

Demix Essentials v5.1 User Manual

Revision 1
December 14, 2023



Contents

1	Installation and Registration	3
2	Whats New	3
3	Quick Start	4
4	Application Overview	7
5	Sequencer Workflow	14
6	Separation Workflow	19
7	Vocals	20
8	Drums	20
9	Bass	21
10	Other	21
11	Four Stem	21
12	Residual clips	21
13	Main Panel	21
14	Transport Panel	22
15	Zoom Controls	23
16	Mixer Window	25
17	File Menu	26
18	Edit Menu	28
19	Separation Menu	33
20	View Menu	33
21	Help Menu	34
22	Keyboard Shortcuts	34

1 Installation and Registration

Device Activation

On the first opening of the software you will be asked to activate the device. Input your ilok account id (you need to create one for free at <https://www.ilok.com> if you don't have one yet), and the licence code that was sent in the purchase receipt email. Then press Send. Your default web browser should open on the ilok website asking you to log in to your account. Doing so will link your DeMIX Essentials licence to your ilok account and will allow you to run the software.

If you want to run DeMIX Essentials on another computer, you can fill out the activation form again on the new computer. You'll need to use the same ilok account id, as your licence can only be linked to a single ilok account. You should only need to enter your ilok account password once, and only for the activation on the first computer.

If you lost access to your ilok account or want to switch to a different one, please contact support@audiosourcere.com.

Once your licence is linked the software should open. However, if DeMIX Essentials can't detect any valid ilok activation locations you will see a troubleshooting window appear. Please make sure you have iLok License Manager installed and running on your computer, and that you have a valid location available (USB dongle plugged in, or iLok Cloud Session open in License Manager). Please note that the software can be installed on multiple devices, but can only be active on one device at a time. Please note that your Ilok Licence Manager should be 5.7.1 or above. If you find that you can not log in, please check the online support links here [21](#).

2 Whats New

Local and Cloud Mode

DeMIX Essentials accommodates separations in the cloud or locally on your machine. There is a toggle switch in the top right section of DeMIX Essentials that allows users to toggle between the different modes.

Batching Separations

DeMIX Essentials allows users to run batches of separations in local mode. Users can select multiple clips and run any combination of the available models in a workflow process. More information can be found here [6](#).

Updated User Interface and Experience

DeMIX Essentials' user interface and user experience has been dramatically improved to give a more modern look and feel. We have added

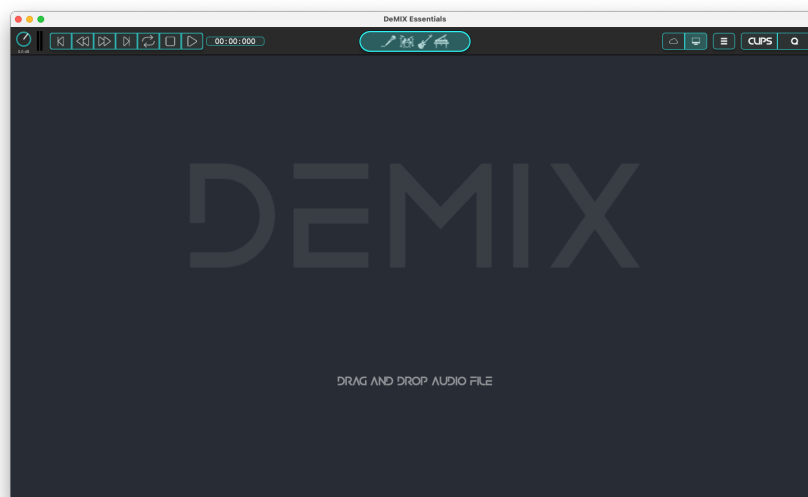
a new separation workflow to streamline the separation process. More information on the User Interface can be found here [4](#) .

Other Improvements

- An additional export to mono option has been added.
- DeMIX Essentials' playback performance and playback resampling accuracy have improved.
- Various bug and Mac/Windows compatibility issues have been fixed.

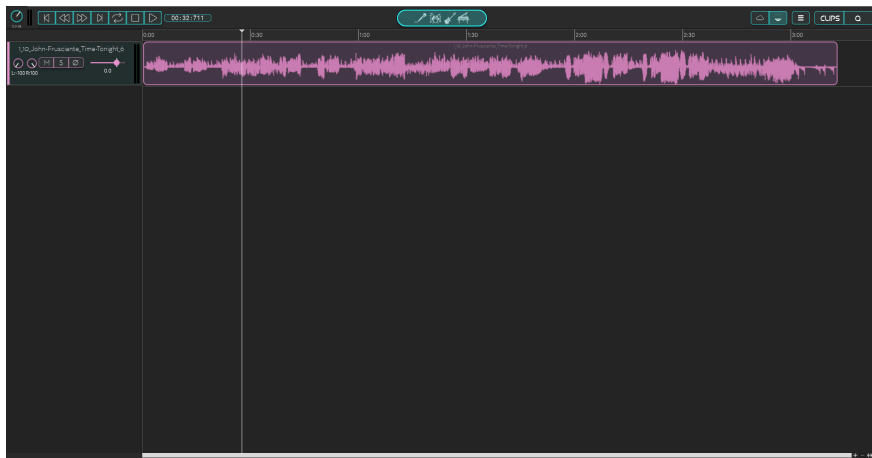
3 Quick Start

DeMIX Essentials allows you to quickly separate vocals, bass, drums and other instruments from audio recordings. Extractions can be done locally on your machine or in the cloud. Cloud extractions require an internet connection.



DeMIX Essentials application on opening

Drag and drop an audio file into the main panel of the application. DeMIX Essentials supports loading of wav, aiff, mp3 and flac audio formats. Once the audio has been loaded, a new track is created with the audio clip inside. For more information about clips, see [5](#) . Playback of the audio can be started and stopped by pressing the spacebar, or via the standard transport controls. The volume of the audio output by the application can be controlled by the master volume slider, situated at the top left of the application. Multiple audio files can be imported into the sequencer.



Audio File Loaded

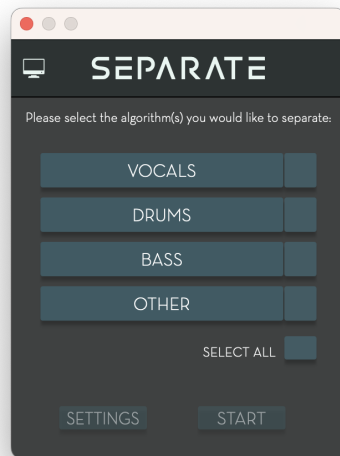
In DeMIX Essentials, users can separate vocals, drums, bass and other instruments. Vocals will extract all vocals (lead and backing combined) from a mix. Drums will target acoustic or electronic drums, or other percussion sounds. Bass will extract all bass guitar or bass synths from a mix. Other will target all elements that are neither vocals, drums or bass.

Launching the separation workflow can be achieved in many ways. One way is by clicking the big centred button (with instrument images inside) in the top section of the software. You can also launch from the separation menu (19).



