements in dj.Studio can stay steady, while the variable track is adjusted to match them instead of the other way around.
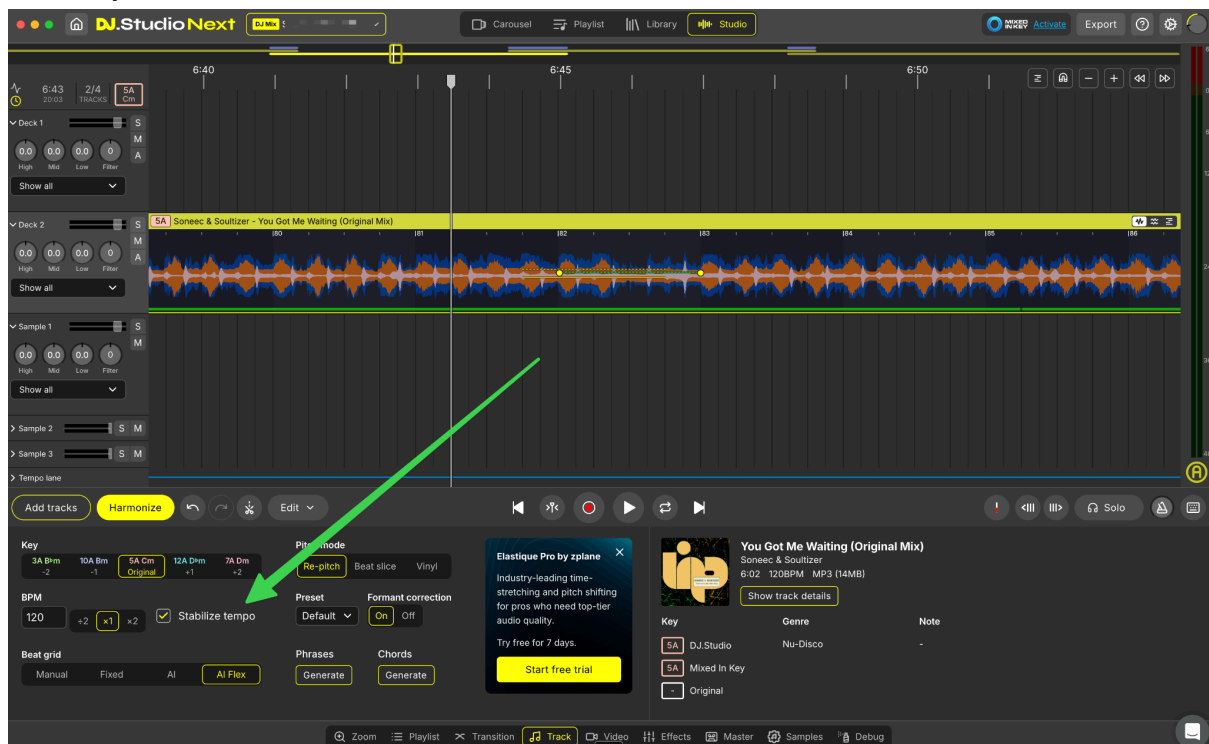
Free floating samples
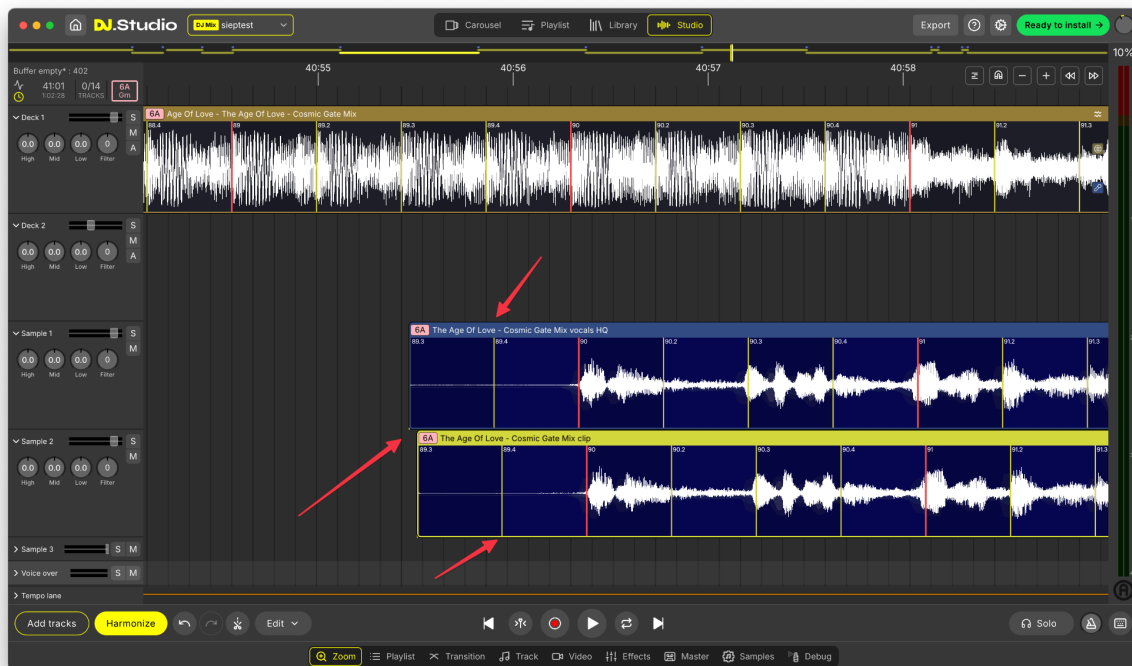
5. Library