Separation Button

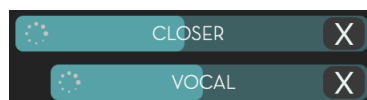
Here we take the use-case of a vocal separation as an example. Pressing the *Separate button* (located in the centre of the top section of the software) will bring up the new separation workflow offering the choice of all the separation models. Select *Vocals* and click *Start*.



Separation Algorithm Workflow

Once the separation is queued, the *Queue Panel* will open on the right side of the software: *Windows: **shift+O** Mac: **shift+O*** . The queue panel shows the separation that was just started along with a label of the clip the separation originated from. Progress can be seen with a blue progress bar in both the queue and in the clip in the main sequencer.

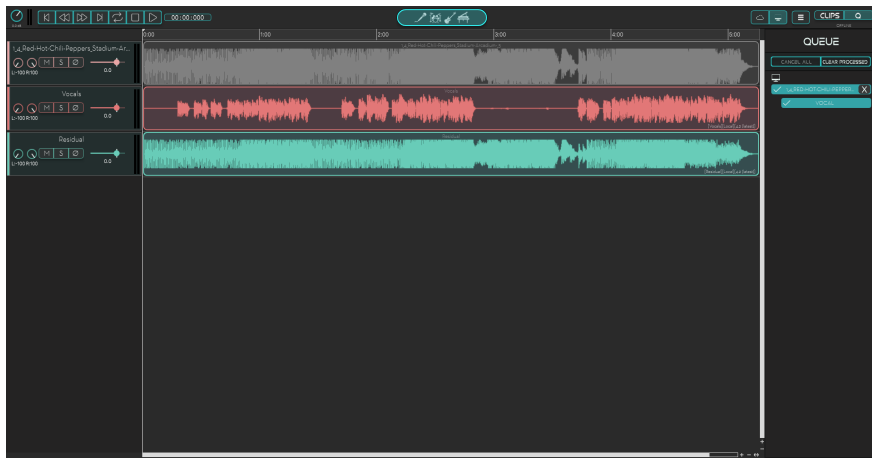
Once the progress is completed (and the progress bar is full), the finalising of the separated files will begin. If it is a cloud separation, the duration of the finalising will be dependent on internet connection. It is also possible to cancel a separation while processing. In the queue panel, click *X* in the progress bar of the item to cancel. Alternatively, all separations queued can be cancelled by clicking *Cancel All Separation* in the Separation Menu 19 .



Separation Progress Bar

Once the separated audio is ready, the sequencer creates two new tracks and two clips inside of those tracks, one track for the separated *Vocals* and another for the residual *Non Vocals*. Residual clips are the non separated elements (in the case of a *Vocal* separation that would be all the instruments without vocals). Each track contains a volume fader, level meter, and pan knobs, as well as mute, polarity and solo buttons.

The original clip is still visible above the separated tracks for reference. However, the original clip is muted.



Vocal Separation Completed

To listen to the separated vocals, press solo on the Vocals track and start playback. Similarly, the residual (non separated elements) can be heard by pressing solo on the Residual track. It is important to note that the separation process is non-destructive, with Vocals and Residual adding back together to give exactly the original mix.

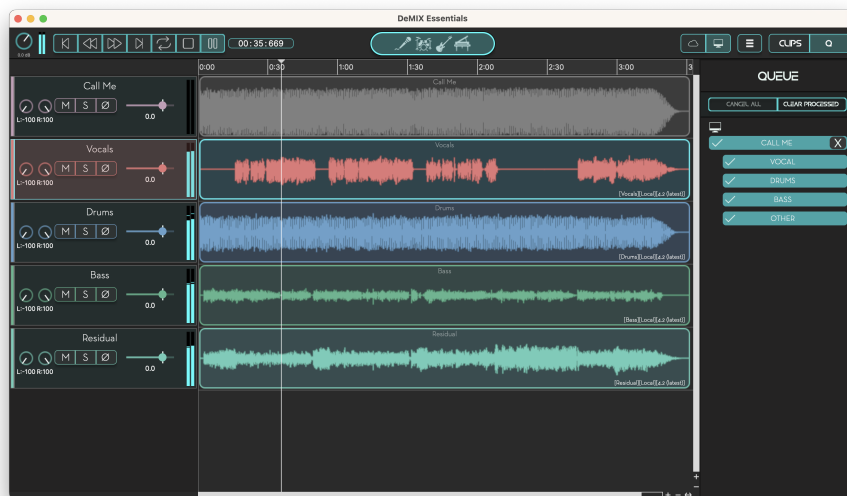
Apart from the solo buttons you can mute individual tracks using the mute button, or adjust the balance of the separated tracks using the individual track volume controls. Using (*Windows* - **ALT + left-click** *Mac* - **ALT + left-click**), you can mute or solo all tracks. You can also use the polarity button to invert the polarity of the track (or "flip its phase").

Having separated the original mix into separated vocals and back-ing track, it is possible to run further separations on these new tracks. For example, the vocal residual track can be used as input for the next separation.

4 Application Overview

Main Panel

The main panel shows the sequencer that displays all the tracks and clips within the project, along with basic remixing controls, zooming controls and the separation button. When the *Mixer* window is chosen (*Windows* - **ctrl+1**, *Mac* - **cmd+1**), it displays the channel strip for each track. The main panel is discussed in detail in Section 13 *Main Panel*.



Sequencer View

Separation Button

The separation button is used to launch separations. The separation button launches the *Separation Algorithm Workflow* which allows users to select the specific algorithms to run.



Separation button

Local Cloud Toggle Switch

The local/cloud toggle switch allows users to switch between the two modes.

Local Mode

Local mode allows the users to run any number of separations with any amount of selected clips. For example, users could import 15 different songs, select them all, click the separation button, select all the 4 algorithms and click *Start*, this would queue 60 separations in the queue. The speed of separation in local mode is dependent on the capabilities of the user's machine.

Cloud Mode

Cloud mode allows the users to run 1 separation on 1 clip at a time. The user has an additional *Four Stem* algorithm to select, which is only

available on cloud. Users have to wait for a current cloud separation to finish before starting another. The speed of separations in cloud mode is dependent on the internet connection of the user's machine.



Local Cloud Toggle Switch

Transport Panel

The transport panel contains the master volume slider for the application as well as standard playback controls. These are discussed in detail in Section 14.



Playback Controls

Zoom Controls

The zoom controls are located at the bottom right of the sequencer. The vertical + and - buttons increase and decrease the size of the tracks, the horizontal + and - buttons increase and decrease the zoom of the sequencer. The <-> button resets the sequencer width. All zoom controls are accessible through the View Menu (20).



Zoom Buttons

Side Bar

The side bar toggle switch allows users to see the *Queue Panel* and the *Selected Clips Panel*.

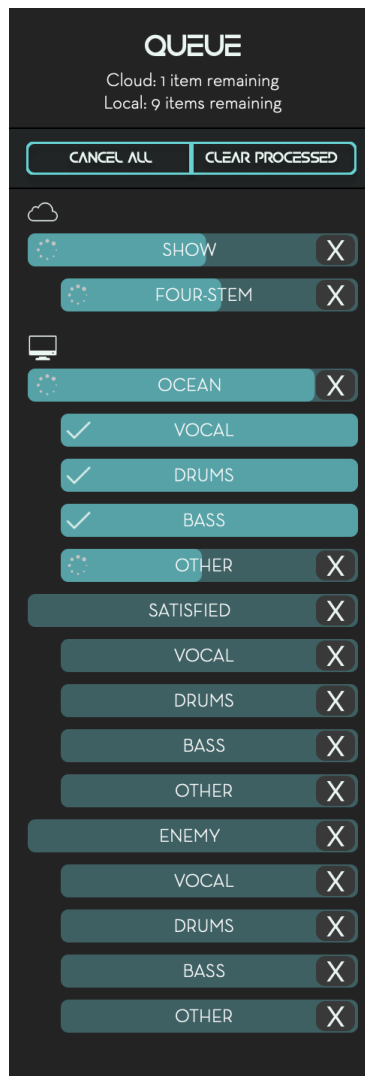


Side Bar

Queue Panel

The queue panel displays the separations that have been processed and/or currently being processed. The queue is broken into 2 sections; *Queue Controls* and *Queue Items*. *Queue Controls* offers the users the option to *Cancel All* or to *Clear Processed*. *Cancel All* allows the users to cancel all active separations. Once cancelled, separations cannot be restarted. *Clear processed* allows users to remove items from the queue that are no longer processing, such as items that have finished separation or cancelled items.

The *Queue Items* section shows all the separations for both cloud and local. Cloud and Local separations can run in parallel. The cloud separation section is indicated by the small cloud icon, while the local separation section is indicated by a small machine icon.

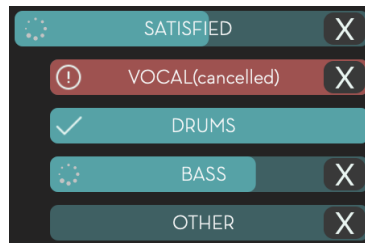


Queue Panel

The queue items have two different levels, the first level is known as the *Parent*. The parent shows the clip information from the original source of the separation. Cancelling at parent level will cancel all of the child separations.

The second level is known as the *Child*. The child relates to the individual separation. The parent can have many children. In the image example, each parent has 4 children separations. Cancelling at child level will only cancel that individual separation.

The progress bar is indicated by a blue bar that moves from left to right of the child item. When a separation is finished, a tick image will appear on the left side of the item. If there is an error or if a separation is cancelled, a small warning image will appear and the child item will turn red.



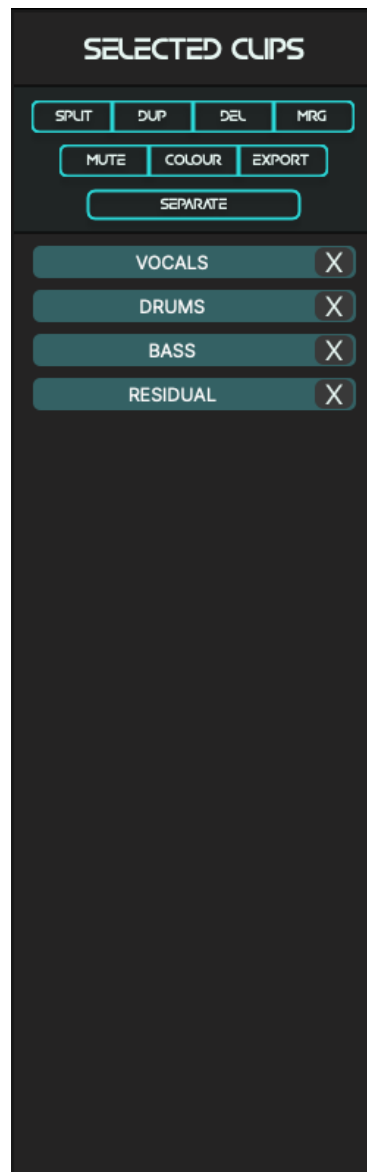
Separation In Progress

Selected Clips Panel

The selected clips panel has two sections similar to the Queue Panel. The first section is the *Selected Clips Controls*. The controls give users the ability to *Split*, *Duplicate*, *Delete*, *Merge*, *Export*, *Mute All*, *Change Colour* and *Separate* clips.

Splitting clips breaks a clip into 2 clips. *Duplicating* clips makes new duplicates of the selected clips on new tracks 5. *Merging* will convert all the selected clips into 1 clip 5. *Exporting* allows users to export the selected clips. *Mute* will allow users to mute all selected clips. *Change Colour* will allow users to change colour. *Delete* selected clips will delete all selected clips from the sequencer 5. *Separate* selected clips allows users to run multiple separations on multiple clips in 1 separation workflow iteration.

Note: a clip is a waveform in the sequencer. The second section of the selected clips panel shows the selected clips with their name and the ability to de-select clips.



Selected Clips Panel

Local and Cloud Toggle Switch

The *Local* and *Cloud* switch allows users to switch between local and cloud separations. Local separations have no limitations. This means that users can select multiple clips and run multiple separation algorithms on each clip. *Cloud* separations are limited to 1 separation per 1 clip. Users can only run *Cloud* separations when there is no other *Cloud* separation running.



Local Cloud Toggle Switch

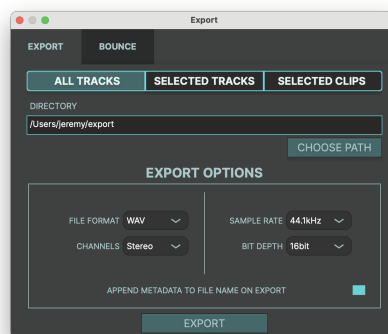
Export Button

This exports the audio from all the tracks and/or clips currently available in the mixer. On selecting this option it brings up a pop-up box asking you to select a directory to save the files to. Note that the export filenames will match the names of the track in the mixer panel. The *Export* option ignores all panning, volume, solo or mute settings in the mixer. Users can select between *All Tracks*, *Selected Tracks* or *Selected Clips*.



Export Button

The export window can also be accessed using a keyboard shortcut: *Windows* - **ctrl+shift+E**, *Mac* - **cmd+shift+E**.