We added lots of charts for music discovery:
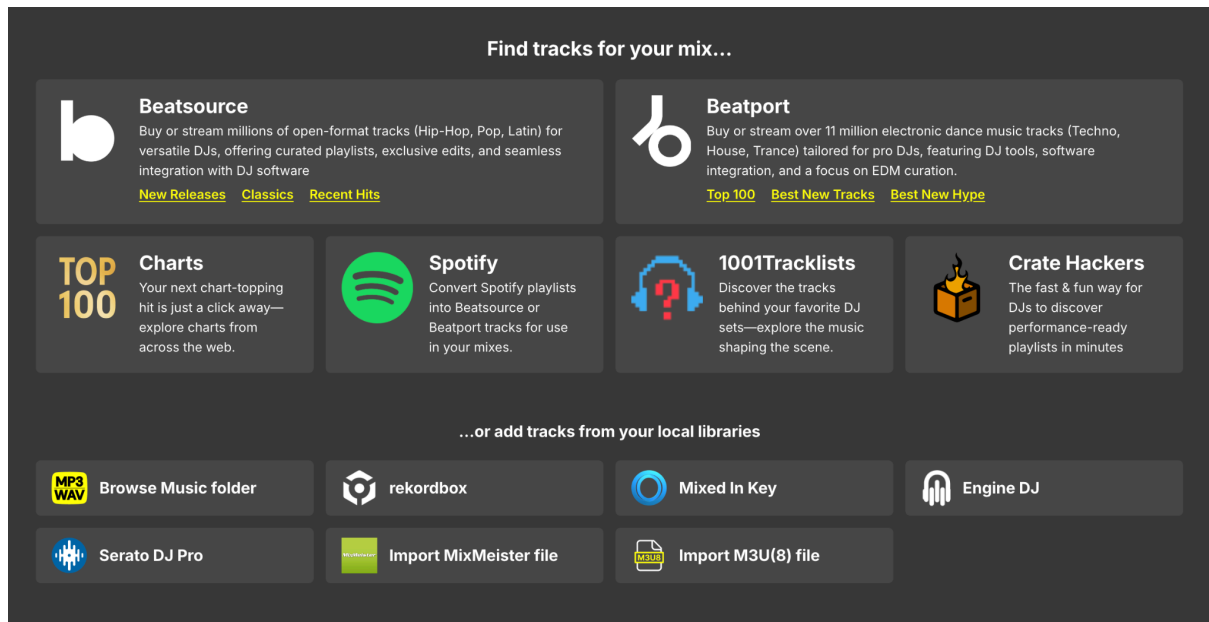
You will also see the new Beatsource and Beatport library screen (more about the new features below).