Export Window

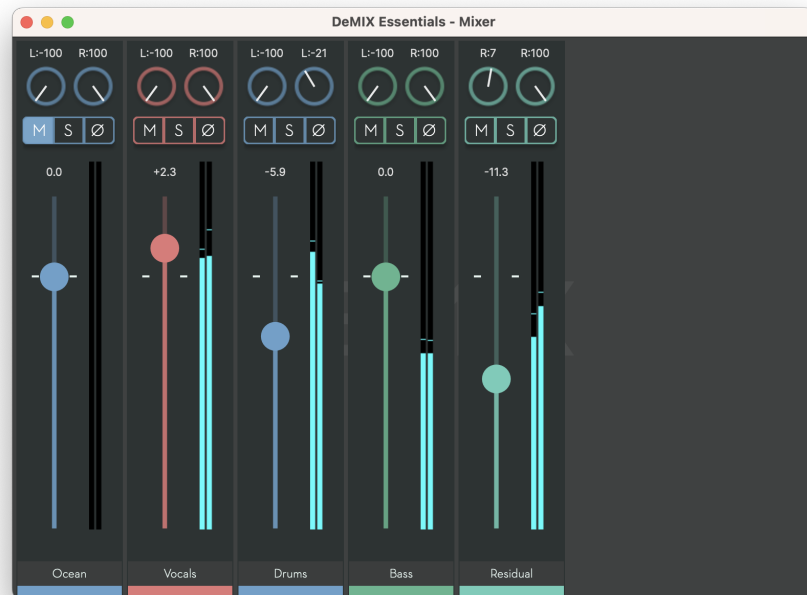
Menu Bar

The Menu Bar contains options related to importing and exporting audio, saving projects, editing settings, performing separations, as well as displaying the mixer window. Further details on these menus can be found in Sections: *File*(17), *Edit*(18), *Separation*(19), *View*(20) and *Help*(21).

Mixer Window

The mixer window contains volume and pan controls as well as mute and solo buttons for each separated track in the application. Further

details can be found in Section 16.



Mixer Window

5 Sequencer Workflow

The new sequencer interface allows new actions for tracks and clips.

Duplicating

Selected clips and/or tracks can be duplicated. If a track is duplicated, it will duplicate all clips inside. If a clip is duplicated, it will create a new track and position the duplicated clip at the same position inside the new track. Duplicating can be achieved using the shortcut (*Windows* - **ctrl+D**, *Mac* - **cmd+D**), by right-clicking on the track or clip, or by accessing the edit menu 18 .

Merging

It is possible to merge tracks and clips. Tracks can be merged by selecting 2 or more tracks. Clips can be merged when 2 or more clips are selected, whether they are on the same track or different tracks. This can be done by holding down **ctrl** (*Windows*) or **cmd** (*Mac*) and clicking on multiple tracks or clips. Alternatively **shift** and clicking will work as well. Once multiple tracks or clips have been selected, the *Merge selected* button becomes active. Clicking on *Merge selected* will then

merge the selected clips or tracks into a single clip or track. The associated keyboard shortcut for this action is: *Windows* - **ctrl+shift + M**, *Mac* - **cmd+shift + M**.

Deleting

Selected clips and/or tracks can be deleted. Deleting selected clips or tracks can be achieved by using the shortcut (*Windows* - **delete**, *Mac* - **delete**), by right-clicking on a clip or track, or by accessing the edit menu 18 .

Tracks

Tracks are containers for clips. A track can be empty or it can have multiple clips. A track has a horizontal volume slider, pan faders, a mute button, a solo button and a polarity button. Tracks can also be renamed and have their track colour changed. The size of the track (vertically and horizontally) can be modified using the zoom controls. The track name can be set by double-clicking on the name label.

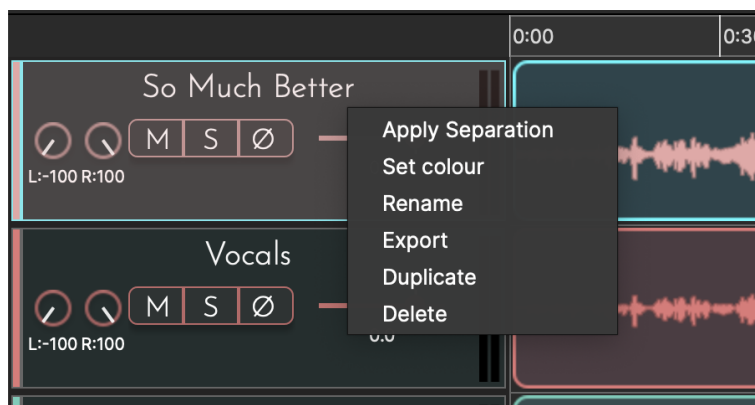


Track Section

New tracks can be created by selecting *New Track* in the File menu 17 , by duplicating existing tracks or by dragging clips under the last existing track. Right-clicking will open a menu to start a separation, rename, set the track colour, duplicate or delete the track.

Apply Separation

In local mode, this will select all of the clips in the track and open the separation workflow popup window allowing users to make separations.



Track Options

Set Colour

Clicking on *Set colour* launches a pop-up *Colour Picker* window. Picking a colour in this window will then change the colour associated with the selected item to that chosen. Right-clicking on a track and setting the colour will change the colour of the track and the associated clips. Right-clicking on a clip and setting the colour will only change the colour of that specific clip.



Track Colour Picker

Rename

Clicking on *Rename* gives the option to rename the track by typing in the desired track name.

Export

Clicking on *Export* opens the export window automatically set to selected tracks.

Duplicate

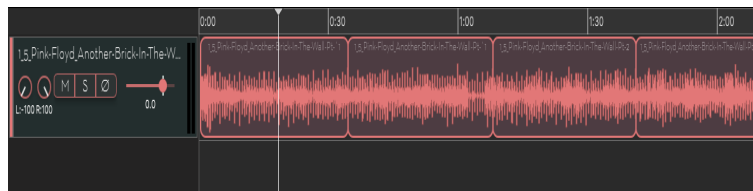
Clicking *Duplicate* will duplicate all of the tracks clips onto a new track. The new track will have the same track name and colour.

Delete

Clicking *Delete* will delete the track and all the clips within the track.

Clips

A clip is a section of audio contained within a track. When importing audio, a track with 1 clip is created. The clip can be split into many smaller clips, all of which can be separated individually.



Clips Section

When selecting a clip, it highlights the clip with a blue outline. Multiple clips can be selected by holding *shift* while clicking on the clip. Clips can be dragged along the sequencer timeline or dragged to other

tracks. If a clip is dragged out of bounds below the last track, a new track will be created.



Selected Clip

Right-clicking inside the clip will open a dropdown menu where you can separate, split, duplicate, delete or rename the clip. Right-clicking also allows you to set the clip colour.

Mute

Clicking on *Mute* will mute the clip. The track itself will not be affected, only the selected clip.

Set Colour

Clicking on *Set colour* launches a pop-up *Colour Picker* window. Picking a colour in this window will then change the colour associated with the clip.

Rename

Clicking on *Rename* will start editing the clip name.

Export

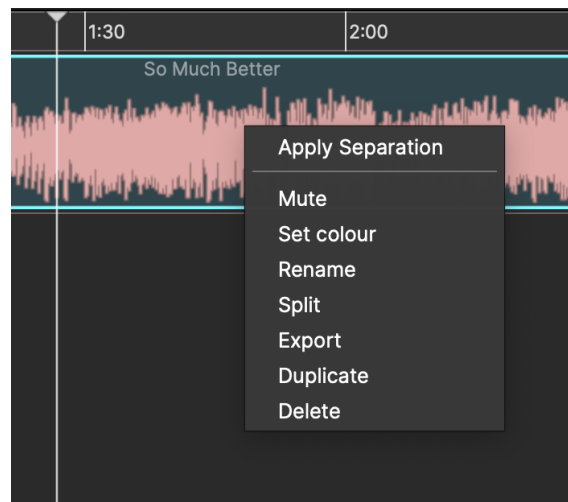
Clicking on *Export* opens the export window automatically set to selected clips.

Duplicate

Clicking on *Duplicate* will duplicate the clip and create a new track for the duplicated clip.

Delete

Clicking on *Delete* will delete the clip, the track will also be deleted if it doesn't contain any other clip.



Clip Options

Splitting Clips

Clips can be split using the shortcut (*Windows - S* , *Mac - S*) or by right-clicking and selecting *Split*. All selected clips will be split at the position of the playhead. Each new clip will keep the previous clip name and colour.

Dragging Clips

Selected clips can be dragged horizontally across the sequencer or vertically to different tracks. Clips can be dragged on top of other clips. In this case, only the clip that starts first will be displayed. When dragging clips, there is automatic snapping to the edge of the next/previous clips. When dragging a clip to the space below the last track, it will create a new track for the clip. Multiple clips can be dragged at once when selected.

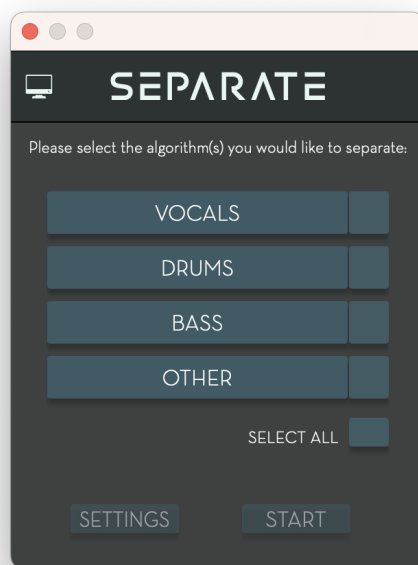


Dragging clip to create new track

6 Separation Workflow

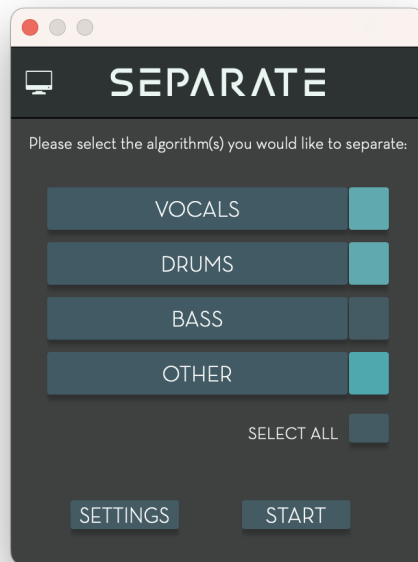
The *Separation Workflow* is the workflow that allows users to pick which separations they want to run. The separation workflow can be accessed by the *Separation Button* in the centre of the top section of the software, the *Separation Menu* 19, right-clicking on a track, right-clicking on a clip and the *Separate* button in the selected clips side panel.

When the separation workflow opens, it will show the available algorithms. Local and cloud have different options available for each mode.



Separation Workflow in Local Mode

In *Local* mode, users have the choice of picking any and/or all of the algorithms for separation. The options include vocals, drums, bass and other instruments. The *Select All* button selects all the algorithms for separation. Separation will start when the user clicks the *Start* button by applying the selected algorithms consecutively on the source clip.



Selecting instruments in Separation Workflow

If there are any available settings for the chosen algorithms, the *Settings* button will become enabled. The settings page allows users to select the specific parameter settings for the chosen algorithms. These parameters will be set globally and saved when closing the software.

In *cloud* mode, users can only select one algorithm to separate. The algorithms available are vocals, drums, bass, other and four stem.

7 Vocals

Running the Vocals model will separate out the vocal elements from a song or mix.

Available in: Local, Cloud

Settings include: Algorithm Version (Local Only).

8 Drums

Running the Drums model will separate out the drums/percussion from a song or mix.

Available in: Local, Cloud

Settings include: Algorithm Version (Local Only).

9 Bass

Running the Bass model will separate out the bass guitar/ bass synth from a song or mix.

Available in: Local, Cloud

Settings include: Algorithm Version (Local Only).

10 Other

Running the other model will separate out all the elements that are not vocals, drums or bass from a mix.

Available in: Local, Cloud

Settings include: Algorithm Version (Local Only).

11 Four Stem

Running the four stem model will separate *All Vocals, Drums, Bass* and *Other* from a mix.

Available in: Cloud Only

Settings include: Perfect Reconstruction (Cloud Only).

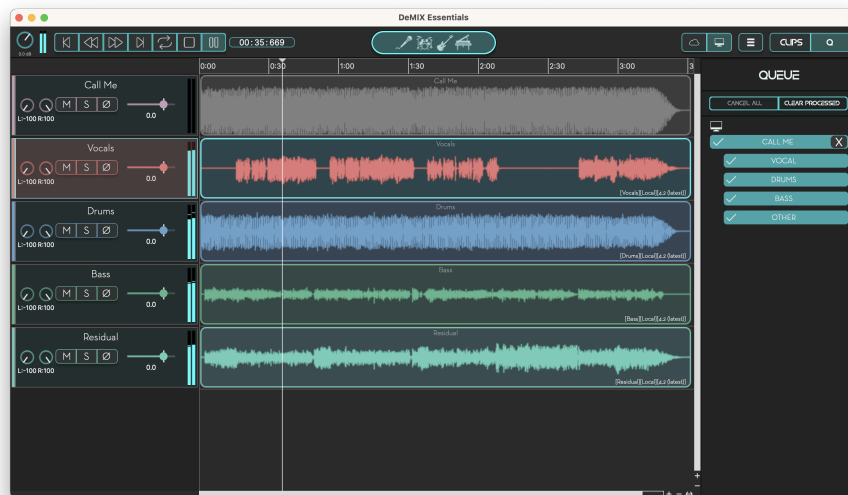
12 Residual clips

After a clip separation ends, one last clip called Residual is created. The Residual clip contains all the elements from the original clip that aren't in any of the separated clips. For example, when running a batch separation of drums and bass, the drums will be returned on one clip, the bass on a second clip and the residual (anything else than drums or bass) on a third separate clip. The separated drums and bass clips and the residual clip will sum back to the original audio clip. The generation of the residual clip can be disabled in Separation Settings 18.

13 Main Panel

On opening the application, the Main Panel is empty, apart from an invitation to drag and drop a file to open in the application. Once a file has been loaded, the main panel displays the audio track and its clip. As additional tracks are created, these additional tracks will appear in

the view and the mixer window. Each track has a collection of clips and every clip can be separated, muted, duplicated, deleted or split. New clips can be created by splitting existing clips. Clips can be merged with other clips to consolidate into one clip. For more information on clips, see Section 5.