In the Spotify tab, you can still paste your Spotify URL, but we now automatically search both Beatport and Beatsource.
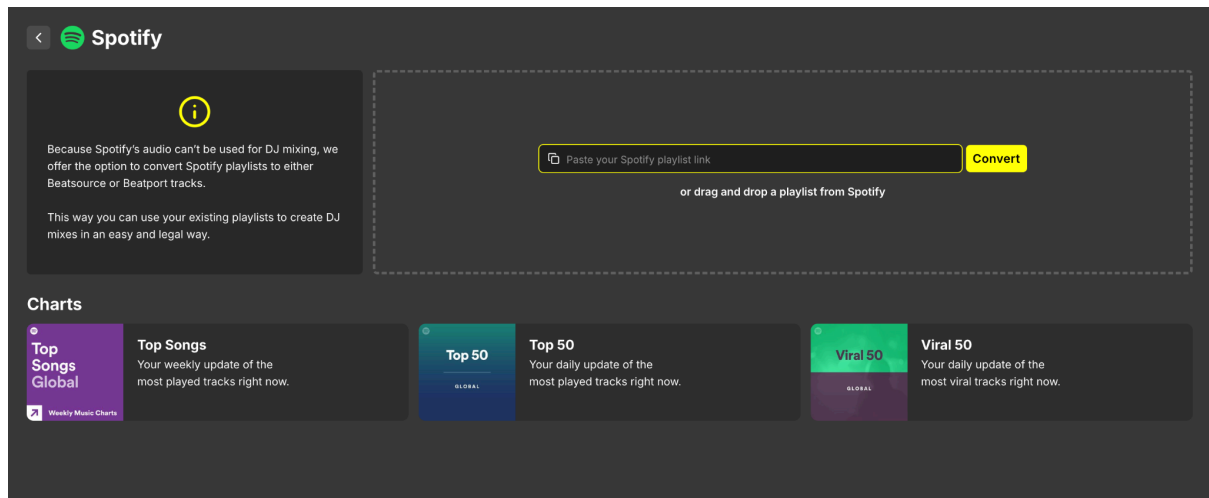
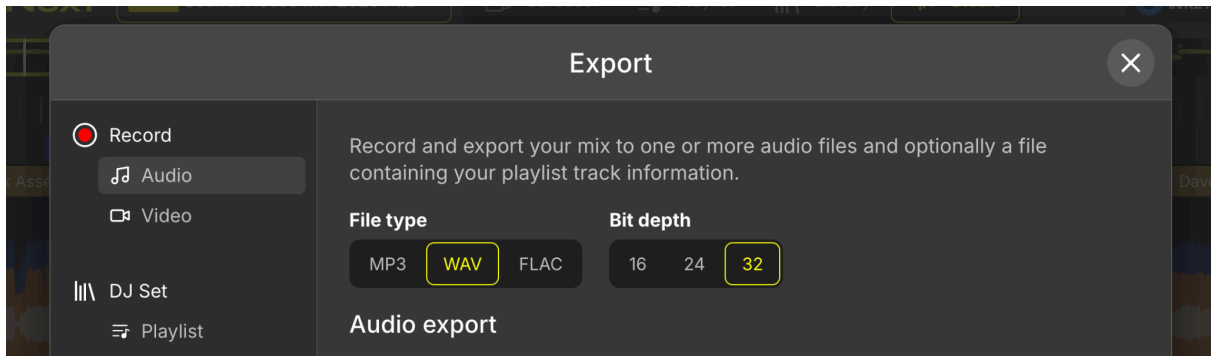Lastly, we have a new awesome Charts tab.
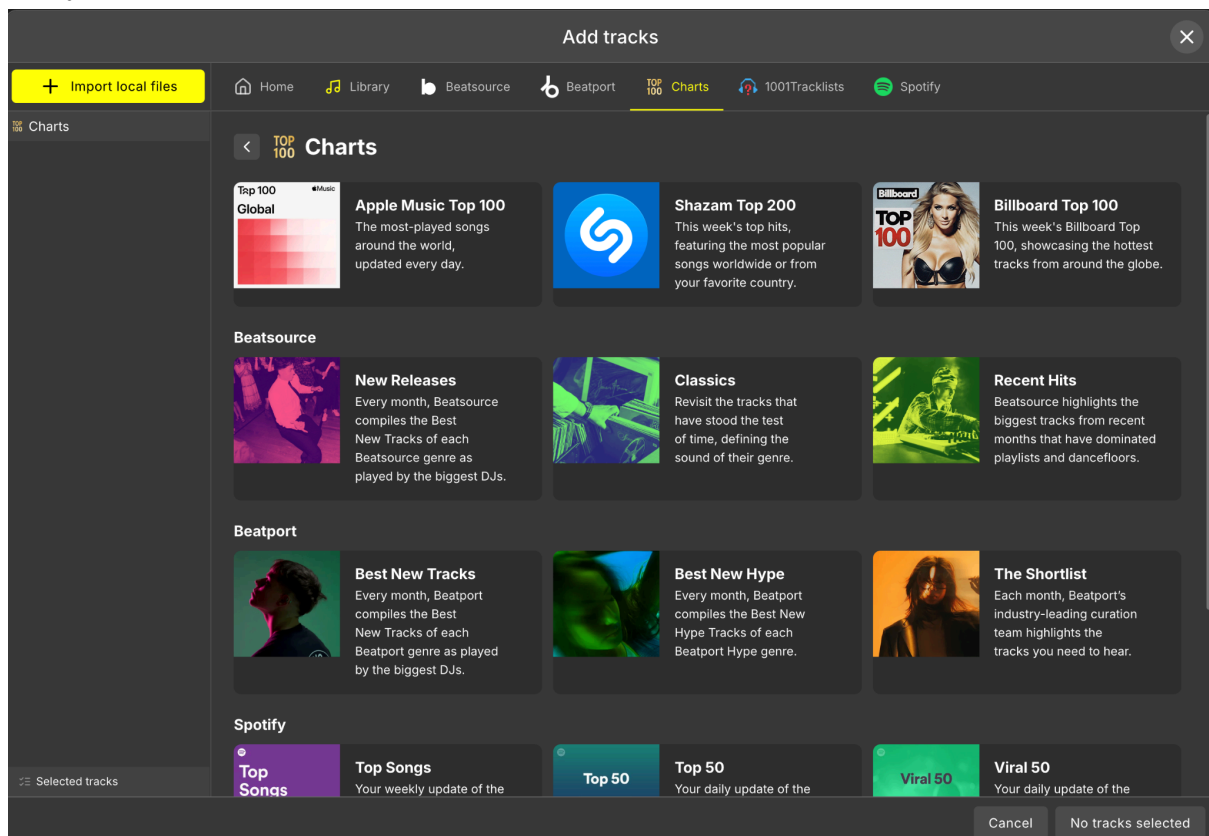
6. Mashup mode
- Dragging of tracks has been improved with snapping to the beat grid