Main Panel

The playhead can be positioned by left-clicking on any of the clips, or on the timeline at the top. On the left of the sequencer are the name, colour and other information about each track. Double-clicking on the name of a track allows to rename it. Left-clicking the track will select the track and all clips inside. Right-clicking on a track will open a menu with options such as starting a separation, renaming a track, duplicating the track, deleting the track or changing its colour.

14 Transport Panel

The transport panel is situated at the top left of the application. It contains a number of controls related to playback of audio. These are as follows:



Master Volume - this slider controls the volume of audio playback from the application. Below it is a display which shows the current gain of the audio relative to its original level in dB.



Return to Start - this button moves the playhead back to the start of the audio. This can also be done by pressing **ctrl+←** on *Windows* or **cmd+←** on *Mac*.



Rewind - clicking on this button moves the playhead back by one second. This can also be done by pressing ← on the keyboard. Pressing **alt**+← will move the playhead back by 10 seconds.



Fast Forward - clicking on this button moves the playhead forward by one second. This can also be done by pressing → on the keyboard. Pressing **alt**+→ will move the playhead forward by 10 seconds.



Move to End - this button moves the playhead to the end of the audio. This can also be done by pressing **ctrl**+→ on *Windows* or **cmd**+→ on *Mac*.



Loop - if a time-selection has been made in the main panel, this button toggles whether looping occurs on that section or not. This can also be done by pressing **L** on the keyboard.



Stop - pressing this button stops playback



Play - pressing this button starts playback



Pause - pressing this button pauses playback

The behaviour of stop and pause depends on the chosen playback mode in the transport settings menu. If auto return is selected, then the playhead will return to its original position, while if persistent is chosen, then the playhead will stay at its current position when playback is stopped or paused.

Transport Location Display: This text box displays the current location in time of the playhead.

Hovering over the transport buttons will display the shortcut key for each button.

15 Zoom Controls

The zoom panel contains tools for zooming in and out of the multi-track view. These are described below:

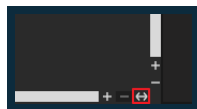


Zoom in - vertical axis This tool zooms in on the vertical height of the tracks. Shortcut (*Windows* - + , *Mac* - +)

Zoom out - vertical axis This tool zooms out on the vertical height of the tracks. Shortcut (*Windows* - - , *Mac* - -)

Zoom in - time axis This tool zooms in on the horizontal width of the waveforms. Shortcut (*Windows* - **ctrl** + + , *Mac* - **cmd** + +)

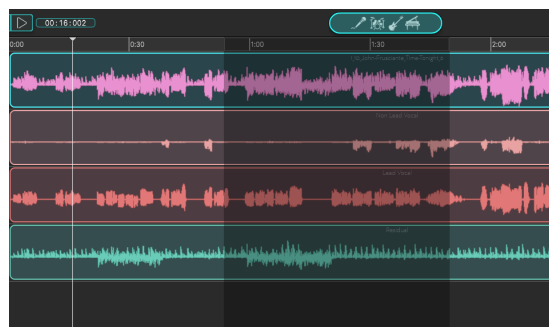
Zoom out - time axis This tool zooms out on the horizontal width of the waveforms. Shortcut (*Windows* - **ctrl** + - , *Mac* - **cmd** + -)



Zoom out full This tool resets the zoom to the maximum possible in the application. This is expanded to the clip furthest from the start of the timeline.

Looping

A sequencer loop can be drawn by left-clicking on the timeline and dragging the mouse. The loop is highlighted by a dark grey line at the top of the timeline. The loop can be enabled/disabled by pressing the loop button in the transport panel, or by pressing **L** on the keyboard.

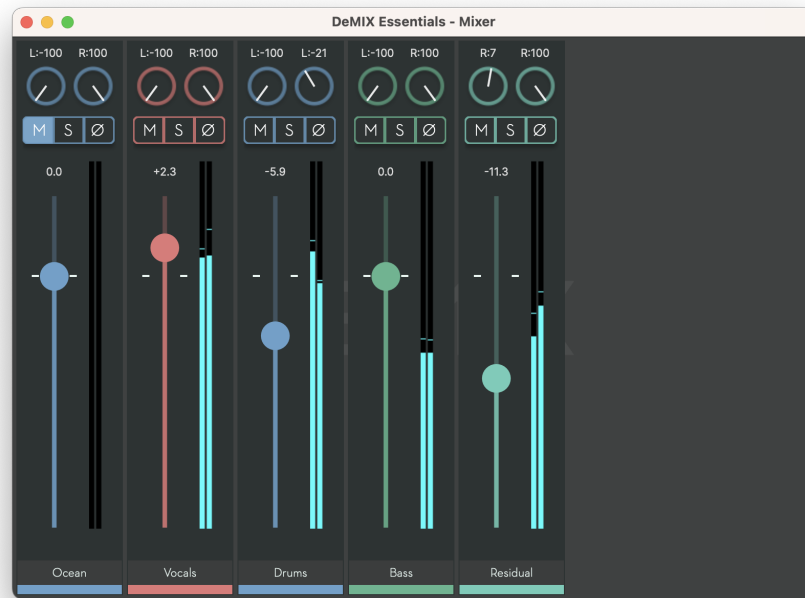


Sequencer with active loop section

The sequencer loop can be used to repeat sections or allow for accurate clip splitting. For example, setting the loop in a drum track allows for fine-tuning a drum loop. Once the loop is accurately set, the drum clip can be splitting on both sides of the loop to give a new drum clip that can be looped cleanly.

16 Mixer Window

The *Mixer* window displays all available channel strips in a small independent window.



Mixer Window



Mixer Channel Strip

Each track has its own channel strip with a volume fader, level indi-

cator, and pan knobs, as well as mute, solo and polarity buttons. Tracks can also be renamed by clicking on the track name and typing in the desired name. Double-clicking on a volume fader will reset it to its initial position, as will double-clicking on a pan knob.

The mixer window can be opened by selecting the View menu and clicking on *Show Mixer Window*, or alternatively via a keyboard shortcut: *Windows* - **ctrl+1**, *Mac* - **cmd+1**.

17 File Menu

Selecting the file menu brings up a range of options. These are described below:

Import Audio

Selecting *Import Audio* opens a pop-up window allowing the user to select an audio file to use in the application. This can also be done using a keyboard shortcut: *Windows* - **ctrl+shift+N**, *Mac* - **cmd+shift+N**.

Opening an audio file can also be achieved by dragging and dropping the audio file from the file manager. DeMIX Essentials supports loading of wav, aiff, mp3 and flac audio formats.

Save

Selecting *Save* saves the current project. This can also be done using a keyboard shortcut: *Windows* **ctrl+S**, *Mac* - **cmd+S**. If it is the first time the project is being saved, this opens a pop-up window allowing the user to pick a name and location for the save. This will save the project settings and all associated audio into a project folder.

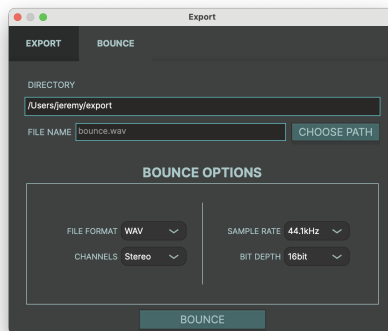
If the project has been previously saved, selecting *Save* will save the current version of the project into the previously created folder.

Save As

Selecting *Save as* saves the current project under a new project name. It opens a pop-up window allowing the user to pick a name and location for the save. This will save the project settings and all associated audio into a new project folder. This can also be done using a keyboard shortcut: *Windows* - **ctrl+shift+S**, *Mac* - **cmd+shift+S**.

Bounce Mixer Output

Selecting *Bounce Mixer Output* bounces the audio output from the mixer directly to a file. This includes all changes in volume, panning, as well as any mutes or solos. It brings up a dialogue box allowing the user to name the output file and choose the format to export. The associated keyboard shortcut for this action is: *Windows* - **ctrl+B**, *Mac* - **cmd+B**.



Bounce Window

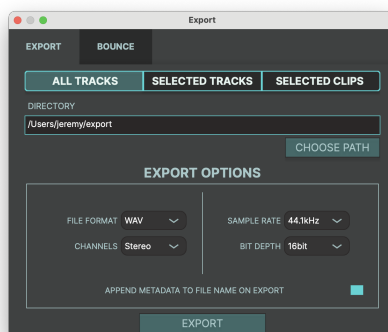
Export

This exports the audio from the current mixer tracks or clips, ignoring any panning, volume, solo or mute settings. On selecting this option it brings up a dialog box asking you to select a directory to save the files to. If there are any selected tracks or clips, the export window will allow the user to select between all tracks, selected tracks or selected clips. Files can be exported in WAV or FLAC, in various sample rates, quality and number of channels.

Exporting With Appended Metadata

The export window allows the user to pick the export name of the item (track or clip) with the metadata from the separation appended to the file name. The metadata includes the original clip name of the source of the separation, cloud/local and the version of the model.

The export window can also be accessed using a keyboard shortcut: *Windows* - **ctrl+shift+E**, *Mac* - **cmd+shift+E**.



Export Window

New Track

Selecting *New Track* creates a new track in the sequencer.

New project

Selecting *New project* clears the sequencer of all previous tracks and clips. This can also be done using a keyboard shortcut: *Windows* - **ctrl+N**, *Mac* - **cmd+N**.

Open project

Selecting *Open project* displays a pop-up window which allows the user to open an already existing project. In DeMIX Essentials, a project file has a file extension of **.sre**, and it will be found in the project folder created when the project was originally saved. This can also be done using a keyboard shortcut: *Windows* - **ctrl+O**, *Mac* - **cmd+O**.

18 Edit Menu

Selecting the edit menu brings up a range of options. These are described below:

Undo

This undoes the previous action. Actions include importing audio, separating, splitting, deleting, selecting, dragging and duplicating. Note that the undo entry displays a description of the previous action when appropriate. Undoing edits can also be done using a keyboard shortcut: *Windows* - **ctrl+Z**, *Mac* - **cmd+Z**.

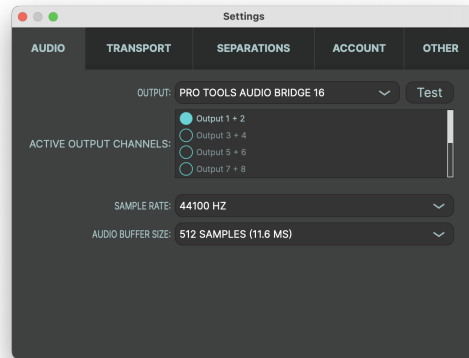
Redo

This re-does any previously undone action. Note that the redo entry displays a description of the previous action when appropriate. Undoing edits can also be done using a keyboard shortcut: *Windows* - **ctrl+shift+Z**, *Mac* - **cmd+shift+Z**.

Settings

Selecting *Settings* launches a pop-up window containing a number of tabs which allow the user to make changes to the default settings for the application:

Audio Settings



Audio Settings Window

This tab contains settings related to audio playback in the application. These are:

Audio Device Type

This option is on Windows only. It typically offers the choice between Windows Audio and Direct Sound for playback of audio.

Output

This allows the user to select which of the available outputs to use for playback of audio.

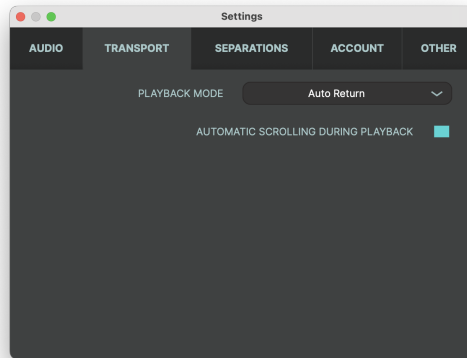
Sample Rate

This allows the user to change the default sample rate for playback of audio. This is originally set by the computer that DeMIX Essentials is running on. In most cases it will be 44.1kHz by default.

Audio Buffer Size

This controls the audio buffer size of the application. If playback is skipping or stuttering, then increasing the buffer size can help eliminate these problems.

Transport Settings



Transport Settings Window

The transport settings tab allows the user to change how the application behaves during playback.

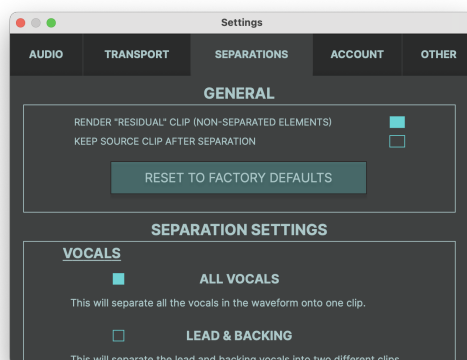
Playback Mode

When *Auto Return* is selected, pressing stop or pausing playback will return the playhead to its previous position before playback started. When *Persistent* is selected, then the playhead will remain at the current position when pausing or stopping occurs.

Automatic Scrolling during playback

When checked, the waveform area of the sequencer will scroll automatically to always keep the playhead visible.

Separation Settings



Separation Settings

This tab contains the current settings for all the separation algorithms. The setting *Keep source clip after separation* ensures that the original source clip will be retained after it has been used as the basis for a separation. If not selected, the original clip will be removed when the separation is complete. The setting *Render residual clip (non-separated elements)* returns the non-separated elements of the separation too. This is enabled by default. More information about the residual can be found in the Section 12 *Residual*.