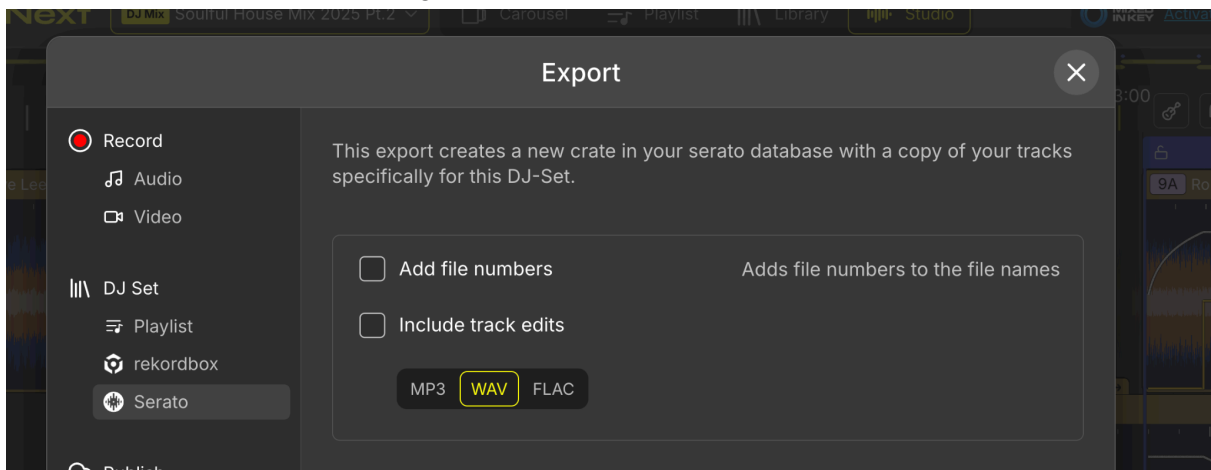## 7. Export : Serato, tracks edits and higher bit depth
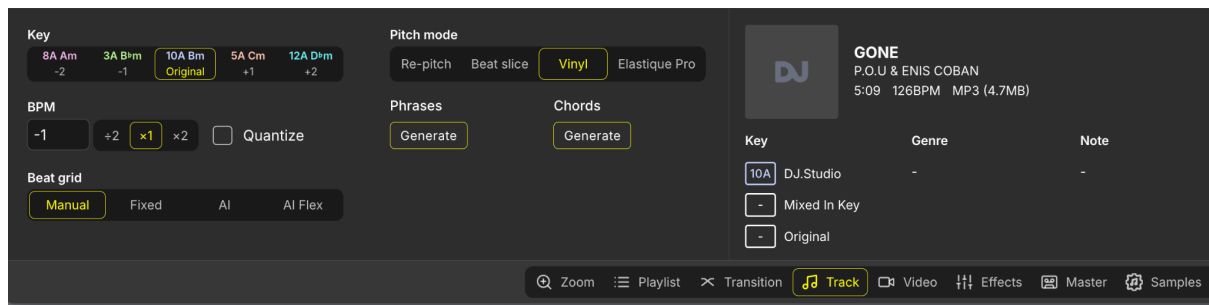You can now choose bit depth for WAV and FLAC export.

We added the option to export edited tracks to rekordbox. When you go to Export > Rekordbox and enable Include Track Edits, cuts, pastes, and loops will be exported.
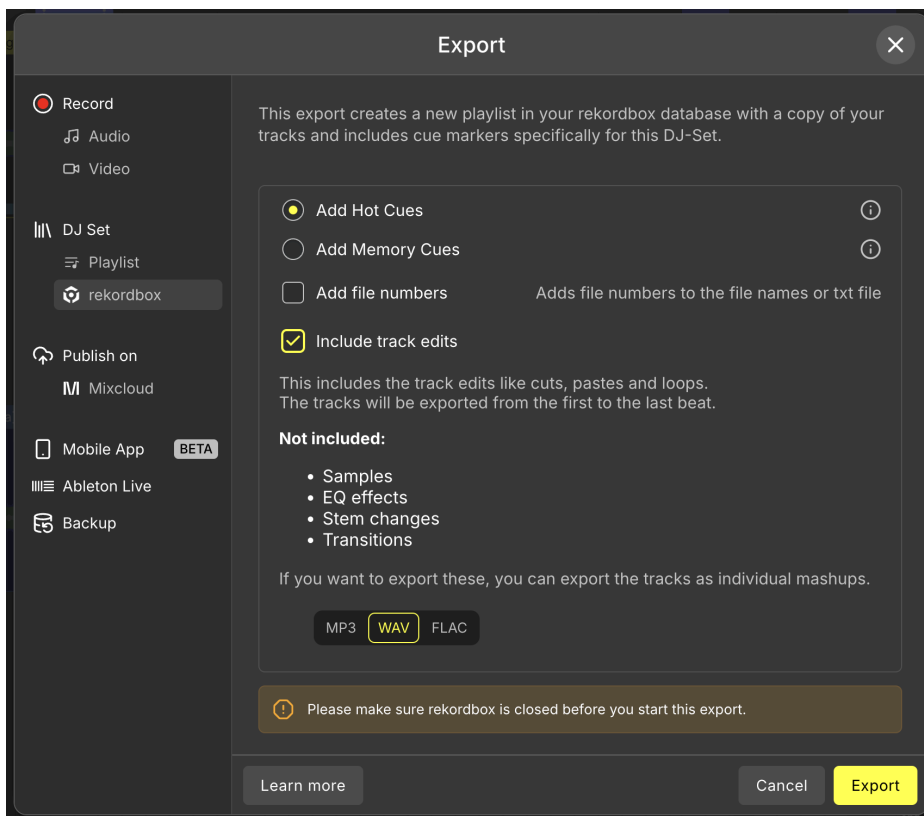
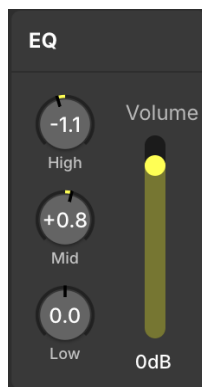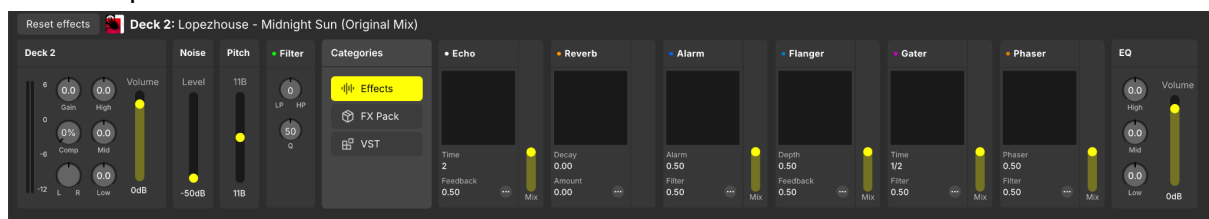Export DJ Set to Serato including hot cues and Edits

8. Improved Track Tab

9. EQ effect block

We added EQ options in the effect tab; these can now also be used in an effect block and saved as presets.

EQ block:

10. VST

1. [Fixed] Issue where a VST would activate on the wrong deck or remain active across different mixes.
2. [Fixed] Issue where CPU-intensive plugins could crash the studio or cause lag when moved.
3. [Fixed] Audio glitch when exporting with certain VSTs.

Smaller improvements and fixes

1. [Improved] Trackpad control in the Studio: Pinch to zoom with the trackpad has been improved to be much smoother.
2. [New] Mixed In Key Integration: support for Mixed In Key folder hierarchy and subfolders.

Known issues Sept 14

There are more known Items, but these are the main ones.

1. Exported files can have a small white space in the beginning
2. Limiter and Ceiling don't work like expected
3. Reset beat grid option doesn't work yet.
4. Undo/Redo shortcut sometimes doesn't respond
5. Elastique Pro is not available yet