Render Residual Clip

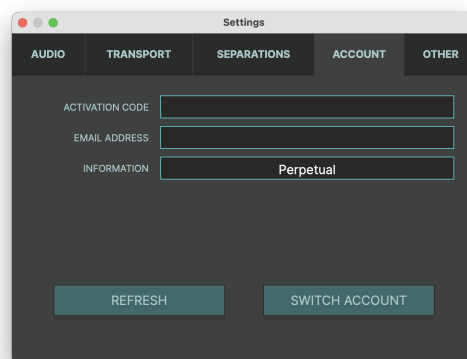
When checked, the waveform area of the sequencer will scroll automatically to always keep the playhead visible.

Keep Source Clip After Separation

When checked, the waveform area of the sequencer will scroll automatically to always keep the playhead visible.

Account Settings

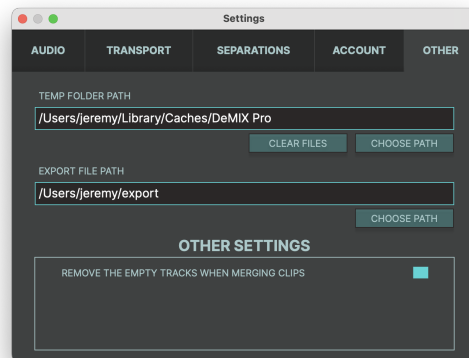
This tab contains licence and user information. This will display the user's ilok account id or email address and the licence code. The "Switch Account" button will open the login window. This will allow the user to switch licences if they have another licence.



Account Settings

Other Settings

This tab contains settings that are not specific to any of the other tabs. *Other Settings* includes the ability to set the temporary folder path, the export path and the ability to remove the original source clip after separation.



Other Settings

Select All

This selects all tracks and clips in the sequencer. This can also be done using a keyboard shortcut: *Windows* - **ctrl + A**, *Mac* - **cmd + A**.

Deselect All

This deselects all tracks and clips in the sequencer. This can also be done using a keyboard shortcut: *Windows* - **ctrl + shift + A**, *Mac* - **cmd + shift + A**.

Split Clip

Allows for splitting of the selected clip. This option is only enabled if there is a selected clip. The clip will be split at the playhead. This can also be done using a keyboard shortcut: *Windows* - **S**, *Mac* - **S**.

Duplicate

This duplicates the selected tracks or clips. If a track is selected, a new track will be created with all the clips. If multiple tracks are selected, each selected track will be duplicated, with the clips inside. If a clip is selected, it will create a new track with the clip inside. If multiple clips are selected, it will create a new track with the selected clips. If multiple clips are selected across multiple tracks, multiple tracks will be created. This can also be done using a keyboard shortcut: *Windows* - **ctrl+D**, *Mac* - **cmd+D**.

Delete

Deletes the selected clip or track. Deleting will only be enabled when a track or clip is selected. This can also be done using a keyboard shortcut:

Windows - **delete**, *Mac* - **delete**.

19 Separation Menu

This menu contains a number of options that can be applied to the current track.

Apply Separation

This will open the separation workflow, allowing the user to choose algorithms to run.

Cancel All Separations

This will cancel all the current separations. During a *Local* separation, cancelling will require a few seconds as it is likely that a piece of audio will be processing and need to finish before cancelling.

Switch to Cloud/Local mode

This will switch to the other mode. If currently in cloud mode, this will switch to local mode. If currently in local mode, this will switch to cloud mode. Local mode is set to default.

20 View Menu

This contains a number of options related to what is displayed in the application.

Show Mixer Window

Selecting this will make the mixer window visible. Selecting it again will hide the mixer window. This can also be done using a keyboard shortcut: *Windows* - **ctrl+1**, *Mac* - **cmd+1**.

Toggle Queue

This will show/hide the queue panel in the side bar. This can also be done using a keyboard shortcut: *Windows* - **shift+0**, *Mac* - **shift+0**.

Toggle Selected Clips

This will show/hide the selected clips panel in the side bar. This can also be done using a keyboard shortcut: *Windows* - **shift+9**, *Mac* - **shift+9**.

Scroll during Playback

When selected, the multi-track view will update their display to follow the playhead during playback.

Sequencer Zoom In

This will increase the zoom in the sequencer horizontally. This can also be done using a keyboard shortcut: *Windows* - **ctrl+=**, *Mac* - **cmd+=**.

Sequencer Zoom Out

This will decrease the zoom in the sequencer horizontally. This can also be done using a keyboard shortcut: *Windows* - **ctrl+-**, *Mac* - **cmd+-**.

Sequencer Reset Zoom

This will reset the horizontal zoom of the clips in the sequencer. It will reset to the show all the clips in the sequencer. This can also be done using a keyboard shortcut: *Windows* - **ctrl+0**, *Mac* - **cmd+0**.

Increase Track Size

This will increase the vertical size of all the tracks in the sequencer. This can also be done using a keyboard shortcut: *Windows* - **=**, *Mac* - **=**.

Decrease Track Size

This will decrease the vertical size of all the tracks in the sequencer. This can also be done using a keyboard shortcut: *Windows* - **-**, *Mac* - **-**.

21 Help Menu

This contains a window about the software, along with online support. Please visit audiosourcere.com/support for more information about logging in and troubleshooting issues.

22 Keyboard Shortcuts

Transport Controls	<i>Windows</i>	<i>Mac</i>
Play/Pause	spacebar	spacebar
Forward 1 second	→	→
Forward 10 seconds	alt+→	alt+→
Forward to End	ctrl+→	cmd+→
Backwards 1 second	←	←

Backwards 10 seconds	alt+←	alt+←
Return to start	ctrl+←	cmd+←
Toggle looping	L	L
Edit		
Undo	ctrl+Z	cmd+Z
Redo	ctrl+shift+Z	cmd+shift+Z
Track		
New Track	ctrl+T	cmd+T
Merge	ctrl+shift+ M	cmd+shift+ M
Select All	ctrl+A	cmd+A
Deselect All	ctrl+shift+A	cmd+shift+A
Mute All Selected Tracks	shift+M	shift+M
Solo All Selected Tracks	shift+S	shift+S
Duplicate	ctrl+D	cmd+D
Delete	del	del
Clip		
Merge	ctrl+shift+ M	cmd+shift+ M
Split	S	S
Select All	ctrl+A	cmd+A
Deselect All	ctrl+shift+A	cmd+shift+A
Duplicate	ctrl+D	cmd+D
Delete	del	del
View		
Show Mixer Window	ctrl+1	cmd+1
Toggle Queue	shift+O	shift+O
Toggle Selected Clips	shift+9	shift+9
Sequencer Zoom In	ctrl+=	cmd+=
Sequencer Zoom Out	ctrl+-	cmd+-
Sequencer Reset Zoom	ctrl+O	cmd+O
Track Increase Size	=	=
Track Decrease Size	-	-
File Management		
Import Audio	ctrl+shift+O	cmd+shift+O
Save	ctrl+S	cmd+S
Save as	ctrl+shift+S	cmd+shift+S
Bounce Mixer Output	ctrl+B	cmd+B
Export	ctrl+shift+E	cmd+shift+E
New Project	ctrl+N	cmd+N
Open Project	ctrl+O	cmd+O